



NSA RULES WILL BE FOLLOWED, WITH THESE ADDITIONAL STIPULATED RULES:

I. General Rules

1. Each team in the tournament will consist of no more than 14, nor less than 9 players.
2. Each team must have at least eight (8) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, eight (8) or more wins.
3. A 10UG team may only “call up” from an 8UG Team in the same community. “Call ups” must be rostered as alternate players prior to the start of the tournament.
4. Each manager must turn in a tournament roster prior to their first game.
5. **The official playing age is that player’s age as of January 1, 2016.** All rostered players must be no more than 8 years old on this date. Birth certificates must be available upon request. If a certificate cannot be produced at time of request said team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.
6. During the round robin portion of the tournament, a coin toss will be used to determine the home team. The team that traveled the farthest to the game will call the coin toss.
7. During the Semi-Finals and Final Game, the higher seed will be the home team. If both teams are the same seed in the Championship Game, a coin toss will be used to determine the home team.
8. Head Coaches will select an MVP from the other team, with assistance from that team as required.

II. Playing Field & Equipment

1. The pitching distance shall be Thirty-Five (35) feet.
2. The distance between bases shall be Sixty (60) feet.
3. Safety base at 1st base is mandatory
4. There shall be a sixteen (16) foot diameter circle at the pitching mound, with the center being the actual rubber.
5. The Pitcher must have one foot on rubber when the Ball is released.
6. The Softball will be an 11-inch softball.
7. Bats must be on the current ASA approved list.

III. Field Regulations

1. Except for players warming up in the bullpen or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion such that it will not be stepped upon.
3. No throwing of bats or helmets, there will be one team warning. After team warning, all other players will be called out.
4. For safety precautions, only four (4) coaches and team players will be allowed in the dugout at all times. This includes siblings and parents of players.



IV. Conduct

1. The BAA expects coaches to set the example in their actions and words because players and families will follow that lead. Our goal is for this tournament to be fun, instructive, and competitive for the players and we want families to enjoy the opportunity to watch them play ball!
2. Generally, it is the duty of the manager to insure proper conduct by his team. Players, coaches, and parents will treat the umpires with respect. Any member of the tournament committee reserves the right to ask anyone to leave the Chartiers Park Complex due to inappropriate behavior.
3. If a call does not go your way, we totally understand....it's part of the game. However, we expect the coaches to give the umpires the respect that they deserve and **Managers are the only people permitted to discuss a call with the umpire(s)**. Assistant Coaches and players may not approach or yell at umpires regarding calls. Umpires will issue a warning to teams if assistant coaches or players approach them or exhibit poor behavior regarding calls. If any assistant coach or player attempts to engage an umpire or continues to exhibit poor behavior after a warning, that person will be ejected from the playing field.
4. If a manager or coach is ejected from a game, that person is suspended for the following game and is not permitted to be in attendance for that game. The manager or coach could also face an additional suspension as determined by the tournament committee. If conduct continues, the team could forfeit the game and/or remaining games in tournament.
5. If a player is ejected from a game, that player is suspended from the following game but must attend the wearing street clothes and be with his team on the bench. The player will remain suspended until that requirement is satisfied.

V. Dress Code

1. Every player will be expected to wear his/her full uniform with the number fully visible.
2. The full uniform includes the team shirt, pants, and socks.
3. **The pitcher must wear a chest protection device while on the mound.** (No need to purchase one, Bridgeville can provide one to borrow for the game.)
4. Catchers must wear a chest protector, face mask and a catcher's helmet. Fielders' gloves or catchers gloves are permitted.
5. Chin Straps must be worn on all helmets, and helmets must be left on until runner leaves the field of play. There will be one team warning. After a team warning, all other players will be called out.
6. Absolutely no jewelry, casts, or splints and **no metal spikes**.

VI. Stoppage of Play

1. Only the umpire may call stoppage of play. All calls by the umpire are final.
 - a) Once the Pitcher has control of the ball in the circle, the base runner will then have three (3) seconds maximum to commit. Example: If the Runner is off the base heading or leaning towards second base she must go back to first without hesitation or be called out. She can run to second base but it must be without hesitation or pause.
 - b) An injury.
 - c) A foul - A foul ball **not caught by a defender** is not live until the Pitcher touches the ball.
2. Only umpires can call timeout. Managers, coaches, and players may only request it.



VII. Playing Rules

1. Each team will bat its entire roster in the batting order.
2. **Each player on the team will play at least three (3) innings in the field.**
3. Teams will play ten players in the field. The players will consist of pitcher, catcher, four infielders, and four outfielders (no rover). **No outfielder may be within thirty feet of any base.**
4. If illness occurs during the game, then the player removed from the game will be recorded as an automatic out for his/her next at-bat. Subsequent at-bats will be passed over and will not be outs.
5. Once a pitcher has thrown four balls to any batter in an inning, the following rules will be applied:
 - a) A coach from the batting team will pitch the remainder of the at bat. The batter will retain the number of strikes and the umpire will not call balls or strikes for coach pitches.
 - b) The coach will have up to four (4) pitches to complete the at bat.
 - c) The arc of the pitch from the coach must remain under six (6) feet.
 - d) If a pitch from the coach results in a swinging 3rd strike or any other out, the at bat is over and an out is recorded batter, regardless of the # of pitches the coach has thrown.
 - e) If the batter fails to make contact with the ball on the fourth pitch, she will be out.
 - f) If the 3rd strike is fouled off, the batter continues to bat until the ball is put in play, she fails to swing at pitch four or greater, or the batter is out.
 - g) **Bunting is not permitted during coach pitch.**
 - h) Once the batter's turn is complete, the pitcher may reenter the game for the next batter or another pitcher may take the mound.
6. After two (2) hit batters in an inning the Pitcher must be replaced, but can return in the next inning.
7. A pitcher may only pitch 3 innings a game. An inning is defined a single pitch in an inning.
8. Runners may leave the Base once the ball "crosses" home plate. A runner off a Base before the ball crosses the plate will be called out. There will be one team warning. After team warning, all other players will be called out. **Umpire has to see it.**
9. Runners may only steal 3rd base (not home or 2nd). Runners may not steal if the coach is pitching.
10. If there is a play on the runner at 3rd that is not the result of a steal attempt, the runner may take home on an overthrow, passed ball, etc.
11. Base runners may not advance on an overthrow from the catcher on a steal attempt.
12. No infield fly rule and the dropped third strike rule does not apply.
13. Any unnecessary contact or flagrant fouls can, at the discretion of the umpire, result in ejection.
14. There will be free defensive substitution. The batting order will stay the same, and players may rotate in and out of the game.
15. A runner must make every effort to avoid contact while running the bases. Runners are not out if they do not slide, *but a player may be called out if he does not slide and there is contact.* This is a judgment call by the umpire(s).
16. No head first slides unless returning back to a base. No warning - the runner will be called out.
17. When five runs are scored in the offensive team's half inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored four runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base when the play has ended. All the base runners have crossed the plate. The three runs count and the team will be entitled to seven runs in that inning.
18. The five run rule is waived for every inning after the 5th. *If the 5th inning is declared the last inning (due to time constraints) before the top of the inning begins, the five run rule shall be waived in the 5th inning.*



VIII. Length of Game

1. Games will be six innings in length or a 105 minute time limit. 105 minute rule will take precedent overall length of game rules (even if in a tie situation). There will be no time limit and extra innings will be permitted in the case of a tie only in Semi-Finals and Championship Game.
2. The tournament committee will monitor all time limits. A new inning will not start after 90 minutes have elapsed. It is encouraged to have the teams quickly warm up in between innings so that there will be an opportunity to play the entire game. Umpires will also be directed to move the game along in between innings as well.
 - a) Pitchers will be given 5 warm-up pitches to start a game and 3 pitches before all subsequent innings.
 - b) New pitchers entering the game will be given 5 warm-up pitches the inning they start to pitch then 3 pitches before all subsequent innings.
 - c) No infield or outfield warm-up ball after the first inning
3. An official game is four innings. Games called due to weather or unforeseen circumstances will be suspended with batters, runners, balls, strikes, and pitchers recorded.
4. The 10-run rule will be in effect after five innings for the visiting team and after four and a half innings for the home team. (The 10-run rule will not be in effect for the Championship Game.)
5. The tournament committee reserves the right to shorten games as a result of inclement weather.

IX. Miscellaneous

1. Ground rules will be discussed before the game and will remain consistent throughout the tournament.
2. No appeals. A protest must be made at the time of the incident and must be done properly.
3. Foul and abusive language is means for ejection.
4. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead, and the runners will return to their bases.
5. No fake tags.
6. The umpires will use the unattached bag rule.
7. Managers and coaches are responsible for the conduct of their team and their fans. No negative comments about opposing teams. Harassing of umpires, other teams or fans will NOT be tolerated.

X. Scoring

1. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
2. A forfeit will count as negative two (-2) points for the team that forfeits and two (2) points for the opposing team. The score of a forfeit will be 6-0.
3. The two teams from each bracket with the most points will advance. In the case of a tie, follow the rules defined below.
4. Any team that forfeits any pool game will not be permitted to participate in the Semi-Finals or Championship Game.



XI. Tiebreakers

1. In the process of breaking a three-way or four-way tie, the tiebreakers are used to determine the 1st place position. When determining the 2nd place team, the tie breaker process starts over with remaining teams. EX. - If there is a three-way tie, 1st place is then determined using the three-way rules and the remaining two teams would go through the two-way tie breaker.
2. Two Teams
 - a) Head-to-head
 - b) Runs allowed
 - c) Run differential
 - d) Coin toss
3. Three or Four Teams
 - a) Runs allowed
 - b) Run differential
 - c) Runs allowed between tied teams
 - d) Run differential between tied teams
 - e) Coin toss

XII. Rescheduling Games

1. Once the tournament begins, games may only be rescheduled due to inclement weather and/or with the consent of the tournament staff. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups are permitted and should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.