



NATIONAL SOFTBALL ASSOCIATION (NSA) RULES WILL BE FOLLOWED IN ALL SCENARIOS WITH EXCEPTION OF THE CHANGES NOTED HEREIN:

I. GENERAL RULES

1. Each team in the tournament will consist of no more than 14, nor less than 8 players.
2. Each team must have at least eight 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, wins.
3. Each team is required to have a catcher.
4. A 10UG team may “call up” from an 8U team in the same community. “Call ups” must be rostered as alternate players prior to the start of the tournament.
5. Managers must turn in a tournament roster prior to their first game (including birthdates).
6. The official playing age is that player’s age as of January 1, 2018. All rostered players must be no more than ten (10) years old on this date. Birth certificates **MUST** be available upon request (Managers are encouraged to keep copies on-hand). If a birth certificate cannot be produced at time of request, that 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.
7. 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.
8. 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.
9. Head Coaches will select an MVP from the other team, with assistance from that team as required.

II. CONDUCT

1. The BAA expects Managers 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. **Coaches, players, and spectators are to abide by the 2018 BAA Code of Conduct that was distributed to all Managers.** 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 Umpires the respect that they deserve. 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. Unsportsmanlike conduct is at the discretion of the Umpire(s).
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.



III. PLAYING FIELD AND EQUIPMENT

1. The pitcher must wear a chest protection device while on the mound.
2. The Softball will be an 11-inch ball. BAA approved: 47 cor 375 compression leather with poly core with raised stitches.
3. The pitching distance shall be 35' (feet).
4. The distance between bases shall be 60' (feet).
5. There shall be a sixteen (16) foot diameter at the pitching mound, with the center being the actual rubber.
6. Only ASA-Approved bats will be permitted to be used.
7. Bats shall be inspected by the Umpires before the start of games.
8. Bats with illegible stamps or markings will not be permitted to be used. Any question regarding bats shall be addressed by the tournament director and the director's decision shall be final.
9. No metal spikes are permitted.

IV. FIELD REGULATIONS

1. Except for players warming up or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion.
3. No throwing of bats or helmets, there will be one team warning. After team warning, subsequent violations will result in an out. Umpires have the discretion to eject players who throw equipment.
4. For safety precautions, only four (4) coaches, a scorekeeper, a batboy, and team players will be allowed in the dugout at all times. This includes siblings and parents of players.

V. PLAYING RULES

1. The pitcher must wear a chest protection device while on the mound. 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.
2. A maximum of five (5) runs per inning. Continuous scoring. The five (5) run rule waived in Final inning.
3. The Ten (10) Run Rule is in effect after 3 ½ innings; losing team must have 4 at-bats.
4. Games are to be set at a 2-hour maximum time limit. No inning can start after 1 hour and 45 minutes from the start of the game. There will be no time limit and extra innings are permitted in the case of a tie **only** in the Semi-Finals and Championship Game.
5. Pitchers will be given 5 warm-up pitches to start a game and 3 pitches before all subsequent innings.
6. 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.
7. No infield or outfield warm-up ball after the first inning.
8. Bat the Bench.
9. Free substitutions are allowed throughout the Game.
10. Once a pitcher has thrown ball 4 to any batter in an inning, the following rules will be applied:
 - A coach from the batting team will come into pitch the remainder of the at bat.
 - The batter will retain the number of strikes.
 - The arc of the pitch from the coach must remain under six (6) feet.
 - The coach will have up to four pitches to complete the at bat.



- Coach must pitch from rubber and maintain contact until ball is released.
 - If a pitch from the coach results in a swinging 3rd strike or any other out, the at bat is over and an out recorded for the batting team, regardless of the number of pitches the coach has thrown.
 - If the batter fails to make contact with the ball on the fourth pitch, she will be out.
 - The umpire does not call coach pitches balls or strikes.
 - 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.
 - Once the batter's turn is complete, the pitcher may reenter the game for the next batter or another pitcher may take the mound.
11. After two (2) hit batters in an inning the Pitcher must be replaced. The Pitcher can return to pitch in next inning.
 12. Six (6) innings Per Game.
 13. The Dropped third call strike rule does not apply.
 14. Runner may leave the Base once the ball "crosses" home plate.
 15. Stealing second base and home base is not allowed. Runner may steal only third base. Base runners may not steal if the coach is pitching.
 16. The stealing of Home in the 10U is not permitted; it must be earned for the runner to advance. If there is a play on a Runner at third that is not as a result of a steal attempt, then the runner may take home. (Overthrow, passed ball) etc.
 17. Runner off the Base "before" it crosses the plate will be called out. Umpire has to see it.
 18. Foul tip ball not caught by a defender is not live until the Pitcher Touches the ball.
 19. Chin Straps & facemasks 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.
 20. The Pitcher must have one foot on rubber when the Ball is released but the pitcher does not need to remain in contact with the mound after the pitch is released
 21. The infield fly rule is not in effect.
 22. One umpire per game.
 23. The base runners may not advance on an overthrow from the catcher on a steal attempt.
 24. No stealing during coach pitch.
 25. There will be no advancing on a pick-off attempt and there will be no out recorded.
 26. Bunting is not permitted during coach pitch.
 27. A pitcher can only pitch a total of 4 innings per game. An inning is defined as a single pitch in that inning.

VI. DRESS CODE

1. Every player will be expected to wear his/her full uniform.
2. The full uniform includes the team shirt (tucked in at all times), pants, and socks.
3. Catchers must wear a chest protector, shin guards, and a catcher's helmet with facemask.
4. Helmets must be left on until runners leave the field of play. There will be one team warning. After a team warning, all other players will be called out.
5. Absolutely no jewelry, casts, or splints.



VII. MISCELLANEOUS

1. Ground rules will be discussed before each game and will be 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/or abusive language is means for ejection.
4. Any player who throws the bat after batting a ball will be warned along with the rest of the players on that team. Subsequent players from that team who throw a bat will be called out, the play will be considered dead, and runners will return to their bases.
5. No fake tags.
6. If a ball goes over/through/under a fence or out of play as a result of an overthrow, the runner will be awarded only the base to which he/she is headed.
7. The umpires will use the unattached bag rule.

VIII. 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. Teams that forfeit any pool games will not be permitted in the Semi-Finals or Championship Game.

IX. TIEBREAKERS

1. Two Teams: a) Head-to-head, b) Runs allowed, c) Run differential, d) Coin toss
2. 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
3. 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 3-way tie, 1st Place is determined, then the tie-breaking process starts over for the remaining two teams (using the 2-way tie breakers) to determine 2nd Place.

X. 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 should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.