

North Garland Sports Association

2018 Official Baseball Rules

NGSA Supplemental Rules Combined with the Official USSSA 2018 Baseball Rules

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MISSION STATEMENT: North Garland Sports Association (NGSA herein) will provide a safe, fun, and competitive learning environment in order to model and instill the values of good sportsmanship, honesty, loyalty, courage and respect in the families of the community.

RULE 1 – PLAYING FIELD, EQUIPMENT & SAFETY

- 1A** The playing field dimensions are located on the table provided.
- 1B Field Prep/Care:** On each field, the home team shall lay the bases and chalk the field before the first game of the day, and remove the bases and rake the dirt after the last game of the day.
- 1C Legal Bats:** All bats must have the USSSA 1.15 BPF or BBCOR.50 certified mark, or made of wood by a licensed USSSA bat manufacturer. All bats for the **14U division** must have a length to weight ratio no greater than **(-5) ounces** and all bats for the **16U division** must have a length to weight ratio no greater than **(-3) ounces**.
- 1C.1 Illegal Bats:** If an illegal bat is found before it has been used to put a ball in play it does not constitute an out or an ejection. If it is found that an illegal bat has been used to put a ball in play, and before the next legal pitch, the defensive team shall accept the results of the play, or have the batter be called out and all runners return to the base occupied at the time of the pitch. **Second Offense:** The head coach shall also be ejected.
- 1D Cleats:** Metal spikes are only permitted in the 14U division and older, and shall not be worn if/when pitching off of a portable mound.
- 1E Catcher's Gear:** The catcher shall wear protective gear including a catcher's helmet, chest protector, shin guards and a protective cup. The catcher's helmet shall cover both ears and have either a built-in extended, or separately attached, throat guard.
- 1F Batting Helmets:** All offensive players shall use a double ear-flap batting helmet whenever outside of the dugout. This rule shall also apply to any player, or non-player, under the age of eighteen (18) on the field during a game that is not in the dugout. (Bat boy/girl, base coach, coach pitcher, etc.)
- 1G Slashing:** Showing bunt then pulling back and swinging is **prohibited in the 8U - 12U divisions**. In these divisions a batter showing bunt must attempt the bunt or take the pitch. Slashing shall result in the batter being called out and any runners returning to the previously occupied base.
- 1H Collisions at Home Plate - The Runner:** A runner may not deviate from their direct path to the plate in order to initiate contact with the catcher/fielder covering home plate. If, in the umpire's judgment, a runner does so, the runner is out, the ball is dead and all other base runners shall return to the base last touched at the time of the collision.
- 1H Ruling** If a runner slides into the plate in an appropriate manner before any contact with a player, he/she shall never be in violation of the collision rule. Attempting to jump or dive over a player covering the plate, or his/her tag attempt, is prohibited and the runner shall be called out.
- 1I Collisions at Home Plate - The Catcher:** Without possession of the ball, the catcher/fielder shall not block the runner's path to home plate. If, in the umpire's judgment, the catcher/fielder does so, the runner shall always be called safe. Also, if the path of the runner was blocked, the umpire shall never find that the runner initiated contact.
- 1I Ruling** It is not a violation of this rule if a player blocks the runner's direct path to home plate in a **legitimate** attempt to field a throw in reaction to the direction, trajectory or hop, or in reaction to a throw that originates from the pitcher or a drawn-in infielder. Also, a catcher/fielder without possession of the ball shall not be in violation of this rule if the runner had time to avoid contact by sliding or going around the play.
- 1I Comment** Accidental contact between the runner and player covering home plate can happen without causing a rules infraction. However, if the umpire determines there was malicious intent, an automatic safe or out call may be enforced, and a player can be ejected from the game at the discretion of the umpire.

DIV. OF PLAY	BASE PATHS	PITCHING DISTANCE
4U	55'	N/A
6U	55'	N/A
8U	60'	40'
10U	65'	46'
12U	70'	50'
14U	90'	60' 6"
16U	90'	60' 6"

RULE 2 – GAME PRELIMINARIES

- 2A Line-up/Affidavit:** Teams shall turn in a line-up and a current pitching affidavit to the scorekeeper no later than ten (10) minutes before each game. A line-up shall also be given to the opposing team. In the event a team does not have their current pitching affidavit the following shall apply;
- 2A Penalty** The scorekeeper shall locate the team's pitcher availability from the previous game and create and sign a new affidavit with the updated pitching information. **Second Offense:** the head coach shall also be suspended for that game.
- 2B Home & Visitors:** The schedule shall determine the home team for each game, and teams shall always occupy the proper dugout per the schedule. In the event a team plays consecutive games on the same field, they shall not have to move dugouts between games.
- 2C Minimum Play Requirement (MPR):** Each player on the roster that is in uniform and present at the start of the game shall play at least six (6) defensive outs and complete at least one (1) at bat. In the event a late arriving player is added to a line-up, the following shall apply;
- 2C.1** For a player that arrives late to a game but **BEFORE** their team has completed one full cycle through the line-up, MPR shall be reduced to three (3) defensive outs and one (1) at-bat. **MPR is not required** for any player that arrives late to a game and their team has already completed one full cycle through the line-up.
- 2C Penalty** If an eligible player does not receive his/her MPR during a game, that player must start and play the entire game that he/she is next present for. If an eligible player does not receive MPR for two (2) games in a row, the head coach shall be suspended from the teams next played game and is subject to further discipline.
- 2D Minimum Line-up Requirement:** A team may start and play a full game with a minimum of eight (8) players. Penalties for empty spots in the batting order are described in rule **2E Approved Line-ups** or in the division specific rules. Late arriving players may be added to the bottom of the batting order, or as a substitute when applicable. Any team that starts a game with, or accumulates, nine (9) or more players is subject to all rules specific to the line-up they are using for that game
- 2E Approved Line-ups:** Teams may bat a **nine (9) player line-up**, a **ten (10) player line-up** or a **continuous line-up**. Such line-up must be declared to the umpire and scorekeeper prior to the start of the game and used the entire game. **4U – 10U shall only use the Continuous Line-up**.
- 2E.1 Nine (9) Player Line-up:** All players not in the starting line-up are substitute players. Any starting player may be removed from and re-enter the game once and must re-enter in their original spot in the batting order. Substitute players are not allowed to re-enter a game and all changes to the batting order must be announced to the scorekeeper.

- 2E.2 Ten (10) Player Line-up:** The team shall bat a ten (10) player line-up that contains an extra hitter (EH). The player in the (EH) spot in the batting order has free defensive substitution, but shall remain in the same spot in the batting order for the entire game, and cannot be replaced. Any eleventh (11th) player, or more, on the roster for that game are substitute players, and are bound by the substitution player rules per **2E.1**.
- 2E.3 Continuous Line-up:** All players other than those in the starting nine (9) defensive positions are extra hitters and may move freely in and out of defensive positions. Any player that misses an at-bat shall be called out, is no longer in the game and their spot in the batting order becomes an automatic out each time it comes up.
- 2E.3 Exception** In the **4U & 6U Divisions** the missed spot will just be skipped and the player shall be allowed to return to the game defensively when available, but shall not bat again until their spot in the order comes back up. In the **8U Division** the batter shall be called out but shall be allowed to return to the game when their spot in the order comes back up. He/She shall not play in the game defensively until their next at-bat is completed.
- 2F Starting and Ending a Game:** The Umpire-in-Chief shall announce the official start time, and when a game's time limit has expired, for each game. The time kept by the umpire's record shall supersede any possible time discrepancy with the scorekeeper.
- 2G Mercy Rule:** Mercy rules are used to end a game when a team's margin of lead is greater than or equal to the following; **6U – 12U:** fifteen (15) after three (3) or ten (10) after four (4); **14U and up:** fifteen (15) after three (3), twelve (12) after four (4) or eight (8) after five (5). The home team shall not bat if they are winning and the mercy rule is met prior to the start of the bottom half of that inning.
- 2H Regulation Games & Game Suspensions:** A regulation game consists of six (6) innings for 4U – 12U and seven (7) innings for 14U and up, unless a game ends earlier due to a mercy rule, imposed time limit or suspension. If a game is called due to weather, light failure or other acts of nature and cannot be resumed, it is a regulation game when;
- 2H.1 4U – 12U:** if three (3) innings have been played, or the home team is ahead after two and one half (2 1/2) innings, it shall be declared a complete game. If the game is tied after four (4) or more innings, the score will revert back to the previous completed inning. If the game is still tied, it will be declared a suspended game.
- 2H.2 14U and up:** if four (4) innings have been played, or the home team is ahead after three and one half (3 1/2) innings, the game shall be declared a complete game. If the game is tied after five (5) or more innings, the score will revert back to the previous completed inning. If the game is still tied, it will be declared a suspended game.
- 2H Ruling** Any game that cannot be declared a regulation game shall be a suspended game. A suspended game, when resumed, shall resume from the exact point of the suspension.
- 2I Time Limits:** When a time limit is reached the current inning will be allowed to finish, and no new inning shall start; with the exception of 4U where the game is over once the time limit is reached. **4U:** 45 min / **6U:** 45 min / **8U:** 1 hr 20 min / **10U:** 1 hr 30 min / **12U & 14U:** 1 hr 40 min / **16U:** 1 hr 50 min
- 2J Missed At-bats:** An at-bat is missed once an improper batter completes an at-bat out of turn. At any point before an improper at-bat is complete, the offensive team shall be allowed to insert the proper batter, with no penalty, and he/she shall keep the same count as when the correction was made. Any actions on the field of play that occurred during the improper at-bat shall stand. When an improper at-bat is completed the defensive team shall have the option of accepting the result of the at-bat or, **if appealed before the next legal pitch**, enforcing the penalty. When the result of the improper at-bat is accepted, the next batter shall be the player that is scheduled to bat after the improper batter, and the game continues. The batter that was skipped shall not bat until his/her spot in the batting order comes up again.
- 2J Penalty** When the penalty is enforced, the skipped batter shall be called out, any runners shall go back to the base occupied prior to the infraction and the improper batter is now the proper batter and shall start the at-bat over. The following shall also apply; **9 Player Line-up:** the skipped batter is out of the game. If there are no eligible substitute players to legally occupy the empty spot, it is an out each time it comes back up. **10 Player Line-up:** the 9 player line-up rule applies to the 9 defensive positions in the batting order. If the (EH) spot is skipped, that player is out of the game and their spot in the batting order is an out each time it comes up. **Continuous Line-up:** the skipped batter is out of the game and the empty spot becomes an out each time it comes up.
- 2K Courtesy Runners:** Divisions **10U and up** may use a courtesy runner for the pitcher and catcher of record from the previous half inning. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last out. If a courtesy runner is determined to be ineligible, a proper replacement shall be used without penalty. **In the 8U division**, these rules only apply to the catcher position, and courtesy runners are not permitted in the **4U & 6U tee-ball divisions**
- 2K Exception** With two outs, a courtesy runner may be used for a player that is not the catcher of record from the previous half inning but will be playing catcher the next half inning. That player must catch the first complete at-bat of the next half inning for the move to be legal. If the team does not comply, the head coach shall be ejected from the game and may be subject to further discipline.
- 2L Injured Runners:** A team in any division may use a courtesy runner for any player who, for injury reasons, is unable to run/continue to run the bases. This player is not out of the game at this point, but if he/she is unable to complete their next scheduled at-bat, the team shall be subject to any rules that apply to a missed at-bat.
- 2M Intentional Walks:** Intentional walks shall not be awarded upon announcement, and are not permitted in the 4U - 8U divisions.
- 2N Pool Players:** Each team will be asked to obtain at least three (3) willing players from his/her team to be a part of NGSAs pool player system. When a pool player accepts a team's request, the pool player shall start and play the entire game, wear their own team's uniform and may not play the pitcher or catcher position while playing for the requesting team.
- 2N Ruling** Any coach that does not submit a list of pool players by the given deadline will be prohibited from using the pool player system.

RULE 3 – THE PITCHER

- 3A** In **4U - 10U**, any player removed from the pitching position may not return to the pitching position for the remainder of the game. In **12U and up** the starting pitcher removed from the pitching position, but remaining in the game defensively, may return as pitcher, but only once per game.
- 3B** In **4U - 8U** a player may not pitch in more than one game in a day. In **10U and up** a pitcher who is removed from the pitching position once the zero (0) days required rest pitch limit is reached, they shall be allowed to pitch in a second game that day. The pitcher’s pitch count for the second game will begin with the total from the first game, and the total pitches thrown from both games will determine the pitcher’s new rest requirement.
- 3C Pitch Count & Rest/Availability:** A coach must remove a pitcher when he/she has reached the limit for his/her age group. The pitcher shall be allowed to remain in the game at another position.

3C.1 Tables: The following tables represent the max pitches a player may throw in one (1) day and the days of rest required per number of pitches thrown in one (1) Day;

		Ages 14 & Younger		Ages 15 & Older	
Player Age	Daily Max	Pitches/Day	Rest Required	Pitches/Day	Rest Required
7 – 8	N/A	1 – 30	Zero (0) Days	1 – 20	Zero (0) Days
9 – 10	75 Pitches	31 – 45	One (1) Day	21 – 35	One (1) Day
11 – 12	85 Pitches	46 – 60	Two (2) Days	36 – 50	Two (2) Days
13 – 16	95 Pitches	61 – 75	Three (3) Days	51 – 65	Three (3) Days
17 – 18	105 Pitches	76 +	Four (4) Days	66 +	Four (4) Days

- 3C.1 Ruling** If a pitcher reaches an imposed limit while facing a batter, the pitcher may continue pitching until the at-bat is complete and the pitcher’s pitch count will revert back to the imposed limit that was reached during the at-bat.
- 3D** For Purposes of pitching limitation rules, a pitcher is in violation of the rule if he/she has pitched a ball to a batter that has come after the at-bat during which the limit was reached. The removal of an ineligible pitcher any time before that pitcher has pitched a ball to a batter shall not be considered a violation.
- 3E** Pitches thrown during a game that ends in forfeit, due to an imposed mercy rule, suspension or cancellation shall count towards a pitchers’ pitch count for that day. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch the extent of their eligibility for the new day, provided said pitcher has observed the required days of rest attained in the suspended game.
- 3F** The official scorekeeper shall provide the current pitch count for any pitcher when requested by either manager or any umpire. The official scorekeeper shall also inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will then inform the pitcher’s manager that the pitcher must be removed from the game.
- 3F Ruling** The failure of the scorekeeper to inform the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when he/she is no longer eligible.
- 3G The Pitcher & Catcher Positions:** A pitcher who delivers forty-one (41) or more pitches shall not play catcher for the remainder of the day. Also, a catcher that catches one (1) pitch into a fourth (4th) inning of play shall not play the position of pitcher for the remainder of the day.
- 3H** It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire and then filing a Protest with the umpire and board member on duty. A protest may be filed at any point after the pitcher in violation records any pitch beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and/or board members leaving the field.
- 3I** Any pitch limit or required days of rest violation shall result in immediate forfeiture of the game. If such violation occurs during an end-of-season tournament, the team in violation of the rule may not advance to the championship bracket regardless of record.
- 3J** Any time a change is made at the pitching position, in any division, it must be announced to the scorekeeper.

RULE 4 – THE 4U & 6U TEE-BALL DIVISIONS

- 4A** The field shall visibly represent a pitcher’s circle, a five foot (5’) fair ball arc, the baselines and a designated area in the outfield fifteen feet (15’) behind the baselines.
- 4B** In lieu of a safety arc, the infielders shall position themselves in an area common to the natural spot of their infield position, while playing no more than five (5) feet in front of the baseline. “Over-shifting” or forming a “defensive wall” is not permitted.
- 4C** The player at the pitcher position shall stay in contact with the pitcher’s plate until the ball is hit. If the pitcher leaves the pitcher’s plate before the ball is hit, play shall continue, and after the play has ended, the offensive team has the option of taking the result of the play or a no-pitch.
- 4C Penalty First Offense:** warning; **Second Offense:** Removal of player from the pitching position for the remainder of the game.
- 4D** If the pitcher fields the ball inside of the pitcher’s circle he/she must attempt to throw the batter/runner out.
- 4E** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position, and all outfielders shall stay at least ten (10) feet behind the baseline until the ball is hit.
- 4F** The player in the catcher position shall wear a catcher’s helmet with an attached facemask and shall stand at the back of the batter’s box opposite of the box the current hitter is batting from until the ball is put in play.

- 4G** A batted ball must travel past the fair ball arc to be considered a fair ball. The act of the ball traveling past the fair ball arc shall be left to the umpire's judgment as is not an arguable call.
- 4H Rules Applied to Batted Balls:** Regardless of any overthrows, the following shall apply when a fair ball...
 - 4H.1** does NOT travel past the baseline; the batter/runners may advance no more than one (1) base
 - 4H.2** travels past the baseline but not into the designated outfield area; the batter/runners may advance no more than two (2) bases.
 - 4H.3** travels into the designated outfield area; the batter/runner may advance as many bases as they choose until (if/when) the play is dead.
- 4I** Two (2) defensive coaches will be allowed to coach from the field of play. They must coach from the outfield (behind the baseline) and may not touch any player in an attempt to assist them with a baseball play.
- 4J** Three (3) offensive coaches will be allowed on the field of play; two (2) base coaches and a coach at home plate. The coach at home plate shall not give verbal or physical instructions to the batter for the purpose of influencing the direction of a hit ball.
- 4K** The infield fly rule shall not be in effect at any time.
- 4L** Bunting shall not be allowed.
- 4M** Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit.
- 4N** A batter has a maximum of three (3) swings to put the ball in play or be called out. No additional swings are awarded on foul balls.
- 4O** Umpires shall call "Time" after every play and declare the ball dead. Time shall be called as soon as the lead runner is not attempting to advance. For the purpose of this rule, when a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and time shall be called.
- 4P** A team may score a maximum of five (5) runs per inning.

RULE 5 – THE 8U COACH PITCH DIVISION

- 5A** No fair ball arc will be used. A fair ball shall be defined as it is the MLB rulebook.
- 5B** In lieu of a safety arc, the infielders shall position themselves in an area common to the natural spot of their infield position, while playing no more than five (5) feet in front of the baseline. "Over-shifting" or forming a "defensive wall" is not permitted.
- 5C The Pitching Coach:** The pitching coach shall pitch with one foot on, or straddling, the mark used to indicate the forty foot (40') pitching distance (a line, a pitcher's plate, etc.) and shall not verbally or physically coach while in the pitching position. The pitching coach shall position him/herself as to not be an obstruction to the defensive team on any possible play once the ball has been hit.
 - 5C.1** If a coach violates this rule after the ball is pitched, obstruction shall be called. If a coach violates this rule before the ball is pitched the coach will receive a warning. **Second Offense;** removal of that coach as pitcher for the remainder of the game.
- 5D** If the pitching coach is under eighteen (18) years of age, he/she must wear a helmet while pitching.
- 5E** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment the catcher is not receiving the ball in a baseball manner, a warning will be issued.
 - 5E Ruling** If the act continues after the warning, the offending team's manager will be ejected.
- 5F** The line-up shall consist of no fewer than ten (10) players and all ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position and all outfielders shall play no closer than five (5) feet behind the baseline.
- 5G** The player listed as pitcher shall not leave the pitching circle until the ball is hit. If the player leaves the pitching circle before the ball is hit, the play shall continue. Once the play has ended the offensive team shall have the option of taking the result of the play or a no-pitch, and the following shall apply;
 - 5G.1** The player will receive a warning. **Second offense;** the player will be removed as pitcher for the remainder of the game.
- 5H** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- 5I** The infield fly rule shall not be in effect at any time.
- 5J** The batting order, of ten (10) or more players, shall constitute all present players on the team roster at the beginning of the game. Late arrivals may be inserted at the bottom of the batting order.
 - 5J.1** Teams may start a game with eight (8) or nine (9) players. When this occurs, the tenth (10th) or ninth (9th) and tenth (10th) positions in the batting order shall not be declared an out each turn at-bat, they will just be skipped.
- 5K** Teams may use free substitution on defense but the batting order shall remain the same.
- 5L** Bunting shall not be allowed
- 5M** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Extra swings/pitches shall be awarded on foul balls.
- 5N** Intentional walks are not permitted during the regular season.
- 5O** Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 5P** The game is over if/ when the opposing team is mathematically eliminated from scoring enough runs to win. (Mercy rules still apply)
- 5Q** Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. For the purpose of this rule, when a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and time shall be called.
- 5R** When a batted ball hits the pitching coach, if in the umpire's judgment, the coach made a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
 - 5R.1** If, in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter shall be called out and no runners shall advance.
- 5S** A team may score a maximum of five (5) runs per inning.

RULE 6 – THE 10U DIVISION

- 6A** Base runners are permitted to lead off and attempt to steal bases at their own risk.
- 6B** **Balk Warnings:** During the fall season, and the first (1st) half of each spring season, no penalty, and a warning and explanation of the call, will be given for the first balk committed by each pitcher that pitches in a game. After the first and only warning, each subsequent balk shall be penalized. During the second (2nd) half of each spring season, and the end-of-season tournament, no warnings will be given for balks.
- 6C** The dropped/missed third (3rd) strike rule shall be in effect. A pitched ball that hits the ground just before, or at the same time, it is secured in the catcher's glove (a "trapped" or "scooped" ball) shall be considered a dropped/missed third (3rd) strike.
- 6C.1** If first (1st) base is occupied, and with less than two outs, dropped/missed third (3rd) strike is not in effect and the batter is out.
- 6C.2** With less than two outs, if an attempt to steal second (2nd) base occurs on a pitch that is a dropped/missed third (3rd) strike, first (1st) base is to be considered occupied and the batter is out.
- 6C.3** Any time the dropped/missed third (3rd) strike rule is in effect and the batter leaves the batter's (dirt) area and, in the umpire's judgment, is not making an attempt to run to first base, he/she shall be called out and it is not an arguable call. For the purpose of this rule, once any part of one (1) batter's foot is outside of the batter's (dirt) area, they are considered to have left the batter's area.
- 6D** A team may score a maximum of five (5) runs per inning.

RULE 7 – THE 12U – 18U DIVISIONS

- 7A** Balk rules shall apply at all times.
- 7B** The dropped/missed third (3rd) strike rule shall be in effect. A pitched ball that hits the ground just before, or at the same time, it is secured in the catcher's glove (a "trapped" or "scooped" ball) shall be considered a dropped/missed third (3rd) strike.
- 7B.1** If first (1st) base is occupied, and with less than two outs, dropped/missed third (3rd) strike is not in effect and the batter is out.
- 7B.2** With less than two outs, if an attempt to steal second (2nd) base occurs on a pitch that is a dropped/missed third (3rd) strike, first (1st) base is to be considered occupied and the batter is out.
- 7B.3** Any time the dropped/missed third (3rd) strike rule is in effect and the batter leaves the batter's (dirt) area and, in the umpire's judgment, is not making an attempt to run to first base, he/she shall be called out and it is not an arguable call. For the purpose of this rule, once any part of one (1) batter's foot is outside of the batter's (dirt) area, they are considered to have left the batter's area.

RULE 8 – THE NGSА MID-SEASON CLASSIC (8U – 14U ONLY)

- 8A** On a designated Saturday during the regular season, NGSА will host a mid-season exhibition game to recognize some of the league's players that exhibit talent, leadership, sportsmanship, and respect amongst the other players, coaches and umpires.
- 8B** Twenty-four (24) players from each eligible division will be nominated by their teams, given a commemorative patch, and will participate in the mid-season exhibition game. Each team shall have, when applicable, an equal number of representatives as part of the twenty-four (24) player selections. If a division has a number of teams that does not represent a multiple of twenty-four (24), the following shall apply.
- 8B.1** **For a five (5) team division**, each team shall have four (4) representatives, followed by another one (1) representative from the first (1st) through fourth (4th) place teams. **For a (7) team division**, each team shall have three (3) representatives, followed by another one (1) representative from the first (1st) through third (3rd) place teams.
- 8C** Two (2) teams of twelve (12) players will be assembled, and coached, by the head coaches of the first (1st) and second (2nd) place teams at the time of the exhibition game.
- 8D** **Team Selection:** Both head coaches shall begin the roster selection process with the players from their spring team's roster already included on their mid-season exhibition game roster. The two head coaches shall then pick players back and forth, starting with the coach of the current first (1st) place team, until the rosters are complete.
- 8E** **Pitching Rules:** Any player that pitches in the mid-season exhibition game must be available to pitch that day, per the NGSА rest and availability rules, and shall not exceed the pitch limit that requires one (1) day of rest during the exhibition game.

RULE 9 – THE NGSА END-OF-SEASON TOURNAMENT (8U – 14U ONLY)

- 9A** In divisions 8U -14U, a division winner and runner-up shall be determined by the results of a two (2) day end-of-season tournament.
- 9B** A teams' regular season record shall determine the seeding order for the pool play part of the tournament.
- 9C** **Pool Play:** Each team will play two (2) games. The matchups will follow a bracket set up using the seeding order established by the teams' regular season records. These games will determine the seeding order for the bracket play part of the tournament.
- 9D** **Bracket Play:** The bracket play part of the tournament shall be a single elimination event. The final games of the day shall determine the division winners and runners-up.
- 9E** **Tournament Rules of Play:** All NGSА rules shall apply to the end-of-season tournament with the following exceptions;
- 9E.1** **Home and Visitors:** During pool play the home team for each game shall be determined by a coin flip. During bracket play the highest seeded team remaining shall be the home team.
- 9E.2** **Minimum Play Requirement:** Each player on a roster that is in uniform and present at the start of the game shall play at least three (3) defensive outs and complete at least one (1) at bat. MPR shall not be in effect for any player arriving after a game has started.
- 9E.3** **8U Minimum Line-up Requirement:** If a team plays a game with only eight (8) players, the ninth (9th) and tenth (10) spots in the batting order are automatic outs each time they come up. If a team plays a game with only (9) players, the tenth (10th) spot in the batting order is an automatic out each time it comes up.

- 9E.4 Time Limits/Tie-Breaker:** The pool play games will use the same time limits used per **rule 2I**. During bracket play, no game can end in a tie. If a game is tied at the completion of the inning in which time expired, the offensive team will begin their next half inning with one (1) out and the bases loaded. The correct batter shall be up to bat and the players in the three (3) previous spots in the batting order shall occupy the bases, with the player in the closest spot in the order to the current batter on first base, and so on. This shall continue until a winner is declared.
- 9E.5 Intentional Walks:** In all divisions, intentional walks shall now be awarded upon announcement of the defensive team. **In the 8U Division**, each player on a team may only be intentionally walked one (1) time per game.
- 9E.6 Pool Players:** The NGSAs pool player system will not be used during the end-of-season tournaments.

RULE 10 – POST-SEASON PLAY (8U – 14U ONLY)

- 10A** NGSAs pays the entry and gate fees for each division champion to represent the league in the USSSA (A) Texas State Championship. Any non-division winning teams may also participate but must pay their own way. Teams that participate in the State tournament are also qualified to participate in the USSSA (A) World Series. Any team that participates in the World Series is responsible for all costs necessary.
- 10B** Any team that wishes to represent NGSAs in the State tournament or World Series shall do so while following all guidelines set forth. Parents/Guardians of all players in the eligible divisions will also be notified of all State tournament and World Series information and guidelines.
- 10B.1** Any team that participates in either post-season tournament must invite all players on their roster to participate. All parents/guardians of players in the eligible divisions must then respond to the team’s invitation **no later than May 14th** to inform the team of whether or not their child will be participating. For any player that does not inform their head coach of their intent by the given deadline, it will be understood as “Not Participating”
- 10B.2** Head coaches in the eligible divisions must inform NGSAs **no later than May 14th** of their team’s intent in regards to their participation in any post-season tournament. For any team that does not inform NGSAs of their intent by the deadline, it will be understood as “Not Participating”.
- 10C** Once the deadline of **May 14th** passes the following rules take effect;
- 10C.1** Any coach that stated they would not participate in the State tournament, or did not respond by the deadline, shall have forfeited their team’s participation, and may not change that status.
- 10C.1** Any player that stated they would not participate in the State Tournament, or did not respond by the deadline, shall have forfeited their eligibility to participate.
- 10C.1 Ruling** If a previously unavailable player becomes available, he/she shall be prohibited from being added to another team’s roster and shall only be allowed to participate in the State Tournament with their team from the spring season. The decision to allow this player participate (after initially stating they were not available) shall ultimately be left up to their head coach.
- 10E Roster Additions:** Each participating team shall be allowed to add up to three (3) players that were not its spring roster, to its tournament roster. These roster additions can only be made in the form of participating players that are on a team that is not participating in the State tournament. Roster additions will be done through a draft system made up of eligible participating players.
- 10E.1** All eligible players that would like to participate if asked will be placed into a player pool from which participating teams may select from. The participating teams that wish to add players will select them from the player pool in the order in which they finished in the season standings, and will pick back and forth in a normal draft order; 1st, 2nd, 3rd, 1st, 2nd, 3rd, etc.

RULE 11 – PLAYER FREEZES

- 11A** Player Freezes are players that may be placed on rosters before evaluations are held. Paperwork for any frozen player must be turned in to the player agent by the deadline given and they shall not attend player evaluations. Any player that does not have freeze paperwork turned in for them by the deadline must attend player evaluations, and will only be available to be selected in the player draft.
- 11B** The number of allowed freezes per division are as follows; **6U** = three (3), **8U** = four (4), **10U** = five (5), **12U** = six (6), **14U** = twelve (12)
- 11C** In the **6U division** there are no guidelines pertaining to the allowed three (3) freezes.
- 11D** In the **8U – 12U divisions** there are three (3) types of players that may be frozen to a roster before player evaluations;
- 11D.1 New Players:** Any player that was not on an NGSAs roster during the previous spring season.
- 11D.2 Returning Players:** A player that was on the previous spring roster of the head coach that is attempting to freeze him/her.
- 11D.3 Released Players:** Released players shall be classified in one (1) of the following four (4) ways; **(I)** a player whose head coach chooses not to freeze as a returning player, **(II)** a player whose previous head coach is no longer coaching and the player has no previous head coach to return with, **(III)** a player whose head coach is moving out of the age division that the player is remaining in, **(IV)** a player that is aging out of a division that their previous head coach is remaining in.
- 11E** In the **14U and older divisions** frozen players shall only be allowed in the form of returning and released players per rules **11D.2** and **11D.3**
- 11F New Head Coaches to NGSAs:** A new head coach shall be considered one that was not a head coach, or an assistant coach, of an NGSAs team during the previous spring season. Any new head coach to NGSAs shall be allowed to freeze their own child, the child of one or both assistants, and new players per rule **11D.1**. Any remaining roster spots shall be filled through the player draft.

RULE 12 – PLAYER EVALUATIONS & THE PLAYER DRAFT

- 12A Player Evaluations:** Any non-frozen player must attend evaluations to be eligible to be selected in the player draft. Any player that does not attend shall be placed on a team in the form of a blind draw, in continuation of the draft order; after all eligible players have been selected.
- 12B** All players attending evaluations shall participate in the evaluation event scheduled for the division they wish to play in.

- 12C Playing Up:** Players that are league age six (6), eight (8), ten (10) and twelve (12) shall be allowed to evaluate for/play in one (1) age division higher than their league age permits. Any player that wishes to do so must play a fall season in the higher division, during which the division's coaches and directors will evaluate the player and will have a discussion/vote to determine whether or not the player should be allowed to play up in the higher age division in the spring; taking in consideration of the player's safety, skill level, and the possibility of the player's development being negatively affected.
- 12C.1** In some instances NGSa will allow a player to play down in one (1) age division lower than their league age permits. These instances are case by case and are determined by a discussion/vote by the NGSa board of directors.
- 12D The Player Draft:** The President, Player Agent, Secretary, Umpire Director, Equipment Manager and the age group's Division Director will be in attendance at each division's draft. Each team must have at least one (1) representative present during their designated draft time, but shall be allowed to have up to three (3) representatives present; the head coach and one (1) or both official assistants. For any team that does not send representation to the player draft, the Division Director will draft the roster for that team.
- 12D.1** The player draft shall not start until all teams have an equal number of players on their roster. For teams that did not use any/all of their allowed number of player freezes, the team's representative shall be allowed to pick from the list of draft eligible players until the team's roster is equal to the other teams in the division. If there is more than one team in this situation, the teams shall draw a number from a hat to see who gets to pick first. They shall then pick back and forth until all teams have an equal number of players on their roster.
- 12D.2** Once all teams have an equal number of players on their roster, the draft order shall be determined by a blind draw. Once the order is set, the draft shall begin and will be run as a serpentine draft. The trading of draft positions shall be allowed, but once the draft starts, the draft order shall not change. Once the draft is complete there will be a short period of time where player trades are allowed to be made; however, frozen players are prohibited from being involved in trades.

RULE 13 – PROTESTS, SPORTSMANSHIP & EJECTIONS

- 13A** Protests shall be allowed for age violations, pitching violations or rule interpretations only.
- 13B** Protests must be declared to the umpire-in-chief before the next pitch following the dispute. The umpire will then convene with the official scorekeeper and an NGSa board member, preferably the division director if available. If the call that is to be protested is the last recorded out of the game or on a game ending play, the protest must be filed prior to the umpires and scorekeeper leaving the field of play.
- 13C** Once a protest is correctly declared the remainder of the game is played under protest. The NGSa board member that was present and notified of the protest shall communicate the situation to NGSa's Appeals & Discipline Committee. A&D will meet and discuss any game that was played under protest. If decided that the call in question was correct, or cannot be overturned, the game goes in the standings as it finished. If decided that the protested call was an incorrect call, the game shall resume at the exact moment when the game was protested. The A&D shall rule on all protests and their decision shall be final.
- 13D** All players, managers, coaches, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. The umpires and NGSa board members have the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any unsportsmanlike or abusive behavior shall at a minimum be given a warning. If warranted, the offending party shall be ejected from the game at the discretion of the umpires and/or NGSa board member(s).
- 13E** Any person leaving their position on the field, on the bench, in the dugout area or grandstands to participate in an altercation shall be ejected from the game and will serve a suspension from the team's next played game, with no appeal. The A&D committee shall also meet and determine if further discipline is necessary beyond the automatic suspension.
- 13F** Anyone ejected from a game shall immediately remove themselves from the vicinity of the playing field and/or grandstands for the remainder of the game. If the ejected party continues to watch from a spot other than the above mentioned they shall not verbally, or physically, communicate with anyone on the playing field and/or grandstands. If this not followed, the ejected party shall be asked to leave and will automatically serve a suspension from the team's next game.
- 13G** Any time there is an ejection the A&D committee shall investigate to determine if any further discipline is necessary. If found necessary, any further suspension(s) shall be served by the ejected party during their team's next played game following notification of the suspension. The ejection of a player, coach, sponsor or spectator shall not result in the automatic ejection of the team's head coach; however, the head coach may be ejected if, in the umpire's judgment, he/she contributed to the reason for the initial ejection.
- 13H** If found necessary by the umpire-in-chief and/or any acting and present NGSa board member, a team may be forced to forfeit a game and/or be removed from the league/tournament.

For any item not specifically covered within these rules, please refer to the Official USSSA Baseball Rules and the Official MLB Rulebook

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N.G.S.A.
North Garland Sports Association
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