

2024 NGSa OFFICIAL BASEBALL RULES

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

RULE 1 –PLAYER ELIGIBILITY, VOLUNTEERS, THE PLAYING FIELD, EQUIPMENT AND SAFETY

- 1.1 Player Eligibility & Birth Certificates:** A player's age as of May 1 of the current season (July 1 – Aug 31), is the division that player is assigned to. All coaches shall keep copies of their player's birth certificate as verification and for any potential protest about a player's age/eligibility
- 1.2 Coaches/Volunteers:** In **4U – 10U** each team shall have no more than **4** volunteers on the field of play during games, and in **12U and up** no more than **3.1** of the allowed volunteers must be designated as the dugout coach and remain in the dugout with the players for the entirety of the game.
- 1.3 Field Usage:** Any Team that brings the league a **\$250.00** sponsorship may use the league's fields for 1 scheduled practice per week, or for 2 scheduled practices per week with a **\$500.00** sponsorship. The location for any other practices shall be the responsibility of the head coach.
- 1.4 Field Dimensions:** 4U and 6U Divisions 40'/55' - 8U Division 40'/60' - 10U Division 46'/65' - 12U Division 50'/70' - 14U Division (and up) 60'6"/90'
- 1.5 Legal Bats:** All bats for 14U and younger must be permanently stamped with the **USSSA 1.15 BPF**, the **USA BASEBALL** or the **BBCOR .50** certified marks, or made of wood. In 15U and up only bats stamped with the **BBCOR .50** certified mark, or made of wood, can be used.
- 1.5a Length to Weight Ratio:** Players must a legal bat with a length to weight ration no less than the following: 4U – 12U: No limit, 14U: (-5), 15U and up: (-3)
- 1.6 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 ejection. If it has been used to put a ball in play, and before the next legal pitch, the defensive team may choose to accept the result of the play or have the batter called out and all runners return to the base occupied prior to the pitch. If a second offense occurs the head coach shall also be ejected.
- 1.7 Cleats:** Metal spikes are only permitted in the 14U division and up and shall not be worn when pitching off of a portable mound.
- 1.8 Catcher's Gear:** The catcher shall always wear full protective gear including a catcher's helmet with a built-in extended, or separately attached, throat guard and a cup.
- 1.9 Batting Helmets:** All offensive players, and any bat boys/girls 12 years old and under, must wear a batting helmet whenever outside of the dugout.
- 1.10 Slashing:** In the 8U - 16U divisions slashing shall result in the batter being called out and any runners returning to the previously occupied base.
- 1.11 Slide Rule (8U and 10U):** A runner must slide in his/her effort to reach home plate when **tag play is occurring**, which will be left to the Umpire's judgement. However, in the event a player is near home plate, or blocking the path to home plate, without possession of the ball, the runner may attempt to touch or cross home plate without causing contact, and/or without sliding, and he/she shall not be called out for not doing so (no contact, no foul). This is left to the umpire's judgment.
- 1.12 Collisions at Home Plate:** A runner may not deviate from their direct path to the plate in order to initiate contact with the player covering home plate. If, in the umpires judgement, the runner does so the runner is out, the ball is dead and all other base runners shall return to the base last occupied at the time of contact. If a runner slides in an attempt to reach the plate he/she shall never be in violation of this rule. The player covering home plate without the ball cannot block the pathway to home plate. If, in the Umpire's judgement, this occurs, the umpire shall call the runner safe. However, it shall not be in violation of the rule if the player covering home plate moves into the runner's path in order to field a throw that could not have been fielded otherwise and contact with the runner was accidental or unavoidable.
- 1.12 Ruling:** A player that, in the Umpire's judgment, purposely leaves their feet in an attempt to jump or dive over the player covering home plate shall be called out.
- 1.13 Thrown Bats:** The first time a player throws their bat and hits, or in the umpire's judgment, comes close to hitting another person, player coach or umpire, both teams will receive a warning. For each occurrence after the warning, from either team, the batter shall be called out.

RULE 2 – GAME PRELIMINARIES

- 2.1 Field Prep:** The home team is required to lay bases and chalk the field before the first game of the day and remove bases and rake after the last game of the day.
- 2.2 Home/Visitor:** Teams shall occupy the proper dugout per the schedule. Teams playing double headers shall not have to move dugouts between games.
- 2.3 Line-up/Affidavit:** Line-ups shall be shared between teams, and a line-up and current pitching affidavit are due to the scorekeeper no later than 15 minutes before the game's scheduled start time. Repeat offenders of this rule are subject to discipline from the league. Once given to the scorekeeper, the line-up becomes official and can only be altered by adding late arriving players as extra hitters or substitutes.
- 2.4 Minimum Play Requirement (MPR):** All players present and in uniform on before the game starts shall play at least **3** defensive outs and complete at least 1 at-bat. MPR is not required for any player that arrives after the game has started. If an eligible player does not receive MPR for a game, that player must start the team's next game and must play the entire game. If an eligible player does not receive MPR for 2 games in a row, the head coach shall also be suspended from the team's next played game.
- 2.5 Minimum Line-up Requirements:** A team may start and play a full game with a minimum of 8 players. Penalties for empty spots in a batting order are described below or in the division specific rules. Late arriving players may be added to the bottom of the line-up or as a substitute if applicable.
- 2.6 Approved Line-ups:** Teams may bat a **9 Player Line-up**, a **10 Player Line-up** or a **Continuous Line-up**. This declared at the plate meeting and to the official scorekeeper prior to the start of the game and used the entire game. Any missed at bat shall be subject to penalty per rule 2.11. **9 Player Line-up:** Players not in the starting line-up are substitutes. Starters may be removed from and re-enter a game once, and must re-enter in their original spot in the batting order. Subs are not allowed to re-enter a game. All pitching and order changes must be announced to the official scorekeeper. **10 Player Line-up:** The team shall always bat 10 players, with one being an extra hitter. The player in the extra 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 11th player or more on the roster are substitutes. **Continuous Line-up:** All players other than the 9 defensive starters are extra hitters and may move freely in and out of defensive positions, but the batting order shall remain the same for the entire game. **4U - 8U shall only use the Continuous Line-up**
- 2.7 Starting and Ending a Game:** The Umpire-in-chief shall announce the official start time of the game and when the game's time limit has expired.
- 2.8 Mercy Rules:** 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: 15 runs after 3 innings or 10 runs after 4 innings - **14U and up:** 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.
- 2.9 Time Limits:** When time expires the current inning will be allowed to finish and no new inning shall start; with the exception that **4U has a drop dead time limit**.
4U: 45 min - **6U:** 45 min - **8U:** 1 hr 20 min - **10U:** 1 hr 30 min - **12U:** 1 hr 40 min **14U:** 1 hr 45 min **16U:** 1 hr 50 min
- 2.10 Regulation Games & Suspended Games:** A regulation game consists of 6 innings for 4U – 12U and 7 innings for 14U and up, unless a game ends earlier due to a mercy rule, time limit or suspension. If a game is suspended and cannot be resumed, it is a regulation game when;
2.10a 4U – 12U: if 3 innings have been played, or the home team is ahead after 2 1/2 innings, it shall be declared a complete game. If the game is tied after 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.
2.10b 14U and up: if 4 innings have been played or the home team is ahead after 3.5 innings, the game shall be a complete game. If the game is tied after 5 or more innings, the score will revert back to the previous completed inning. If the game is still tied, it will be a suspended game.
- 2.11 Missed At-Bats:** A missed at-bat occurs when a player completes an at-bat out of turn. At any point before the at-bat is complete the team may insert the proper batter and the at-bat shall continue with the current count, and any actions that occurred on the field prior to the switch shall remain. When an improper at-bat is complete, and is appealed before the next legal pitch is thrown, the defensive team shall have the option of accepting the result of the at-bat or enforcing the penalty. When the penalty is enforced, all runners shall return to the base occupied prior to the at-bat, the skipped batter shall be called out and cannot return to the game and the spot in the line-up is an automatic out each time it comes back up, unless the spot can be replaced by a legal substitute player (9 and 10 player line-ups only). **In Tee Ball** the batter is not out and can return to the game defensively but shall not bat again until their spot comes back up. **In the 8U Division** the same applies except the skipped batter is called out.

- 2.12 Courtesy Runners:** Teams may use a courtesy runner at any time for the pitcher (10U and up) or catcher (8U and up) of record. The courtesy runner must be a player not in the line-up. If such a player is not available, it shall be the player that made the last out. If such a player is not available, it shall be the player that made the last out. If a courtesy runner is deemed ineligible he/she may be replaced without penalty. Any team may also use a courtesy runner for any player that is unable to run the bases due to an injury. This player is not out of the game at this point, however if he/she is unable to complete their next at-bat, the team shall be subject to any missed at-bat penalty. At any time, a baserunner that is NOT the catcher of record but will start the next half inning at catcher, the team may use a courtesy runner for them. Said player must at least catch the first at-bat for the move to be legal.
- 2.13 Intentional Walks:** Intentional walks shall be awarded upon announcement and are not permitted in the 4U – 8U Divisions.
- 2.14 Pool Players:** Each team will be required to submit at least 3 players to the player agent to be a part of the pool player system. Once a pool player accept he/she shall start and play the entire game but may not play the pitcher or catcher position.

RULE 3 –PRE-DRAFT PLAYER SELECTION & FULL TEAM REGULATIONS

- 3.1 Pre-draft Player Selections:** Pre-draft player selections are players that may be placed on rosters before evaluations are held and do not attend player evaluations.
- 3.2** Paperwork for any pre-draft player must be turned in to the Player Agent by the deadline given or they must evaluate and go into the player draft.
- 3.3 4U Tee Ball Division:** The head coach may place up to 4 players on his/her roster prior to team assignment/player placement.
- 3.4 6U – 14U Divisions:** A head coach may place his/her kid(s) along the following types of players on their roster prior to player evaluations and the player draft;
- 3.4a** Up to 2 assistant coaches' children; these coaches must be one of the allowed number of volunteers on the field of play per **Rule 1.3**.
- 3.4b** Any player that was on his/her previous spring roster, or fall roster if the player is not invited, or declines the invitation, to return with their previous spring coach.
- 3.4c** Any player that has no roster to return with due to being new to the league or is no longer playing on the team they previously played on.
- 3.4 Full Team Regulations:** NGSA allows full teams from outside the league to register and play in the league under the following regulations;
- 3.5a** Team fees must be paid in full by the league's given deadline to be able to participate in NGSA season activities.
- 3.5b** Teams shall provide NGSA with an official roster of no more than 13 players prior to the start of the season, and said roster shall not change at any time.
- 3.5c** Any team that is classified as double-A (AA) or higher through any tournaments or another organization at any point during the NGSA/USSSA season (July 1 – Aug 31), or any team with more than 3 players who also played on a double-A (AA) or higher roster at any point during the NGSA/USSSA season shall not compete in NGSA's end of season tournament; which is designed in spirit for the league's recreational single-A teams.
- 3.5c Exception** If the recreational single-A (A) teams in the division **unanimously agree**, teams may participate in the end of season tournament.

RULE 4 – PLAYER EVALUATIONS & THE PLAYER DRAFT

- 4.1 Player Evaluations:** Any player that is not a pre-draft selection must attend the evaluations to be eligible to be selected in the player draft. Players that do 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.
- 4.2** All players attending evaluations shall participate in the evaluation event scheduled for the division they wish to play in.
- 4.3 Playing Up:** Players that are league age 6, 8, 10 and 12 shall be allowed to play up 1 age division higher than their league age permits. Any player that wishes to do so, **and is not already on a roster as a pre-drafted player selection**, must attend player evaluations for **BOTH** the higher division and their proper age division. If the player is not drafted by a coach in the higher division he/she will automatically go into the draft of their proper age division and will be selected there.
- 4.3a** 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.
- 4.4 The Player Draft:** The President, Player Agent, Secretary, Umpire Director, Rules 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 1 but shall be allowed to have up to 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.
- 4.4a** 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.
- 4.4b** 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 5– THE PITCHER

- 5.1 Pitcher Removal/Re-entry:** In 4U – 10U once a player is removed from the pitcher position he/she may not return for the remainder of the game. In 12U and up the starting pitcher removed from the pitcher position, but remaining in the game defensively, may return as pitcher once per game.
- 5.2 Pitching in Double Headers:** A pitcher who is removed at or below the zero days rest limit shall be allowed to pitch in a second game that day. The combined pitch total from the two games will be the total amount of pitches thrown that day.
- 5.3 Pitch Count & Rest Required:** The following tables represent pitch limits and rest required per player age.

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

- 5.4 When a pitcher reaches an imposed limit during an at-bat, he/she may finish the at bat and have their pitch count revert back to that imposed limit.
- 5.5 A pitcher is in violation of the daily max limit when he/she has pitched a ball to a batter after the at-bat where the limit was reached. A pitcher is in violation of the rest required rule when he/she throws 1 pitch before resting the required amount of time per the results of their previous appearance.
- 5.6 Pitches thrown in a game ending in a forfeit, per mercy rule, suspension or cancellation, shall count towards the pitch count for that day. In games resumed another day, the pitchers of record at the time of the prior suspension may continue to pitch to the extent of their availability for that day as long as they are eligible to pitch that day.
- 5.7 **The Pitcher & Catcher Positions:** A pitcher who delivers 41 or more pitches shall not play catcher for the remainder of the day. Also, a catcher that catches one pitch into a 4th inning of play may not pitch for the remainder of that day.
- 5.8 The official scorekeeper shall provide a pitcher's pitch count when requested by a coach or Umpire.
- 5.9 It shall be the responsibility of the head coach to remove a pitcher before he/she commits any pitching violation, as well as the responsibility of the opposing team to catch and challenge any pitching violations. The protest may be filed at any point after the pitcher throws a pitch in violation of any rule.
- 5.10 Any pitch limit violation shall result in immediate forfeiture of the game. If such violation occurs during an end-of-season tournament game, the team in violation of the rule may not advance to, or win, the championship game regardless of record.

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

- 6.1 The field shall visually reflect the pitcher's circle and the 5 foot fair ball arc.
- 6.2 Infielders shall always position themselves in the area common to the natural spot of their position and not more than 5 feet in front of the baseline.
- 6.3 A player may only play 2 innings as pitcher in game and must play them consecutively. The pitcher shall stay in contact with the pitcher's plate until the ball is hit. If the pitcher leaves the pitcher's plate early the play shall continue, and after the play, the offensive team has the option to accept the result of the play or take a "no-pitch".
- 6.4 Any time a pitcher fields the ball he/she must attempt to throw a runner out at any base, with the exception of a force out at home plate. Rolling the ball to any base, or running and tagging out a base or baserunner is prohibited.
- 6.5 10 defensive players shall play the field with 4 players in the outfield. The 4th outfielder shall never assume an infield position and all outfielders shall stay at least 10 feet behind the baseline until a ball is put in play.
- 6.6 The catcher shall wear a catcher's helmet with an attached facemask and shall stand at the back corner of the batter's box opposite of the box the current hitter is batting from, behind the umpire, until the ball is put in play. The umpire shall set the catcher in this position before putting the ball in play.
- 6.7 A batted ball must travel past the fair ball arc to be a fair ball. This is left to the Umpire's judgement and is not an arguable call.
- 6.8 **Rule Applied to Batted Balls:** Regardless of any overthrows the following shall apply. When a batted ball is fair and is in the possession of an infield defensive player, the batter/runner and any other base runners may continue to advance to the unoccupied base they were advancing towards at the point the infield defensive player possessed the ball, but shall not advance any further. Example: 1st base is occupied by runner A and the batter hits the ball and becomes runner B. The ball is possessed by an infielder before runner A reaches 2nd base, runner A cannot advance past 2nd base.
- 6.9 2 defensive coaches are allowed on the field of play in the outfield and may not give physical assistance to any player. 2 base coaches and 1 batter coach will be allowed on the field of play. The batter coach shall not give verbal or physical instructions for the purpose of influencing the direction of a hit ball. The batter coach shall also place the ball on the tee for each swing attempt, but the batter shall still wait until the field umpire says "play ball" before attempting a swing.
- 6.10 Bunting is not permitted and the infield fly rule shall never be in effect.
- 6.11 Leading off and stealing is not permitted. A runner shall be called out for leaving a base before the ball is hit.
- 6.12 A batter has a maximum of 3 swings to put the ball in play or be called out. No additional swings are awarded on foul balls.
- 6.13 Umpires shall call time after each play is over. A play is over as soon as a lead runner is not attempting to advance. For the purpose of this rule, when a runner stands off base and jukes or feints back and forth, this is to be interpreted as not attempting to advance and time shall be called.
- 6.14 A team may score a maximum of 5 runs per inning.

RULE 7 – THE 8U COACH PITCH DIVISION

- 7.1 A fair ball shall be defined as it is in the MLB rulebook.
- 7.2 Infielders shall be positioned in an area common to their normal infield position, while playing no more than 5 feet in front of the baseline.
- 7.3 **The Pitching Coach** shall pitch with 1 foot on, or straddling, pitcher's plate and shall not verbally or physically coach while in the pitcher position. The pitching coach shall always attempt to position his/herself as to not be an obstruction to the defense once the ball has been hit. If, in the Umpire's judgement, a pitching coach purposely violates these rules, obstruction shall be called, and the coach shall receive a warning. On a second offense the coach will be removed as pitcher for the rest of the game.
- 7.4 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If, in the Umpire's judgement, the catcher is not doing so, a warning will be issued. If the act continues the catcher shall be removed from the position and the head coach shall be ejected.
- 7.5 **The 8U Approved Line-up** shall consist of 10 players with 4 outfielders. The 4th outfielder shall never assume an infield position and all outfielders shall play no closer than 5 feet behind the baseline. A team with only 9 players will not be subject to any penalties.
- 7.6 The pitcher shall start each play with at least one foot in the pitcher's circle and shall not leave the circle until the ball is hit. If a pitcher leaves the pitcher's circle before the ball is hit, the play shall continue. Once the play is over, the player will receive a warning and the offensive team shall have the option of taking the result of the play or a no pitch. If it happens twice with the same pitcher, he/she shall also be removed from the position for the remainder of the game.
- 7.7 Defensive coaches shall coach from the dugout area and are not allowed on the field of play.
- 7.8 The infield fly rule shall never be in effect.
- 7.9 The batting order shall constitute all present players on the roster at the beginning of the game. Late arriving players may be added to the bottom of the batting order.
- 7.10 A team may start and play a game with only 8 players. When this occurs the 9th spot in the line-up will not be an out, it is just skipped.
- 7.11 Bunting is prohibited.
- 7.12 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Extra swings/pitches shall be awarded on foul balls.
- 7.13 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.
- 7.14 The game is over if/ when the opposing team is mathematically eliminated from scoring enough runs to win. (Mercy rules still apply)
- 7.15 Umpires shall call time and stop play as soon as all runners are not attempting to advance, no matter where the baseball is at the time. For the purpose of this rule, when a runner stands off a base and "juke" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and time shall be called.
- 7.16 When a ball hits the pitching coach, if in the umpire's judgment, the coach made an attempt to avoid contact, the ball becomes dead and a no-pitch is declared. If, in the umpire's judgment, the coach did not make an attempt to avoid contact, the batter shall be called out and no runners may advance.
- 7.17 A team may score a maximum of five (5) runs per inning.
- 7.18 Any fielder performing a fake tag deemed under umpires discretion shall give one warning PER TEAM for first offense. Once second offense has been ruled under umpire discretion the runner will be awarded one base and the Head Coach confined to the dugout for the remainder of the game.

RULE 8 – THE 10U – 18U DIVISION

- 8.1** All Divisions 10U - 18U will use MLB rules along with the following;
- 8.2 Balks in the 10U Division:** During the fall season, and the first half of the spring season, no penalty 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. No warnings shall be given during the remainder of the spring season.
- 8.4** A team may score a maximum of 5 runs per inning in the 10U Division and a maximum of 7 runs per inning in the 12U division.
- 8.5 Fake Tag:** Any fielder performing a fake tag deemed under umpires discretion shall give one warning PER TEAM for first offense. Once second offense has been ruled under umpire discretion the runner will be awarded one base and the Head Coach confined to the dugout for the remainder of the game.

RULE 9 – THE NGSA MID-SEASON ALLSTAR EXHIBITION (8U – 14U)

- 9.1** 18 players from each eligible division will be nominated by their teams to participate in the mid-season exhibition game. Each team shall have, when applicable, an equal number of representatives as part of the 18 player selections. If a division has a number of teams that does not represent a multiple 18, an equal number of players from each team will be chosen to get as close to 18 players as possible, and any remaining players needed will be nominees from the 1st place team, then the 2nd place team, etc.
- 9.2** Two teams of 9 will be assembled to play against each other, and will be coached by the coaches of the 1st and 2nd place teams at the time of the game.
- 9.3 Team Assignment:** NGSA will assign an equal number of players from each team, when applicable, to the 2 rosters.
- 9.4 Pitching Rules:** A player must be available to pitch the day of the mid-season classic per the pitch count rules in **Rule 3.4.** and shall not exceed the pitch count limit that requires 0 days of rest to be eligible to pitch again.

RULE 10 – THE NGSA END-OF-SEASON TOURNAMENT (8U – 14U)

- 10.1** The Division winners will be determined by the results of one of two types of end-of season tournaments; a pool play to single elimination tournament or a standard double elimination tournament. During pool play, or before a loser's bracket is created, dugouts are first come first served. During single elimination and once a loser's bracket has been created, the proper dugout shall be used when able; a team staying on the field shall not be forced to move dugouts. **All NGSA Rules shall apply to any tournament unless specifically changed in Rule 11 herein.**
- 10.2 Pool Play to Single Elimination:** During pool play, each team will play 2 games seeded by their regular season records, and the results will determine the seeding for the single elimination part of the tournament.
- 10.2a Home and Visitors:** During pool play Home and Visitors shall be determined by a coin flip. The higher seed for each game shall call the toss. During single elimination, the higher seed shall be Home and the proper dugout shall be used when able. A team staying on the field shall not be forced to move dugouts.
- 10.2b Tie Breakers:** During pool play games are on drop dead time limits and can end in a tie. During bracket play games are played as "finish the inning" and no game can end in a tie. If a game is tied at the completion of an inning after time has expired, the game shall continue and each team will begin their half inning with 1 out, the correct batter at-bat and the player directly behind him/her in the batting order on second base. This shall continue until a winner is declared.
- 10.3 Double Elimination:** A team is disqualified once they lose 2 games. All seeding will be determined by the team's regular season standings.
- 10.3a Home and Visitors:** Until there's a loser's bracket, a coin flip will determine Home and Visitors. A loser's bracket is created once a game is scheduled between 2 teams that have a loss. From this point on, Home and Visitors will be determined by the team's season standings.
- 10.3b Tie Breakers:** All games are played as "finish the inning" and no game can end in a tie. The full game time will be played and the inning will finish, with the only exception being an imposed mercy rule has been reached. If a game is tied at the completion of an inning after time has expired, the game shall continue and each team will begin their half inning with 1 out, the correct batter at-bat and the player directly behind him/her in the batting order on second base. This shall continue until a winner is declared.
- 10.4 8U Changes:** A team may start and play a game with 8 players but the 9th spot in the batting order is an automatic out.
- 10.4a** teams are no longer required to only use the Continuous Line-up
- 10.4b** Any missed at-bat will be an automatic out, the player is out of the game and the spot is an automatic out each time it comes up.
- 10.4c** Intentional walks are now permitted but each player on a team may only be walked 1 time per game.
- 10.5 MPR:** MPR is not required during tournaments.
- 10.6 Pool Players:** The NGSA pool player system will not be used during the end-of=season tournament.
- 10.7 Tournament Pitching:** NGSA will use the USSSA pitching rules for all end-of-season-tournaments. There are no pitcher to catcher rules and a starting pitcher may not re enter as pitcher once removed from that game. The numbers in the chart below indicate the amount of innings pitched by a single pitcher. The first 1 day max column represents the maximum number of innings a pitcher can pitch in a day to be eligible to pitch the next day **(There are no limits for 15U – 18U).**

DIVISION	1 DAY MAX TO PITCH NEXT DAY	1 DAY MAX	3 DAY MAX
10U – 12U	3	6	8
13U – 14U	3	7	8

RULE 11 – USSSA POST-SEASON PLAY (8U – 14U ONLY)

- 11.1** NGSA pays the entry and gate fees for each division champion to represent the league in the USSSA (A) Texas State Championship. If that Divisions champion cannot attend for any reason, the next Team in line would be sponsored for the State Tournament. Any other NGSA 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.
- 11.2** Any team that sponsored by the league and participates in a post-season tournament must invite all players on their roster to participate. The spirit of participating in these postseason tournaments is to allow each player on the roster the opportunity to enjoy the experience. All parents/guardians of players in the eligible divisions must respond to the team's invitation by the given deadline 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 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"
- 11.3** Head coaches in the eligible divisions must inform NGSA by the given deadline of their team's intent in regards to their participation in any post-season tournament. For any team that does not inform NGSA of their intent by the deadline, it will be understood as "Not Participating". Once the deadline has passed and the league knows which teams are participating, coaches and division directors may begin to discuss possible roster additions.
- 11.4 Roster Additions:** Each 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 NGSA players that would like to participate but their team informed the league that they would not be participating. A player may not turn down an invitation from their team and then participate with another team unless the player's current coach gives permission.

RULE 12 – PROTESTS, SPORTSMANSHIP & EJECTIONS

- 12.1** Protests shall be allowed for age and pitching violations, or rule interpretations only. All protests must be declared to the umpire-in-chief before the next pitch following the dispute. 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. A protest is correctly declared when the head coach, or acting head coach, declares to the Umpire in Chief that the game be put under protest.
- 12.2** Once a protest is official the remainder of the game is played under protest (unless the outcome could end the game). The NGSA board member that was present and notified of the protest shall communicate the situation to NGSA's Appeals & Discipline Committee. The A&D committee 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.
- 12.2a Comment:** If the outcome of the protest could end the game, the Umpire-in-Chief shall get together with the scorekeeper, any board member(s) available, and the Umpire and Rules Director's when possible, even by phone, to resolve the protest.
- 12.3** 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).
- 12.4** Anyone leaving their position on the field, bench, 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.
- 12.5** 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.
- 12.6** 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 shall be served by the ejected party during their team's next played game(s) following notification. The ejection of a player, coach, sponsor or spectator shall not result in the automatic ejection of the team's head coach; however, he/she may be ejected if, in the umpire's judgment, he/she contributed to the reason for the initial ejection.
- 12.7** If found necessary a team may be forced to forfeit a game and/or be removed from the league/tournament.
- 12.8** For any item not specifically covered within these rules, please refer to the Official USSSA Baseball Rules and the Official MLB Rulebook