



**North Garland  
Sports Association**

# **NGSA OFFICIAL BASEBALL RULES**

Revision 2 - January 15, 2026



## Change and Revisions Log

Rev #	Desc of Change	Date Approved	Effective Date
0	Re-format rules and changes	07/22/2025	07/23/2025
1	Add in former 6u tee ball rules under 6.2; move 6.2 rules to 6.3 under 6u Tee Ball - USSSA Ruleset	11/30/2025	01/01/2026
2	Change title and remove year, Change sponsorship and field usage information, rule 1.3, Player freeze rule 3.4, playing down rule 4.3	01/15/2026	01/15/2026



## Table of Contents

Section Title	Page
Rule 1 - Player Eligibility, Volunteers, the Playing Field, Equipment and Safety ....	1
Rule 2 - Game Preliminaries .....	1
Rule 3 - Pre-Draft Player Selection and Full Team Regulations .....	2
Rule 4 - Player Evaluations and the Player Draft .....	2
Rule 5 - The Pitcher .....	3
Rule 6 - The 4U and 6U Tee Ball Divisions .....	3
Rule 7 - The 8U Coach Pitch Division .....	4
Rule 8 - The 10U - 18U Divisions .....	13
Rule 9 - The NGSA Mid-Season All-Star Exhibition .....	13
Rule 10 - The NGSA End of Season Tournament .....	14
Rule 11 - USSSA Post-Season Play .....	15
Rule 12 - Protests, Sportsmanship, and Ejections .....	16



## ***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.*



## 1. **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:** All NGSA Teams shall have use of their division field for practice sessions not to exceed 3 hours 1 time per week.
  - 1.3.1. Practices are scheduled by the league.
  - 1.3.2. League fields SHALL NOT be used to offer private lessons of any kind at any time
  - 1.3.3. 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. Please see the NGSA Sponsorship guidelines for awarded extra practice days.
  - 1.3.4. All sponsorship monies must be paid prior to the start of the season (opening day of practice) and practices will be scheduled at that time.
- 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.
- 1.5.1. **Length to Weight Ratio:** Players must use a legal bat with a length to weight ratio 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. **Home Plate Slide Rule (8U and up):** A runner must slide in his/her effort to reach home plate when a tag play is occurring, which will be left to the Umpire's judgment. 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 umpire's judgment, 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 judgment, 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.
  - 1.12.1. **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.
- 1.14. **Tag Plays at all bases:** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
  - 1.14.1. Penalty: The runner shall be called out and may be ejected from the game at the discretion of the Umpires.
  - 1.14.2. A runner who jumps over a player will be called out whether or not contact is made with the defensive player.

## 2. **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. **Scorekeeper:** The home team shall provide a scorekeeper. Should there be a discrepancy in scoring during the course of the game, the home team scorekeeper's records shall be used to rectify the issue. The Division Director and/or any member of the Executive team shall have final say in scoring issues based on the evidence provided.
- 2.5. **Minimum Play Requirement (MPR):** All players present and in uniform on or 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.



- 2.6. **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.
- 2.7. **Approved Line-ups:** Teams may bat a **9 Player Line-up**, a **10 Player Line-up** or a **Continuous Line-up**. This is 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 .
- 2.7.1. **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.
- 2.7.2. **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 11<sup>th</sup> player or more on the roster are substitutes.
- 2.7.3. **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**
- 2.8. **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.
- 2.9. **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;
- 2.9.1. **4U:** 15 runs after 3 innings or 10 runs after 4 innings
- 2.9.2. **6U – 12U:** 15 runs after 3 innings or 10 runs after 4 innings
- 2.9.3. **14U and up:** 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.
- 2.10. **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.**
- 2.10.1. **4U:** 45 min
- 2.10.2. **6U:** 60 min
- 2.10.3. **8U:** 1 hr 20 min
- 2.10.4. **10U:** 1 hr 30 min
- 2.10.5. **12U:** 1 hr 40 min
- 2.10.6. **14U:** 1 hr 45 min
- 2.10.7. **16U:** 1 hr 50 min
- 2.11. **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;
- 2.11.1. **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.
- 2.11.2. **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.
- 2.12. **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).
- 2.12.1. **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.
- 2.12.2. **In the 8U Division** the batter is called out and can return to the game defensively but shall not bat again until their spot comes back up.
- 2.13. **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 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.
- 2.14. **Intentional Walks:** Intentional walks shall be awarded upon announcement and are not permitted in the 4U – 8U Divisions.
- 2.15. **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 accepts, he/she shall start and play the entire game, but may not play the pitcher or catcher position.

### 3. **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. **Freeze Numbers:** The maximum number of allowed freezes per team is 12 (twelve)
- 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.
- 3.3.1. Players league age 4u shall not be required to participate in player evaluations
- 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;
- 3.4.1. Up to 2 assistant coaches' children; these coaches must be one of the allowed number of volunteers on the field of play per Rule 1.2.
- 3.4.2. 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.
- 3.4.3. 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 **must participate in the player evaluations for their age division.**
- 3.5. **Full Team Regulations:**
- 3.5.1. NGSA allows full teams from outside the league to register and play in the league under the following regulations:





- 3.5.1.1. Fees:
  - 3.5.1.1.1. Team fees must be paid in full by the league's given deadline to be able to participate in NGSA season activities
  - 3.5.1.1.2. \$1300 per season (Fall or Spring) guarantees 10 regular season games and participation in our end of season tournament
  - 3.5.1.1.3. Fees do not include uniforms (Uniforms can be ordered at an additional fee per player and will only include Jerseys and Hats)
  - 3.5.1.1.4. Teams are able to participate in all NGSA sponsored activities
  - 3.5.1.1.5. Fees includes (1) practice up to 3 hours at our alternate fields with lights as needed
    - 3.5.1.1.5.1. If a second practice night is desired, an additional fee of \$500 will need to be paid at the time of registration
    - 3.5.1.1.5.2. Scheduling of practices is first come, first serve
    - 3.5.1.1.5.3. Teams will need to provide all of their own practice equipment
- 3.5.1.2. Full teams MUST provide NGSA with an official roster of no more than 12 players
  - 3.5.1.2.1. Coaches/managers must keep birth certificates with them at all times
  - 3.5.1.2.2. Rosters shall NOT change at any time once registered
  - 3.5.1.2.3. Guest players may be utilized from the NGSA pool players (as available)
  - 3.5.1.2.4. Guest players MUST be currently registered with the NGSA as a player in the division in which the full team participates
- 3.5.1.3. 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.
  - 3.5.1.3.1. Exception: If the recreational single-A (A) teams in the division unanimously agree, and with the permission of the league Executive Staff, teams may participate in the end of season tournament.
- 3.5.1.4. All other NGSA rules, regulations, and bylaws apply to full teams' players, coaches, managers, volunteers and spectators

#### **4. 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.
  - 4.1.1. All players attending evaluations shall participate in the evaluation event scheduled for the division they wish to play in.
- 4.2. **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.
  - 4.2.1. 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.
  - 4.2.2. 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.

- 4.3. In some instances NGSA will allow a player to play down one (1) age division lower than their league age permits.
  - 4.3.1. Playing down is generally limited to those with little to no baseball skill (appropriate for their league age division) or for use with other accommodation factors. These instances are case by case and are determined by a discussion/vote by the NGSA board of directors.
  - 4.3.2. The league reserves the right to place a player that is currently playing down into the player's appropriate league age division at any time within the season.
  - 4.3.3. Once a player plays in their appropriate league age division for 1 full season, that player may not play down.
- 4.4. **The Player Draft:** The President (or Vice President), Player Agent, Secretary, Umpire Director, 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.
  - 4.4.1. 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.
  - 4.4.2. 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.

## 5. **RULE 5– THE PITCHER**

- 5.1. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 7.05. B.7.
- 5.2. (Chart 5.2-1) The end of the day for the purpose of this rule shall be the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, shall count as being played on the scheduled day. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on



the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

AGE DIVISION	ONE DAY MAXIMUM	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
Scholastic 13U – 14U	3	7	8
Scholastic 15U – 18U	Unlimited	Unlimited	Unlimited

- 5.3. **ONE DAY MAXIMUM TO PITCH THE NEXT DAY:** The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.
- 5.3.1. **Rule 5.3 Example:** In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.
- 5.3.2. **ONE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in one (1) day.
- 5.3.2.1. Rule 5.3.2 Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.
- 5.3.3. **THREE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in three (3) consecutive days.
- 5.3.4. MANDATORY DAYS OF REST:**
- 5.3.4.1. A player that pitches more than three (3) innings in one day MUST rest the next day.
- 5.3.4.2. A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day.
- 5.3.4.3. A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.
- 5.3.4.4. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
- 5.3.4.5. Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
- 5.3.4.6. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
- 5.3.4.6.1. Rule 5.3.4.6 Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day, etc.
- 5.3.4.7. It shall be the responsibility of each team to challenge pitching violations by notifying the Umpire and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records any out 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 the protesting team leaving the field of play.

- 5.3.4.7.1. Rule 5.3.4.1 – 5.4.3.7 Penalty: Any violation shall result in immediate forfeiture of the game
- 5.3.4.8. Pitch Counts may be used in Major Events with the approval of the league's Vice President
- 5.3.5. Pitching mound visits will remain 2 coaches visits per inning, with the second coaches visit to the same pitcher in the same inning resulting in a pitching change.
- 5.3.6. A Pitcher shall pitch to one batter, until the batter is put out, or reaches 1st base, or the inning is over. A pitcher that starts an inning must pitch to the first batter until the batter is put out or reaches 1st base.
  - 5.3.6.1. If the pitcher is injured it is up to the discretion of the umpire if the pitcher needs to pitch to the batter or not.
- 5.3.7. NGSA will NOT be using the MLB mandatory batter limits.
- 5.3.8. NGSA will not be adopting the MLB pitch clock rule.
- 5.3.9. NGSA will not be adopting the Pitchers Disengagement rule.

## **6. RULE 6 – THE 4U & 6U TEE BALL DIVISIONS**

### **6.1. 4U Tee Ball**

- 6.1.1. 4U teams shall be composed of no more than 6 players
- 6.1.2. 6 defensive players shall take the field. Defensive positions shall include a catcher, pitcher, first, second and third basemen, and a shortstop. No outfielders shall be used.
- 6.1.3. A temporary fence shall be placed approximately 75 from home plate
- 6.1.4. In the event that a player does not want to play, no out shall be declared for that player's at-bat.
- 6.1.5. Teams may play with as few as 5 players, and no out shall be declared for the 6th player.
- 6.1.6. Ball: The ball shall be a Diamond or Rawlings Tee-ball
- 6.1.7. The field shall visually reflect the pitcher's circle and the 5 foot fair ball arc.
- 6.1.8. 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.
- 6.1.9. A player may only play 2 innings as a pitcher in a 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".
- 6.1.10. 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 base runner is prohibited.
- 6.1.11. 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.
- 6.1.12. A batted ball must travel past the fair ball arc to be a fair ball. This is left to the Umpire's judgment and is not an arguable call.
- 6.1.13. **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.

- 6.1.13.1. Example: 1<sup>st</sup> 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 2<sup>nd</sup> base, runner A cannot advance past 2<sup>nd</sup> base.

- 6.1.14. 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 but may give instruction for properly hitting the ball into the playing field. The batter coach shall also place the ball on the tee for each swing attempt, but the batter shall still wait until the umpire says "play ball" before attempting a swing.
- 6.1.15. Bunting is not permitted and the infield fly rule shall never be in effect.
- 6.1.16. Leading off and stealing is not permitted. A runner shall be called out for leaving a base before the ball is hit.
- 6.1.17. 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.
- 6.1.18. Umpires shall call time after each play is over. A play is over as soon as a lead runner is not attempting to advance or is stopped due to an infielder possessing the ball. 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.
- 6.1.19. A team may score a maximum of 5 runs per inning.

## **6.2. 6U Tee Ball**

- 6.2.1. 10 defensive players shall take the field. Defensive positions shall include a catcher, pitcher, first, second and third basemen, and a shortstop. Outfield shall be composed of Left, Left Center, Right Center and right fielders.
- 6.2.2. Teams may play with as few as 8 players, and no out shall be declared for the 9th or 10th players.
- 6.2.3. Ball: The ball shall be a Diamond or Rawlings Tee-ball
- 6.2.4. The field shall visually reflect the pitcher's circle and the 5 foot fair ball arc.
- 6.2.5. 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 or behind the baseline.
- 6.2.6. A player may only play 2 innings as a pitcher in a 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".
- 6.2.7. 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 base runner is prohibited.
- 6.2.8. 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.
- 6.2.9. A batted ball must travel past the fair ball arc to be a fair ball. This is left to the Umpire's judgment and is not an arguable call.
- 6.2.10. **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.

6.2.10.1. Example: 1<sup>st</sup> 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 2<sup>nd</sup> base, runner A cannot advance past 2<sup>nd</sup> base.

6.2.11. 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. Base coaches shall not give physical assistance to the runners. The batter coach shall not give verbal or physical instructions for the purpose of influencing the direction of a hit ball but may give instruction for properly hitting the ball into the playing field. The batter coach shall also place the ball on the tee for each swing attempt, but the batter shall still wait until the umpire says "play ball" before attempting a swing.

6.2.12. Bunting is not permitted and the infield fly rule shall never be in effect.

6.2.13. Leading off and stealing is not permitted. A runner shall be called out for leaving a base before the ball is hit.

6.2.14. 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.

6.2.15. Umpires shall call time after each play is over. A play is over as soon as a lead runner is not attempting to advance or is stopped due to an infielder possessing the ball. 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.

6.2.16. A team may score a maximum of 5 runs per inning.

### **6.3. 6U Tee Ball - USSSA Ruleset**

6.3.1. Ball: The ball shall be a Diamond or Rawlings Tee-ball

6.3.2. The catcher shall wear a dual ear-flap catcher's helmet with mask.

6.3.3. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position.

6.3.4. All outfielders shall stay behind the baseline.

6.3.5. The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.

6.3.5.1. Rule 6.2.5 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

6.3.5.2. Rule 6.2.5 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

6.3.6. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

6.3.6.1. Exception: During Fall season, 2 defensive coaches are allowed on the field of play, but must stay in the outfield at all times and may not physically assist players in any way.

6.3.6.2. Exception: 1 batting coach shall 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 but may give instruction for properly hitting the ball into the playing field. The batter coach shall also place the ball on the tee for each swing attempt, but the batter shall still wait until the umpire says "play ball" before attempting a swing.

6.3.7. The Infield Fly Rule shall not be in effect at any time.





- 6.3.8. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
  - 6.3.8.1. Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
  - 6.3.8.2. Rule 6.2.8 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 6.3.9. Teams may use free substitution on defense, but the batting order shall remain the same.
- 6.3.10. Bunting shall not be allowed.
- 6.3.11. A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- 6.3.12. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 6.3.13. A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 6.3.14. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- 6.3.15. 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. "Time" does not have to be called by the defense for the purpose of this rule.
  - 6.3.15.1. Rule 6.2.15 Comment: 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.

**6.4. 6U Tee Ball - Modified Coach Pitch (additional rules to 6.2)**

- 6.4.1. Coaches shall pitch 3 pitches to the batter
  - 6.4.1.1. The Pitching Coach shall pitch with 1 foot on, or straddling, the pitcher's plate and shall not verbally or physically coach while his/her team is playing offense.
  - 6.4.1.2. All pitches must be thrown with an overhand motion.
  - 6.4.1.3. 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.
    - 6.4.1.3.1. When a ball hits the pitching coach, if in the umpire's judgment, the coach makes 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.
    - 6.4.1.3.2. If, in the Umpire's judgment, 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.
- 6.4.2. The catcher shall wear full catcher's gear (single piece hockey style helmet, chest plate and shin guards) 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 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.
- 6.4.3. For any batter who does not put a ball in play after 3 swings, the 4th pitch will



- be placed on a tee.
- 6.4.4. If the ball is not put in play after the 4th pitch/swing it will result in an out. This includes foul balls and swing-and-miss.
- 6.4.5. The batter may not size up after it has been placed on the tee
- 6.4.6. The batter must wait for the verbal batter bat to swing
- 6.4.7. Any batter ball must leave the ten-foot semi-circle to be declared a fair ball
- 6.4.8. If an arc is not available, it becomes the umpire's judgment.
- 6.4.9. No infield fly rule
- 6.4.10. The pitcher must maintain contact with the rubber until the batter swings

## **7. 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, the pitcher's plate and shall not verbally or physically coach while his/her team is playing offense.
- 7.4. All pitches must be thrown with an overhand motion.
- 7.5. 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.
  - 7.5.1. When a ball hits the pitching coach, if in the umpire's judgment, the coach makes 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.
  - 7.5.2. If, in the Umpire's judgment, 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.
- 7.6. 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 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.
- 7.7. The 8U Approved Line-up shall consist of 10 players with 4 outfielders. The 4<sup>th</sup> outfielder shall never assume an infield position and all outfielders shall play no closer than 5 feet behind the baseline.
- 7.8. A team with only 9 players will not be subject to any penalties.
  - 7.8.1. A team may start and play a game with only 8 players. When this occurs the 9<sup>th</sup> spot in the line-up will be an out.
    - 7.8.1.1. Rule 7.8.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 7.9. 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.
- 7.10. Defensive coaches shall coach from the dugout area and are not allowed on the field of play.
- 7.11. The infield fly rule shall never be in effect.
- 7.12. 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.
- 7.13. Bunting is prohibited.
  - 7.14. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Extra swings/pitches shall be awarded on foul balls.
  - 7.15. Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit.
  - 7.16. The game is over if/when the opposing team is mathematically eliminated from scoring enough runs to win. (Mercy rules still apply)
  - 7.17. 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 "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and time shall be called.
  - 7.18. A team may score a maximum of seven (7) runs per inning.
  - 7.19. Any fielder performing a fake tag deemed under umpires discretion shall give one warning PER TEAM for first offense. Once a 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.
  - 7.20. 8U Modified Kid Pitch
    - 7.20.1. No lead offs
    - 7.20.2. No stealing home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk, hit batter, or another force play.
    - 7.20.3. Walks are a deadball situation
    - 7.20.4. No dropped 3rd strike rule
    - 7.20.5. No balks
    - 7.20.6. No infield fly rule
    - 7.20.7. 7 run limit per inning

## **8. 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.
- 8.3. A team may score a maximum of 7 runs per inning in the 10U Division and a maximum of 7 runs per inning in the 12U division.
- 8.4. **Fake Tag:** Any fielder performing a fake tag deemed under umpires discretion shall give one warning PER TEAM for first offense. Once a 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.

## **9. 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 1<sup>st</sup> place team, then the 2<sup>nd</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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 and shall not exceed the pitch count limit that requires 0 days of rest to be eligible to pitch again.

**10. 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.
- 10.2.1. **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.
- 10.2.2. **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.
- 10.3.1. **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
- 10.3.2. between 2 teams that have a loss. From this point on, Home and Visitors will be determined by the team's season standings.
- 10.3.3. **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 9<sup>th</sup> spot in the batting order is an automatic out.
- 10.4.1. Teams are no longer required to only use the Continuous Line-up
- 10.4.2. 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.
- 10.4.3. 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)**.

## **11. RULE 11 – USSSA POST-SEASON PLAY (6U – 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 is sponsored by the league and participates in a postseason 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.

## **12. RULE 12 – PROTESTS, SPORTSMANSHIP & EJECTIONS**

- 12.1. **Protests**
  - 12.1.1. Protests shall be allowed for age and pitching violations, or rule interpretations only.
  - 12.1.2. All protests must be declared to the umpire-in-chief before the next pitch following the dispute.
  - 12.1.3. 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.



- 12.1.4. Once a protest is official the remainder of the game is played under protest (unless the outcome could end the game).
- 12.1.5. 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, and both the coach and Umpire speak with a board member regarding the basis for protest.
- 12.1.6. The NGSA board member that was present and notified of the protest shall communicate the situation to NGSA's Appeals & Discipline Committee.
- 12.1.7. The A&D committee will meet and discuss any game that was played under protest.
- 12.1.8. If it is decided that the call in question was correct, or cannot be overturned, the game goes in the standings as it finished.
- 12.1.9. If it is decided that the protested call was an incorrect call, the game shall resume at the exact moment when the game was protested.
- 12.1.10. The A&D shall rule on all protests and their decision shall be final.  
**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.
- 12.2. The North Garland Sports Association has a "Zero Tolerance" policy in regards to all violations of rules or conduct and disciplinary actions shall reflect the severity of the violation.
  - 12.2.1. All players, managers, coaches, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times.
    - 12.2.1.1. Any unsportsmanlike conduct or abusive behavior shall at a minimum be given a warning.
  - 12.2.2. 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 an automatic suspension from the team's next played game with no chance for appeal.
    - 12.2.2.1. The A&D committee shall also meet and determine if further discipline is necessary beyond the automatic suspension.
  - 12.2.3. The umpires and NGSA board members have the authority to remove anyone from the event at any time for unsportsmanlike conduct.
  - 12.2.4. If warranted, the offending party shall be ejected from the game at the discretion of the umpires and/or NGSA board member(s).
  - 12.2.5. The A&D committee will meet and discuss any ejections or removal for possible further disciplinary action.
  - 12.2.6. The A&D committee shall rule on all ejections or removals and their decision shall be final.
- 12.3. 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.
  - 12.3.1. If this not followed, the ejected party shall be asked to leave and will automatically serve a suspension from the team's next game.
- 12.4. 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.
- 12.5. If found necessary a team may be forced to forfeit a game and/or be removed from the league/tournament.
- 12.6. **Noise and Distractions:**
- 12.6.1. Music may be played before and after games, during inning breaks, and dead ball situations only.
    - 12.6.1.1. Music shall not contain the following:
      - 12.6.1.1.1. Foul, offensive or sexually explicit language of any kind
      - 12.6.1.1.2. References to heavy drug or alcohol use/abuse
      - 12.6.1.1.3. References to sexual activities
      - 12.6.1.1.4. References to other illegal activities
    - 12.6.1.2. Walk-up songs shall fall under the requirements in 12.6.1.1 along with the following
      - 12.6.1.2.1. May only be played during dead ball situations
      - 12.6.1.2.2. Maximum of 25 seconds in length
    - 12.6.1.3. The home team shall have control of music being played prior to and after games
    - 12.6.1.4. After the start of the game, the team playing defense shall have control of the music being played.
  - 12.6.2. Noisemakers of any kind may be used ONLY during dead ball situations and shall not be used near the scorekeeper area behind home plate and should be relegated to the grandstand areas only.
  - 12.6.3. Yelling of any kind from spectators, coaches or players that could distract the pitcher or batter during pitch delivery and hit attempt are strictly prohibited.
  - 12.6.4. Microphones, megaphones or any other voice amplifying devices (passive or active) shall not be used by spectators or coaches at any time.
  - 12.6.5. Umpires and the NGSA reserve the right to screen all music and noise making devices and disallow the use of them at any time.
  - 12.6.6. Any questions regarding the playing of music or use of noisemakers shall be directed to a league official.
- 12.7. For any item not specifically covered within these rules, please refer to the Official USSSA Baseball Rules and the Official MLB Rulebook