

North Garland Sports Association 2019 Official Baseball Rules

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

RULE 1 – PLAYING FIELD, EQUIPMENT & SAFETY

- 1.1** The playing field dimensions are listed on the table provided.
- 1.2 Field Prep/Care:** The Home team shall lay the bases and chalk the field before the first game of the day and remove the bases and rake the dirt areas after the last game of the day.
- 1.3 Legal Bats:** All bats must have the official **USSSA BPF 1.15, BBCOR .50** or **USA Baseball** mark permanently stamped, or be made of wood and manufactured by a licensed USSSA manufacturer. In **14U** all players must use bat with a length to weight ration no greater than **-5 ounces**, and in **16U**, no greater than **-3 ounces**.
- 1.3A Illegal Bats:** If an illegal bat is found before it has been used to put a ball in play it does not constitute an out or an ejection. If it is found that an illegal bat has been used to put a ball in play, and before the next legal pitch, the defensive team shall accept the results of the play, or have the batter be called out and all runners return to the base occupied at the time of the pitch. **Second Offense:** The head coach shall also be ejected.
- 1.4 Cleats:** Metal spikes are only permitted in the 14U division and older, and shall not be worn when pitching from a portable mound.
- 1.5 Catcher's Gear:** Catchers shall wear protective gear including a chest protector, shin guards, a protective cup and a catcher's helmet that shall cover both ears and have a built-in, or separately attached, throat guard.
- 1.6 Batting Helmets:** All offensive players shall use a double ear-flap batting helmet whenever outside of the dugout. This rule shall also apply to any player, or non-player, under the age of eighteen (18) on the field during a game that is not in the dugout. (Bat boy/girl, base coach, coach pitcher, etc.)
- 1.7 Slashing:** Showing bunt then pulling back and swinging is prohibited in the 8U - 12U divisions. In these divisions a batter showing bunt must attempt the bunt or take the pitch. Slashing shall result in the batter being called out and any runners returning to the previously occupied base.
- 1.8 Collisions at Home Plate: The Runner –** A runner may not deviate from their direct path to the plate and initiate contact with the covering catcher/fielder. If in the umpire's judgment the runner does so, he/she is out, the ball is dead and any base runner shall return to the base last touched at the time of the collision. If a runner slides into the plate in an appropriate manner before contact with a player, he/she shall never be in violation of the collision rule. A runner leaving the ground in a jumping or diving manner to attempt to avoid the covering player, or his/her tag attempt, is prohibited and the runner shall be called out. **The Catcher –** Without possession of the ball the covering catcher/fielder shall not block the runner's path to home plate. If in the umpire's judgment the catcher/fielder does so, the runner shall always be called safe, and the runner shall never be found to have initiated contact.
- 1.8 Ruling** It is not a violation by the covering catcher/fielder if the runner's path was blocked due to a **legitimate** attempt to field an incoming throw in reaction to the direction, trajectory or hop, or in reaction to a throw that originates from the pitcher or a drawn-in infielder, or if in the umpire's judgment the runner had **legitimate** time to slide or avoid making contact.
- 1.9 Thrown Bats:** The first time a batter throws their bat and it hits, or in the umpire's judgment came close to hitting, another person, player, coach or umpire on the field of play, both teams will receive a warning. For each occurrence after the warning, from either team, that batter shall be called out.

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

RULE 2 – GAME PRELIMINARIES

- 2.1 Line-up/Affidavit:** Teams shall turn in a line-up and a current pitching affidavit to the scorekeeper no later than ten (10) minutes before each game. A line-up shall also be given to the opposing team. In the event a team does not have their current pitching affidavit the following shall apply;
- 2.1 Penalty** The scorekeeper shall locate the team's pitcher availability from the previous game and create and sign a new affidavit with the updated pitching information. Second Offense: the head coach shall also be suspended for that game.
- 2.2 Home & Visitors:** The schedule shall determine the home team for each game, and teams shall always occupy the proper dugout per the schedule. In the event a team plays consecutive games on the same field, they shall not have to move dugouts between games.
- 2.3 Minimum Play Requirement (MPR):** Each player on the roster that is in uniform and present at the start of the game shall play at least six (6) defensive outs and complete at least one (1) at-bat. In the event a player arrives late to a game but before their team has completed one full cycle through the batting order, the late player's MPR is reduced to three (3) defensive outs and one (1) at-bat. MPR is not required for any player that arrives after their team has completed one full cycle through the batting order.
- 2.3 Penalty** If an eligible player does not receive MPR in a game, that player must start and play the entire game he/she is next present for. If an eligible player does not receive MPR two (2) games in a row, the head coach shall be suspended from the team's next plated game and can be subject to further discipline.
- 2.4 Minimum Line-up Requirement:** A team may start and play a full game with a minimum of eight (8) players. Any penalties for empty spots in the batting order are found in **Rule 2.5** or the division specific rules. Late players may be added to the bottom of the order, or as a substitute when applicable. Any team that starts a game with, or accumulates, nine (9) or more players is subject to all rules specific to the line-up they are using for that game.
- 2.5 Approved Line-ups:** Teams may bat a **Nine (9) Player Line-up**, a **Ten (10) Player Line-up** or a **Continuous Line-up**. Such line-up shall be declared to the umpire and scorekeeper prior to the start of the game, and must be used for the entire game.
- 2.5A Nine (9) Player Line-up:** All players not in the starting line-up are substitute players. Any starting player may be removed from and re-enter the game once and must re-enter in their original spot in the batting order and substitute players are not allowed to re-enter a game. All changes to the batting order must be announced to the scorekeeper.
- 2.5B Ten (10) Player Line-up:** The team shall always bat ten (10) players including an extra hitter (EH). The player designated as the EH has free defensive substitution, but shall remain in the same spot in the batting order then entire game and cannot be replaced. All remaining players on the roster not in the starting line-up are substitute players and are bound by the substitution rules per **Rule 2.5A**.

2.5C Continuous Line-up: All players not in the starting nine (9) defensive positions are extra hitters and may move freely in and out of defensive positions. Any player that misses an at-bat shall be called out, is declared to have left the game, and that spot in the batting order becomes an automatic out each time it comes back up. **4U – 10U shall always use the Continuous Line-Up.**

2.5C.1 Tee Ball Exception: When an at-bat is missed in the 4U and 6U the missed spot will be skipped over with no out called. The player shall be allowed to return to the game defensively if/when they are able to, but shall not bat again until their spot in the order comes back up.

2.5C.2 8U Exception: When an at-bat is missed in 8U the batter shall be called out but shall be allowed return to the game if/when their spot in the order comes back up. They shall not, however, play in the game defensively until they have completed their next at-bat.

2.6 Starting and Ending a Game: The Umpire-in-Chief shall announce the official start time, and when a game's time limit has expired, for each game. The time kept by the umpire's record shall supersede any possible time discrepancy with the scorekeeper.

2.7 Mercy Rules: A game is over when a team's margin of lead is equal to or greater than the following; **6U – 12U:** Fifteen (15) after three (3) or Ten (10) after four (4); **14U and up:** Fifteen (15) after three (3), Twelve (12) after four (4) or Eight after five (5). The home team shall not bat if they are winning and the mercy rule is met prior to the home half of that inning.

2.8 Regulation Games & Game Suspensions: A regulation game consists of six (6) innings for 4U – 12U and seven (7) innings for 14U and up, unless a game ends earlier due to a mercy rule, imposed time limit or suspension. Any game that cannot be declared a regulation game shall be a suspended game, and when resumed, shall resume from the exact point of suspension. If a game is called due to weather, light failure or other acts of nature and cannot be resumed, it is a regulation game when;

2.8A 4U – 12U: if three (3) innings have been played, or the home team is ahead after two and one half (2 1/2) innings, it shall be declared a complete game. If the game is tied after four (4) or more innings, the score will revert back to the previous completed inning. If the game is still tied, it will be declared a suspended game.

2.8B 14U and up: if four (4) innings have been played, or the home team is ahead after three and one half (3 1/2) innings, the game shall be declared a complete game. If the game is tied after five (5) or more innings, the score will revert back to the previous completed inning. If the game is still tied, it will be declared a suspended game.

2.9 Time Limits: When a time limit is reached the current inning will be allowed to finish and no new inning shall start; with the exception of 4U where it is a drop dead time limit. **4U:** 45 min / **6U:** 45 min / **8U:** 1 hr 20 min / **10U:** 1 hr 30 min / **12U & 14U:** 1 hr 40 min / **16U:** 1 hr 50 min

2.10 Missed At-Bats: An at-bat is missed when an improper batter completes an at-bat out of turn. At any point before an improper batter completes their at-bat the offensive team may insert the proper batter with no penalty and the current count shall remain for the proper batter. Any actions on the field of play that occurred before the correction shall stand. When an improper at-bat is completed the defensive team shall have the option of accepting the result of the at-bat or, if appealed before the next legal pitch, enforcing the penalty. When the result of the at-bat is accepted the game continues on as normal and the batter that was skipped shall not bat until their legal spot in the order comes up again. When the defensive team chooses to enforce the penalty, the skipped batter shall be called out and is declared to have left the game, any runners shall return to the base occupied prior to the at-bat and the improper batter becomes the proper batter and shall start the at-bat over. The spot in the batting order of the skipped batter then becomes an automatic out each time it comes up.

2.10 Exception: If the offending team is using a line-up that includes substitute players and **(A)** the skipped batter was a starter that had not already left and re-entered the game, and **(B)** has an available substitute that has not already entered and come back out of the game, they can legally avoid the skipped spot being an automatic out by placing the substitute player in that spot in the order for the rest of the game.

2.11 Courtesy Runners: Teams may use a courtesy runner pitcher and catcher of record (**catcher only in 8U**) from the previous half inning. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available the runner shall be the player who was last put out. If no outs have been made, it shall be the player furthest in the batting order from the current batter that is not currently on base. Courtesy runners are not permitted in the Tee-Ball divisions.

2.11 Exception: **With 2 outs,** a team may use a courtesy runner for a player that is not the catcher of record but will be playing catcher the next half inning. That player must at least catch the first complete at-bat of the next half inning for the move to be legal. If the team does not comply the head coach shall be ejected from the game and may be subject to further discipline.

2.12 Injured Runners: A team in any division may use a courtesy runner for any player who, for injury reasons, is unable to run/continue to run the bases. This player is not out of the game at this point, but if he/she is unable to complete their next scheduled at-bat, the team shall be subject to any rules that apply to a missed at-bat.

2.13 Intentional Walks: Intentional walks shall not be awarded upon announcement and are not permitted in the 4U – 8U Division.

2.14 Pool Players: Each team will be asked to obtain at least three (3) willing players from his/her team to be a part of NGSAA's pool player system. When a pool player accepts a team's request, the pool player shall start and play the entire game, wear their own team's uniform and may not play the pitcher or catcher position while playing for the requesting team. Any coach that does not submit a list of pool players by the given deadline will be prohibited from using the pool player system.

RULE 3 – THE PITCHER

3.1 In 4U - 10U any player removed from the pitching position may not return to the pitching position for the remainder of the game. **In 12U and up** the starting pitcher removed from the pitching position, but remaining in the game defensively, may return as pitcher, but only once per game.

3.2 A pitcher who is removed from the pitching position once the zero (0) days required rest pitch limit is reached shall be allowed to pitch in a second game that day. The pitcher's pitch count for the second game will begin with the total from the first game, and the total pitches thrown from both games will determine the pitcher's new rest requirement.

3.3 Pitch Count & Rest/Availability: A coach must remove a pitcher when he/she has reached the limit for his/her playing age. The pitcher shall be allowed to remain in the game at another defensive position.

3.3A Tables: The following tables represent the max pitches a player may throw in one (1) day and the days of rest required per the number of pitches thrown in one (1) day.

Player Age	Daily Max
7 – 8	N/A
9 – 10	75 Pitches
11 – 12	85 Pitches
13 – 16	95 Pitches
17 – 18	105 Pitches

Ages 14 & Younger

Pitches/Day	Rest Required
1 – 20	Zero (0) Days
21 – 35	One (1) Day
36 – 50	Two (2) Days
51 – 65	Three (3) Days
66 +	Four (4) Days

Ages 15 & Older

Pitches/Day	Rest Required
1 – 30	Zero (0) Days
31 – 45	One (1) Day
46 – 60	Two (2) Days
61 – 75	Three (3) Days
76 +	Four (4) Days

3.3A Ruling: For the purpose of required rest, If a pitcher reaches an imposed limit while facing a batter, the pitcher may continue pitching until the current at-bat is completed and the pitcher’s pitch count will revert back to the limit that was reached during the at-bat.

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

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

- 4.1** The Tee-Ball field shall visibly represent a twenty foot (20’) fair ball arc, chalked or painted foul lines and baselines between 1st and 2nd base and 2nd and 3rd base, and a designated area in the outfield fifteen feet (15’) behind the baselines.
- 4.2** The infielders shall position themselves in an area common to the natural location of their infield position while playing no more than five (5) feet in front of the baseline. Over-shifting or forming a “defensive” wall is not permitted.
- 4.3** The pitcher shall stay in contact with the pitcher’s plate until the ball is hit. If the pitcher breaks contact with the pitcher’s plate before the ball is hit, the play shall continue, and after the play has ended the pitcher will receive a warning and the offensive team has the option to accept the result of the at-bat or a “no pitch”. If it happens a second time with the same pitcher, that pitcher shall be removed from the pitching position for the remainder of the game.
- 4.4** Any time the pitcher fields a batted ball he/she must attempt a throw to put out the batter/runner or any other runner on base. Running to and tagging a base or base runner is prohibited and shall not count as an out.
- 4.5** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position, and all outfielders shall stay at least ten (10) feet behind the baseline until the ball is hit.
- 4.6** The catcher shall wear a catcher’s helmet with an attached facemask and shall stand at the back of the batter’s box opposite of the box currently occupied by the batter until the ball is put in play.
- 4.7** A batted ball must travel past the twenty foot (20’) fair ball arc to be considered a fair ball.
- 4.8 Rules Applied to Batted Balls:** Regardless of any overthrows the following rules shall apply. When a fair ball put in play...
 - 4.8A** ...does not travel past the baseline, the batter and runners may advance no more than one (1) base.
 - 4.8B** ...travels past the baseline, but not into the designated outfield area, the batter and runners may advance no more than two (2) bases.
 - 4.8C** ...travels into the designated outfield area the batter and runners may advance as many bases as they chose until the ball is called dead.

- 4.9 Two (2) defensive coaches will be allowed to coach from the field of play. They must coach from the outfield (behind the baseline) and may not touch any player in an attempt to assist them with a baseball play.
- 4.10 Three (3) offensive coaches will be allowed on the field of play; two (2) base coaches and a coach at home plate. The coach at home plate shall not give verbal or physical instructions to the batter for the purpose of influencing the direction of a hit ball.
- 4.11 The infield fly rule shall not be in effect at any time.
- 4.12 Bunting shall not be allowed.
- 4.13 Runners shall not lead off or steal bases. A runner is out for leaving the base before the ball is hit.
- 4.14 A batter has a maximum of three (3) swings to put the ball in play or be called out. No additional swings are awarded on foul balls.
- 4.15 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. 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.
- 4.16 A team may score a maximum of five (5) runs per inning.

RULE 5 – THE 8U COACH PITCH DIVISION

- 5.1 No fair ball arc will be used. A fair ball shall be defined as it is the MLB rulebook.
- 5.2 In lieu of a safety arc, the infielders shall position themselves in an area common to the natural spot of their infield position, while playing no more than five (5) feet in front of the baseline. "Over-shifting" or forming a "defensive wall" is not permitted.
- 5.3 **The Pitching Coach:** The pitching coach shall pitch with one foot on, or straddling, the mark used to indicate the forty foot (40') pitching distance (a line, a pitcher's plate, etc.) and shall not verbally or physically coach while in the pitching position. The pitching coach shall position him/herself as to not be an obstruction to the defensive team on any possible play once the ball has been hit.
 - 5.3A If a coach violates this rule after the ball is pitched, obstruction shall be called. If a coach violates this rule before the ball is pitched the coach will receive a warning. **Second Offense;** removal of that coach as pitcher for the remainder of the game.
- 5.4 If the pitching coach is under eighteen (18) years of age, he/she must wear a helmet while pitching.
- 5.5 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment the catcher is not receiving the ball in a baseball manner, a warning will be issued. If the act continues after the warning, the offending team's head coach will be ejected.
- 5.6 The line-up shall consist of no fewer than ten (10) players and all ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position and all outfielders shall play no closer than five (5) feet behind the baseline.
- 5.7 The player listed as pitcher shall not leave the pitching circle until the ball is hit. If the player leaves the pitching circle before the ball is hit, the play shall continue. Once the play has ended the offensive team shall have the option of taking the result of the play or a no-pitch, and the following shall apply;
 - 5.7A The player will receive a warning. **Second offense;** the player will be removed as pitcher for the remainder of the game.
- 5.8 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- 5.9 The infield fly rule shall not be in effect at any time.
- 5.10 The batting order, of ten (10) or more players, shall constitute all present players on the team roster at the beginning of the game. Late arrivals may be inserted at the bottom of the batting order.
 - 5.10A Teams may start a game with eight (8) or nine (9) players. When this occurs, the tenth (10th) or ninth (9th) and tenth (10th) positions in the batting order shall not be declared an out each turn at-bat, they will just be skipped.
- 5.11 Teams may use free substitution on defense but the batting order shall always remain the same.
- 5.12 Bunting is not permitted.
- 5.13 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Extra swings/pitches shall be awarded on foul balls.
- 5.14 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.
- 5.15 The game is over if/ when the opposing team is mathematically eliminated from scoring enough runs to win. (Mercy rules still apply)
- 5.16 Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. For the purpose of this rule, when a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and time shall be called.
- 5.17 When a batted ball hits the pitching coach, if in the umpire's judgment, the coach made a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. If, in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter shall be called out and no runners shall advance.
- 5.18 A team may score a maximum of five (5) runs per inning.

RULE 6 – THE 10U DIVISION

- 6.1 Base runners are permitted to lead off and attempt to steal bases at their own risk.
- 6.2 **Balk Warnings:** During the fall season, and the first (1st) half of each spring season, no penalty, and a warning and explanation of the call, will be given for the first balk committed by each pitcher that pitches in a game. After the first and only warning, each subsequent balk shall be penalized. During the second (2nd) half of each spring season, and during the end-of-season tournament, no warnings will be given for balks.
- 6.3 The dropped/missed third (3rd) strike rule shall be in effect. A pitched ball that hits the ground just before, or at the same time, it is secured in the catcher's glove (a "trapped" or "scooped" ball) shall be considered a dropped/missed third (3rd) strike.
 - 6.3A If first (1st) base is occupied, and with less than two outs, dropped/missed third (3rd) strike is not in effect and the batter is out.
 - 6.3B With less than two outs, if an attempt to steal second (2nd) base occurs on a pitch that is a dropped/missed third (3rd) strike, first (1st) base is to be considered occupied and the batter is out.

- 6.3C** Any time the dropped/missed third (3rd) strike rule is in effect and the batter leaves the batter's area (dirt area) and in the umpire's judgment is not making an attempt to run to first (1st) base, the batter shall be called out. For the purpose of this rule, once any part of one (1) of the batter's feet is outside of the batter's area (dirt area) they are considered to have left the batter's area.
- 6.4** A team may score a maximum of five (5) runs per inning.

RULE 7 – THE 12U THROUGH 18U DIVISIONS

- 7.1** Balk rules shall apply at all times
- 7.2** The dropped/missed third (3rd) strike rule shall be in effect. A pitched ball that hits the ground just before, or at the same time, it is secured in the catcher's glove (a "trapped" or "scooped" ball) shall be considered a dropped/missed third (3rd) strike.
 - 7.2A** If first (1st) base is occupied, and with less than two outs, dropped/missed third (3rd) strike is not in effect and the batter is out.
 - 7.2B** With less than two outs, if an attempt to steal second (2nd) base occurs on a pitch that is a dropped/missed third (3rd) strike, first (1st) base is to be considered occupied and the batter is out.
 - 7.2C** Any time the dropped/missed third (3rd) strike rule is in effect and the batter leaves the batter's area (dirt area) and in the umpire's judgment is not making an attempt to run to first (1st) base, the batter shall be called out. For the purpose of this rule, once any part of one (1) of the batter's feet is outside of the batter's area (dirt area) they are considered to have left the batter's area.
- 7.3** In the 12U Division a team may score a maximum of seven (7) runs per inning.

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

- 8.1** On a designated Saturday during the regular season, NGSА will host a mid-season exhibition game to recognize some of the league's players that exhibit talent, leadership, sportsmanship, and respect amongst the other players, coaches and umpires.
- 8.2** Twenty-four (24) players from each eligible division will be nominated by their teams, given a commemorative patch, and will be asked to participate in the mid-season exhibition game. Each team shall have, when applicable, an equal number of representatives as part of the twenty-four (24) player selections. If a division has a number of teams that does not represent a multiple of twenty-four (24), the following shall apply.
 - 8.2A** For a five (5) team division, each team shall have four (4) representatives, followed by another one (1) representative from the first (1st) through fourth (4th) place teams. For a (7) team division, each team shall have three (3) representatives, followed by another one (1) representative from the first (1st) through third (3rd) place teams.
- 8.3** Two (2) teams of twelve (12) players will be assembled, and coached, by the head coaches of the first (1st) and second (2nd) place teams at the time of the exhibition game.
- 8.4** Team Selection: Both head coaches shall begin the roster selection process with the players from their spring team's roster already included on their mid-season exhibition game roster. The two head coaches shall then pick players back and forth, starting with the coach of the current first (1st) place team, until the rosters are complete.
- 8.5** Pitching Rules: Any player that pitches in the mid-season exhibition game must be available to pitch that day, per the NGSА rest and availability rules, and shall not exceed the pitch limit that requires one (1) day of rest during the exhibition game.

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

- 9.1** In divisions 8U -14U, a division winner and runner-up shall be determined by the results of a two (2) day tournament consisting of pool play games followed by single elimination bracket games.
- 9.2** A team's regular season record shall determine the seeding order for the pool play part of the tournament.
- 9.5 Tournament Rules of Play:** All NGSА rules shall apply to the end-of-season tournament with the following exceptions;
 - 9.5A Home and Visitors:** During pool play the home team for each game shall be determined by a coin flip. During bracket play the highest seeded team remaining shall be the home team.
 - 9.5B Minimum Play Requirement:** Each player on a roster that is in uniform and present at the start of the game shall play at least three (3) defensive outs and complete at least one (1) at bat. MPR shall not be in effect for any player arriving after a game has started.
 - 9.5C 8U Minimum Line-up Requirement:** If a team plays a game with only eight (8) players, the ninth (9th) and tenth (10) spots in the batting order are automatic outs each time they come up. If a team plays a game with only (9) players, the tenth (10th) spot in the batting order is an automatic out each time it comes up.
 - 9.5D Intentional Walks:** In all divisions, intentional walks shall now be awarded upon announcement of the defensive team. In the 8U Division, each player on a team may only be intentionally walked one (1) time per game.
 - 9.5E Pool Players:** The NGSА pool player system will not be used during the end-of-season tournaments.
 - 9.5F 12U Run Per Inning Limit:** There is no maximum amount of runs a team may score in an inning.
 - 9.5G Pitch Count:** The 10U – 14U divisions will follow the USSSA pitch count rules for the end-of-season tournament with one exception; in addition to the number of innings, there will also be a pitch limit they must stay under to be available to pitch the next day. As described in the table, if a pitcher pitches one (1) pitch into a fourth (4th) inning, or pitches one pitch over their daily max amount, they are ineligible to pitch the next day. The second column shows the maximum amount of innings a pitcher can pitch in one day, and the third column shows the maximum number of innings a pitcher can pitch in a three (3) consecutive day period.

AGE DIV.	1 DAY MAX TO PITCH NEXT DAY	ONE DAY MAX INN	THREE DAY MAX INN
10U	3 INN OR 75 PITCHES	6	8
12U	3 INN OR 85 PITCHES	6	8
14U	3 INN OR 95 PITCHES	7	8

RULE 10 – POST-SEASON PLAY (8U – 14U)

- 10.1** NGSAs pay the entry and gate fees for each division champion to represent the league in the USSSA (A) Texas State Championship. Any non-division winning teams may also participate but must pay their own way. Teams that participate in the State tournament are also qualified to participate in the USSSA (A) World Series. Any team that participates in the World Series is responsible for all costs necessary.
- 10.2** Any team that wishes to represent NGSAs in the State tournament or World Series shall do so while following all guidelines set forth. Parents/Guardian of all players in the eligible divisions will also be notified of all State tournament and World Series information and guidelines.
- 10.2A** Any team that participates in either tournament is required to invite all players on their roster. The head coach of each team will have a deadline of which he/she must inform the league if they will be participating in the State Tournament and/or the World Series. Therefore, each head coach may set their own deadline of which each player invited to participate must inform him/her if they will be participating. Any player that does not respond to the head coach's invitation by the given deadline will be understood as a response of "Not Participating".
- 10.3 Deadlines:** Head coaches have a deadline they must abide by for both the State Tournament and the World Series.
- 10.3A** Each head coach must inform the league of their intent involving the State Tournament no later than May 14th. Failing to do so will result in an automatic response of "Not Participating".
- 10.3B** Each head coach that participated in the State Tournament must inform the league of their intent involving the World Series no later than the Friday immediately following the conclusion of the State Tournament. Failing to do so will result in an automatic response of "Not Participating".
- 10.4** Once each deadline has passed the following rules take effect;
- 10.4A** For any team that is not participating or did not respond by the deadline, their roster immediately becomes available for other teams to add players from. For this reason, each team's status on participation is final after the deadline.
- 10.4B** If a player who previously stated they were not participating, or did not respond by the deadline, becomes available after the fact, they may still be allowed to participate. However, they shall only be allowed to participate with their team from the NGSAs spring season, and the head coach of that team has the right to deny their request.
- 10.5 Roster Additions:** Each participating team shall be allowed to add up to three (3) players that were not its spring roster, to its tournament roster. These roster additions can only be made in the form of participating players that are on a team that is not participating in the State tournament. Roster additions will be done through a draft system made up of eligible participating players.
- 10.5A** All eligible players that would like to participate if asked will be placed into a player pool from which participating teams may select from. The participating teams that wish to add players will select them from the player pool in the order in which they finished in the season standings, and will pick back and forth in a normal draft order; 1st, 2nd, 3rd, 1st, 2nd, 3rd, etc.

RULE 11 – PLAYER FREEZES

- 11.1** Player Freezes are players that may be placed on rosters before evaluations are held. Paperwork for any frozen player must be turned in to the player agent by the deadline given and they shall not attend player evaluations. Any player that does not have freeze paperwork turned in for them by the deadline must attend player evaluations. All roster spots not filled with frozen players shall be filled through the player draft.
- 11.2** The number of allowed freezes per division are as follows; **6U** = three (3), **8U** = four (4), **10U** = five (5), **12U** = six (6), **14U** = twelve (12)
- 11.3 Freeze Eligible Players:** The following three (3) types of players may be frozen to a roster before player evaluations;
- 11.3A New Players:** Any player that was not on an NGSAs roster during the previous spring season.
- 11.3B Returning Players:** A player that was on the previous spring roster of the head coach that is attempting to freeze him/her.
- 11.3C Released Players:** Released players shall be classified in one (1) of the following four (4) ways
- I. A player whose head coach does not attempt to freeze them as a returning player.
 - II. A player whose previous head coach is no longer coaching therefore they have no head coach to return with.
 - III. A player whose head coach has moved out of the age division that they are remaining in.
 - IV. A player that moves out of the age division their previous head coach is remaining in.
- 11.4 Freeze Guidelines Per Division**
- 11.4A 6U:** There are no guidelines pertaining to the allowed number of freezes.
- 11.3B 8U – 12U:** The head coach may freeze new players, returning players and released players.
- 11.3C 14U:** The head coach may freeze returning players and released players only.
- 11.5 New Head Coaches to NGSAs:** A new head coach shall be considered one that was not a head coach, or an assistant coach, of an NGSAs team during the previous spring season. Any new head coach to NGSAs shall be allowed to freeze their own child, the child of one or both assistants, and new players per rule 11.3A. Any remaining roster spots shall be filled through the player draft.

RULE 12 – PLAYER EVALUATIONS & THE PLAYER DRAFT

- 12.1 Player Evaluations:** Any non-frozen player must attend evaluations to be eligible to be selected in the player draft. Any player that does not attend shall be placed on a team in the form of a blind draw, in continuation of the draft order, after all eligible players have been selected.
- 12.2** All players attending evaluations shall participate in the evaluation event scheduled for the division they wish to play in.
- 12.3 Playing Up:** Players that are league age six (6), eight (8), ten (10) and twelve (12) shall be allowed to evaluate for/play in one (1) age division higher than their league age permits. Any player that wishes to do so must play a fall season in the higher division, during which the division's coaches and directors will evaluate the player and will have a discussion/vote to determine whether or not the player should be allowed to play up in the higher age division in the spring; taking in consideration of the player's safety, skill level, and the possibility of the player's development being negatively affected.

12.4 Playing Down: 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.

12.5 The Player Draft: Each team must have at least one (1) representative present during their designated draft time, but shall be allowed to have up to three (3) representatives present; the head coach and one (1) or both official assistants. For any team that does not send representation to the player draft, the Division Director will draft the roster for that team.

12.5A 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.

12.5B Once all teams have an equal number of players on their roster, the draft order shall be determined by a blind draw. Once the order is set, the draft shall begin and will be run as a serpentine draft. The trading of draft positions shall be allowed, but once the draft starts, the draft order shall not change. Once the draft is complete there will be a short period of time where player trades are allowed to be made; however, frozen players are prohibited from being involved in trades.

RULE 13 – PROTESTS, SPORTSMANSHIP & EJECTIONS

13.1 Protests shall be allowed for age violations, pitching violations or rule interpretations only. Protests must be declared to the umpire-in-chief before the next pitch following the dispute. The umpire will then convene with the official scorekeeper and an NGSa board member, preferably the division director if available. If the call that is to be protested is the last recorded out of the game or on a game ending play, the protest must be filed prior to the umpires and scorekeeper leaving the field of play.

13.1A Once a protest is correctly declared the remainder of the game is played under protest. The NGSa board member that was present and notified of the protest shall communicate the situation to NGSa's Appeals & Discipline Committee. A&D will meet and discuss any game that was played under protest. If decided that the call in question was correct, or cannot be overturned, the game goes in the standings as it finished. If decided that the protested call was an incorrect call, the game shall resume at the exact moment when the game was protested. The A&D shall rule on all protests and their decision shall be final.

13.2 Sportsmanship: 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 members.

13.3 Ejections:

13.3A Any person ejected or removed from a game shall immediately remove themselves from the vicinity of all playing fields and grandstand areas for the remainder of that day. If the ejected party continues to watch from a spot other than just mentioned they shall not verbally or physically communicate with anyone on any playing field or grandstand area. If this is not followed the ejected party will be asked to leave the park and will be automatically suspended for their team's next game.

13.3A Exception: If the members of the Appeals and Discipline committee, or the NGSa President, happen to be on site at the time of the ejection, the ejected party may plead their case as to why they feel they should be allowed to return to a playing field or grandstand area after the completion of the game they were ejected from. The present parties of the A&D committee, or the President (whom can make a decision on the spot) can discuss the ejection and determine whether it shall remain in effect for the remainder of the day or not.

13.3B Any person leaving their position on the field, on the bench, in the dugout area or grandstands to participate in an altercation shall be ejected from the game and will automatically serve a suspension from the team's next played game, with no appeal allowed for either. The A&D committee shall also meet and determine if further discipline is necessary beyond the ejection and automatic suspension.

13.3C If a coach is ejected from a game, the team shall not be allowed to replace the ejected party and must continue the game with the number of coaches remaining.

13.3D Any time there is an ejection the A&D committee shall investigate to determine if any further discipline is necessary. If found necessary, any further suspension(s) shall be served by the ejected party during their team's next played game following notification of the suspension. The ejection of a player, coach, sponsor or spectator shall not result in the automatic ejection of the team's head coach; however, the head coach may be ejected if, in the umpire's judgment, he/she contributed to the reason for the initial ejection.

13.3E If found necessary by the umpire-in-chief and/or any acting and present NGSa board member, a team may be forced to forfeit a game and/or be removed from the league/tournament.

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

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