

NBGSA Expanded Rules of Play **Accepted as Amended January 26, 2014**

NOTE THAT UNLESS SPECIFICALLY STATED IN THE ABOVE RULES, NBGSA ADOPTS PONY RULES FOR GOVERNING ALL NBGSA REGULAR SEASON GAMES

NBGSA EXPANDED RULES OF PLAY

Unless specifically provided for in these expanded rules, NBGSA adopted Pony rules for governing all NBGSA regular season games. Post season or tournament play will conform to the sanctioning body's rules.

GENERAL RULES FOR ALL DIVISIONS

1. NBGSA allows unlimited defensive field substitutions in all Divisions.
2. All girls listed on the game day player roster will bat in the order listed.
3. Baseball hats or visors, if worn, will not be worn backwards or upside down. Bills will face forward.
4. There is no restriction on the finish of sunglass lenses except that pitchers will not wear mirrored finish, including pitching coaches.
5. The umpire or any board member will automatically eject any player, coach, parent or spectator, without warning for using profane or abusive language, gestures or signs. This rule will be strictly enforced.
6. NBGSA strictly enforces the "Blood Rule." Free substitutions may be made for the player. When the player returns to the game, she must still bat in order or be removed from the remainder of play.
7. Any NBGSA supplied color stitch or core rating for balls may be used for an NBGSA regular season game, provided all game balls used in the game are the same and both coaches agree to use them. No game shall be delayed for lack of game balls.
8. No player will use a tobacco product while in an NBGSA uniform or at an NBGSA sponsored event. Coaches will not use tobacco products during practices or games. Penalty for coach use during a game will be an award of an unearned run to the opposing team for each offense.
9. No alcoholic beverages are permitted at NBGSA sponsored events. Any parent or coach in non-compliance after one warning will risk forfeiture of his/her team or child's game. Failure to remove alcohol from an event will be cause for expulsion from the league.
10. The home team is responsible for turning in the score sheet signed by a coach from each team and umpire(s) to the concession stand after the game.
11. Each player must wear a helmet with a secured chinstrap and facemask.
12. The official scorekeeper will monitor the official start time as determined by the umpire (official score keeper is the home team). Umpire will notify official score keeper of game start time.
13. **No game shall end in a tie after normal play. The "International Tie Breaker" (ITB) method will be used in all age divisions that keep score for one inning.
Example: If the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base.
14. All practices shall be limited to two (2) hours (League and All-Star/State teams).
15. For League and All-Star/State play, there shall be a limit of three (3) games and/or practices per week.
 - a. Except if make-up games must be played.
 - b. Excludes tournament play games.

6&U COACH PITCH T-BALL

1. Game time is 55 minutes but will complete the inning in progress. A new inning will not be started after 50 minutes.
2. There is a 5 run rule per inning. If the offensive (at bat) team scores 4 runs without making 3 outs, the side retires.
3. Score will NOT be kept for T-ball teams
4. Coaches will pitch 3 pitches to the batter. If the batter does not hit a fair ball after the 3 pitches, the batter will get to swing off of the Tee.
5. Base runners that are called "OUT" will leave the field of play.
6. The 3 outs will be enforced.
7. The pitching distance from the pitching mound to home plate is 35 feet. The pitching coach will pitch from a safe distance.
8. No base(s) may be advanced on overthrows or missed catches.
9. The pitching coach will attempt to position him/herself off of the infield and away from play after the ball is hit.
10. No more than 3 offensive coaches will be allowed on the field; 2 defensive coaches may be positioned on the field. Defensive coaches shall not interfere with play. Only certified coaches are allowed in the perimeter of the field. All other individuals must remain outside of the fenced area of the field and dugouts.
11. The infield shall play correct positions according to softball rules, including a fully dressed catcher (no more than 6 players). The outfield shall not be limited to a certain number of players, but all outfield players must be positioned outside the baseline.
12. Each team will be allowed a maximum of four coaches on staff.

8&U COACH PITCH

1. Game time is 55 minutes but will complete the inning in progress. A new inning will not be started after 50 minutes.
2. There is a 5 run rule per inning. If the offensive (at bat) team scores 5 runs without making 3 outs, the side retires.
3. Each batter will face up to six pitches, except on a third strike foul, one additional pitch will be allowed, and if the "7th" pitch is fouled the batter is out: the first three coming from an opposing "player pitcher" and then up to 3 (4 on foul) from her coach pitcher (depending on the number of strikes called by the umpire. see Rule (5)).
4. Tiebreakers will be conducted using three pitches by the coach pitcher only for the ITB rule, with the same 3rd strike foul rule applied to the 3rd and 4th pitches.
5. The coach who will pitch to his own team will position himself outside the circle between the pitching circle and second base while the player throws her three pitches. The coach may not communicate directly or indirectly with the player pitcher.
6. All strikes will be counted.
7. If the batter does not get a fair hit in 6 pitches, she is declared out unless she hits a foul ball on the sixth pitch; then she earns a 7th pitch. If she fouls off the 7th pitch then she is declared out. Apply the same formula to the 3rd and 4th pitches of a tiebreaker.
8. Each opposing team will need to have a coach along the backstop to gather passed balls.
9. The player pitcher shall pitch from the pitcher's plate. The coach pitcher shall pitch from inside the pitcher's circle.
10. The umpire must use his/her discretion with the safety of the batter in the batter's box by stopping play and correcting the batting position or call on a base coach to correct the batter.
11. Bunting is allowed.
12. One base may be advanced on over throws first or third base where the ball enters foul territory or exits the field of play. The ball is declared dead and the runner may advance one base from the last base touched. This is not an automatic award if the player makes no effort to advance.
13. The ball shall be declared dead on an overthrow to the pitcher. No bases are awarded.

14. The pitching coach will attempt to position him/herself off of the infield and away from play after the ball is hit.
15. No more than three offensive coaches will be allowed on the field. Only certified coaches are allowed within the perimeter of the field. All other individuals must remain outside the fenced area of the field and dugouts.
16. Two defensive coaches may take the field and position themselves in such a way that they shall not interfere with play.
17. If a team does not have a minimum of 8 players at the time the game is scheduled to start, that team will be allowed up to 10 minutes for players to arrive. The game will be played. The team with 8 or more players after 10 minutes will record an automatic win.
18. If both teams have 10 players present, they may play 10 players on defense. The 10th player will be a "short fielder" position. If, for any reason, one team can only play 9 or less players, then only 9 players are allowed to play on defense. This rule does not affect the General Rule 2 above. All players will be on the batting list.
19. Each team will be allowed a maximum of 4 coaches on staff.

10&U FAST PITCH

1. Game time is 65 minutes but will complete the inning in progress. A new inning will not be started after 60 minutes.
2. There is a 5 run rule per inning. If the offensive (at bat) team scores 5 runs without making 3 outs, the side retires.
3. After 3 full innings of play, if a team is ahead by 10 runs or more, the game is over.
4. Base runners may steal at will, including home, as soon as the ball leaves the pitchers hand.
5. No more than 2 offensive coaches will be allowed on the field. Only certified coaches are allowed within the perimeter of the field. All other individuals must remain outside the fenced area of the field and dugouts. No defensive coaches allowed on the field of play.
6. If a team does not have a minimum of 8 players at the time the game is scheduled to start, that team will be allowed up to 10 minutes for players to arrive. The game will be played. The team with 8 or more players after 10 minutes will record an automatic win.
7. If both teams have 10 players present, they may play 10 players on defense. The 10th player will be a "short fielder" position. If, for any reason, one team can only play 9 or less players, then only 9 players are allowed to play on defense. This rule does not affect the General Rule 2 above. All players will be on the batting list.
8. Each team will be allowed a maximum of 3 coaches on staff.

12&U AND 14&U FAST PITCH

1. Game time will be 65 minutes for fall season and 80 minutes for spring season. An inning in progress will be completed. A new inning will not be started with only 5 minutes left in game time.
2. There is a 5-run rule per inning. If the offensive (at bat) team scores 5 runs without first getting 3 outs, the side retires.
3. No more than 2 offensive coaches will be allowed on the field. Only certified coaches are allowed within the perimeter of the field. All other individuals must remain outside the fenced area of the field and dugouts.
4. If a team does not have a minimum of 8 players at the time the game is scheduled to start, that team will be allowed up to 10 minutes for players to arrive. The game will be played. The team with 8 or more players after 10 minutes will record an automatic win.
5. Each team will be allowed a maximum of 3 coaches on staff.