

2011 Alabama NSA All-star Rules

Play shall be in accordance with the official rules of NSA with the following exceptions:

6U

6U-1 **The game** shall be five (5) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.

6U-2 Every Player on the Roster must bat.

⊗ Clarification on rule above. EVERYBODY PRESENT MUST BAT.

6U-3 Maximum of 10 batters per inning or three (3) outs. If a team has more than 10 players then the extra players are still on the roster and will roll to the next inning.

6U-4 Each batter will get 5 pitches to put the ball in play. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.

6U-5 No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.

6U-6 Play **10** in the field

6U-7 There is NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.

6U-8 A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.

6U-9 The defensive team shall have no more than 6 infielders. All other available players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.(up to 4) Only 10 players will play on defense at one time, however, each team may substitute freely at anytime.

6U-10 A 10" soft-core softball ball will be used for all 6U competition.

6U-11 The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet).

6U-12 Mercy Rule - 21 after 3rd inning, 11 after 4th inning

6U-13 Play shall stop when the umpire declares "Time Out" because the defensive team has stopped the advance of the lead runner. A base runner shall be awarded the next base if she had advanced more than halfway toward the base when play was stopped. (Halfway lines are back in 6u)(2008)

6U-14 The ball is dead and all base-runners must stop at the base the umpire rules they are entitled when:

⊗ Any Defensive Player has possession and **CONTROL** of a ball inside the 8♦ radius circle.

⊗ Any Defensive Player has possession and control of the ball in front of the lead runner.

6U-15 The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player. NOTE: If, in the judgment of the umpire, a coach pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead.

6U-16 All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. NOTE: The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play
6U-17 The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

6U-18 No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.

6U-19 Coach Pitchers will pitch from 30♦. Pitching circle will have a 40♦ Center Radius.

6U-20 A ball thrown from an infield position towards first base in an attempt to get the batter out that is overthrown to the first baseman ***and goes past the 3 foot running lane*** is considered a dead ball at this point. All runners will be allowed one additional base. ***The ball must go past the 3 foot running lane line to be considered an overthrow. The 3-foot running lane should be run 10 feet past the bag.*** (Rule Change 8/2005) **[CLARIFIED 1/18/11]**

6U-21 There will be no underhand **rolling** of the ball. Throws on defense must be attempted to be made overhand. If an out is made by **rolling** the ball the batter/runner or the base-runner will be called safe.

6U-22 There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. NO COACHING (TALKING) **(6U Rule Clarification to Rule 2008 6U-22: To help resolve some confusion in the 6U age group the Directors of Alabama NSA have a clarification on the catcher (Player and Coach).)**

In ALL 6U games a COACH CATCHER will be used to help keep the game moving. The COACH CATCHER will be from the offensive team. The COACH CATCHER will NOT be allowed to talk to the batter. (Only the COACH PITCHER is allowed to talk to the batter, and only up until he/she pitches the ball)

The defensive team can choose to have a player catcher. If there is a ***Coach Catcher they can stand on either side of the player catcher or behind the player catcher. The player catcher can be positioned as far back as she likes, all the way to the backstop.*** If the defensive team chooses NOT to use a player catcher then that position is lost. Meaning you cannot move that player to the outfield for an additional outfielder or to the infield for an additional infielder. **[CLARIFIED 1/18/11]**

6U-23 Bases will be 50' length in distance.

6U-24 The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line. **[CLARIFIED 5/28/10]**

6U-25 Chin Straps are NOT required but are highly recommended. **[CLARIFIED 6/12/09]**

8U Coach Pitch:

(If a rule is not covered below, please revert back to the 2011 NSA Rulebook)

SCP-1 Maximum of 10 players on Defense

SCP-2 Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters

1. Ten- (10) batters if there are only ten- (10) players present at game time.
2. Eleven- (11) batters if one- (1) EP is used.
3. Twelve- (12) batters if both Optional EP♦S are used.

SCP-3 Definition of an EP (extra player): A team can put up to two (2) extra players in the line-up. These players will bat where placed in the line-up and can substitute freely.

8CP-4 The game shall be six (6) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.

8CP-5 Coach Pitchers will pitch from 35 ♦

8CP-6 No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.

8CP-7 Each batter will get 5 pitches, or 3 strikes. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.

8CP-8 There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.

8CP-9 The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) All other available players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted

8CP-10 Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play, if they can do so without interfering with play.

8CP-11 If a thrown or batted ball hits the pitching coach while in fair territory, it is a dead ball. If the pitching coach, in the judgment of the umpire, intentionally interferes with the defensive team, the batter or base-runner shall be called out.

8CP-12 The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

8CP-13 A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.

8CP-14 The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.

8CP-15 There may be a courtesy runner for the catcher. Last out or any subs on the bench.

8CP-16 The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line [CLARIFIED 5/28/10]

8CP-17 Chin Straps are NOT required but are highly recommended. [CLARIFIED 6/12/09]

8CP-18 Mercy Rule - 21 after 4th inning, 11 after 5th inning [CLARIFIED 5/25/10]

8U Player Pitch:

(If a rule is not covered below, please revert back to the 2011 NSA Rulebook)

8PP-1 Play ten on Defense and Bat ten (with the option of using one or both EP ♦s)

8PP-2 Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters

1. Ten- (10) batters if there are only ten- (10) players present at game time.
2. Eleven- (11) batters if one- (1) EP is used.
3. Twelve- (12) batters if both Optional EP ♦S are used.

8PP-2 Definition of an EP (extra player): A team can put up to two (2) extra players in the line-up. These players will bat where placed in the line-up and can substitute freely.

8PP-3 The game shall be six (6) innings or 75 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.

8PP-4 Coach Pitch will be instituted after four walks in a single inning. A hit batter constitutes a walk.

⌚ Once Coach comes in play reverts to "coach pitch" rules. SEE 8U COACH PITCH RULES **8PP-5** A pitcher must be removed from the pitching circle after she has hit 3 batters in a single inning.

8PP-6 Three outs end the inning

8PP-7 No infield fly rule

8PP-8 No Stealing

8PP-9 No dropped third strike

8PP-10 Pitch from 30♦

8PP-11 If the 10th batter is walked or hit by a pitch then the batter and every base runner will be awarded two (2) bases.

8PP-12 Chin Straps are NOT required but are highly recommended. [CLARIFIED 6/12/09]

10U:

(If a rule is not covered below, please revert back to the 2011 NSA Rulebook)

10U-1 The game shall be seven (7) innings or 75 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.

10U-2 Play nine on Defense and Bat nine (with the option of using one or both EP♦s)

10U-3 Three outs end the inning

10U-4 No infield fly rule

10U-5 Steal one (1) base per pitch

10U-6 No dropped third strike

10U-7 2009 All-Star Rule Change - 10U can only steal base at a time (per pitch) but they WILL be allowed to steal home.

10U-8 Chin Straps are NOT required but are highly recommended. [CLARIFIED 6/12/09]

12U thru 16/18U:

12/18U-1 Play by the 2011 NSA Rule Book.

12/18U-2 No Metal Cleats allowed in Alabama NSA All Stars

12/18U-3 Chin Straps are NOT required but are highly recommended. [CLARIFIED 6/12/09]

Executive Board Ruling for 2011 Allstars:

If a coach or player is ejected from a game, for any reason, the coach or player will be suspended for the remainder of the current game and the next game the coach or player are scheduled to participate. If a coach or player is ejected in an elimination game then the coach or player will be suspended for the first game of the next tournament they are scheduled to participate.

Clarification on playing short

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Clarification to rule Number (6U-3), (8uPP - 1), (8CP-2), (10U-2)

Additional rule #4 (12u -18U)

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A team may play one (1) player short from the minimum required to play. A team may start the game with (1) player short to prevent taking a forfeit.

EXAMPLE:

- **10U and up are required to play with 9 players. An All Star team may play with 8 players.**
- **6U and 8U are required to play with 10 players. An All Star team may play with 9 players.**

The team starting a game one (1) player short will be required to take an out each time the 9th or 10th batter come up to bat.