

**Northern California  
Girls Softball  
Association**

**Rules of Play  
&  
Policies of Operation**

**2013**

**(Modified August 2013)**

**NORTHERN CALIFORNIA GIRLS SOFTBALL ASSOCIATION  
RULES OF PLAY & POLICIES OF OPERATION**

**CURRENT YEAR MODIFICATIONS**

(All Current Modifications are underlined)

Determining Home team and Visiting team (Page 3 & 6)

Speed-Up Rule replaces Courtesy Runner (Page 5, 7, 9, 10 & 11)

10u – Define stealing 1<sup>st</sup> base (Page 6)

8u rule changes (Page 6, 7, 9, 10, & 11)

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**PART A. RULES OF PLAY & POLICIES OF OPERATION**

**SECTION 1. RULES OF PLAY OVERVIEW**

The following rules have been established by the N.C.G.S.A. This Overview will help leagues understand how the rules will be applied.

N.C.G.S.A. reserves the right to amend, omit or modify the N.C.G.S.A. playing rules at any time in order to maintain a competitive balance and to preserve the integrity of the game and for the good of the game.

These rules have been designed to help promote development of playing skills at all levels of play.

The member leagues of N.C.G.S.A. may choose to add or amend any of the N.C.G.S.A. playing rules within their leagues in order to maintain competitive balance and for the good of the game.

The playing rules will be used as follows in spring league play.

1. League rules (Any other rules a member league has put in place).
2. N.C.G.S.A. Playing Rules.
3. ASA Playing Rules.

Only the N.C.G.S.A. and ASA Playing Rules **will be used** in all of the following elements of play.

1. All Inter-league play.
2. All Star Championship Play.
3. Winter League Tournament Play.
4. Winter League Season Play.

These rules will be used at all levels of play. Any exceptions related to age groups, level of play, or tournament play will be noted within the Playing Rules.

For Inter-league play single games, the Host Team will be "home". For Inter-league play doubleheaders of the same teams on the same day, the host team will be "visitor" for the first game and "home" for the second game. For Inter-league play round robin or multi-games on the same day, the umpire will flip a coin at the start of each game to determine "home" team.

**SECTION 2. PITCHING REGULATIONS**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER**

1. A girl may not pitch more than seven (7) innings in each consecutive group of two games played by her team with the second game always defined by an even number (1-2; 3-4; 5-6). A Pitcher may not exceed 7 innings in the first game of a two-game set. Violation will result in an ineligible player.
2. If a tie occurs at the end of 7 innings or time has expired, the pitcher of record at the time of the tie may continue to pitch if she has innings available. Extra innings count against the inning limit, if occurring in the first game of eligibility. If a tie occurs at the end of 7 innings or time has expired in the second game of a two game set, the pitcher of record may exceed the maximum of 7 innings, but must pitch continuous innings without substitution. **Pitcher-of-Record** is the player whose name appears in the pitching position on the official lineup card at the end of regulation play (time or innings) when her team's last defensive out occurred.
3. One pitch to a batter in an inning shall constitute an inning pitched.
4. Championship games will have NO pitching limitations.
5. Only the Tournament Director may stop the game if grossly mismatched.
6. All ties in championship games will use the NorCal Tiebreaker Rule.

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**8-UNDER**

1. A girl may not pitch more than two (2) innings in any game. Violation will result in an ineligible player.
2. One pitch to a batter in an inning shall constitute an inning pitched.
3. Championship games will have NO pitching limitations.
4. Only the Tournament Director may stop the game if grossly mismatched.
5. All ties in championship games will use the NorCal Tiebreaker Rule.

**SECTION 3. NORCAL TIEBREAKER RULE**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER / 8-UNDER**

1. **All Tournament Advancement Play:** In case of a tie at the end of the regulation game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In first extra inning, the player scheduled to bat ninth (or last if batting the roster) in that respective half inning will start at second base. If tie is not broken, the second extra inning and succeeding innings, the player scheduled to bat ninth (or last if batting the roster) in that respective half inning, shall start at third base.
2. **Inter-League and Winter League Play:** Teams will play **ONE** extra inning in order to break a tie. If tie is not broken, game will be recorded as a tie. **Exception:** In the 8-Under Division, if the first game of a doubleheader is tied at the end of regulation and/or time limit, game will be recorded as a tie with NO extra inning being played. If the second game of a doubleheader is tied at the end of regulation and/or time limit, **ONE** extra inning will be played in order to break a tie. If tie still exists then game will be recorded as a tie.

**SECTION 4. PLAYERS AND SUBSTITUTES**

**Inter-league Play:**

1. Teams will bat the roster up to fifteen players.
2. Free Substitution with no pitching restrictions or limitations.

**Exception:** For Inter-league doubleheaders, round robin, or multi-game play on same day, NorCal pitching regulation must be used.

**16-UNDER / 14-UNDER PLAYERS AND SUBSTITUTES MINIMUM PLAY:**

1. No minimum play rules and ASA rules apply.

**12-UNDER / 10-UNDER PLAYERS AND SUBSTITUTES MINIMUM PLAY:**

1. Each girl must play a minimum of 12 consecutive outs (two complete innings) by the end of 7 innings. The last half inning counts, played or not. In the event the game is played under a time limit, the 12 player/12 consecutive outs criteria must be made by the top of the 3<sup>rd</sup> inning unless player is injured. Umpire will make judgment of injury.
2. If a team violates the minimum play rule, that team shall be deemed to have forfeited the game **IF** the opposing team files a protest. The protest will be verified that the official scorekeepers were given the substitutions at the top of the 3<sup>rd</sup> inning. Violation of the Minimum Play Rule will result in a forfeit and must be protested before the final out of the game is recorded. The protest will be noted in the official scorebook.
3. There is no designated player (DP)/Flex option in NorCal softball.

**8-UNDER PLAYERS AND SUBSTITUTES MINIMUM PLAY:**

1. Free substitution BUT each player **MUST** play 2 defensive innings during the game.
2. Bat the roster (continuous batting).
3. Play 10 defensively.

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**SECTION 5. MANAGING PERSONNEL**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER / 8-UNDER**

1. Managing personnel must be ASA insured with a background check.
2. Management of teams will be by male or female at least 18 years of age, who may have an assisting staff of coaches and always a female chaperone. Team functions will not be permitted unless a female at least 18 years of age is in attendance.
3. Coaches may be either male or female and not less than 18 years of age.
4. All game staff on the field of play or dugout must be background checked.

**SECTION 6. PROTESTS**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER / 8-UNDER**

1. Disposition
  - a. Protests will be discharged through a Committee established by Tournament Site Director.
  - b. The plate umpire will stop the game at the time a protest is filed and notify the Protest Committee.
  - c. Play will remain suspended until a decision has been reached by the Committee.
  - d. Continuation of play will take place after the decision has been delivered to all the parties involved.

**SECTION 7. SCORING**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER / 8-UNDER**

1. Record of Innings Played
  - a. Official record of books will be kept of all games.
  - b. Home team will be the official scorekeeper. After the game is over, the official scorekeeper will turn in the line-up slips to the tournament headquarters.
  - c. IF HOME TEAM IS UNABLE TO PROVIDE OFFICIAL SCOREKEEPER, VISITOR WILL KEEP THE OFFICIAL BOOK.

**SECTION 8. EQUIPMENT**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER / 8-UNDER / 6-UNDER**

1. All equipment used must meet ASA regulations.
2. All players MUST wear a batting helmet with a facemask and chin strap to keep the helmet in place.
3. Do not allow players to wear jewelry of any kind during games or practices except medical alert bracelets or necklaces. Medical alert bracelets must be taped to the player's wrist.

**SECTION 9. DIVISIONS**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER**

1. Ages: 16U (15 to 16) / 14U (13 to 14) / 12U (11 to 12) / 10U (9 to 10)
2. Ball 12" - ASA Approved
3. Base 60'
4. Pitching distance – (16U - 43') / (14U – 43') / (12U – 40') / (10U – 35')
5. Team size - 12 players
6. Game time 1 hour 30 minutes
7. Regulation game is 7 innings
8. 5 run rule per half inning
9. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
10. Play 9 defensively
11. Dropped third strike
12. Infield fly rule
13. Only 5 warm up pitches or one minute between innings
14. **Speed-Up Rule:** The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.

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15. Pitching restrictions – 7 innings in a 2 game set.
16. For Inter-league play single games, the Host Team will be “home”. For Inter-league play doubleheaders of the same teams on the same day, the host team will be “visitor” for the first game and “home” for the second game. For Inter-league play round robin or multi-games on the same day, the umpire will flip a coin at the start of each game to determine “home” team.

**12-UNDER DIVISION EXCEPTION:**

1. Minimum play rule:
  - a. **All Star and Winter League-** Minimum play rules apply – 12 players/12 outs by the top of the 3<sup>rd</sup> inning.
  - b. **Inter-League Minimum play** – Teams will bat the roster up to fifteen players. Free Substitution with no pitching restrictions or limitations. **Exception:** For Inter-league doubleheaders, round robin, or multi-game play on same day, NorCal pitching regulation must be used.

**10-UNDER DIVISION EXCEPTION:**

1. Ball 11" RIF Level 10 - ASA Approved.
2. Minimum play rule:
  - a. **All Star and Winter League** - Minimum play rules apply – 12 players/12 outs by the top of the 3<sup>rd</sup> inning.
  - b. **Inter-League Minimum play** - Teams will bat the roster up to fifteen players. Free Substitution with no pitching restrictions or limitations. **Exception:** For Inter-league doubleheaders, round robin, or multi-game play on same day, NorCal pitching regulation must be used.
3. No infield fly rule during Winter League and Inter-League play.
4. Stealing - All runners may only advance a maximum of one base per pitch. A dropped 3<sup>rd</sup> strike will be considered a steal of 1<sup>st</sup> base by the batter-runner and may not continue any further than 1<sup>st</sup> base.

**8-UNDER**

Purpose of this program is to maximize basic instruction for girls 7 and 8 by teaching fundamentals of softball. Developing pitching and fielding skills should be emphasized.

1. Ages 6, 7, 8
2. Ball 10" RIF Level 1 – ASA Approved
3. Base 50'
4. Pitching 30'
5. Team Size 10 to 15 players recommended.
6. Regulation game is 6 innings.
7. Game time 1 hr 20 min
8. 4 run rule per half inning. Half inning ends when the play is completed not when the 4<sup>th</sup> run scores.
9. Free substitutions BUT each player MUST play 2 innings defensively.
10. Pitching Restrictions – No more than 2 innings per pitcher for the first 4 innings, with a maximum of 3 innings per game per pitcher.
11. Illegal pitch will not be called. However, the pitcher must make every attempt to pitch legally. If in the umpire's opinion the pitcher is gaining a gross advantage from an illegal pitch, then coach must correct or remove the pitcher.
12. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
13. Leadoff 15' maximum – Allowed on release of pitch - No stealing
14. Bat the roster, play 10 defensively.
  - Outfielders must be 10' from natural baseline at time of swing
  - Outfield is defined as 10' from natural baseline – **Fields are to be chalked at the 10' line.**
  - Outfielders may not lineup as infielders – 6 infielders – 4 outfielders for 10 player team.
15. Bunting or slap hitting is allowed. Exception: No bunting or slap hitting off coach-pitcher.
16. Runners can only advance one base on a batted ball being fielded in the infield that has not crossed the 10' outfield line.
17. Runners and batter/runner may advance extra bases while a hit ball remains in the outfield and must stop at the next base once the ball is in control in the infield.

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18. Runners and batter/runner may be put out if they advance beyond the base they are entitled. At the end of play, the umpire will return all runners to the base(s) they are entitled to if they have not been put out.
19. No walk, coach pitch at 4th ball.
  - Coach pitches the remainder of the strikes, each pitch is a strike unless fouled on 3<sup>rd</sup> strike.
  - Foul Ball is no strike 3: foul tip is active.
  - Coach-pitcher must pitch with one foot on the rubber.
  - If a batted ball strikes the coach-pitcher, the batter is out with a dead ball call. At no time shall the coach-pitcher obstruct play.
  - NO bunting or slap hitting off coach pitch.
  - Player-Pitcher must have at least one foot in the pitching circle during the pitch by coach-pitcher.
20. If hit by pitch by player-pitcher – **batter must walk to first base (NO EXCEPTIONS).**
  - If hit by coach pitcher's pitch, batter will receive another pitch (does not count).
  - A ball that hits the ground and then hits the batter will not be considered hit by pitch – it's a ball.
21. **Speed-Up Rule:** The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.
22. No dropped third strike.
23. No infield fly rule.
24. Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.

## TEE BALL (Suggested rules)

Purpose of this division is to promote skills and knowledge of the game in a fun environment. These are recommended rules for leagues that do not have this program already in place. If you have a program already established, please continue using your program.

1. Ages 4 ½ through 6
2. Ball 10" RIF Level 1 – ASA Approved
3. Base 50'
4. Team Size 8 Players
5. Game time: 1 Hour or three complete innings
6. No leadoff – leave when in play
7. Bat the roster every turn at bat
  - Pitching will be done by an adult pitching to their own team.
  - Batter will be allowed 4 balls or three strikes. If player fails to make a hit, the Tee will be used.
  - An adult will place the ball on the batting Tee. No practice swings.
  - She is allowed only 3 swings on the Tee before being declared out.
  - Foul ball on third strike is declared out.
8. Players may advance only station to station
9. No play at the plate
10. No standings, no score.

## PART B. RULES OF PLAY EXCEPTIONS

### SECTION 1. ALL STAR RULES

#### **16-UNDER / 14-UNDER ALL STAR RULES**

**NOTE: ASA PLAYING RULES WILL BE USED WITH "NorCal" EXCEPTIONS AS NOTED**

1. You must field a team of 9 players. Recommend you select 10 to 12 players for your All Star Team.
2. All girls present must be in dugout at each game. In case of accident, illness, injury, etc., to one of your players, a player may be brought in for replacement from your league. Once a player is replaced, she may not be brought back on the team.
3. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
4. The Maximum Run Rule per half inning will not apply.

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5. Official N.C.G.S.A. Line-up slips MUST be used. All starting lineups and substitutions must be in writing and submitted on the official line-up slips using LAST NAME AND FIRST NAME OF EACH PLAYER AND SUBSTITUTION. ALL PITCHING CHANGES MUST BE IN WRITING. The official scorekeeper of each game will return the official scorebook and lineup slips to headquarters at the end of the game.
6. A time limit for each game will be announced prior to the tournament at the Managers meeting.
7. NorCal pitching regulations will be used and enforced.
8. In case of a tie at the end of the regulation game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In first extra inning, the player scheduled to bat ninth in that respective half inning will start at second base. If tie is not broken, the second extra inning and all succeeding innings, the player scheduled to bat ninth in that respective half inning shall start at third base.
9. Games stopped before completion, for any reason, will start again from the exact point at which it was stopped. The time will be designated by authorities in charge. No substitutions or additional players will be permitted.

**12-UNDER / 10-UNDER ALL STAR RULES**

**NOTE: ASA PLAYING RULES WILL BE USED WITH "NorCal" EXCEPTIONS AS NOTED**

1. You must field a team of 12 players. Recommend you select 12 to 15 players for your All Star Team.
2. All girls present must be in dugout at each game. In case of accident, illness, injury, etc., to one of your players, a player may be brought in for replacement from your league. Once a player is replaced, she may not be brought back on the team. Any team showing up at a tournament with less than 12 players will forfeit that game.
3. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
4. The Maximum Run Rule per half inning will not apply.  
**SPECIAL NOTE: A 5 RUN RULE PER INNING IN THE 10-UNDER DIVISION WILL BE IN EFFECT. AT 5 RUNS, THE OFFENSIVE TEAM WILL HAVE COMPLETED THEIR TURN AT BAT.**
5. Official N.C.G.S.A. Line-up slips MUST be used. All starting lineups and substitutions must be in writing and submitted on the official line-up slips using LAST NAME AND FIRST NAME OF EACH PLAYER AND SUBSTITUTION. ALL PITCHING CHANGES MUST BE IN WRITING. The official scorekeeper of each game will return the official scorebook and lineup slips to headquarters at the end of the game.
6. A time limit for each game will be announced prior to the tournament at the Managers meeting if different than noted above.
7. NorCal pitching regulations will be used and enforced.
8. In case of a tie at the end of the regulation game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In first extra inning, the player scheduled to bat ninth in that respective half inning will start at second base. If tie is not broken, the second extra inning and all succeeding innings, the player scheduled to bat ninth in that respective half inning shall start at third base.
9. Games stopped before completion, for any reason, will start again from the exact point at which it was stopped. The time will be designated by authorities in charge. No substitutions or additional players will be permitted.

**SECTION 2. WINTER LEAGUE SEASON RULES**

**16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER**

Rules established for Winter League season play are as follows: (Any rule not covered in the N.C.G.S.A. Rules of Play handbook, please refer to the current ASA rulebook. NorCal rules are exceptions to ASA rules and will be used if applicable.)

1. The host team shall be "home" for the second game and the "visitor" for the first game.
2. The host team shall provide new game balls.
3. No new inning will begin after 1 hour and 30 minutes from the beginning of the game. Any new inning started shall be finished unless another rule applies. If at the end of an inning time has expired and the score is tied, **one full inning will be played to try to break the tie.** If the game is still tied, the game will end in a tie with one point being awarded to each team.
4. The **HOST** team shall report scores no later than 8pm on the evening of the scheduled game.

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5. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; 8 runs after 5 innings.
6. When time expires, if trailing team can't tie or take the lead due to maximum runs, game will end. Finish the batter.
7. NorCal pitching regulations will be used and enforced.
8. One pitch to a batter in an inning shall constitute an inning pitched.
9. Pitching changes must be in writing and on a line up sheet.
10. **Speed-Up Rule:** The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.
11. No Minimum play required. You may start and play with 9 players.  
**12-UNDER / 10-UNDER exception:** 12 girls must play 12 consecutive outs. If 9 girls are present the game will count. If less than 12 are present each girl must play 12 consecutive outs. All substitutions must be made by the top of the 3<sup>rd</sup> inning prior to the first out being recorded.  
**EXCEPTION:** If the umpire has deemed a player injured before she had completed her 12 consecutive outs. This will be noted in the scorebook.
12. The ASA short-handed rule applies. You can start with 8 players. The ninth batter is an out. If you drop below 8 players for whatever reason, the game is a forfeit.
13. Only positive cheering is allowed. The word "swing" is not allowed at any NorCal game.
14. Any game stopped before completion for any reason will start from the exact point at which it was stopped. Only players who were on the original line up card will be allowed to complete the game. Unless an injury had occurred no time will be added to the clock.
15. In case of a tie after the full innings have been played or time has expired, a player scheduled to bat ninth in that respective half inning shall start at second base. If the game is still tied, the game will end in a tie.
16. You will provide your own scorebook.

### **8-UNDER**

Rules established for Winter League season play are as follows: (Any rule not covered in the N.C.G.S.A. Rules of Play handbook, please refer to the current ASA rulebook. NorCal rules are exceptions to ASA rules and will be used if applicable.)

1. The host team shall be "home" for the second game and the "visitor" for the first game.
2. ALL ADULTS MUST HAVE CURRENT YEAR CERTIFICATION STICKER TO BE ON FIELD OF PLAY.
3. Regulation Game – 6 innings.
4. 4 Runs per half inning rule.
5. Players not on original lineup presented at start of game may not enter game.
6. The ASA short-handed rule applies. You may start with 8 players. The ninth and tenth batter is an out. If you drop below 8 players for whatever reason, the game is a forfeit.
7. Free substitutions BUT each player MUST play 2 defensive innings during the game.
8. **Pitching Restrictions – No more than 2 innings per pitcher for the first 4 innings, with a maximum of 3 innings per game.**
9. One pitch to a batter constitutes an inning pitched.
10. **Illegal pitch will not be called. However, the pitcher must make every attempt to pitch legally. If in the umpire's opinion the pitcher is gaining a gross advantage from an illegal pitch, then coach must correct or remove the pitcher.**
11. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
12. Game time: 1 hr 20 minimum. No new inning – REGULAR SEASON.
13. Games may end in a tie. If the first game of doubleheader is tied at regulation time or 6 innings, then it will be recorded as tie. If second game is tied at time or 6 innings then one inning (max) will be played. If a tie still exists then the game will be recorded as a tie.
14. When time expires, if trailing team can't tie or take the lead due to maximum runs, game will end. Finish the batter.
15. Leadoff of 15 feet maximum - Allowed on release of pitch – NO STEALING.
16. **Speed-Up Rule:** The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.

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17. Teams will take outs for any lineups with less than 10 players; games may start with 8 players.
  - a. No penalty taking outs for players that are deemed injured during that game that drops team roster lower than 10.
  - b. Minimum play rule is forgiven for only the game that a girl is deemed injured.
18. Bat the Roster (continuous batting), Play 10 Defensively.
  - Outfielders may not lineup as infielders – 6 infielders – 4 outfielders for 10 player team.
  - Outfield is defined as 10' from natural baseline – fields are to be chalked at the 10' line.
  - Outfielders must be 10' from natural baselines at time of swing.
19. Runners can only advance one base (base to base) on a batted ball being fielded in the infield that has not crossed the 10' outfield line.
20. Runners and batter/runner may advance extra bases while a ball that was hit remains in the outfield and must stop at the next base once the ball is in control in the infield.
21. No Walk, Coach-Pitch after 4<sup>th</sup> Ball.
  - Coach pitches the remainder of the strikes; each pitch is a strike unless fouled on 3rd strike.
  - Foul Ball is not strike 3; foul tip is active.
  - Coach-pitcher must pitch with one foot on the rubber.
  - If a batted ball strikes the coach-pitcher, the batter is out with a dead ball call. At no time shall the coach-pitcher obstruct play.
  - NO bunting or slap hitting off coach-pitcher.
  - Player Pitcher must have at least one foot in the pitchers circle during the pitch by coach pitcher.
22. If hit by pitch by player pitcher – **batter must walk to first base (NO EXCEPTION).**
  - If hit by coach pitchers pitch, batter will receive another pitch (does not count).
  - A ball that hits the ground then hits the batter will not be considered hit by pitch – it's a ball.
23. No Drop Third Strike.
24. No Infield Fly rule.
25. Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.

### SECTION 3. WINTER LEAGUE TOURNAMENT RULES

#### 16-UNDER / 14-UNDER / 12-UNDER / 10-UNDER

1. No new inning after 1 hour and 20 minutes (weather permitted).
2. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
3. When time expires, if trailing team can't tie or take the lead due to maximum runs, game will end. Finish the batter.
4. NorCal pitching restrictions will be used and enforced.
5. Official N.C.G.S.A. line-up slips will be used. All starting line-ups with substitutions must be in writing and submitted on the official line-up slips. ALL PITCHING CHANGES MUST BE IN WRITING. Field changes can be made verbally. Line-up slips are available at the tournament director's desk. Home team must turn in the line-up slip along with final score to tournament desk.
6. At the start of each game the umpire will flip for home team.
7. Home team is the official scorekeeper. If home team is unable to provide official scorekeepers the visiting team will be responsible for the official book.
8. There will be no infield practice between games.
9. Championship games will have NO pitching limitations.
10. **Speed-Up Rule:** The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.
11. No Minimum play required. You may start and play with 9 players.  
**12-UNDER/10-UNDER exception:** 12 girls must play 12 consecutive outs. If 9 girls are present the game will count. If less than 12 are present each girl must play 12 consecutive outs.
12. The ASA short-handed rule applies. You can start with 8 players. The ninth batter is an out. If you drop below 8 players for whatever reason, the game is a forfeit.

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13. In case of a tie at the end of the regulation game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In first extra inning, the player scheduled to bat ninth in that respective half inning will start at second base. If tie is not broken, the second extra inning and all succeeding innings, the player scheduled to bat ninth in that respective half inning shall start at third base.
14. Any game stopped before completion for any reason will start from the exact point at which it was stopped. Only players who were on the original line up card will be allowed to complete the game. Unless an injury had occurred no time will be added to the clock.
15. You will provide your own scorebook.

**8-UNDER**

1. No new inning after 1 hour and 10 minutes (weather permitted).
2. 4 run limit per half inning.
3. Run Rule is 15 runs after 3 innings; 12 runs after 4 innings; and 8 runs after 5 innings.
4. The ASA short-handed rule applies. You may start with 8 players. The ninth and tenth batter is an out. If you drop below 8 players for whatever reason, the game is a forfeit.
5. When time expires, if trailing team can't tie or take the lead due to maximum runs, game will end. Finish the batter.
6. Official NCGSA Line-up slips will be used in tournament play. ALL starting lineups and substitutions must be in writing and submitted on the official lineup slips using last name and first name of each player and subs. Field changes can be verbal to the official scorekeepers. ALL PITCHING CHANGES MUST BE IN WRITING. Extra line-up slips will be available at the Headquarters. PLEASE TURN IN WHITE SLIPS AND FINAL SCORES TO THE HEADQUARTERS AT THE COMPLETION OF YOUR GAMES.
7. No infield practice before games.
8. At the start of each game the umpire will flip for home team.
9. Home team will be the official scorekeeper. If home team is unable to provide official scorekeepers, visitor will have the official book.
10. Pitching Restrictions – No more than 2 innings per pitcher for the first 4 innings, with a maximum of 3 innings per game.
11. Speed-Up Rule: The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.
12. Championship games will have NO pitching limitations.
13. Each girl must play at least 2 innings, free substitution.
14. In case of a tie at the end of the regulation game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In first extra inning, the player scheduled to bat ninth (or last if batting the roster) in that respective half inning will start at second base. If tie is not broken, the second extra inning and all succeeding innings, the player scheduled to bat ninth (or last if batting the roster) in that respective half inning shall start at third base.
15. You provide your own scorebook.