

**Nordonia Hills Athletic Association**

# **Playing Rules**



<http://NHAA.info>

# NHAA Playing Rules

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# NHAA Playing Rules

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## NHAA Permanent Playing Rules

### A: General Rules

1. American League Official Rules for baseball and ASA Official rules for softball will govern all play except as amended by the NHAA Permanent Playing Rules or Temporary Playing Rules that have been approved by the Board of Trustees.
2. A 15 minute grace period will apply to the scheduled starting time in all leagues. Any team failing to take the field at the end of the 15 minutes shall lose by forfeit. This rule applies to all games and continuation of games.
3. Home team begins its field practice 30 minutes before game time and the other practices 15 minutes before game time.
4. The umpire may call a game because of darkness, park curfew, or weather. In case of bad weather the game must be first suspended. If after 30 minutes, the game has not been resumed, the umpire may call the game at any time.
  - a. **THIRTY-MINUTE RULE** - games shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin.
  - b. In games called because of darkness, park curfew, or weather, 4 innings (3.5 when home team is leading) shall constitute a complete game.
  - c. If a game is called in the middle of an inning after enough innings have been played to call it a complete game, the score reverts back to the last full inning. There is no continuation of called game after enough innings have been played to make it a complete game except in the case of a tie.
  - d. Anytime a game is suspended while the score is tied, the home team must verify with the opposing team the score and status of the game.
  - e. All games called for weather before they are a complete game are started over from the beginning.
  - f. Games will have a 2 hour time limit. No new inning can start after the 2 hour time limit has expired, regardless of the score. The starting time should be as close to the scheduled time as possible with the home plate umpire keeping official time. This rule shall not apply to playoff games. In the event of a rain or other delay of game, time is suspended until the game is resumed. Starting times should be noted in the scorebooks.
  - g. Any game that exceeds its time limit will be considered a complete game after the current inning is completed. This rule will be in effect no matter how many innings have been completed.
5. All batters wear protective headgear while at bat and while on the bases in all leagues.
6. No metal spikes will be worn in any NHAA League. The only exception is Colt and Connie-Mac leagues.
7. A player removed from the batting lineup, because of an injury may not re-enter that game.

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8. Any playing field injury must be reported to the team manager within 24 hours of the occurrence. The team manager must report the injury immediately to his respective league commissioner and a Trustee. It will be the responsibility of the manager to obtain the proper insurance forms from the league commissioner or other designated official and see that the forms are properly prepared and forwarded to the proper offices for payment under the Association Insurance Policy.
9. All teams will roster bat. Any late arrivals to the game will be placed at the bottom of the batting lineup. All players must play in the field for a minimum of 4 innings in a 7 inning game and 3 innings in a 6 inning game. This will apply where the game goes to scheduled length. Free substitution shall prevail except where it applies to pitchers. No player shall sit on the bench for more than 1 consecutive inning. Any infraction of this rule must be immediately brought to the attention of the umpire and the opposing manager. Any attempt to bypass these rules will result in the forfeiture of that game. The only exceptions to this rule would be in a disciplinary situation which must be so stipulated to the opposing manager and umpire and when a player either arrives after the start of a game or leaves before its end.
10. Only the manager or acting manager may approach to question the umpire on any manner whatsoever.
11. All players and staff, when not playing in the field, warming up, base coaching, or waiting in the batter's circle will remain seated on the bench or standing behind the bench or fence. All equipment will be placed behind the team bench or fence.
12. Pitching week for all leagues where it applies equals one calendar week starting on Sunday and ending on Saturday.
13. Home team will have the 1<sup>st</sup> baseline bench and visiting team will have the 3<sup>rd</sup> baseline bench.
14. No fake tags. In the event of a fake tag, a warning should be given to both teams. The next fake tag should result in ejection of said player.
15. A limit of seven (7) warm up pitches will be allowed between innings for returning pitchers in Willie Mays, Pee Wee Reese, Sandy Koufax, and Colt Leagues.
16. There will be no choral chanting or other form of verbal harassment of one team by another or one player by another and of one parent by another. The catcher may speak to the opposing batter only while in playing position. Cheering for your team may be done. No personal name calling of the opponent is permitted.
17. Any pitcher in the Willie Mays division hitting three (3) batters in the same inning or three (3) batters in a game will be removed from the pitcher's position. For all other divisions, any pitcher hitting two (2) batters in the same inning or three (3) batters in a game will be removed from the pitcher's position. This rule does not apply to coach pitch baseball or any of the softball divisions.
18. Sliding and Malicious Contact:
  - a. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.
  - b. If a runner slides, he or she must slide directly into the bag. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. No head first sliding, unless diving back to a bag on a pickoff attempt.

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- c. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping, hurdling and leaping over a player are not considered avoiding contact, unless a fielder is on the ground.
  - d. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
  - e. PENALTY: The player initiating malicious contact is removed from the game. Note: There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is intent.
19. The batter shall not throw the bat. The umpires warn the entire team the first time any batter on that team throws a bat. After the first warning, any other batter on that team who throws the bat shall be called out.
  20. Games can only be rescheduled for school or other Trustee approved functions one week in advance and only if a team cannot field all positions (maximum number allowed on the field). All games must be rescheduled through the commissioner and scheduler.
  21. In a 7 inning game, if the difference in the score is equal or greater than 15 runs at the end of 5 innings or later (4.5 if home team is ahead) the game is over. In a 6 inning game, this rule applies at the end of 4 innings (3.5 if home team is leading). This rule does not apply in Tee Leagues. In Sandy Koufax league, the 10 run rule applies.
  22. No one, including players, parents, coaches, managers, spectators, or vehicles will be allowed behind the backstop (that section between the two poles immediately behind the umpire.) This rule is to be enforced by the umpires. The umpires are to be notified immediately and he/she will suspend play until all personnel or vehicles are removed.
  23. No individual league shall make any temporary rule change without first submitting in writing the request to the Board of Trustees as per the NHAA Constitution and Bylaws.
  24. Removable fencing is installed at Longwood fields A and D. A fly ball hit over the fence between the foul poles is a home run. A ball that goes under the fence or bounces off the ground and over the fence is a ground rule double.

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## B: Field Layout

1. The following field layout dimensions are to be utilized:

Leagues	T-Ball	RC/BR	WM	PWR	SK	GMP	A	AA	AAA
Baseline Distance	60'	65'	65'	70'	80'	60'	60'	60'	65'
Pitching Distance	43'	43'	46'	50'	54'	30'	35'	40'	50'

2. All managers must have equipment to properly lay out the field: measuring tape, hammer, shovels, rakes and brooms.

## C: Double Bases (for instructional and all softball leagues)

When Double bases are used, the following rules apply.

1. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
2. The batter shall use the orange portion of the base. The fielder shall use the white portion of the base to retire the runner. When the batter becomes a runner, he must use the white portion.
3. The batter/runner may use the orange portion on the first attempt at first base; however, should he/she reach and go beyond first base, he must return to the white portion.
4. Should the batter/runner round the base on a hit to the infield or to the outfield, he/she must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

## D: Fielding Team Size

Leagues	T-Ball	BR/RC	WM	PWR	SK	GMP	A	AA	AAA
Max on Field	12	10	10	10	9	10	10	10	10
Min to Start	-	-	8	8	8	8	7	7	8

\*For Games keeping score, a minimum of 8 players is required to start.

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# NHAA Playing Rules

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## Bat Types and Dimensions

Only NHAA-approved bats may be used in all baseball and softball leagues. Players may not use any bat that does not conform to NHAA rules or any bat that has been mechanically altered, changed or modified from its original structure. This does not including handle taping, providing such tape does not extend beyond a distance equal to one-third the measured length of the bat. Bats must conform to either USA, BBCOR, or USSSA standards or they cannot be used.

For all leagues, metal or composite bats are permitted for game play. No wood bats are allowed for any league play. Specific league requirements are as follows:

- T-Ball Leagues, Babe Ruth, Roberto Clemente and Willie Mays: Bats are to have a diameter no greater than  $2\frac{1}{4}$  inches.
- Pee Wee Reese and Sandy Koufax: Bats are to have a diameter no greater than  $2\frac{3}{4}$  inches. Pee Wee Reese will not impose a bat drop requirement. Sandy Koufax bat drop of no less than -10. Example: -6 is acceptable.
- Colt and Connie Mack: Bat dimensions will be dictated by the rules of those leagues.
- All Softball Leagues: Bats designed and stamped for softball use, may be used. Bats are to have a diameter no greater than  $2\frac{1}{4}$  inches.

## Post-Practice/Game Clean-Up

NHAA is a community organization and thus a sense of pride and responsibility should be taken for the facilities used.

It is the responsibility of both teams to pick up the trash and garbage around the field at the end of a practice or game. Teams with the final game of the evening have ultimate responsibility for the condition of their side of the playing field, including trash and garbage around the field, in the dugouts, and the bleachers.

Each Manager is responsible for their bench area and ensuring their players clean up after themselves. Managers are encouraged to bring a trash bag and together with the players and parents, leave the field and surrounding areas cleaner than it was found.

Managers are asked to report any violations of this policy to their League Commissioner as soon as possible, including the date, time and location of the problem.

This policy will be strongly enforced by the NHAA. Failure to adhere to this policy can result in action by the Board of Trustees.

# NHAA Playing Rules

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## Scorekeeping

The Home Team in all games is the official scorekeeper.

It is the responsibility of each team's Manager to have a scorekeeper that can successfully and completely keep score.

All Managers are responsible for keeping complete scorebooks, including all pitching innings.

At all times, the player's last name and numbers must be shown in the scorebook for each game.

**Winning team must record the score of the game on the website within 48 hours. Failure to do so will result in a double forfeit.**

## TIE - BREAKER RULE

If a game has gone the full number of innings or the two-hour time limit has been reached, and the game is tied, the following tiebreaker procedure shall be followed.

1. The visiting team will place their last three batters in the rotation from the previous inning on third, second, and first base. Example: Batters 6, 7, & 8 were the last three batters. Batter 6 will take third, batter 7 will take second, and batter 8 will take first base.
2. There will be two outs. The next batter due up in the lineup will bat with no count.
3. Play shall resume until the third out is recorded and the runs scored recorded.
4. The teams will switch and the same procedure will be followed by the home team.
5. Teams shall alternate until a winner is determined.

All NHAA pitching guidelines shall be in effect.

## Protests

Protests are allowed in all leagues that keep score.

Protests must be filed with the League Commissioner, and must meet all of the following criteria. Failure to meet these criteria and follow this process will result in an invalid protest:



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- The situation or play in question must be able to be protested. Judgment calls made by the umpire are not subject to protest. Protests can be filed for playing rule interpretations only. Every effort must be made to resolve conflicts during the game.
- Protests must be declared to the home plate umpire and opposing Manager at the time of the play in question. No protests will be allowed once play has resumed. Failure to declare the protest will invalidate the protest.
- The home plate umpire must sign the teams' scorebooks at the time of the protest is declared, indicating the point in the game when the protest was declared, including the number of outs, positions of any base runners, the player at bat, the pitcher being used, all pitching innings, and the game time remaining.
- A formal protest must be filed by the protesting Manager with the NHAA's Head Umpire within 24 hours of the completion of the game.
- A twenty-five dollar (\$25) fee must accompany the written protest. This fee will be returned only if the protest is upheld. Otherwise, the fee will be deposited in the NHAA treasury.

All protests will be reviewed by a Committee comprised of the Board of Trustees, the League Commissioner and the Head Umpire. If either of the Managers involved in a protested game is also serving on the Board of Trustees, is the League Commissioner or is the Head Umpire, they cannot participate in any hearing or decision on that protest.

The Committee will meet within 48 hours after the protest was received. The Committee's decision will be reported verbally to the League Commissioner and the Managers involved in the protest, and a written copy of the decision will be sent via email to both Managers.

The League Commissioner will immediately schedule completion of the game in question as required.

The decision of the Committee on any protest is final and not appealable.

# NHAA Playing Rules

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## TEE BALL LEAGUES

1. No score or standings will be kept.
2. Inning will consist of 8 batters.
3. There will be a total of 12 players on the field 6 infielders, 5 outfielders and a catcher. The infield will be defined as the dirt part of the field from home plate around and behind first, second and third base to the edge of the grass that forms the outfield.
4. The catcher must wear a batting helmet at all times.
5. All players must play at least 2 of the first 4 innings in an infield position.
6. The tee will be placed behind home plate.
7. A fair ball arc will be drawn with a 15' radius from the point of home plate between the baselines.
8. A circle with a four foot radius will be drawn with its center 43' from home plate to designate the pitchers position.

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# NHAA Playing Rules

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## **BABE RUTH** 1<sup>st</sup> and 2<sup>nd</sup> GRADE BOYS Coach Pitch Baseball

This league is the next step after the T-Ball league for boys in 1st grade and 2nd graders not yet ready for the Kid-Pitch league. A hardball is used and the manager or his designate does the pitching. This league is umpired by beginning umpires trained by the NHAA, who are learning along with the players. Regular baseball rules are followed with the exception of the following NHAA special rules.

1. Team manager or another adult selected by the manager will pitch overhand to his own team. Manager-pitcher cannot coach his team after the ball is hit.
2. No walks allowed.
3. No leadoffs or base stealing of any kind.
4. Only one manager-pitcher allowed per inning, unless an injury necessitates a change.
5. There are no strikeouts. Each batter will have a limit of 4 pitches. If unsuccessful after the 4th pitch, batter will hit off a tee until the ball is put into play (last pitch foul ball does not count against pitch limit.)
6. The ball is dead when an infielder (in the infield) has control of the ball, raises his hand, and calls "Time!" Runners who have not passed the halfway point get the base they are approaching, while all other runners return to the last base.
7. No infield fly rule
8. Game length will be 6 innings or 2 hours, whichever comes first. No inning shall start later than 1 1/2 hours after the start of the game. In the event of a rain delay, or any other delay of game, time will be suspended until the game is resumed.
9. An offensive inning will consist of 3 outs or 8 batters, whichever comes first.
10. There is a maximum of 10 defensive players on the field at a time (4 outfielders).
11. Catcher must wear full equipment.
12. Runners and batters must wear helmets.
13. No bunting allowed.
14. Base runners cannot advance on appeal plays.
15. Manager-pitcher hit by a thrown or batted ball:
  - A. If 1st throw is by an infielder trying to retire a runner, the runner being played on is called out unless the umpire feels the throw would not have retired the runner, then the play stands.
  - B. For any throw other than (A), the ball is dead and runners return to the last base touched at the time of the throw.
  - C. Any batted ball that touches the manager-pitcher prior to being played by a defensive player will be a dead ball. There is no penalty. Base runners return to their original base and the pitch does not count.
16. The pitching rubber should be set up 43ft from home plate. The player-pitcher must be within 5' right or left of the pitching rubber. The player-pitcher cannot leave his position until the ball passes the plate.
17. All players must play 2 of the first 4 innings in the infield and must play an infield position in one of the first 2 innings. No player may play the same position more than 2 innings. Catcher is considered an infield position.

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# NHAA Playing Rules

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## **ROBERTO CLEMENTE** 2<sup>nd</sup> and 3<sup>rd</sup> GRADE BOYS Modified Kid Pitch Baseball

This league is the next step after the Babe Ruth League for boys in 2<sup>nd</sup> and 3<sup>rd</sup> grades. A hardball is used and a player pitches on a limited basis, then the manager or his designate finishes the pitching. This league is umpired by beginning umpires trained by the NHAA who are learning along with the players. Regular baseball rules are followed with the exception of the following NHAA special rules.

1. The home team will provide 1 new game ball and the visiting team will provide 1 like new ball. To speed games up, coaches may use up to 6 balls as long as it does not interfere with the game. A small bucket or pail should be used to help gather balls that go past the catcher.
2. Player pitcher will pitch until one of these occur:
  - A. The batter puts the ball into play
  - B. The batter strikes out
  - C. The batter is hit by the pitch
  - D. Player pitcher throws 4 balls
3. Selected coach will pitch overhand to his own team after the player pitcher throws his 4<sup>th</sup> ball. Strikes on the batter will carry over (ex. If the Player-pitcher throws 4 balls and 1 strike to the batter, then the batter will start with 1 strike). Manager-pitcher will pitch until the batter strikes out or puts the ball into play. If a Manager-pitcher hits a batter, the batter does not take his base. Manager-pitcher cannot coach team after the ball is put into play. Only one manager-pitcher allowed per inning, unless an injury necessitates a change.
4. Umpire will call balls and strikes for Player-pitcher and **only** strikes for Manager-pitcher.
5. No walks allowed.
6. No leadoffs or base stealing of any kind.
7. No infield fly rule applies.
8. Game length will be 6 innings. An offensive inning will consist of 3 outs or 10 batters, whichever comes first.
9. No bunting allowed.
10. Base runners cannot advance on appeals plays.
11. No inning shall start later than 1½ hours after the start of the game.
12. Manager-pitch hit by thrown or batted ball:
  - A. If 1<sup>st</sup> throw is by infielder trying to retire a runner, the runner being played on is called out unless the umpire feels the throw would not have retired the runner, then the play stands.
  - B. For any throw other than (A), the ball is dead and runners return to last base touched at time of throw
  - C. Any batted ball that touches the manager pitcher prior to being played by a defensive player will be a dead ball. There is no penalty, base runners return to their original base, and the pitch will not count.
13. The player-pitcher must be behind the pitching rubber. The player-pitcher cannot leave his position until the ball passes the plate.
14. All players must play 2 of the first 4 innings in the infield and no player may play the same position more than 2 innings. Catcher is considered an infield position.
15. There is a maximum of 10 defensive players on the field at a time (4 outfielders).

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# NHAA Playing Rules

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## WILLIE MAYS

### 3rd and 4th GRADE BOYS

1. Game length will be six (6) innings.
2. There will be a five (5) run limit per inning. This does not apply when a team is batting in the last inning. A five (5) run inning is equivalent to a 3 out inning for a third grade pitcher as defined in rule #3.
3. A third grade pitcher must pitch **6 outs in the first four innings**. A pitcher must pitch to at least three (3) batters. A pitcher may pitch a maximum of three (3) innings or nine (9) outs per game and a total of six (6) innings or 18 outs per week. Once removed as a pitcher a player may not re-enter as a pitcher. Any player in his second year in the league will be considered a fourth grade pitcher for pitching purposes.
4. The innings pitched per week limitations will be waived during playoffs if there are more than two (2) games scheduled in that week. The nine (9) outs limit per game cannot be waived, even in the playoffs.
5. No lead offs are allowed but bases may be stolen after the pitched ball passes the batter and is not fouled and the runner leaves the base before the ball becomes dead. **Any runner leaving the base before the pitched ball passes the plate will be declared out.** One warning will be issued by the umpire per team per game. If a pitched ball goes out of play after the runner leaves the base the runner may advance to the base he is approaching only. The batter runner may steal second base if the ball has not been returned to the mound after he has reached first base.
6. No batter will be able to advance to first base on a dropped third strike after three strikes the batter is out.
7. There will be no infield fly in Willie Mays.
8. There will be no stealing of home on any attempt to throw out a runner advancing on a stealing attempt. A runner on third may only advance (score) on a forced walk or a hit ball in play.
9. All players must play 2 of the first 4 innings in the infield. Catcher is considered an infield position.
10. There is a maximum of 10 defensive players on the field at a time (4 outfielders).
11. No player except for a pitcher shall play the same position for more than two consecutive innings.
12. **Time rule** after one hour and forty minutes have passed from the start of the game teams will finish the inning they are in to completion and play one more full inning which will be considered the last inning. Example: game starts at 6:30 and at 8:10 it's the top of the fourth with two outs you will finish the top and bottom of the fourth and fifth inning will be the last. As noted in the general playing rules run limit does not apply in the last inning.
13. If a team is up by 10 runs or more, stealing a base by the winning team is no longer permitted until the deficit is 9 runs or less.

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## **PEE WEE REESE** 5th and 6th GRADE BOYS

1. A pitcher may pitch a maximum of 12 outs or 4 consecutive innings and must pitch to at least 3 batters.
2. Players are limited to pitching 7 innings in a calendar week and 7 innings in 2 consecutive days.
3. A fifth grade pitcher must pitch 2 innings in the first 4 innings. A five (5) run inning is equivalent to a 3 out inning for a fifth grade pitcher as defined in rule #5.
4. Game length will be 7 innings.
5. There will be a five (5) run limit per inning. This does not apply when a team is batting in the last inning.
6. Once a pitcher is removed from the game as a pitcher he may not return as a pitcher.
7. All players must play 2 of the first 4 innings in the infield. Catcher is considered an infield position.
8. If a team is up by 10 runs or more, stealing a base by the winning team is no longer permitted until the deficit is 9 runs or less.

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## **SANDY KOUFAX** 7th and 8th GRADE BOYS

1. If playing in another community's league, the Division will follow hosting community's rules.
2. A pitcher may pitch a maximum of 15 outs or 5 consecutive innings and must pitch to at least 3 batters.
3. Players are limited to pitching 10 innings in a calendar week and 10 innings in 2 consecutive days.
4. A seventh grade pitcher must pitch 2 innings in the first 4 innings.
5. Game length will be 7 innings.
6. Once a pitcher is removed from the game as a pitcher he may not return as a pitcher.
7. There will be a 7 run limit per inning. This does not apply when a team is batting in the last inning.

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# NHAA Playing Rules

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## **GIRLS MANAGER PITCH SOFTBALL** 2nd and 3rd GRADE GIRLS

This league is the next step for girls after T-Ball. An 11" ball is used and is pitched by the manager or designated coach. This league is umpired by beginning umpires who are learning along with the players. This league will be a developmental league designed to give the girls a chance to develop their skills and help them decide to stay in recreational flat pitch softball or tryout for travel fast pitch while promoting fun and team play. Softball rules shall apply with the following NHAA additions:

1. Team manager or other adult will pitch underhand from 30ft away. They are encouraged to throw a pitch with little or no arc (flat pitch). Manager pitcher cannot coach their team after the ball is pitched.
2. No walks will be allowed.
3. Innings shall be three outs or ten batters whichever comes first.
4. Four (4) strikes constitute an out. Each batter will have a limit of six (6) pitches unless the sixth pitch is a foul ball, then she may continue.
5. The ball is declared dead when an infielder in the infield has control of the ball or the outfielder has control and has released a throw to the infield. Runners who have passed the halfway point get the base they are approaching, while all other runners return to the previous base.
6. There will be no infield fly rule.
7. Game length will be 6 innings.
8. When the sixth (6<sup>th</sup>) inning is played, there will be three (3) outs only and unlimited batters.
9. No new inning can start after 1½ hours. In the event of a rain delay or any other delay time will be suspended until the game resumes.
10. Any batted ball striking the manager pitcher will be an immediate dead ball and be declared no play.
11. Manager hit by thrown ball.
  - a. If the throw is by an infielder trying to retire a runner the runner being played on shall be declared out unless the umpire feels the throw would not have retired the runner then the play stands.
  - b. For any throw other than a. above, the ball is dead and the runners return to the last base touched at the time of throw.
12. The player pitcher must be behind the pitching rubber and parallel with the manager-pitcher within five (5) feet right or left. The player-pitcher may not leave her position until the ball reaches the plate.
13. All players must play 2 of the first 4 innings in the infield and no player may play the same position for more than 2 innings. No player may play the same position in consecutive innings. Catcher is considered an infield position.
14. There is a maximum of 10 defensive players on the field at a time (4 outfielders).
15. Catcher must wear full equipment.
16. Outfielders must play in the grass or a minimum of 20' behind the infield players. No outfielder may play directly behind 2<sup>nd</sup> base.



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# NHAA Playing Rules

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## **GIRLS A, AA, AND AAA SOFTBALL 4<sup>TH</sup> THRU 12<sup>TH</sup> GRADE GIRLS**

ASA Softball rules will apply except where NHAA rules differ.

For A and AA community league rules, see the NHAA website.

### **A League special rules – Ages 10-11, 4<sup>th</sup>–5<sup>th</sup> Grade**

- ~~1. 11” softball will be used in all games.~~
- ~~2. There will be no infield fly rule.~~
- ~~3. Players may not step more than 2 feet from the batter’s box to take signals from coaches.~~
- ~~4. Each batter must step up to the plate wearing a helmet with face guard attached. It is highly encouraged that all players wear a protective face guard while playing defense in the infield.~~
- ~~5. Game length will be 6 innings.~~
- ~~6. There will be a five (5) run limit per inning. This does not apply when a team is batting in the last inning.~~
- ~~7. All players must play 2 of the first 4 innings in the infield. Catcher shall be considered an infield position. No player may play the same position more than 3 innings unless 9 or less players constitute the roster for that game.~~
- ~~8. No player may pitch more than 3 innings unless 9 or less players constitute the roster for that game. In which case, a 4 inning maximum will be enforced.~~
- ~~9. The pitcher will throw a pitch with little or no arc (flat pitch). Ideally, pitch will be made with a full winding motion. At a minimum, pitch will be started with the hand above the head.~~
- ~~10. There is a maximum of 10 defensive players on the field at a time (4 outfielders). The 4<sup>th</sup> outfielder may not be placed as a “Rover” or short center fielder.~~
- ~~11. Outfielders must play in the grass or a minimum of 20’ behind the infield players.~~
- ~~12. If 1 hour and 30 minutes (during the school year) or 1 hour and 45 minutes (during summer break) has elapsed since the scheduled start of the game. The next inning shall be considered the last inning and shall not be subject to a run limit. In the event that the run differential exceeds 12 runs, the last inning will continue to be capped at a 5 run limit.~~
- ~~13. Runners may only take one additional base on an overthrow.~~

### **AA League special rules – Ages 12-14, 6<sup>th</sup>–8<sup>th</sup> Grade**

- ~~1. 11” softball will be used in all games.~~
- ~~2. There will be no infield fly rule.~~
- ~~3. Game length will be 7 innings.~~

## NHAA Playing Rules

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- ~~4. There will be a ten (10) run limit per inning. This does not apply when a team is batting in the last inning.~~
5. All players must play 2 of the first 4 innings in the infield. Catcher shall be considered an infield position.
- ~~6. The pitcher will throw a pitch with little or no arc (flat pitch). Ideally, pitch will be made with a full winding motion. At a minimum, pitch will be started with the hand above the head.~~

### **AAA League special rules – Ages 15-18, 9<sup>th</sup>–12<sup>th</sup> Grade**

1. 11” softball will be used in all games.
2. There will be no infield fly rule.
3. Game length will be 7 innings.
4. The arc on the pitched ball shall be 3 to 11 feet.
5. There will be a ten (10) run limit per inning. This does not apply when a team is batting in the last inning.