

## NGFA PLAYING RULES CLASS "C"

### I. CLASSIFICATIONS

- A. Each of the Class "C" teams shall play by ASA Rules, with the exceptions and/or additions of the following NGFA Playing Rules, which shall apply.

### II. TEAM ENTRY REQUIREMENTS

- A. The NGFA Board of Directors shall establish the opening date of League Play each season of each year. All teams must be entered for league play four (4) weeks prior to the first league game. Teams may be added after this date at the sole discretion of the President. If accepted by the President, the standard team entry fee, plus a Twenty-five dollar (\$25.00) late fee will be assessed.
- C. Teams playing Class "C" will participate within only their Class and Age Division.

### III. ELIGIBILITY OF PLAYERS FOR LEAGUE PLAY

- A. The NGFA Team Roster is a commitment by a player and her parents from January 1<sup>st</sup> to September 1<sup>st</sup> (Spring/Summer) or September 2<sup>nd</sup> to December 31<sup>st</sup> (Fall/Winter) of the current calendar year. Once a player is registered and paid in an Association Park, the player is a member of that association park's team roster.
- B. Any NGFA registered player may play with another team in an Invitational Tournament as a pick-up player, providing that her team is not participating in that Tournament and she has obtained a Temporary Tournament Release from her Home Association NGFA Player Representative. This release must be filed with the NGFA Secretary before playing. It is the responsibility of the gaining Manager to obtain and file this release. Failure to do so will result in a fifty-dollar (\$50) fine to the offending manager.
- C. No member of a NGFA Team may currently be playing, or have played at any time, on a Semi-Professional team. No member of a NGFA Team may be currently on a roster of another organized fast pitch team (league or tournament) other than a church or school team.
- D. All girls must be attending elementary, middle or high school, or have graduated from high school, during the current school year. Exceptions may be granted by vote of the NGFA Board of Directors.

### IV. ROSTERS

- A. All rosters are to be turned in to the NGFA Secretary at a meeting that will be held at least 48 hours prior to the first scheduled game or games of the NGFA season. Rosters must include all information requested on the Official NGFA Team Roster Form in order to be accepted by the Secretary.
- B. After the original roster has been filed with the Secretary, all additions must be submitted to the Secretary 48 hours prior to the first (1<sup>st</sup>) game in which the added player participates. If the Secretary is not available, changes may be submitted to a NGFA Officer prior to the first (1<sup>st</sup>) game in which the added player participates. The NGFA Officer may not be affiliated with the Association submitting the roster change. In this event it is the Manager's responsibility to submit the addition to the Secretary within 48 hours of the first (1<sup>st</sup>) game in which the added player participates. The Secretary will verify that the change was submitted to another NGFA Officer as required.
- C. After the Original Rosters are filed with the Secretary, upon request, a copy of all rosters shall be made for each Association Representative.
- D. A player may be added to a Class "A" or "B" Roster from a Class "C" Roster without becoming ineligible to return to Class "C" provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be from the same association.
- E. The added player is eligible to pitch without becoming INELIGIBLE to pitch in Class "C" the remainder of the season.
- F. Any team's ineligible player(s) will be subject to suspension and the team will forfeit all games in which the ineligible player(s) appeared on the lineup.

### V. EQUIPMENT

- A. All equipment must be ASA approved.
- B. Softballs to be used each season shall be ASA approved and also approved by the NGFA Board of Directors prior to the start of league play. Home team will provide two (2) new softballs at the start of the game.
- C. ASA approved safety bases, including a double bag at first base, will be used in all NGFA games at the NGFA Member Association facilities. There will be a grace period for new associations for the 1<sup>st</sup> season of league play. If an Association does not have the proper safety equipment, the visiting team can stop the game to request the equipment be installed. If the equipment is not available, the game will be called a forfeit against the home team.
- D. All players shall wear chinstraps and facemasks on their batting helmets. Chinstraps and facemasks shall be appropriately matched to the manufacture's brand batting helmet, correctly attached and secure to their batting helmet and worn anytime the player is on the field as an offensive player.

## VI. UMPIRES

- A. Only ASA certified Umpires should be used by the Umpire Associations, which must be approved by the NGFA Board of Directors.
- B. Two (2) ASA Umpires shall be provided for all Class "B" league games. If two (2) umpires are not present within twenty (20) minutes after the scheduled start time, the game will be played with one (1) umpire.
- C. This is an Instructional League. Therefore, umpires are encouraged to provide feedback. After time has been called by an umpire, an umpire should inform the player and coach as to the infraction. It is the umpire's decision to determine if a team has gained an advantage. If the umpire determines that a team has gained an advantage as a result of the infraction, the umpire may return all offensive players to the base they occupied when the pitch was made and replay the pitch, or enforce the rule regarding the violation.

## VII. STARTING OF GAMES – TIME LIMITS – TIE GAMES – RAIN DELAYS

- A. All teams must be ready to play at the scheduled start time. Failure to be ready to play will result in forfeiture.
  - 1. **Only the visiting team will have a twenty (20) minute grace period for the first game of the day.** There will not be a grace period for any subsequent games. As soon as the visiting team has a legal number of players, eight (8), the game will start.
  - 2. The subsequent games shall start at the scheduled start time, or fifteen (15) minutes after the previous game has completed, whichever comes first.
- B. Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall continue until a winner is determined or for a maximum of one (1) hour and 45 minutes (105 minutes). The one hour and 45 minute mark will be a hard stop and the game will end at that point. If the game is still tied after one hour and 45 minutes, the game will be recorded as a tie.
  - 1. An eight (8) run lead after the completion of five (5) innings of play shall constitute a game regardless of time.
  - 2. A maximum of three (3) outs or three (3) runs will constitute and offensive inning for the first four innings or one hour of game time. All innings after that point will have a maximum of eight (8) runs per each half inning. This is considered an open inning. In an effort to allow maximum participation and playing time, even if the home team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached. **Exception** – After one hour and twenty minutes and a team is mathematically eliminated, the option to continue or end the game is given to the team that has been mathematically eliminated. (See interpretation at end of rules.)
  - 3. The official starting time shall be determined by the plate umpire and recorded in the official score book of the home team. The expiration of time shall be determined by the home plate umpire.
  - 4. At the end of one (1) hour and the end of that completed inning, or at the end of the 4<sup>th</sup> inning, the umpire shall declare the remainder of the game "Open" until the one hour and thirty minute (90 minutes) time limit is reached, 7 innings are complete, or the eight (8) run rule (Section V11, Paragraph B-1) is declared.
- C. In the event of a rain delay where two (2) or more games are scheduled, the first (1<sup>st</sup>) game shall be continued after the delay until one hour and thirty minutes (90 minutes) of playing time has elapsed,

with the same rule governing ties as specified in Section V11, Paragraph B. The second (2<sup>nd</sup>) game shall be played at the conclusion of the first game if the lateness of the hour permits, however, **in no case shall the second game start after 9:00P.** If the first game cannot be resumed within 45 minutes, the game will be cancelled and rescheduled. The second game will be played as scheduled if weather and field conditions permit.

VIII. PROCEDURE FOR RESCHEDULING GAMES and CHANGING SCHEDULED LEAGUE GAMES

- C. **All postponed or suspended games should be rescheduled (not necessarily played) within two (2) weeks after the postponement or suspension.** Games must be played prior to the completion of the NGFA League Season. All games not played prior to the completion of the NGFA League Season will be a forfeit for the home team, provided reasonable attempts to reschedule the game have been made. Providing three (3) dates is considered a reasonable attempt.
- C. The lineup for a suspended game DOES NOT have to be the same lineup posted before the suspension was called.
- C. RAINOUTS
  - 1. **CALL COACH** of the visiting team(s) **immediately** upon rainout decision.
  - 2. **Rainouts need to be rescheduled (not necessarily played) within seven (7) days of the rainout.**
- D. RESCHEDULES
  - 1. Each team will be allowed only three (3) reschedules (other than weather).
  - 2. **All Reschedules must be made and reported to \_\_\_\_\_ seven (7) days prior to the originally scheduled game.**
  - 3. **COACHES** must call Park Representative with need to reschedule.
  - 4. **IF HOME GAME, PARK REP** must call visiting coach and reschedule game.
  - 5. **IF VISITING GAME**, check schedule for some other team visiting the home team and try to conduct a trade of your visiting times. If this is not possible, contact the Park Rep of the home team and reschedule.
  - 6. **IN ALL OF THESE CASES, THE CANCELLED GAME AND THE MAKE-UP GAME, DATE AND TIMES, MUST BE REPORTED TO THE NGFA SCHEDULER.**
  - 7. **IT IS THE RESPONSIBILITY OF THE PARK REPRESENTATIVE OF THE HOME TEAM TO NOTIFY THE UMPIRE ASSOCIATION OF THE CHANGE 72 HOURS PRIOR TO THE CANCELLATION AND AGREED RESCHEDULED DATE.**
- E. Reschedules shall be accepted from only one designated person from each Association. Reschedules are handled by the Association Representative or a Scheduling Director appointed by the Association Representative. The name and contact number must be provided to the NGFA Secretary before the start of the season.
- F. In the event an NGFA Association Team fails or refuses to play a league game as scheduled; the Member Association shall be fined fifty dollars (\$50) per occurrence. This fine must be paid prior to the Team's next scheduled game. After the third (3<sup>rd</sup>) occurrence, the team shall be considered disbanded, and the remainder of their league play cancelled.
- G. If a forfeiting team is a visiting team, the fine shall be paid to the home team Association for the Umpire fees, after it has been collected by NGFA.

IX. PROTEST

- A. As of January 13, 2004, at the regular monthly NGFA meeting, a motion was made and carried eliminating all protest from League games.

X. MISCELLANEOUS

- A. Number of Players
  - 1. 8U, 10U and 12U Age Divisions, Teams must be comprised of ten (10) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. If a player leaves the game for any reason after coming to bat, reducing the lineup to nine players if the team started with ten players, or eight players if the team started with nine players, an automatic out will be taken at her place in the batting order. If the game is able to start with eight or nine players, one out will be taken for the ninth or tenth batter.

2. 14U, 16U and 18U Age Divisions, Teams must be comprised of nine (9) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. A Team playing with eight players must take an automatic out at the ninth spot in the batting order. If a player leaves the game for any reason after coming to bat, reducing the lineup to eight players, an automatic out will be taken at her place in the batting order.
- B. The batting order shall consist of all the players on the team roster. **All Team Members must play a minimum of two (2) consecutive innings on defense.** This rule may be waived in the event a player does not attend practice regularly or if there is a disciplinary problem. If all of the players on the Roster are NOT going to participate, the manager must notify the opposing manager and the Plate Umpire. In case of injury, a player may be removed from the game at any time.
- C. In the 10U Division only, the Infield Fly Rule is NOT in effect.
- D. In the 10U Division only, the Dropped 3<sup>rd</sup> Strike Rule is NOT in effect.
- E. In the 10U Division only, base runners may only advance one base per pitch/steal attempt.
- F. In the 10U Division only, base runners may not steal home and cannot advance to home on a passed ball.
- G. Borrowing players to avoid forfeit. Class "C" Teams may borrow a player from another Class "C" Team from their Association, in their age division or a younger age division, to bring their minimum players up to the legal number of players required in Section X, Paragraph A-1, A-2. **A borrowed player from the same age division may NOT pitch for the team. A borrowed player from a younger age division may pitch for the team. The borrowed player does NOT have to wear a matching jersey.** The borrowed player is subject to all playing rules as defined in Section X, Paragraph B.
- H. Managers are responsible for the conduct of their Coaches, Players and Spectators at all times. If a Manager and/or Coach is removed from a game, He/She will be suspended for the next NGFA game. If the Manager and/or Coach is removed from a second game during the same NGFA season, He/She will be suspended for the next two (2) NGFA games. Should the Manager/Coach be removed from a 3<sup>rd</sup> game during the same NGFA season, He/She will be suspended the remainder of the NGFA season. The NGFA season is defined as any league or tournament games from March 1<sup>st</sup> – June 1<sup>st</sup> and September 1<sup>st</sup> - November 1<sup>st</sup> of the current calendar year.
- I. NGFA Managers and/or Coaches whose team wins league games are required to notify the NGFA Scheduler within 48 hours of the completed game. Failure to comply will result in a forfeit and a recorded loss for both teams.
- J. At the discretion of the Manager and/or Coach on offense, the On-Deck Batter shall be allowed to stand in the On-Deck Circle behind the batter, regardless of which dugout the offensive team occupies.
- K. ASA Uniform Rules are recommended for players and coaches.

XI. 10U-C Pitching Rule Modification:

- A. The player pitcher will be allowed 5 pitches only. (Exception – See examples below)
  1. All balls pitched to a batter shall count as a pitched ball. (See examples below)
  2. Pitches for strikes will be assessed, either called, swinging or hit foul, and accrue in the pitched ball count.
  3. Pitches for non-strikes (balls) will not be assessed in the count, but will accrue in the pitched ball total. There will be no walks.
  4. The 5<sup>th</sup> pitch is considered the final pitch unless the batter has a 2 strike count. With a 2 strike count, the player pitcher will be allowed another pitch. See Examples 3 & 4 below.
  5. If the batter has not struck out, has not been hit by a pitched ball, or has not put the ball into play in fair territory within 5 pitches, a coach pitcher will replace the player pitcher. (Exception – See Ex. 3 & 4 below)
  6. The player pitcher will then assume a "pitcher's helper" position. The coach pitcher must pitch from the pitching rubber. The coach pitcher must start the pitch with both feet on the rubber.
  7. The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. (See examples below) The final coach pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out.

8. A 3rd strike foul against the coach pitcher entitles the batter to another pitch until the ball is put in play or a non-strike is thrown. If neither circumstance is met, the batter is declared out.
  9. A batter who is hit by a pitch from a player pitcher is entitled to 1st base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1st base.
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- XI. Example 1 - Player pitcher throws 5 pitches - 0 strikes, 5 non-strikes. After the 5th pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches. (Exception A.8. above)
  - XII. Example 2 - Player pitcher throws 5 pitches - 1 strike, 4 non-strikes. After the 5th pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches. (Exception A.8. above)
  - XIII. Example 3 - Player pitcher throws 5 pitches - 2 strikes, 3 non-strikes. With this count, the player pitcher is allowed another pitch. A 3<sup>rd</sup> strike foul against the player pitcher allows another pitch until the ball is put in play, a non strike is thrown, or the batter is struck by a pitch. If none of these circumstances are met, the coach pitcher will replace the player pitcher. (See Rule A.8. & A.4. above.)
  - XIV. Example 4 - Player pitcher gets a 2 strike count. The player pitcher continues up to 6 pitches, or the ball is put in play, or the batter is struck by a pitch. A 3<sup>rd</sup> strike foul accrues in the pitch total until the 5<sup>th</sup> pitched ball. A 3<sup>rd</sup> strike foul against the player pitcher allows another pitch until the ball is put in play, a non strike is thrown, or the batter is struck by a pitch. If none of these circumstances are met, the coach pitcher will replace the player pitcher. (See Rule A.8. & A.4. above.)
  - XV. Example 5 - Player pitcher throws 5 or fewer pitches - 3 strikes, 2 or fewer non-strikes, or the ball is put in play, or the batter is struck by a pitch, the coach pitcher does not participate.
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- B. When the ball is in play, the coach pitcher must avoid all contact with the ball and all defensive players.
    1. If the coach pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop, the ball shall be declared dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count, and the batter is awarded another pitch.
    2. If, in an umpire's judgment, interference by the coach pitcher is intentional, then the batter is out, all runners will return to the base they occupied when the pitch was made.
  - C. All stealing and bunting rules as outlined in ASA apply during coach pitch. If, in the judgment of the umpire, the actions of the coach pitch intentions are deemed to give unfair advantage to the offense, then the play shall be nullified and all runners will return to the base they occupied when the pitch was made. The pitch will accrue in the pitch count. Multiple offenses shall cause the coach pitcher to be removed from pitching for the remainder of the game.

Run Rule interpretation from Section VII, Paragraph B, Section 2.

If, after 5 complete innings, or 4-1/2 with home team ahead by 8+ runs, or if they go-ahead by 8 runs that score in bottom of 5th, game over by run rule, regardless of time, (7-B.1). If after 4+ innings, visiting team is ahead by 9+, and 1:20 hits during the inning, the home team is then mathematically eliminated since they can only score 8; we want to allow the game to continue the 1:30 of game time, to allow maximum playing time (7-B.2). The EXCEPTION is to clarify that continuing relative to 7-B.2 (only) is the sole option of the losing home team; they can walk away if they wish (the winning team can't force them to keep playing), or they can request to keep playing if they wish.

XVI. 8U-C General Rules:

- A. In the 8U-C division there will be no bunting or stealing
- B. Field will be lined with a 10' semi-circle from home plate, a hit ball not leaving the 10' semi-circle will be considered a foul ball. A hit ball lying on or touching the semi-circle will be considered a fair ball.
- C. Time (dead ball) will be called when the ball is returned to the infield and is held in front of the lead runner.

XVII. 8U- C Pitching Rules:

- A. Batters will be pitched to by an adult pitcher from the offensive team from the 35 foot mark.
- B. Each batter will receive 5 pitches or 3 strikes
- C. All balls pitched to a batter shall count as a pitched ball.
- D. Pitches for strikes will be assessed; either called, swinging or hit foul, and accrue in the pitched ball count.
- E. Pitches for non-strikes (balls) will not be assessed in the count, but will accrue in the pitched ball total. There will be no walks
- F. The final coach pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out.
- G. A 3rd strike foul entitles the batter to another pitch until the ball is put in play or a non-strike is thrown.
- H. There will be no limit on the number of fouls allowed to a batter on/after the 5<sup>th</sup> pitch.
- I. Pitches with excessive arc will not be allowed and will be called at the home plate umpires discretion. Home plate umpire will issue one warning before the following rules will be applied:
  3. If a batter hits a ball with excessive arc in fair territory, it will be considered a dead ball and will count toward the pitched ball count. The defensive team will have the option of taking the result of the batted ball or having the batter return to home plate and resume their at bat.
  4. If the 5<sup>th</sup> pitch has excessive arc and the batter hits the ball in fair territory, the batter will be ruled out
  5. If the 5<sup>th</sup> pitch has excessive arc and the batter hits the ball in foul territory, the batter will be ruled out.
- J. When the ball is hit in play, the coach pitcher must avoid all contact with the ball and all defensive players.
  6. If the coach pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop, the ball shall be declared dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count, and the batter is awarded another pitch.
  7. If, in an umpire's judgment, interference by the coach pitcher is intentional, then the batter is out, all runners will return to the base they occupied when the pitch was made.
- K. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
- L. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called