

2011
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM

6&UNDER COACH PITCH

THE FOLLOWING EXCEPTIONS WILL SUPERSEADE THE OFFICIAL NSA ALLSTAR RULES FOR LEAGUE PLAY ONLY BETWEEN ALABASTER, HELENA, AND PELHAM. THE RULES THAT HAVE EXCEPTIONS HAVE BEEN HIGHLIGHTED AND THE CHANGES ARE AS FOLLOWS:

- Game time will be 1 hour and 30 minutes, or 5 innings, whichever comes first. (Even if the game is tied.) If a team becomes mathematically eliminated the game shall end.
- In case of injury or illness during the game, the injured or ill player shall miss her turn at bat with no penalty.
- The defensive team shall have no more than 6 infielders (inclusive of the circle player and player catcher) A player catcher must be used in interlock play and a coach catcher will be used at all times to speed up the game. All other available players will be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.
- A team will bat its entire roster. Each team will bat the same number of batters per inning. Example: Team A has 11 batters and Team B has 9 batters. The maximum number of batters per inning will be 11 for each team. Team B will bat the first two batters twice in the first inning. In the second inning Team B will start the batting order with the 3rd batter in the original lineup. The 3 out rule does not apply.
- All four (4) year olds are allowed to hit from the Tee all year.
- Defensive coaches shall position themselves 10 feet behind the base coach's box and clearly be in foul territory.
- A team may pull across to complete a roster of 9.
- No game shall start after 8:30PM on weekdays (Sunday-Thursday) or after 9:30PM on weekends (Friday-Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
- Rainout numbers:

Alabaster Park	690-4116
Helena Park	621-9904
Pelham Park	620-6426

PLAY SHALL BE IN ACCORDANCE WITH THE OFFICIAL NSA ALLSTAR RULES WHICH ARE LISTED BELOW AND CAN BE ALSO FOUND AT THE SOUTH CENTRAL WEBSITE WWW.NSASOUTHCENTRAL.COM .

6U:

6U-1 The game shall be five (5) 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.

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)

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 is considered a dead ball at this point. All runners will be allowed one additional base. 6U new Definition for overthrow: *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)

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-23 Bases will be 50' length in distance.

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8&UNDER COACH PITCH ONLY

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- Game time shall be 1 hour and 30 minutes or 5 innings, whichever comes first. (Even if the game is tied). If a team becomes mathematically eliminated the game shall end.
- In case of injury or illness during the game, the injured or ill player shall miss her turn at bat with no penalty.
- A team may pull across to complete a roster of 9
- All players shall play in at least 2 innings on defense (4 innings minimum for the rule to apply) Penalty if protested and upheld will be forfeiture of the game.
- All players will be listed in the batting order and bat their turn. No EP's will be used. Free substitution on defense.
- No game shall start after 8:30PM on weekdays (Sunday-Thursday) or after 9:30PM on weekends (Friday-Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
- Rainout numbers:

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8U Coach Pitch:

8CP-1 Maximum of 10 players on Defense

8CP-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

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

8CP-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 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.

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.

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10&UNDER

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- Game time shall be 1 hour and 30 minutes or 6 innings, whichever comes first. (Even if the game is tied). If a team becomes mathematically eliminated the game shall end.
- In case of injury or illness during the game, the injured or ill player shall miss her turn at bat with no penalty.
- A team may pull across to complete a roster of 9
- All players shall play in at least 2 innings on defense (4 innings minimum for the rule to apply) Penalty if protested and upheld will be forfeiture of the game. Free substitution on defense.
- All players will be listed in the batting order and bat their turn. No EP's will be used.
- No game shall start after 8:30PM on weekdays (Sunday-Thursday) or after 9:30PM on weekends (Friday-Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
- Rainout numbers:

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10U:

(If a rule is not covered below, please revert back to the 2009 NSA Rulebook)

10U-1 The game shall be six (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 Stealing home is legal

2011
NSA RECREATION LEAGUE INTERLOCK RULES
ALABASTER/HELENA/PELHAM
12&UNDER

THE FOLLOWING EXCEPTIONS WILL SUPERSEADE THE OFFICIAL 2009 NSA RULES, FOR LEAGUE PLAY ONLY BETWEEN ALABASTER, HELENA, AND PELHAM.

- Game time shall be 1 hour and 30 minutes or 6 innings, whichever comes first. If the game is tied after 6 innings and before the time limit has expired, the international tie breaker shall be used. If the time limit has expired the game shall end in a tie. If a team becomes mathematically eliminated the game shall end.
- In case of injury or illness during the game, the injured or ill player shall miss her turn at bat with no penalty.
- A team may pull across to complete a roster of 9
- All players shall play in at least 2 innings on defense (4 innings minimum for the rule to apply) Penalty if protested and upheld will be forfeiture of the game. Free substitution on defense.
- All players will be listed in the batting order and bat their turn. No EP's will be used.
- No game shall start after 8:30PM on weekdays (Sunday-Thursday) or after 9:30PM on weekends (Friday-Saturday). No inning shall start after 10:00PM on weekdays or after 11:00PM on weekends. At the close of the school year, no game shall start after 9:30PM on weekdays and 10:30PM on weekends.
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