

NSAD Rules:

- THE LINEUP CARD must be submitted to the official scorekeeper or umpire 10 minutes prior to the game time. The card must include all players' last name and initial of first name with number of jersey. Also all substitutes must be on the lineup card.
- GRACE PERIOD: There will be no grace period for any scheduled games unless the tournament director or Commissioner grants to have a grace period.
- HOME AND VISITOR: it will be determined by a coin flip.
- Teams may start with eight (8) players and add up to ten (10) once the game has started.
 - a. A team that starts the game with 8 or 9 may add additional players after the game has started.
 - i. These players should be placed at the bottom of the line-up.
 - ii. Teams playing with 10 or 11 players may finish the game with 8 players, but the vacated spots in the line-up will be an automatic out, regardless of the reason for the player's inability to play.
- HOMERUN LIMITS:
 - a. Limit five (5) homeruns per game. (A homerun is a ball hit over the fence) Any homerun hit after the permitted amount will be ruled as an OUT.
 - b. It is each team's responsibility to retrieve its own foul and home run balls. They should be returned to the home plate umpire.
- TIME LIMIT
 - a. Game length is seven innings or 65-minute, whichever comes first and no new inning after the 60th minute mark with the exception that if the difference of the score in a game is 3 runs or less, they shall play one more inning.
 - b. All games tied at the end of a regulation game, will be played to completion using the Kansas City tie breaker (#7) Kansas City TieBreaker Rule does not apply in the Championship Game
- The Kansas City Tie Breaker

- If the score is tied after seven innings or the time limit has expired the offensive team will place the last official batter from the previous inning on second base. The next batter in the lineup will start with a full count (one pitch). This procedure is repeated until a winner is declared.
- COURTESY RUNNER: (use STEVE WNEK RULE)
 - a. Any team who has a player or players capable of playing in the field or as an extra hitter (EH), but who has trouble running, may designate a substitute runner. This rule will apply at anytime during the game in which a player is injured or becomes injured and is unable to run the bases, but is able to continue playing the field and hit (for example, catcher, first baseman, pitcher)
 - b. Once Steve Wnek rule has been declared for a player, that player will have a pinch runner for the remainder of the game.
 - c. If a team knows that a player will require a pinch runner via the rule, they should declare it prior to the player's first official at bat.
 - d. Once declared, the "STEVE WNEK" player may only advance to first base on any ball that does not clear the fence.
 - e. All other players on base may advance as many bases as possible until time has been called. If the "STEVE WNEK" player hits the ball over the fence (Home Run) he is awarded a "walk off" home run and all base runner score.
 - f. If he hits a ground rule double (ball bounces over the fence), he is awarded a double and the pinch runner will go to second base instead of first. All other base runners are allowed to move up two bases.
 - g. The pinch runner must be from the player that made the last out for the team.
 - h. Pinch runners allowed under rule are not considered substitutes.

- MERCY RUN RULE
 - a. 15 runs after 4 innings
 - b. 10 runs after 5 innings

- RE-ENTRY RULE: The “re-entry rules shall limit 3 players per game (one time re-entry and the sub will not be able to re-entry).

- FLIP/FLOP RULE: All divisions: In the inning when the Mercy Run Rule for that particular game is exceeded and the Home Team is losing, the Home Team will remain at bat and become the Visiting Team. If the Team (new visiting Team) does not score enough runs to reduce the Mercy Run Rule then the game is over. If they managed to reduce the Mercy Run Rule then the new Home Team will bat. If they subsequently score enough runs to exceed the Mercy Run Rule the game will be over. If they do not the game will continue under the same format. If the situation reverses, the Teams would flip/flop again.
 - a. 15 runs in the end of 3rd inning the Flip/flop in 4th inning.
 - b. 10 runs in the end of 4th inning then Flip/flop in 5th inning.
 - c. The home team is down in the end of 6th inning then Flip/flop in 7th inning.
- BALLS-STRIKE RULE starts the count 1 ball and 1 strike on all batters with one courtesy foul after the batter has 2 strikes on him/her.
 - a. STRIKE ZONE- (5’ TO 12’ arc pitch from ground) will include any black part of home plate (includes back parts of the plate and the black mat attached to the plate. If the pitched balls hit on the black mat, a strike will be called.
- NO STEALING BASES at the tournament.

- BATS approved by USSSA and ASA (note: watch out for the update of banned bats.)
 - a. All bats must be marked with the words. “Official Softball” and should be marked with a Bat Performance Factor (BPF) of 1.20 or less. If a bat is not marked with BPF therefore the bat is illegal.
 - b. A player in violation (using an illegal bat) will be ejected from the game. His/her coach will also be ejected too. An out is called and all action is nullified.
- TOURNAMENT BALLS:
 - a. NSAD shall provide two (2) new balls of any color for each tournament game.
 - b. NSAD Executive Board and the Park Manager shall make the decisions on what kind of ball is to be used in that park.
- TECHNICAL OUT: A sanction against those teams or individuals, whose behavior is unacceptable, and the umpire judges the ejection is too severe a penalty; the umpire may involve the technical out against the offending team.
 - a. OFFENSE: If the team at bat is guilty of unsportmanship-like conduct the umpire may enforce an out against team. If this is the first of second out of the inning, the game continues with batters and base runners unaffected; an additional out is simply added to the team’s total. If the technical out is the third out of the inning, the next inning will resume with a fresh one-and-one count.
 - b. DEFENSE: If the team in the field is guilty of unsportmanship-like conduct the umpire may invoke the technical out rule by giving them an out when they come to bat.
 - c. Two consecutive technical outs may be not assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportmanship-like behavior or must be accompanied by the charging of an out against the offending team.

- UMPIRES:

Verbal or physical abuse by players, coaches, and spectators will not be tolerated! Umpires may call forfeiture of a game if players, coaches, or spectators are out of control.

- a. The judgment call will not change at all. Only the umpire's ruling and why it was incorrect then you may correct with your protest before the next pitch.
- b. It shall be the responsibility of the coach to control the actions of his/her players and fans. Only team members on the NSAD registration form are permitted on the team bench.
- c. A player ejected from a game for misconduct may be subject to the following minimum penalties:(coach will be notified with length of player suspension)
 - i. 1st Ejection- he/she cannot play that game.
 - ii. 2nd Ejection- he/she cannot play the whole tournament.

- UNIFORMS:

- a. Teams are required to wear like uniforms. The pants and shorts can be mixed as long as they are of the same color. Hats are optional. If more than one wears a hat, all hats must be of the same design

- OTHER THAN OUR OPTIONAL RULES WILL BE FOLLOWED THE ASSOCIATIONS (USSSA, ASA, NSA, AND ISA) This year we will be using USSSA at Fort Lauderdale.

- PETS

- a. No pets of any kind are allowed in the ballpark.