



NSAD Co-Ed Rules

NSAD want to make clear that Co-Ed teams are recreational during NSAD Tournament. NSAD has made up the rules to apply towards Co-Ed only. Co-Ed team can follow these rules as guideline towards your recreational tournament.

Note: Co-Ed rules will follow NSAD optional rules then NSA rulebook

1. **GRACE PERIOD:** There will be no grace period for any scheduled games unless the Tournament Director, Commissioner and Umpire-in Chief grant to have a grace period.
2. **PLAYERS:** Follow NSA Rules
 - a. A team shall consist of:
 - b. a) Coed (Slowpitch) with extra players. Twelve (12) players, six (6) males and six (6) females. In Coed Indoor, a male player must play the pitching position.
 - c. **NOTE:** *If the —EPl is used in Coed, twelve (12) players must be used. It is not permissible to use eleven (11) players because of the alternate player rule for the batting order.*
 - d. b) Coed (Slowpitch). Ten (10) players; five (5) males and five (5) females.
 - e. c) A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player (EP) rule.
 - f. d) Five (5) male and five (5) female players must play defense at all times.
 - g. e) There must be two (2) of each sex in the outfield and infield positions. Positioning is left up to the individual manager.
3. **HOMERUN LIMIT:** Follow NSA Rules for Lower Division.
Lower Division
HR Rule is One (1) the first HR over the limit will be declared an out and any subsequent HR's will have the progressive HR rule in effect.
The progressive penalty home run rule for the lower division. Once a team reaches its home run limit, a batter shall be declared out for hitting any additional home runs, and the defensive team is awarded a progressive number of runs for each untouched home run hit over the fence. For the first home run hit, the defensive team will receive one (1) run, for the second home run hit, the defensive team will receive (2) runs, three (3) runs for the third homerun etc.
4. **TIME LIMIT:**
 - a. Game length is seven innings or when the 65-minute time limit has expired.
 - b. All games tied at the end of a regulation game during robin round games, it will be a tied game except the elimination tournament (it will be played to completion using Kansas City Tie Breaker Rule except for the championship game.
5. **KANSAS CITY TIE BREAKER RULE:** If the score is tied after seven innings or the time limit expires the offensive team will place the last official batter on second base. The next batter in the lineup will start with a full count (one pitch). The procedure is repeated until a winner is declared.
6. **STRIKE ZONE:** 5' to 12' arc pitch from ground will include any black part of home plate include 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.
7. **CODA/SODA RULE:** Allow 1 hearing male player and 2 hearing female players to participate on COED team.
Note: See the Glossary of "hearing player"
8. **BATS:** Approved NSA (note: watch out for the update of banned bats.)
9. **TECHINAL OUT:** A sanction against those teams or individuals, whose behavior is unacceptable, be 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 simple 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 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.

A team has the option of accepting ejection instead of receiving a technical out by informing umpire prior to the next pitch.

10. **UMPIRES:** Verbal or physical abuse by players, coaches, and spectators will not be tolerated! Umpires may call forfeiture of 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 new pitch.
 - b. It shall be responsibility of the coach to control the actions of his/her players and fans. Only team members on the NSAD team registration form are permitted on the team bench.
 - c. A player ejected from a game for misconduct may be subject to 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.
11. **UNIFORMS:** Teams are required to wear like uniforms only on jersey shirts including team members (waterboy, scorekeeper and coaches)
12. **PETS:** No pets of any kind are allowed in the ballpark.
13. Other than our optional rules will be followed the **NSA** rules in Las Vegas.