

YOUTH SLOWPITCH

Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official NSA Rulebook.

NOTE: *No alcoholic beverages will be allowed in the dugouts or on the field during any NSA sanctioned event. No tobacco products are allowed in the dugouts or on the field for the entire NSA Youth Program, and no youth player will be charged admission to any NSA youth tournament above and beyond the team entry fee.*

RULE 2 PLAYING FIELD

SECTION 1

The playing field is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area with a radius of the prescribed fence distances from home plate between foul lines.

THE FENCE DISTANCE (Slowpitch)

<u>YOUTH DIVISION</u>	<u>MINIMUM FENCE DISTANCE</u>
Girls 8 & Under thru 12 & Under	200 feet
Boys 8 & Under thru 12 & Under	200 feet
Girls 14 & Under	225 feet
Boys 14 & Under	275 feet
Girls 16 & Under	250 feet
Boys 16 & Under	275 feet
Girls 19 & Under	250 feet
Boys 19 & Under	275 feet

SECTION 2

The official diamond shall have base lines as follows:

<u>YOUTH DIVISION</u>	<u>BASE DISTANCE</u>
Girls 8 & Under	60 feet
Boys 8 & Under	60 feet
Girls 10 & Under	60 feet
Boys 10 & Under	60 feet
<u>YOUTH DIVISION</u>	<u>BASE DISTANCE</u>
Girls 12 & Under	60 feet
Boys 12 & Under	60 feet
Girls 14 & Under	65 feet
Boys 14 & Under	65 feet
Girls 16 & Under	70 feet
Boys 16 & Under	70 feet
Girls 19 & Under	70 feet
Boys 19 & Under	70 feet

SECTION 3

The official diamond shall have pitching distances as follows:

YOUTH DIVISION

PITCHING DISTANCES

Girls 8 & Under	35 feet with 8' circle around the pitching
Boys 8 & Under	35 feet mound – both 8 & Under only
Girls 10 & Under	40 feet
Boys 10 & Under	40 feet
Girls 12 & Under	46 feet
Boys 12 & Under	46 feet
Girls 14 & Under	46 feet
Boys 14 & Under	46 feet
Girls 16 & Under	53 feet
Boys 16 & Under	53 feet
Girls 19 & Under	53 feet
Boys 19 & Under	53 feet

RULE 3 EQUIPMENT

NOTE: *Any player using a Senior Bat during any division of play that is not considered a Senior Division Tournament (all participants being 50 yrs old and older per the Official NSA Rule Book) will be suspended immediately on the spot with NO right to an appeal.*

SECTION 2

The official softball shall be a smooth-seamed, concealed-stitched or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the NSA. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the NSA, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black-stitched softball. The solid core ball must be stamped with THE official NSA logo that contains the maximum C.O.R. and compression standards. The ball

MAY NOT bear any other logos except for the NSA official logo unless otherwise approved by the Executive Director or the Executive Vice President of the NSA. Maximum Compression for NSA softballs is 275 pounds for the .52 C.O.R. softball with no tolerance.

In the girls division of youth softball, all divisions will use the eleven (11) inch softball.

a) In the boys division of youth softball, the eleven (11) inch softball will be used in the 8 & Under, 10 & Under, and 12 & Under age groups.

b) In the boys division of youth softball, the twelve (12) inch softball will be used in the 14 & Under, 16 & Under, and the boys 19 & Under age groups.

SECTION 3

All players, coaches and participants must wear shoes. Sandals are considered proper shoes for non-players.

a) No metal spikes are allowed in any Youth Division Softball play. No hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed in any Youth Division play. **PENALTY:** If it is discovered during the game that an offensive player is wearing metal cleats an out will be called and the player will be ejected and any baserunner(s) must return to the last base occupied at the time of the pitch. A defensive player who is wearing metal cleats will be ejected.

SECTION 4 UNIFORM

a) Casts (plaster, metal or other hard substances) or other items judged dangerous by the umpires may not be worn during the game, by any coach coaching the bases or by any player. Coaches in wheelchairs MAY be on the field of play during live ball situation. NSA recommends, though not mandatory, that coaches who choose to coach on the field who are in wheelchairs would pad exposed metal that potentially may be dangerous to other participants.

b) Uniform shirts are required to have a six (6) inch number.

SECTION 5 HELMETS

A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, players, and youth coaches in the coaches' boxes, and all runners. The batting helmet worn by each batter, on-deck batter, player, youth coach in the coach's box, and all runners must have extended ear flaps which cover both ears and temples. If a pitcher wears a batting helmet while pitching, the outer covering must have a non-glare surface. Plastic visors are prohibited for players, coaches, and managers. At all times the batting helmet must be worn properly.

PENALTY: The umpire will issue a team warning if any player is found to be in noncompliance. All subsequent violations of the warned team will result in the ejection of the player not in compliance with this rule.

NOTE: *When an umpire detects a runner (including the batter/runner) deliberately removing his/her batting helmet during playing action, a dead ball will be declared immediately.*

PENALTY: The violator is declared out immediately, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be declared out, with other runners returning to the base occupied at the time of the pitch.

NOTE: *No runner shall score a run when a batter/runner or runner has been declared the 3rd out of an inning for deliberately removing his/her batting helmet.*

SECTION 6 CATCHER'S PROTECTIVE EQUIPMENT

It is mandatory for the catcher to wear a NOCSAE approved head protector and protective mask, with throat protector (commercially manufactured, properly attached, and not altered in any manner), body protector, baseball/softball shin guards and the male catcher or any male player warming up a pitcher shall wear an approved protective cup. Any player warming up a pitcher at any location within the confines of the park or facility will be required to wear an approved head protector and an approved mask with throat protector. All protective equipment must conform to industry standards.

RULE 4 PLAYERS & SUBSTITUTIONS

Any non-player who is not yet considered an adult, may not be between the fences or boundaries that are considered the playing field without a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. Any youth division bat boys/bat girls who

are the teams official bat boy/bat girl or who are team members serving as bat boy/bat girl must wear a NOCSAE approved helmet with a NOCSAE approved face mask properly attached. The coach/manager representing the team is responsible for insuring that the non-player be in compliance with the batting helmet rule or age rule.

PENALTY: The player, non-player, bat boy or bat girl will put the helmet on or be removed from the playing area.

NOTE: *In the youth division only: Violation of an ineligible player constitutes the immediate forfeiture of the game. Violation of an illegal player constitutes the immediate ejection of both the illegal player and his/her coach.*

***NOTE:** *Any team may use two (2) extra players per game. All other rules pertaining to the extra player remain as written.*

RULE 5 THE GAME

***NOTE:** *THE NSA HAS ESTABLISHED A YOUTH COED DIVISION FOR EACH AGE DIVISION.*

SECTION 1

A regulation game shall consist of seven innings.

- a) A game will be forfeited if, because of the removal of the player(s) from the game by the umpire, or for any cause, there are less than ten (10) players on either team.
 - b) During all tournament play (Qualifying, State, Regional, NIT, World Series and Super World Series) in the event of rain or any cause which interrupts a game, the game must be resumed at the exact point where it was stopped.
 - c) In the event that a tournament cannot be completed, an official game may be called after 5 innings of play or 4 ½ innings of play if the home team is ahead.
- NOTE:** *Players listed in the line-up and not available at game time may be substituted for.*
- d) At the discretion of the Tournament Director a 1 hr. and 15 min. time limit is recommended by the National Softball Association.
 - e) Run Rules for Youth Slow Pitch are Fifteen (15) runs after three (3) innings; Twelve (12) runs after four (4) innings; Ten (10) runs after five(5) innings.

SECTION 2 YOUTH AGE ELIGIBILITY

The youth sanction year is August 1st to July 31st. The cutoff date for the youth age eligibility is December 31st of the current sanction season. The players' age on December 31st during the CURRENT SANCTIONING SEASON will be the age group the player is eligible for during the ENTIRE sanction year. All players must meet the age requirements to be put on a current year's roster.

Example: If a player turns 15 years old on December 31st of 2015, they CANNOT be put on a 14u roster for the 2016 sanction year that begins August 1st, 2015.

A copy of the original birth certificate and/or a Government Issue photo ID must accompany youth players at all times.

- a) All players can play in only one age group
- b) A player cannot play in two (2) age divisions in one tournament.
- c) A player may play up one age group but not down in an age group.

EXCEPTION: *A player who turns 11, 13, or 15 years of age in the current year may move up two (2) divisions and may play in the 14, 16, or the 19 Under age divisions, respectively.*

- d) Teams may have no more than twenty (25) players on their rosters.
- e) Proof of age must be verified by one of the following: government issued I.D. and/or birth certificate copies. Proof of age must accompany the player at all times.

SECTION 3

At all levels of Youth Fastpitch play, a certificate of team insurance must be presented to either the League or Tournament Director prior to participating in any NSA event.

NOTE: Teams are required to purchase NSA Team Insurance through WestPoint Insurance or the Tournament Director is required to purchase tournament insurance offered through WestPoint Insurance.

NOTE: Adult division teams are not required to have team insurance but it is highly recommended.