



# Northland Sports Alliance Rules

## BASEBALL 7U MACHINE PITCH

1. Machine Pitch Specific:
2. Pitching Circle - NSA amendment, pitcher may be positioned to either side of the machine prior to ball being placed in the machine.
3. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
4. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. **All outfielders must start play on the outfield grass.**
5. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
6. A maximum of six (6) runs may be scored per inning or three (3) outs. This includes the last inning.
7. Teams may use free substitution on defense but the batting order must remain the same.
8. NSA amendment, **AFTER A THROW ATTEMPT IS MADE OR THERE IS AN ATTEMPTED PLAY AT A BASE (i.e. first baseman fields ball and runs to first)-** Umpires for (7U) will call "time" after every play and declare the ball dead. Runner returns to the last base safely touched.
9. A batter shall receive a maximum of seven (7) pitches or three (3) swinging strikes. NSA amendment - if batter fouls off last pitch, they are rewarded with another pitch.
10. A courtesy runner for catcher of record the previous inning only may be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
11. When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.
12. Recommended pitching speeds:  
39 M.P.H. at 42 feet for the 7U division. Will use Baseballs.  
**NO BUNTING!**

### **MERCY RULES**

6 Innings 15 3rd Inning  
6 Innings 12 4th Inning  
6 Innings 8 5th Inning

**Game Time Limit:** 1 hour 15 minutes.

Starting the game— Machine Pitch may start game with 9 players with no out penalty. Machine Pitch teams may also start with 8 players, but the 9th spot will be an automatic out. If the 9th player arrives they are inserted at the bottom of the batting order, even if the batting order has been cycled through once prior to the player arriving. If a player leaves a game due to illness or injury, that players batting position becomes an automatic out unless player returns before next at bat.

***Any roster changes for league tournaments must be approved by league. In most cases the league will attempt to place players names needing a team to play with in a lottery to be randomly assigned to participating teams needing players.***



# Northland Sports Alliance Rules

## BASEBALL 8U MACHINE PITCH

1. Machine Pitch Specific:
  2. Pitching Circle - NSA amendment, pitcher may be positioned to either side of the machine prior to ball being placed in the machine.
  3. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed.
  4. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must **start each play on the outfield grass.**
  5. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
  6. A maximum of six (6) runs may be scored per inning or three (3) outs. This includes the last inning.
  7. Teams may use free substitution on defense but the batting order must remain the same.
  8. Defensive coaches are not allowed on the field of play and must coach from the dugout.
  9. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the participants. **Comment: When a runner stands off a base and "Jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.**
  10. A batter shall receive a maximum of seven (7) pitches or three (3) swinging strikes. NSA amendment - if batter fouls off last pitch, they are rewarded with another pitch.
  11. A courtesy runner for catcher of record the previous inning only may be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
  12. When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.
  13. Bunting is allowed.
  14. A team can only Bunt twice in an inning.
  15. No fake bunts are allowed. If a player "shows" bunt, they are committed to attempt to bunt or take the pitch. PENALTY: If a batter swings after "showing" bunt, the batter is called out and no runners shall advance.
- Recommended pitching speeds:  
42 M.P.H. at 42 feet for the 8U division. Will use Baseballs.

### MERCY RULES

6 Innings 15 3rd Inning  
6 Innings 12 4th Inning  
6 Innings 8 5th Inning

**Game Time Limit:** 1 hour 15 minutes.

Starting the game— Machine Pitch may start game with 9 players with no out penalty. Machine Pitch teams may also start with 8 players, but the 9th spot will be an automatic out. If the 9th player arrives they are inserted at the bottom of the batting order, even if the batting order has been cycled through once prior to the player arriving. If a player leaves a game due to illness or injury, that players batting position becomes an automatic out unless player returns before next at bat.

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# Northland Sports Alliance Rules

## BASEBALL 9U BOYS

- Runners will be allowed to steal as per regular baseball rules.
- Runners may not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners may not advance from third (3rd) base on passed balls or wild pitches.
- The batter cannot advance to first (1st) base after a missed/dropped third (3rd) strike.
- NSA teams will bat their entire line up.
- Nine (9) players will be used on defense.
- A maximum of six (6) runs may be scored per inning or three (3) outs. This includes the last inning.
- Balk rules will be taught, each team will be given a balk warning, an explanation, and then balk rules will apply.
- If not mentioned we will follow USSSA rules.

<http://www.ussa.com/ussa/ussa-general/2008BBBylaws.pdf>

### **PITCHING LIMITS**

#### **6 Innings Per Game (New for 2009)**

- A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.

### **MERCY RULES**

6 Innings 15 3rd Inning

6 Innings 12 4th Inning

6 Innings 8 5th Inning

**Game Time Limit:** 1 hour 45 minutes.

Starting the game— Teams may start game with 8 players, but the 9th spot will be an automatic out. If the 9th player arrives they are inserted at the bottom of the batting order, even if the batting order has been cycled through once prior to the player arriving. If a player leaves a game due to illness or injury, that players batting position becomes an automatic out unless player returns before next at bat.

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# Northland Sports Alliance Rules

## BASEBALL 10U & UP

- NSA teams will bat their entire line up.
- Nine (9) players will be used on defense.
- If not mentioned we will follow USSSA rules.
- **10 U ONLY** - Batter can not advance to first after a dropped third strike.
- **10 U ONLY** - A maximum of seven (7) runs may be scored per inning or three (3) outs. This includes the last inning.

<http://www.ussa.com/ussa/ussa-general/2008BBBylaws.pdf>

### **LENGTH OF GAMES**

12U and Below - 6 Innings

13U and UP - 7 Innings

### **PITCHING LIMITS**

12U and Below - **6 Innings Per Game (New for 2009)**

13U and UP - **7 Innings Per Game (New for 2009)**

- A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.

### **MERCY RULES**

#### **LENGTH OF GAME RUN DIFFERENTIAL START INNING**

6 or 7 Innings - 15 - 3rd Inning

6 or 7 Innings - 12 - 4th Inning

6 or 7 Innings - 8 - 5th Inning

**Game Time Limit:** 1 hour 45 minutes.

Starting the game— Teams may start game with 8 players, but the 9th spot will be an automatic out. If the 9th player arrives they are inserted at the bottom of the batting order, even if the batting order has been cycled through once prior to the player arriving. If a player leaves a game due to illness or injury, that players batting position becomes an automatic out unless player returns before next at bat.

***Any roster changes for league tournaments must be approved by league. In most cases the league will attempt to place players names needing a team to play with in a lottery to be randomly assigned to participating teams needing players.***