



NGSA Recreational League Handbook 2011

Draft 1.3

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MISSION STATEMENT:

It is the mission of Noblesville Girls Softball Association, Inc. (NGSA) to provide programs for girls to have fun and develop friendships, while learning teamwork, sportsmanship, leadership, and athletic skills through the sport of softball.

About NGSA:

NGSA is a not-for-profit organization that provides Noblesville Township girls the opportunity to play fast-pitch softball in instructional, recreational, and competitive programs.

NGSA programs are managed by a board of directors who volunteer their time to fulfill the mission of the organization, and we sincerely appreciate:

- the girls in our programs who play hard and have fun;
- the dedicated parents and volunteers who serve as coaches or otherwise donate their time and talents to support our programs;
- local businesses and individuals who generously support NGSA through donations and sponsorships
- Noblesville Schools for providing facilities for our girls to play softball.

NGSA provides 3 levels of softball programs for girls age 4 through high school. Each level is designed to provide a higher level of competition and skill.

- **Recreational League:** This is our base where girls learn the basic fundamentals and rules of the game beginning with instructional T-ball and becoming more competitive as the girls get older. League play is followed by our In-House tournament.
- **All Stars:** Selected from the Recreational League, these girls show higher skill level and desire to advance. The All-Stars program provides Class C level playing opportunities beyond the Recreational League regular season.
- **Travel (Flames):** These girls from the organization exhibit the highest level of skill and desire to represent NGSA and all of its participants in Class B travel team tournaments.

NGSA is recognized by the IRS as a 501(c)3 charitable organization; and as such, your donations may be tax deductible.

Message from the President:

Our Motto:

Our program. Our teams. Our kids.

General

- PURPOSE: The purpose of this handbook is to define the rules that are for our league only. It is only a supplement to the NSA Rule Book.
NSA rules will govern any decision not covered in this book.

- CHANGES: A request to change a rule may be written and sent to the league commissioner. It will be given consideration for the following season unless there are significant safety and/or fairness issues that effect the current season. These exceptions will be addressed by the Executive Committee of the board.

- DIVISIONS: T Ball, 6/7's, 8U, 10U, 12U, 14U, 16U, 18U
 - Girls are eligible for a division based on their age as of January 1st.
Example: *If a girl turned 9 on February 5th, she **is** eligible to play in the 8U Division. (She was 8 years old on January 1st). If a girl turned 9 on December 31st, she must move up to the 10U Division. (She was 9 years old on January 1st).*
 - Requests to either move up or down a division can be made in writing to the NGSAA Competition Committee via the Vice President.
 - Players must be between the ages of 4 and 18 to be eligible to play.
Exception: *Players in the T Ball Division must turn 4 by Jan 1st.*

- EVALUATIONS / TEAM FORMATION:
 - Evaluations are intended to keep teams evenly matched.
 - They are typically held in mid to late February.
 - Teams are formed by the Competition Committee (*VP, All Commissioners, Training Director, Fields Director and Equipment Director*).
 - All girls in divisions 10U and above must be evaluated.
 - Girls who do not show up for the evaluations will be placed on a team by means of a blind draw, **except** for those girls determined to be "**impact players**" by the Competition Committee. These players will be considered as if they scored perfectly at evaluations.
 - Each team will be assigned at least one pitcher and catcher that have been evaluated.
 - The remainder of the team will be composed so that the average evaluation scores are even (or at least as close as possible) for each team.
 - No special requests for team assignments will be honored, with the exception of siblings.
 - Head Coach and his Asst Coach (1) will have their daughter assigned to their team.



LEAGUE TOURNAMENT:

- A league tournament will be held for all divisions except 6/7's and T Ball.
- The tournament games will be determined by record during the recreation season. Each team will be seeded based on their win/loss record. For teams with the same record, head to head will be used for the tie-breaker if applicable. Otherwise we will flip a coin
- During the league tournaments, there will not be a time limit in the championship games for each division.
- All season league rules apply to tournament play.
- The League Commissioner and Vice President must approve all substitute players used during the tournament. All substitutes must be registered league players, and on a recreation team roster. All substitutes must be reported to the umpire and the opposing coach prior to the start of the game.
- Awards
 - First and Second place tournament trophies will be awarded in each division.
 - All girls will receive awards recognizing their participation in the season.

Safety

- **Before the game starts:**
 - Players must tuck in shirts.
 - Players must take off all jewelry, including pierced jewelry.
 - Metal spikes are not permitted (except 16U & 18U)
- **During the game:**
 - All players in the field of play must wear mouth guards unless they are wearing a face mask. Coaches/Umpires will enforce this rule. Divisions 14U and above they are optional, but **highly encouraged**.
 - Facemasks are mandatory for batters, base runners and on-deck batters. (*Helmets are provided by the league. Girls may choose to purchase their own helmets but must meet NSA requirements.¹*)
 - No lanyards for mouth guards.
 - Pitchers and Pitchers Helpers must wear either a face mask or helmet with face mask. 8U must wear heart guards while on the mound. Two facemasks are provided by the league for each team. (*Girls may choose to purchase their own facemasks but must meet NSA requirements¹.*)
 - Anyone under 18 years old serving as Base Coach, must wear a helmet with Face Mask.
 - All girls must be in the Dugout. Any girl not behind the fenced area must wear a helmet with facemask or facemask, i.e. – in the dugout entrance.
 - Catchers will wear full gear, i.e. face masks with throat guard, shin guards and a full chest protector.
 - If a player throws her bat, the following rules apply:
 - First time—a warning will be given to the player and coach
 - Second time—The player will be automatically called out
 - Third time—the player will be dismissed from the game.

Park Rules

- No tobacco will be permitted in the park at any time.
- No alcohol will be permitted in the park at any time.
- **Anyone under the influence of alcohol will be asked to leave the park.**
- No pets are to be on premises (Noblesville School rules).
- No glass containers.
- Please place trash in provided containers.
- No profanity.
- Park only in designated areas and obey all posted speed limit signs.
- **No parking in the grass.**
- Unauthorized vehicles are not allowed on the fields.
- All players, coaches, parents and spectators will show good sportsmanship at all times.
- **Absolutely no ball playing of any kind around the Concession Area.**
- No ball smaller than a softball will be allowed, unless used for team training.
- No batting on any unsupervised fields (Parent or Coach in the fenced area).
- Only wiffle balls may be hit into the fence.

Games and Practices

- Each team will be assigned specific times and fields to practice on each week.
- Practices can be scheduled for up to 2 hrs; Schedule permitting.
- Each division will play a minimum of 10 games and a maximum of 14 in a season.
- Additional practice times can be scheduled via your League Commissioner; fields permitting.
- Use of NGSA's pitching machines (2) can be scheduled through the Equipment Director. Only Coaches can operate the machines.
- Practices can be held on Sundays after 12pm
- Teams are permitted no more than 3 events in one calendar week. Events are defined as practices and games. Double Headers scheduled by NGSA are considered 1 event.
- Teams can scrimmage another team prior to the season. However this does count as an event. NGSA will not provide umpires for scrimmage games.
- All Scheduling conflicts should be directed to the Vice President and League Commissioner.
- Practice and game schedules will be posted on the NGSA website.

Equipment

All coaches will receive equipment. The coach is responsible to return all equipment at the end of the season. Following are examples of equipment you may receive:

- Aluminum bats (X)
- Catcher's equipment: mask, helmet with throat guard, chest guard and shin guards
- Practice balls
- Duffel bag
- Face Masks (2); Heart Guard (2) [8U Only]
- NGSA will assign a helmet to any girl that does not have her own. *(If a player needs a helmet, the coach can check one out for her at the beginning of the season. Each player should use the same helmet for the entire season and return it at the end of the final tournament. If the helmet is not returned, there will be a \$15 lost helmet fee.)*

NOTE: All bats must be official (NSA, ASA, Babe Ruth), softball bats. The umpire may approve or disapprove the use of any bat.

If an equipment bag is not returned at the end of the season, the coach will be charged \$25. Until all equipment is accounted for, they will not be able to coach at any level, in any capacity.

If any child does not have equipment (i.e. – glove, protective gear) due to financial constraints, contact an Executive Board Member to remedy the situation.

Please contact Equipment Director for any further questions.

Field Rules

- **Pregame:**
 - Games will start at their prescribed time. The Umpire will be responsible for enforcing a prompt start. If there are any reasons not to start on time, the Board Member on Duty (BMOD) must be consulted to approve any variation on the start time. The BMOD will have final say.
 - Arrive 30 minutes before game
 - Visiting team warms up for 10 minutes first; starting 20 minutes before game time.
 - Home team warms up for 10 minutes after visiting team.
 - Home team will occupy 3rd base line dugout.
 - Umpires have game balls. One new and extra one in good shape.
 - Umpire will be official timer.
 - Umpire must turn in score to the BMOD immediately after completion of the game.
- **Game and Post Game**
 - Scorekeeper's responsibility to confirm score with each other. Fix disagreement before next pitch.
 - Home team official scorebook.
 - Outfielders must be on the grass when ball crosses home plate.
 - Return game balls to umpire after game.
 - Coaches may not question pitches but may question a rule only.
- **Field Maintenance**
 - Base coaches help umpire by keeping bases clean.
 - Coaches are responsible for cleaning out the dugout of all trash after each game.
 - Coaches and parents are responsible for any trash on or around the field. Please keep your fields clean.
 - Lining, grooming and maintenance is the responsibility of NGSA
 - Please bring to the attention of the BMOD any items that need immediate remedy.

Umpires and Coaches Behavior and Responsibilities

- General Expectations:
 - Be professional, this is for the girls, not the coaches.
 - Get as many innings played as possible
 - Dress respectable, no flip flops
 - Head coaches are responsible for their conduct of coaches, players and fans.
 - Coaches are responsible for reviewing these rules and Code of Conduct with players, coaches, parents and fans.
 - There will be no protests.
 - The home plate umpire shall be in charge of the game and may be assisted by a base umpire.
- Doghouse Rule: Only the head coach (chief assistant if head coach is not present at game) shall have standing to discuss calls with umpire.
 - If there is a question of rule applications or interpretation; it will be calmly and quietly discussed at home plate by both head coaches.
 - Ump's call. Warn first. If any coach misbehaves, they are designated to dugout only and coach must remain silent.
 - If coach breaks silence, coach can be removed from game.
- Participation Behavior: This rule applies to all attendees. Any person being ejected from a game must immediately leave the property. They will be automatically suspended for the next game. The suspended person may not be on park property. This one game suspension may be appealed to the executive committee of the board.
- Only defensive players, batter, on deck batter, umpire and base coaches allowed out of dugout and on the field.

Playing Time

- Coaches at all levels must take care to play all girls in a variety of positions and give meaningful playing time.
- Every effort should be made by coaches to see that each girl gets a rotation in the infield.
 - This is most important in the younger ages (T Ball – 10U).
 - In 12U and above, there is some discretion to develop outfielders and prevent injury.
- 12 players are present: no player sits out more than one inning in a 4 inning stretch and no more than 2 in a complete game.
- 11 players present: No player sits out more than 1 inning in entire game
- Girls should not sit out more than one inning defensively in a row.
- Reasonable exceptions may be made (injured player, ill player, player request, etc.)

Team Line-Ups

- Minimum Players:
 - Minimum players is 8 — start, play and finish with 8 players. If by game time a team does not have at least 8 players, a forfeit will result unless both coaches agree to extend the time limit and the BMOD allows the later start time.
 - 10U and 14U: If either team is not able to play at least 8 players, a practice game can be played if both teams agree. Umpire does not have to be present
 - T Ball, 6/7 and 8U: no minimum (share players if needed to equalize)
- Call Ups: *(All call ups must be registered with NGSAs Recreational League)*
 - 10U: 8U players may be brought up to play if there is a shortage of players. They can ONLY play the outfield and must NOT play in front of a 10U player.
 - 12U: 10U players may be brought up to play if there is a shortage of players. They can play any position, but must NOT play in front of a 12U player.
 - 14U: 12U players may be brought up to play if there is a shortage of players. They can play any position, but must NOT play in front of a 14U player.
 - 16U: 14U players may be brought up to play if there is a shortage of players. They can play any position, but must NOT play in front of a 16U player.
- A batting order will be established prior to the beginning of the game, and exchanged by the respective coaches/scorekeepers.
- All players who are present for the game should bat.
- Players who arrive late should be added to the bottom of the order, with notice given to the opposing coach.
- If a player is available and can't play, the coach must notify the umpire as to the circumstances and why she is not playing.
- 10U and above: Each team will play with 3 outfielders. Each outfielders feet must be in the grass until the ball is batted

Appropriate Uniform

- All league players must dress for the games appropriately.
- NGSAs provides a uniform shirt and softball socks. This is the uniform that should be worn for all games.
- It is recommended that each girl wear black shorts. No cut offs or similar inappropriate shorts. Girls may wear long, black softball pants instead of the shorts.
- While *not required*, it is *recommended* for the 10U's and above that they wear sliding shorts and a sliding pad when wearing shorts for a game.
**(The use of the sliding shorts and pad greatly reduces the risk of injury while sliding. NGSAs does not provide sliding shorts or pads.)*

General Playing Rules

Item	6/7's	8U	10U	12U	14U / 16U
Game Length	6 Innings or 90 min. Whichever comes first. Finish the inning.	6 Innings or 90 min. Whichever comes first. Finish the inning.	6 Innings or 90 min. Whichever comes first. Finish the inning.	6 Innings or 90 min. Whichever comes first. Finish the inning.	7 Innings or 90 min. Whichever comes first. Finish the inning.
Game Ends	5 ½ innings if home team is ahead	5 ½ innings if home team is ahead	5 ½ innings if home team is ahead	5 ½ innings if home team is ahead	6 ½ innings if home team is ahead
	<i>(Games can end in a tie)</i>	<i>(Games can end in a tie)</i>	<i>(Games can end in a tie)</i>	<i>(Games can end in a tie)</i>	<i>(Games can end in a tie)</i>
Complete Game <i>*(In the event of weather or dark)</i>	3 innings* or time limit. <i>(If inning not complete, revert back to score of the previous inning)</i>	3 innings* or time limit. <i>(If inning not complete, revert back to score of the previous inning)</i>	3 innings* or time limit. <i>(If inning not complete, revert back to score of the previous inning)</i>	3 innings* or time limit. <i>(If inning not complete, revert back to score of the previous inning)</i>	4 innings* or time limit. <i>(If inning not complete, revert back to score of the previous inning)</i>
Inning	3 outs or once through the line-up. <i>(All players will bat even if they are not playing in the field.)</i>	3 outs or 6 runs. <i>(All players will bat even if they are not playing in the field.)</i>	3 outs or 6 runs. <i>(All players will bat even if they are not playing in the field.)</i>	3 outs or 6 runs. <i>(All players will bat even if they are not playing in the field.)</i>	3 outs
Run Rule per Inning	6	6	6	6	N/A
Mercy Rule	N / A	N / A	N / A	N / A	12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings
Infield Fly Rule	Not in effect	Not in effect	Not in effect	In effect	In effect
Bunting	Not permitted	Permitted	Permitted	Permitted	Permitted
Stealing <i>(Stealing also applies to advancing on a wild pitch, passed ball, catcher's overthrow back to the mound, or advancing past first base on a walk.)</i>	Not Permitted <i>- Lead runner cannot advance home on an overthrow. They must be batted in. - Batter cannot advance to 3rd base on and overthrow.</i>	Not Permitted <i>However, Lead Runner can advance to home on an overthrow.</i>	Permitted.	Permitted	Permitted
Leading Off	N / A	N / A	Upon release from the pitchers hand	Upon release from the pitchers hand	Upon release from the pitchers hand
Base Running	Play will stop when batter reaches 2nd base or is stopped at the base they occupy.	Play will stop when runner is stopped at the base they occupy	N / A	N / A	N / A
Dropped 3rd Strike	Not in effect	Not in effect	Not in effect	In effect	In effect

Item	6/7's	8U	10U	12U	14U / 16U
Pitching Limitations (Only starting pitcher may return to pitch. One pitch is considered an inning. No limit on substitutions.)	Coach (6)	Player (3); Coach (3) <i>A different pitcher must be used in each of the first 3 innings. Umpire will enforce the pitch count rules.</i>	A pitcher may pitch a maximum of 3 innings per game with no limit per week.	A pitcher may pitch a maximum of 3 innings per game with no limit per week.	See County League Rules
Pitching Distance	35' (Coach must be inside the pitching circle)	30' (Girls) 35' (Coaches)	35'	40'	14U: 43' 16U: 43'
Strike Zone	None	See Special Rules	Space over any part of the plate between the batter's highest shoulder and her front knee.	Space over any part of the plate between the batter's highest shoulder and her front knee.	Space over any part of the plate between the batter's highest shoulder and her front knee.
Umpires	Offensive Base Coaches	Home Plate	Home Plate Bases	Home Plate Bases	Home Plate Bases
Silent Coach	Yes and (1) in the field	Yes and (1) in the field	N/A	N/A	N/A

Pitching Rules

- A pitcher will be allowed 5 warm-up pitches when the game starts, or when a new pitcher enters the game. Between innings the pitcher will be allowed 3 warm-up pitches.
- The pitchers windup must start with both feet in contact with the rubber, facing the batter. No step back is allowed.
- **Illegal Pitches**
 - **8U:** Illegal pitches will not be called.
 - **10U:** As long as pitchers do not gain an advantage, illegal pitches will not be called, but rather umpires and coaches will teach proper pitching motion.
 - **12U:** Pitchers will be given 1 warning for illegal pitches and shown proper motion. Illegal pitches will be called after 1 warning is given.
 - **14U / 16U:** Follow League rules.
 - **Penalty:** A ball is awarded to the batter and all base runners advance one base without liability to be put out.
- One pitch in an inning is considered an inning.
- During the game, the pitcher may not use tape or other substances on the ball, pitching hand or fingers; nor shall any player apply any foreign substance to the ball.
 - With the umpire's approval, powdered resin may be used to dry the hand.
 - At the umpire's approval, the pitcher may use a towel during inclement weather to dry their fingers and the ball. The pitcher must touch their leg after using the towel, but before grasping the ball to pitch.
- **Conferences:** Only one charged conference between the manager and pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. The pitcher can remain in the game in any other position excluding the pitching position for the remainder of the game. Players can call time and hold a conference. Coach may not go through catcher to pitcher.
- **No stalling.**

Sliding Rule

- In judgment of the umpire...If a runner attempting to reach 2nd base, third base or home plate intentionally and maliciously runs into a defensive player in the area of the base, she will be called out on the play and ejected from the game. There must be a play at the base.
- If a runner unintentionally runs into a defensive player with no attempt to slide, the runner will be called out for not sliding.
- If there is a close play at 2nd base, 3rd base and home plate the runner must avoid contact if no slide.
- If no slide; contact will NOT be considered when catcher is tagging the runner.
- Runner must avoid contact with defender
- If runner attempts slide there is no contact rule in place.
- No head first slides; however, the runner can return to base head first

Interference / Obstruction

- Obstruction (Umpire judgment call)
 - Is the act of a defensive team member who hinders or impedes a batter's attempt to make contact with a pitched ball, or who impedes the progress of a runner or batter-runner who is legally running the bases, unless the fielder is in possession of the ball or is fielding a batted ball. The act may be intentional or unintentional, physical, or verbal.
 - Fielders must stay off base if no play — stay out of runner's way.
 - If obstruction, runner advances one extra base.
- Interference (Umpire judgment call)
 - When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is put out, the immediate succeeding runner shall also be called out..
- Taunting or Hesitation Rule
 - If runner taunts or hesitates they are called out
 - Runner must advance or return to base when pitcher has control of ball in circle
 - If pitcher makes motion to runner while both feet are completely in pitchers circle they can stand off base until pitcher stops motion towards runner.

Courtesy Runner (10U and Above)

- The player in the batting order where the last out was recorded may replace the *current* pitcher or catcher as a courtesy runner at any time.
- The pitcher or catcher will remain in the game and the courtesy runner will retain all substitution rights (if the courtesy runner has substitution rights).
- A player can be used only once per inning as a courtesy runner.

Special Rules

- 8U:
 - Batter / Pitcher: *We are trying to encourage the batter to swing. Yet reward strong pitching efforts.*
 - A girl from the opposing team will throw 3 pitches to each batter. The umpire will call strikes if the pitch is *deemed worthy*. If the ball is not put in play during these 3 pitches, the hitting teams' coach will have 3 pitches remaining for his teams' batter to put the ball in play.
 - Coaches must start on the pitching rubber and stay in the circle.
 - While the opposing teams' girl is pitching, any swinging strikes will not count as a strike against the batter. However, a called strike will count as a strike.
 - General
 - Hash Mark Rule:
 - A hash mark will be placed on the infield drawn halfway between 1st & 2nd base, 2nd & 3rd base, and 3rd & home plate.
 - A base runner is entitled to continue to advance on a batted ball until the ball becomes dead. The ball is dead when:
 - A thrown ball reaches a player within the pitchers circle and that player calls time out. The base runner advances only to the base to which she was heading if the base runner has crossed the hash mark prior to the time out call. If the base runner has not crossed the hash mark, the runner must return to the previous base unless the runner is forced by the batter to second base.
 - A player stands within the baseline in front of the lead runner and calls time out play must stop.
 - If a base runner has crossed the hash mark, the runner may proceed to the next base.
 - If the base runner has not crossed the hash mark when the ball becomes dead, the runner must return to the previous base.
 - All infielders can be no closer than 3 feet in front of the base line at any time before the ball is hit. The pitchers helper is the only exception. She must have at least one foot in the pitchers circle and be even or behind the pitcher.
 - 14U / 16U / 18U
 - Most rules defer to the county League.
 - 16U / 18U: Refer to IHSAA Rules

T Ball Rules

- Goals for players
 - To learn to throw, field grounders, and bat
 - To learn the basic rules of the game (where's 1st base, etc)
 - To have fun!!
- SAFETY – Refer to the NGSAs Safety section of this Handbook
- Game play:
 - Games will be 5 innings or a time limit of one hour. No inning will begin after the time limit.
 - The home team will be determined by a coin flip prior to the game
 - No scores or statistics will be kept. This is an instructional league only.
 - All batters will hit from a batting tee. The tee will be adjusted to such a height that the batter will be able to swing level.
 - A fair ball is one that has been hit between the baselines and traveled at least 4 feet or so. If a batter knocks over the tee during the swing, the ball is ruled foul no matter how far it travels.
 - Bunting is not allowed.
 - There are no strikeouts. Batter will bat until ball is put in play.
 - All players bat every inning. Batting order is reversed every inning. The last player to bat will circle the bases until thrown out or she crosses home plate
 - Stealing or leading off is not allowed.
 - Players may not advance on an overthrow. Players will advance only one base on each hit.
 - Defensive outs are recognized. The player thrown or tagged out will be removed from the base
 - Players should be encouraged to throw to first or any base to stop the runner. Players should not be encouraged to throw the ball into the pitchers position
 - All players will play in the field defensively. There is no catcher's position.
 - Coaches should be positioned in the field to instruct players. A coach should be positioned in the mound area.
 - All players should be rotated to as many positions as possible during the game
- Teams are permitted no more than 2 events during the calendar week.

Weather

- Please refer to one of the following sources for information on the status of the days activities:
 - Website: www.noblesvillesoftball.com
 - Rainout Line: 317-xxx-xxxx
 - Twitter: @XXXXXXXXXXXXXX
- Rain outs will be rescheduled; schedule permitting.
- Suspended Games:
 - Play will be suspended for 15 minutes for any weather related delays or from the last detected lightning.
 - Games will be suspended at the discretion of the BMOD and/or the Umpire in Charge.
 - In the case of suspended games:
 - The umpire will notify the coaches of the time that play is suspended.
 - Scorekeepers will record this time in the scorebook.
 - The amount of time left will be noted if play resumes.
 - Coaches, scorekeepers, and umpires will meet and record on the scorebook, the count on the batter and the score.
 - All incomplete games will be rescheduled and completed (schedule permitting). The game will be restarted at the point of the suspension.
 - See General Rules Section for complete games.
- Closed Fields:
 - If fields are closed, there is to be NO ACTIVITY in the infield.
 - Practices can still be held in the grassy areas at the coaches' discretion.

All Stars

- All Stars: Selected from the Recreational League, these girls show higher skill level and desire to advance. The All-Stars program provides Class C level playing opportunities beyond the Recreational League regular season.
- These teams are chosen from the 8U through 18U Divisions via tryouts.
- Practices are held on Sunday afternoons during the regular season.
- Play begins after the regular season in 3 – 4 tournaments, including the Summer Grind in Noblesville. Tournaments are decided on by the All Star Coaches and All Star Commissioner with approval from the Board.

Appendix A: Code of Conduct

Player's

Parent's

Coach's

Appendix B: NSA Fast Pitch Rules