

2026 Baseball and Softball Rule Book

League President

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Parent Code of Conduct

To ensure a positive and respectful environment, all parents/guardians agree to the following:

1. Respect and Sportsmanship

- Treat all players, coaches, officials, and spectators with respect.
- Show good sportsmanship by applauding effort, not just results.
- Refrain from criticizing, yelling, or undermining players, coaches, or officials.

2. No Profanity or Disruptive Behavior

- The use of profanity, abusive language, or inappropriate gestures is strictly prohibited.
- Violations involving profanity will result in a one-year suspension from all North Canadian Athletic Association events.

3. Game Day Conduct

- Allow coaches to coach and players to play. Do not shout instructions from the sidelines.
- Respect officials' decisions, even if you disagree.

4. Safety and Rules

- a. Ensure your child arrives prepared and on time.
- b. Follow all NCAA polices, including no alcohol, tobacco, or drugs at events.

Consequences

Fairly to comply may result in warnings, suspension, or expulsion from events or the program.

Acknowledgement

I have read and agree to follow the NCAA Parent Code of Conduct.

Baseball Rules

Eligibility of Players

1. Players will be classified as follows:

6U (t-ball): 4, 5, 6, must be 4 and cannot be 7 years old prior to January 1, 2026.

8U: 8 and under, cannot be 9 years old prior to January 1, 2026.

10U: 9 & 10, cannot be 11 years old prior to January 1, 2026.

12U: 11 & 12, cannot be 13 years old prior to January 1, 2026.

NOTE: A player may play above his age classification. If he does play above his classification, he can only be registered on one team. A player can only be registered on one team, regardless of age or baseball/softball classification within the North Canadian Athletic Association.

2. Managers and coaches shall be held accountable for statements of the players regarding age. Players in all age divisions (6U, 8U, 12, 12U) must present copies of birth certificates or hospital certificates with local complexes where the player or team is signed up to play.

3. No player shall be eligible:

- a. To play a game under the jurisdiction of the North Canadian Athletic Association, if he shall have received a monetary consideration for his services rendered as a player.
- b. To receive compensation for his services to a team of the NCAA. This rule is not to prevent suitable prizes being given to players. Automatic approval is granted for presentation of trophies, medals, plaques, or rings.

NOTE: A player participating in baseball games played for a monetary consideration, pecuniary stakes or wages shall be considered as having personally received a monetary consideration.

Overall Rules

1. All players must wear headgear, with ear protectors, while at bat or on base as a runner.
2. All catchers shall wear, in addition to a head protector, a mask, body protector, protective cup, and baseball protective shin guards. A throat protector, which is either a part of, or attached to, the catcher's mask, is mandatory. 6U (t-ball) catchers are only required to wear a helmet with a mask.
3. Baseball will use all current North Canadian Athletic Association amended rules. National federation and OSSAA rules will apply when anything is not covered by North Canadian Athletic Association rules.
4. Any baseball meeting the criteria for high school baseball play will be accepted. This will include any 9" hard core baseball with a leather cover. The use of practice, Level 5, or any type of safety ball will be accepted.
5. All bats approved by a governing authority are approved for NCAA play for their perspective sport. *Any bat deemed illegal by any of the governing authorities (example USSAA) will be deemed illegal for play.
6. Home and away is switched during the double header game. Example... the team from the home complex will be home during the first game. During the second game, the visiting team will be the home team.
7. Shoes with metal spikes or cleats are strictly prohibited on players of all ages.
8. Every team must provide helmets with ear protectors for use of its players. The protective headgear must be worn while batting or as a runner.
 - a. In all cases the umpire will notify the violating team's manager/coach about a violation of this rule prior to calling a player out. This allows the manager/coach the opportunity to keep the player from being called out or being injured. In league play, if a player comes to bat without a helmet the umpire will warn the player to put on a helmet. If he does not comply with the umpire's request, he will be called out before the first pitch is made to him. If a base runner fails to wear his helmet, the umpire will warn him to

put on a helmet. If he does not comply with the umpire's request, he will be called out before the first pitch is made to the batter.

9. Dimensions of the diamond. The pitching distance is measured from the back of home plate to the front edge of the pitcher's plate.

	6U (T-ball) & 8U Baseball	10U Baseball	12U Baseball
Bases	60'	70'	70'
Pitching	42'	46'	50'
Home to 2nd Base	84' 10 1/4"	98' 11 15/16"	98' 11 15/16"

10. No pickup players will be allowed. Only players listed on your official NCAA roster will be eligible to play. Official rosters are defined as rosters that are approved and signed by the complex or Baseball Commissioner. Coaches need to carry their team packet including registration, roster, and birth certificates in case of an eligibility issue.

PENALTY FOR PLAYING WITH INELIGIBLE PLAYER: If you are caught playing with a player not listed on your official roster, the game will be forfeited.

11. Players must wear a uniform with a number on the back (6" or greater in size).
12. At any time, the team may use courtesy runners for the pitcher and/or the catcher. The same individual runner may not be used for both positions (pitcher and catcher) during the game. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If batting entire lineup, the last batter put out will be the pinch runner.

Special Playing Rules

Play shall be governed by the current National Federation and OSSAA baseball rules, except when those rules are specifically changed or modified by the rules and regulations in this document.

Exceptions to National Federation rules follow:

1. **Re-substitution (reentry):** Rule applying to 6U, 8U, 10U, and 12U Baseball classifications. Any player removed from my eh game by the manager/coach may reenter the game, one time. Upon reentry, he must return to the same batting position he previously occupied. A player removed from the game for the second time is no longer eligible to reenter that game.

If necessary, because a player becomes ill, injured, or ejected, a team will be allowed to complete a game with less players. An out will be called each time that spot in the order is due to bat. If a team cannot finish the game with less players, then that team must forfeit the game.

A team that has started the game with 9 (10U and 12U) or 10 (6U and 8U) players but is player with less due to illness, injury, or ejection may go back to 9 or 10 players if the injured or ill player is able to reenter the game or if another player arrives at the game to fill the open spot in the lineup.

NOTE: It is the responsibility of the team coach to be familiar with this rule. The official scorekeeper should assist the coach in preventing the violation of this rule; however, it is still the responsibility of the team coach.

If a team is playing with only 9 (10U and 12U) or 10 (6U and 8U) players when injury, illness, or ejection occurs to a non retired runner, on an award or after reaching base, reducing the team to less players, the most recent batter not on base is allowed to run for that player leaving the game due to injury, illness, or ejection.

2. Regulation games shall be based on time limit or inning. Games will be 5 innings for 6U, 8U, 10U, and 12U Baseball or 1 hour time limit for 6U, 8U, AND 10U Baseball and 1 hour 15 minutes for 12U Baseball. All ages will play with a 6-run limit per inning or 3 outs, whichever comes first. All games for the CNAA will finish the inning if time limit occurs. We will not stop the game with less than 5 minutes, etc. If at any point after time has expired and any team is up by 7 runs, the game will be over.

CLARIFICATION: A team is allowed to score a maximum of 6 runs per inning. If they score 6 regardless of the number of outs, the inning is over and home and away switch. This applies to every inning including any extra inning.

- a. **RUN RULE:** Run rule will be 13 after 3 and 7 after 4 for all age groups.

- b. **INCLEMENT WEATHER:** If a game is called because of rain or inclement weather, the game will be suspended at the point of interruption. A suspended game shall continue from the point of suspension on the earliest possible day, with the line-up and batting order for each team the same as it was at the time of suspension. The pitching and re-substitution (reentry) rules remain in effect for the suspended game. **CLARIFICATION:** Pitching eligibility is based upon the innings pitched per day, regardless of suspension of a game. For example, a pitcher may have only pitched one inning in a suspended game, but he could be ineligible to pitch the next day when the game is resumed. Games that are suspended due to rain or inclement weather that have played at least half the game time limit-wise or 3 completed innings shall be marked as complete. The team that is ahead after the last completed inning will receive the win.
3. In 8U baseball, a player may not advance to first base when the catcher misses or drops the third strike.
4. **TIE BREAKER:** In the event of a tie, at game time or the end of 5 innings, the following tie breaker will be used.
 - a. **Total outs recorded:** The team with the most outs recorded will receive the win at the end of game regulation or at the end of five innings, whichever comes first.
 - b. **If the game is still tied after total outs recorded:** ITB will apply. The last out will be placed on 2nd base with 2 outs.
 - c. **If the game is still tied after outs recorded and one inning of ITB:** The tie will be broken with a coin flip between the head coach of each team.

Pitching Rule

There will be no relaxation in the pitching rule.

Pitching Limitation Rule: The pitch count is based on pitches (legal and illegal) thrown in a game to a batter during a time at bat. Mandated rest for the pitcher from pitching is based on the pitch count chart below:

0-35 pitches/day – No rest

36-50 pitches/day – 1 calendar day rest

51-75 pitches/day – 2 calendar days rest

76-100 pitchers/day – 3 calendar days rest

101+ pitches/day – 4 calendar days rest

The starting time of the games does not impact the calculation of when a pitcher is eligible to pitch again.

No pitcher may begin a new hitter that has exceeded 120 pitches that day.

No pitcher that exceeds 75 pitches in a game shall appear as a pitcher in any subsequent game that same day.

The use of an ineligible pitcher, one who has violated this rule, shall result in the forfeiture of the game in which the ineligible pitcher participated as a pitcher.

Coaches and/or managers that are aware of a team violating this shall contact the NCAA Baseball Commissioner.

1. A manager, coach, player, substitute, attendant, or other bench personal shall not:
 - a. Deliberately throw a bat or helmet; or
 - b. Call “time” or use any command or commit any act for the purpose of trying to cause the posing pitcher to balk; or
 - c. Use word or act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon opposing players, umpires, or spectators; or (D) maliciously or flagrantly run into a field who has the ball; or
 - d. Use unnecessary roughness (fighting, etc.) which might inflict injury to any player; or

- e. As a fielder, fake a tag without the ball; or
- f. Fail to slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

PENALTIES: The intent of rule d, e, and f is to have no “deliberate contact.” Umpires will advise coaches that intentional contact will be considered to be a violation of d, e, and f. In b, d, and e, umpires shall banish the offender from the game. In d or e, if the offender was a base runner or a batter, banishment constitutes an out. Failure to comply shall result in the game being forfeited. However, in a and c, if the offense is judged to be minor in nature, the umpire may warn the offender and disqualify him if he repeats the offense. In e, obstruction will be called and the umpire shall award a minimum of one base beyond player position on base when the incident occurred. Preceding runners forced to advance will be moved to the necessary bases. In f, the runner will be called out. All of these rules are judgment calls by the umpire.

2. The one-deck batter may warm up in the on-deck circle on the side of the field behind the batter for safety reasons.

6U (T-Ball) Baseball

1. **Age Limit:** Boys and girls that were four (4), five (5), and six (6) years old as of January 1, 2026. A player must have been four (4) by January 1, 2026 and could not have been seven (7) before January 1, 2026.
2. **Base Distance:** 60 feet
3. **Pitching Distance:** 42 feet
4. **Ball:** Any baseball meeting the criteria for high school baseball play will be accepted. This will include any 9” hard core baseball with a leather cover. No practice, Level 5, or any type of safety ball will be accepted.
5. **Bat:** All bats approved by a governing authority are approved for NCAA play for their perspective sport. Any bats deemed illegal by any governing authority will be deemed illegal.
6. **Fair Ball Arc:** There shall be a fifteen (15) foot arc, measure from the back of home plate, drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must touch this line or go past it to be considered a fair ball. If the ball is touched before reaching this line, it is a foul ball.
7. **Defensive Safety Line:** A line shall exist, whether marked on the field or not marked, that begins 10 feet in front of first base on the foul line, then extends to the pitching rubber and from the pitching rubber to 10 feet in front of third base on the foul line. Infielders must stay behind this line until the ball is hit. This line will be marked for all 6U games.
8. **6U (T-Ball) Pitcher:** The pitcher must stand on the pitching rubber until the ball is hit. The pitcher cannot leave the rubber until the batter has contacted the ball with the bat. PENALTY: if the ball is contacted fair, the batter is awarded first base and all base runners will be awarded one base OR the result of the play. The head coach of the batting team will select which of the two possible penalties to be enforced.
9. **Number of Players:** A complete team is ten (10) players. A team can start with less players and take an automatic out for the 8th batting spot. If additional players before available, that player may take the place of the automatic out. There is free substitution on defense.

10. **Batters:** All players present when the game starts will bat in the batting order determined before the game by the head coach. Any players arriving late will be added to the bottom of the order. The batting order cannot change during the game. If a batter is unable to bat for any reason (for example: injury, illness, left the game), then the batting team must take an automatic out every time that batter is unable to bat. If a player is unable to bat, but then later in the game is able to bat, the player may bat and the team is not required to take an automatic out. Open substitutions will apply. You can choose to bat everyone or only bat 10. If only batting 10, re-substitution rules will apply. See special playing rules for more information on re-substitution.

- a. **Number of Swings:** A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls. If the bat strikes the tee, that is considered a swing, but the ball is dead.
- b. **Bunts:** Bunting is not allowed.
- c. **Base Running:** A base runner must have one foot on base once the ball is live and cannot leave the base until the batter has contact the ball with the bat.
PENALTY: The runner shall be called out.
- d. **Stopping Play:** The lead runner has stopped advancing at the discretion of the umpire. 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.
- e. **Base Runners:** If a base runner has not passed a line one-half (1/2) the distance between the bases, including between third base and home plate, when play is stopped, the runner must return to the previous base.
- f. **Fielder Positions:** There are ten (10) fielder positions: Pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop, and four outfielders. All four (4) outfielders must stand behind the baselines.
- g. **Intentional Walks:** There are no intentional walks.
- h. **Run Rule:** Six (6) per inning or three (3) outs, whichever comes first. Game ending run rule is 13 after 3 and 7 after 4. CLARIFICATION: A team is allowed to score a maximum of six runs per inning. This applies in every inning, including the fifth inning or any extra inning.

- d. **TIE BREAKER:** In the event of a tie, at game time or the end of 5 innings, the following tie breaker will be used.
 - i. **Total outs recorded:** The team with the most outs recorded will receive the win at the end of game regulation or at the end of five innings, whichever comes first.
 - ii. **If the game is still tied after total outs recorded:** ITB will apply. The last out will be placed on 2nd base with 2 outs.
 - iii. **If the game is still tied after outs recorded and one inning of ITB:** The tie will be broken with a coin flip between the head coach of each team.
- e. **Game Length:** Five (5) innings or 1 hour time limit whichever occurs first.
- f. **Infield Fly Rule:** Does not apply, no infield fly rule.
- g. **Umpires:** League games must have at least one umpire behind the plate.
- h. **Number of Coaches:** Each team will be allowed four (4) coaches. When getting, a team can have a 1st base coach, 3rd base coach, and home-plate coach. The fourth coach must remain in the dugout area. While playing defense, coaches must remain in the dugout area with the exception of a defensive coach. The defensive coach may be in the field but must stand behind the deepest outfielder. The team scorekeeper is allowed to sit in the dugout as well.

8U (Coach Pitch) Baseball

1. **Age Limit:** 8 years old and under, cannot be 9 before January 1, 2026.
2. **Base Distance:** 60 feet
3. **Pitching Distance:** 42 feet
4. **Ball Size:** Any baseball meeting the criteria for high school baseball play will be accepted. This will include any 9” hard core baseball with a leather cover. No practice, Level 5, or any type of safety ball will be accepted.
5. **8U Baseball Pitcher:** The pitcher must pitch overhand only from a standing position on the rubber.
6. **8U Baseball Coach Pitching:** There are no rules regarding the pitcher talking to players in between or during at bats. Coaches are allowed to talk to players the same way as any coach on the field.
7. **Number of Players:** A complete team is ten (10) players. A team can start with less players and take an automatic out for the 8th batting spot. If additional players before available, that player may take the place of the automatic out. There is free substitution on defense.
8. **Number of Pitches:** Five (5) pitches or three (3) missed swings, whichever comes first. If the fifth (5th) pitch is hit foul, the pitcher will pitch again until batter misses the pitch, hits the ball fair, or fouls out to a defensive player in the game. There can be no walks, including intentional walks. CLARIFICATION: If the batter has one strike after four pitches and hits a foul ball (a foul ball that is not caught or a foul tip that the catcher catches) on the fifth pitch he is allowed another pitch. If the batter has two strikes after four pitches and hits a foul ball that is not caught, he is allowed another pitch but if the swing results in a foul tip caught by the catcher the batter is out.
9. **Bunts:** No “fake” bunting. Bunting is allowed; however, the batter is not allowed to indicate bunting to the degree that a fielder or fielders (other than the pitcher) may charge toward the batter, and then withdraw the indicated bunt/position/stance in order to swing toward the batter, and then withdraw the indicated the swing at the pitched ball. PENALTY: Th ball/play is “dead” regardless of the result of the action and the batter will be called out. A bunt that goes foul on the third strike is an out.
10. **Base Running:** A base runner must have one foot on base once the ball is live and cannot leave the base until the batter has contacted the ball with the bat.

11. **Stopping Play:** The lead runner has stopped advancing at the discretion of the umpire.
12. **Base Runners:** If a base runner has not passed a line one-half (1/2) the distance between the bases, including between third base and home plate, when play is stopped, the runner must return to the previous base.
13. **Fielder Positions:** At least four (4) outfielders must stand behind the baselines.
14. **Player//Pitcher Position:** The player/pitcher must stand three (3) feet to the left or right of the pitching rubber. He cannot charge until the batter has contacted the ball with the bat.
PENALTY: If the ball is contacted fair, batter is awarded first base, and all base runners will be awarded one base OR the result of the play. The head coach of the batting team will select the penalty to be enforced.
15. **Overthrows:** The batter and/or base runners cannot advance on a dropped third (3rd) strike, passed ball, wild pitch, or on a throw from the catcher to the pitcher following a pitch.
16. **Pitching Coach Interference:** The pitching coach must make all reasonable efforts to avoid defensive play being made on the field. They are not required to leave the field of play but are required to avoid interfering.

PENALTIES: Runners return to the base they occupied as if it were a foul ball. Hit by thrown ball is the same penalty. Interfering with a player attempt to make a play results in the batter being out and no runner can advance.
17. **Run Rule:** Six (6) per inning or three (3) outs, whichever comes first. Game ending run rules same as list in Special Playing Rules. CLARIFICATION: A team is allowed to score the maximum of six (6) runs per inning. This applies in every inning, including the fifth inning or any extra innings.
18. **Game Length:** Five (5) innings or 1 hour time limit.
19. **Infield Fly Rule:** Does not apply, no infield fly rule.
20. **Umpires:** Games will have one umpire behind the plate.
21. **Number of Coaches:** Each team will be allowed a pitching coach, 1st base coach, 3rd base coach, and bench coach. The team scorekeeper will be allowed to sit in the dugout as well.

10U Baseball Rules

- 1. Age Limit:** 10 years old and under, cannot be 11 before January 1, 2025.
- 2. Base Distance:** 70 feet
- 3. Pitching Distance:** 46 feet
- 4. Ball Size:** Any baseball meeting the criteria for high school baseball play will be accepted. This will include any 9" hard core baseball with a leather cover. No practice, Level 5, or any type of safety ball will be accepted.
- 5. Starting Line-Up:** A team is made up of 9 players. A team may start with less players and must take an automatic out of the 7th player. If that player shows up, they can be added into that spot, and the automatic out is gone. A team may bat only 9 players or bat the entire lineup. If batting only 9 players, substitution rules apply.
- 6. Pitching Rules:** Please see pitching rules above for pitch counts and rest days. These rules will be the same for league and tournament games.
- 7. Base Running:** Time will not be called between plays. The ball is considered live unless the umpire officially declares time. Leading off and stealing are allowed.
- 8. Dropped Third Strike:** Batters/runners may advance at their own discretion on a dropped third strike.
- 9. Run Rule:** Six (6) per inning or three (3) outs, whichever comes first. CLARIFICATION: A team is allowed to score a maximum of six runs per inning. This applies in every inning, including the fifth inning or any extra innings.
- 10. Game Length:** Five (5) innings or 1 hour time limit.
- 11. Infield Fly Rule:** Infield fly rule will be in effect for 10U Baseball.
- 12. Umpires:** Games will have one umpire behind the plate and a second umpire in the field.
- 13. Number of Coaches:** Each team will be allowed a 1st base coach, 3rd base coach, and bench coach. The team scorekeeper will be allowed to sit in the dugout as well.

12U Baseball Rules

- 14. Age Limit:** 12 years old and under, cannot be 13 before January 1, 2025.
- 15. Base Distance:** 70 feet
- 16. Pitching Distance:** 50 feet
- 17. Ball Size:** Any baseball meeting the criteria for high school baseball play will be accepted. This will include any 9" hard core baseball with a leather cover. No practice, Level 5, or any type of safety ball will be accepted.
- 18. Starting Line-Up:** A team is made up of 9 players. A team may start with less players and must take an automatic out of the 7th player. If that player shows up, they can be added into that spot, and the automatic out is gone. A team may bat only 9 players or bat the entire lineup. If batting only 9 players, substitution rules apply.
- 19. Pitching Rules:** Please see pitching rules above for pitch counts and rest days. These rules will be the same for league and tournament games.
- 20. Base Running:** Time will not be called between plays. The ball is considered live unless the umpire officially declares time. Leading off and stealing are allowed.
- 21. Dropped Third Strike:** Batters/runners may advance at their own discretion on a dropped third strike.
- 22. Run Rule:** Six (6) per inning or three (3) outs, whichever comes first. CLARIFICATION: A team is allowed to score a maximum of six runs per inning. This applies in every inning, including the fifth inning or any extra innings.
- 23. Game Length:** Five (5) innings or 1 hour 15-minute time limit.
- 24. Infield Fly Rule:** Infield fly rule will be in effect for 10U Baseball.
- 25. Umpires:** Games will have one umpire behind the plate and a second umpire in the field.
- 26. Number of Coaches:** Each team will be allowed a 1st base coach, 3rd base coach, and bench coach. The team scorekeeper will be allowed to sit in the dugout as well.

Softball Rules

Eligibility of Players

1. Players will be classified as follows:

6U (T-ball): 4, 5, and 6, must be 4 and cannot be 7 years old prior to September 1, 2025.

8U: 8 and under, cannot be 9 years old prior to September 1, 2025.

10U: 9-10, cannot be 11 years old prior to September 1, 2025.

12U: 11-12, cannot be 13 years old prior to September 1, 2025.

NOTE: A player may play above her age classifications. If she does play above her classification, she can only be registered on one team. A player can only be registered on one team, regardless of age or baseball/softball classification with the NCAA.

2. Managers and coaches shall be held accountable for statements of the players regarding age. Players in all age divisions (6U, 8U, 10U, 12U) must present copies of birth certificates or hospital certificates within the local complex where the player or team is signed up to play.

3. No player shall be eligible:

- a. To play a game under the jurisdiction of the North Canadian Athletic Association, if he shall have received a monetary consideration for his services rendered as a player.
- b. To receive compensation for his services to a team of the NCAA. This rule is not to prevent suitable prizes being given to players. Automatic approval is granted for presentation of trophies, medals, plaques, or rings.

NOTE: A player participating in baseball games played for a monetary consideration, pecuniary stakes or wages shall be considered as having personally received a monetary consideration.

4. No pickup players will be allowed. Only players listed on your official NCAA roster will be eligible to play. Official rosters are defined as rosters that are approved and signed by the complex or Baseball Commissioner. Coaches need to carry their team packet including registration, roster, and birth certificates in case of an eligibility issue.

PENALTY FOR PLAYING WITH INELIGIBLE PLAYER: If you are caught playing with a player not listed on your official roster, the game will be forfeited.

5. Players must wear a uniform with a number on the back (6" or greater in size).

6. National Federation (high school rules) or OSSAA will apply with the exceptions listed below.

Overall Rules

1. All players must wear headgear, with ear protectors, while at bat or on base as a runner.
2. All catchers shall wear, in addition to a head protector, a mask, body protector, and protective shin guards. A throat protector, which is either a part of, or attached to, the catcher's mask, is mandatory. 6U (t-ball) catchers are only required to wear a helmet with a mask.
3. Softball will use all current North Canadian Athletic Association amended rules. National federation and OSSAA rules will apply when anything is not covered by North Canadian Athletic Association rules.
4. Softballs must be .47 COR Blue Stitch. 11" softballs are used for 6U, 8U, and 10U. 12" softballs are used for 12U.
5. Bats must be 2 ¼ in size and have USSSA 1.20 stamp.
6. Home and away is switched during the double header game. Example... the team from the home complex will be home during the first game. During the second game, the visiting team will be the home team.
7. Shoes with metal spikes or cleats are strictly prohibited on players of all ages.
8. Every team must provide helmets with ear protectors for use of its players. The protective headgear must be worn while batting or as a runner.
 - a. In all cases the umpire will notify the violating team's manager/coach about a violation of this rule prior to calling a player out. This allows the manager/coach the opportunity to keep the player from being called out or being injured. In league play, if a player comes to bat without a helmet the umpire will warn the player to put on a helmet. If she does not comply with the umpire's request, she will be called out before the first pitch is made to her. If a base runner fails to wear her helmet, the umpire will warn her to put on a helmet. If she does not comply with the umpire's request, she will be called out before the first pitch is made to the batter.

Special Playing Rules

Play shall be governed by the current National Federation and OSSAA softball rules, except when those rules are specifically changed or modified by the rules and regulations in this document.

Exceptions to National Federation rules follow:

1. **Re-substitution (reentry):** Rule applying to 6U, 8U, 10U, and 12U Softball classifications. Any player removed from the game by the manager/coach may reenter the game, one time. Upon reentry, she must return to the same batting position she previously occupied. A player removed from the game for the second time is no longer eligible to reenter that game.

If necessary, because a player becomes ill, injured, or ejected, a team will be allowed to complete a game with less players. An out will be called each time that spot in the order is due to bat. If a team cannot finish the game with less players, then that team must forfeit the game.

A team that has started the game with 9 (10U and 12U) or 10 (6U and 8U) players but is player with less due to illness, injury, or ejection may go back to 9 or 10 players if the injured or ill player is able to reenter the game or if another player arrives at the game to fill the open spot in the lineup.

NOTE: It is the responsibility of the team coach to be familiar with this rule. The official scorekeeper should assist the coach in preventing the violation of this rule; however, it is still the responsibility of the team coach.

If a team is playing with only 9 (10U and 12U) or 10 (6U and 8U) players when injury, illness, or ejection occurs to a non retired runner, on an award or after reaching base, reducing the team to less players, the most recent batter not on base is allowed to run for that player leaving the game due to injury, illness, or ejection.

2. Regulation games shall be based on time limit or inning. Games will be 5 innings for 6U, 8U, 10U, and 12U Softball or 1 hour time limit for 6U, 8U, 10U, AND 12U Softball. All ages will play with a 6-run limit per inning or 3 outs, whichever comes first. All games for the NCAA will finish the inning if time limit occurs. We will not stop the game with less than 5 minutes, etc. If at any point after time has expired and any team is up by 7 runs, the game will be over.

CLARIFICATION: A team is allowed to score a maximum of 6 runs per inning. If they score 6 regardless of the number of outs, the inning is over and home and away switch. This applies to every inning including any extra inning.

- a. **RUN RULE:** Run rule will be 13 after 3 and 7 after 4 for all age groups.

- b. **INCLEMENT WEATHER:** If a game is called because of rain or inclement weather, the game will be suspended at the point of interruption. A suspended game shall continue from the point of suspension on the earliest possible day, with the line-up and batting order for each team the same as it was at the time of suspension. The re-substitution (reentry) rules remain in effect for the suspended game. Games that are suspended due to rain or inclement weather that have played at least half the game time limit-wise or 3 completed innings shall be marked as complete. The team that is ahead after the last completed inning will receive the win.

3. **TIE BREAKER:** In the event of a tie, at game time or the end of 5 innings, the following tie breaker will be used.
 - a. **Total outs recorded:** The team with the most outs recorded will receive the win at the end of game regulation or at the end of five innings, whichever comes first.
 - b. **If the game is still tied after total outs recorded:** ITB will apply. The last out will be placed on 2nd base with 2 outs.
 - c. **If the game is still tied after outs recorded and one inning of ITB:** The tie will be broken with a coin flip between the head coach of each team.

6U (T-Ball) Baseball

1. **Age Limit:** Girls that were four (4), five (5), and six (6) years old as of September 1, 2025. A player must have been four (4) by September 1, 2025, and could not have been seven (7) before September 1, 2025.
2. **Base Distance:** 60 feet
3. **Pitching Distance:** 35 feet
4. **Ball:** 11" .47 COR Blue Stitch softball
5. **Bat:** Bats must be 2 ¼ in size and have USSSA 1.20 stamp.
6. **Fair Ball Arc:** There shall be a fifteen (15) foot arc, measure from the back of home plate, drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must touch this line or go past it to be considered a fair ball. If the ball is touched before reaching this line, it is a foul ball.
7. **Defensive Safety Line:** A line shall exist, whether marked on the field or not marked, that begins 10 feet in front of first base on the foul line, then extends to the pitching rubber and from the pitching rubber to 10 feet in front of third base on the foul line. Infielders must stay behind this line until the ball is hit. This line will be marked for all 6U games.
8. **6U (T-Ball) Pitcher:** The pitcher must stand on the pitching rubber until the ball is hit. The pitcher cannot leave the rubber until the batter has contacted the ball with the bat. PENALTY: if the ball is contacted fair, the batter is awarded first base, and all base runners will be awarded one base OR the result of the play. The head coach of the batting team will select which of the two possible penalties to be enforced.
9. **Number of Players:** A complete team is ten (10) players. A team can start with less players and take an automatic out for the 8th batting spot. If additional players before available, that player may take the place of the automatic out. There is free substitution on defense.
10. **Batters:** All players present when the game starts will bat in the batting order determined before the game by the head coach. Any players arriving late will be added to the bottom of the order. The batting order cannot change during the game. If a batter is unable to bat for any reason (for example: injury, illness, left the game), then the batting team must take an automatic out every time that batter is unable to bat. If a player is unable to bat, but then later in the game is able to bat, the player may bat and the team is not required to take an automatic out. Open substitutions will apply. You can choose to bat everyone or only bat 10.

If only batting 10, re-substitution rules will apply. See special playing rules for more information on re-substitution.

11. **Number of Swings:** A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls. If the bat strikes the tee, that is considered a swing, but the ball is dead.
12. **Bunts:** Bunting is not allowed.
13. **Base Running:** A base runner must have one foot on base once the ball is live and cannot leave the base until the batter has contact the ball with the bat. PENALTY: The runner shall be called out.
14. **Stopping Play:** The lead runner has stopped advancing at the discretion of the umpire. 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.
15. **Base Runners:** If a base runner has not passed a line one-half (1/2) the distance between the bases, including between third base and home plate, when play is stopped, the runner must return to the previous base.
16. **Fielder Positions:** There are ten (10) fielder positions: Pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop, and four outfielders. All four (4) outfielders must stand behind the baselines.
17. **Intentional Walks:** There are no intentional walks.
18. **Run Rule:** Six (6) per inning or three (3) outs, whichever comes first. Game ending run rule is 13 after 3 and 7 after 4. CLARIFICATION: A team is allowed to score a maximum of six runs per inning. This applies in every inning, including the fifth inning or any extra inning.
19. **TIE BREAKER:** In the event of a tie, at game time or the end of 5 innings, the following tie breaker will be used.
 - a. **Total outs recorded:** The team with the most outs recorded will receive the win at the end of game regulation or at the end of five innings, whichever comes first.
 - b. **If the game is still tied after total outs recorded:** ITB will apply. The last out will be placed on 2nd base with 2 outs.

c. **If the game is still tied after outs recorded and one inning of ITB:** The tie will be broken with a coin flip between the head coach of each team.

20. **Game Length:** Five (5) innings or 1 hour time limit whichever occurs first.

21. **Infield Fly Rule:** Does not apply, no infield fly rule.

22. **Umpires:** League games must have at least one umpire behind the plate.

23. **Number of Coaches:** Each team will be allowed four (4) coaches. When getting, a team can have a 1st base coach, 3rd base coach, and home-plate coach. The fourth coach must remain in the dugout area. While playing defense, coaches must remain in the dugout area with the exception of a defensive coach. The defensive coach may be in the field but must stand behind the deepest outfielder. The team scorekeeper is allowed to sit in the dugout as well.

24. **Other Rules:** Infielders will be required to wear a face mask. Any other rules not covered in the above set of rules will fall under the Rules listed under Softball.

8U Softball (Coach Pitch)

- 1. Pitcher Coaching Restrictions:** There are no rules regarding the pitcher talking to players in between or during at bats. Coaches are allowed to talk to players the same as any coach on the field.
- 2. Pitching Coach Interference:** The pitching coach must make all reasonable effort to avoid a defensive play being made on the field. They are not required to leave the field of play but are required to avoid interfering.

PENALTIES: Runners return to the base they occupied as if it were a foul ball. Hit by thrown ball is the same penalty. Interfering with a player attempt to make a play results in the batter being out and no runners advancing.

- 3. Pitching Rule:** The pitcher shall take a position with both feet firmly on the ground and with both feet in contact with, but not off to the side of the pitcher's plate.
 - a.** In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter, and simultaneously with the delivery of the ball to the batter – the pivot foot must remain in contact with, or push off and drag away from, the pitcher's plate prior to the front foot touching the ground, as long as the pivot foot maintains contact with the ground.
- 4. Bunting:** Bunting is allowed; however, the batter is not allowed to indicate bunting to the degree that a fielder or fielders (other than the pitcher) may charge toward the batter and then withdraw the indicated bunt/position/stance in order to swing at the pitched ball. PENALTY: The ball/play is "dead" regardless of the result of the action and the batter will be called out. A bunt that goes foul on a third strike is an out.
- 5. Stealing Bases:** Runners cannot steal.
- 6. Face Masks:** Face masks must be worn by all infielders. Batting helmets require a face guard/visor. Batting helmets/face guards/visors cannot be tinted without a prescription from a doctor. A copy of the prescription must be kept with the coach and be available at each game.
- 7. Softball:** 11" .47 COR Blue Stitch softball is only allowed for softball.
- 8. Pitching Distance:** The adult pitcher must pitch the ball under hand from the rubber at 35 feet.
- 9. Number of Pitches:** Five (5) pitches or three (3) missed swings, whichever comes first. If the fifth (5th) pitch is hit fouls, the pitcher will pitch again until the batter misses the pitch, hits the ball fair, or fouls out to a defensive player in the game. There can be no walks,

including intentional walks. CLARIFICATION: If the batter has one strike after four pitches and hits a foul ball (a foul ball that is not caught or a foul tip that the catcher catches) on the fifth pitch she is allowed another pitch. If the batter has two strikes after four pitches and hits a foul ball that is not caught, she is allowed another pitch but if the swing results in a foul tip caught by the catcher, the batter is out. No intentional walks.

- 10. Game Length:** Five (5) innings or 1 hour time limit, whichever comes first. We will play with 6 runs per inning or 3 outs, whichever comes first. CLARIFICATION: A team is allowed to score a maximum of 6 runs per inning. This applies in every inning, including the fifth inning or extra innings. Game ending rule is when the trailing team cannot tie the game.
- 11. Number of Coaches:** Each team will be allowed a pitching coach, 1st base coach, 3rd base coach, and a bench coach. The team scorekeeper will be allowed to sit in the dugout as well.
- 12. Bats:** Bats must be 2 ¼ in size and have USSSA 1.20 stamp.
- 13. Field Setup:** Fields are marked the same as 6U (T-ball) except for no arc or safety line and straight lines 10 ft from the bag.

10U Softball

1. Only players will pitch. The pitching distance is 35 feet.
2. No arc
3. Bunting is allowed.
4. 11" .47 COR Blue Stitch softball will be the only softball allowed.
5. Batter can attempt to reach first on dropped or missed third strike.
6. Five (5) innings or 1 hour time limit, whichever comes first. We will play 6 runs per inning or 3 outs, whichever comes first. CLARIFICATION: A team is allowed to score a maximum of 6 runs per inning. This applies in every inning, including the fifth inning or any extra innings.
7. Game ending run rule – 12 after 3 or 10 after 4.
8. Umpires: There will be two umpires on the field.
9. Bats must be 2 ¼ in size and have USSSA 1.20 stamp.
10. Face masks must be worn by all infielders. Batting helmets require a face guard/visor. Batting helmets/face guards/visors cannot be tinted without a prescription from a doctor. A copy of the prescription must be kept with the coach and be available at each game.

12U Softball

11. Only players will pitch. The pitching distance is 40 feet.
12. No arc
13. Bunting is allowed.
14. 12" .47 COR Blue Stitch softball will be the only softball allowed.
15. Batter can attempt to reach first on dropped or missed third strike.
16. Five (5) innings or 1 hour time limit, whichever comes first. We will play 6 runs per inning or 3 outs, whichever comes first. CLARIFICATION: A team is allowed to score a maximum of 6 runs per inning. This applies in every inning, including the fifth inning or any extra innings.
17. Game ending run rule – 12 after 3 or 10 after 4.
18. Umpires: There will be two umpires on the field.
19. Bats must be 2 ¼ in size and have USSSA 1.20 stamp.
20. Face masks must be worn by all infielders. Batting helmets require a face guard/visor. Batting helmets/face guards/visors cannot be tinted without a prescription from a doctor. A copy of the prescription must be kept with the coach and be available at each game.