

Minor Rules

Effective date May 2026



Current USSSA rules with the following exceptions:

General

1. Eligible girls are in the second and third grade. A player can play in a higher age class but cannot play in a lower age class.
2. Players cannot play on more than one NGSSA team at the same time.
3. Each girl shall play for the NGSSA team in the area in which she lives, unless approved by NGSSA Board of Directors.
4. NGSSA uses only 11" USSSA approved softball during the game.
5. The home team will be responsible for furnishing the umpire and they need to be a NGSSA TRAINED UMPIRE. If the home team has no umpire present, the visiting team may use his or her league certified umpire.
6. All regular season games will start at 6 PM unless the league schedulers have made previous arrangements. A ten minute grace period will be afforded to either team in need to get the required number of players there. The home team has a choice of dugout.
7. No new inning will begin after 1 hour and 30 minutes from the start of play. Maximum game time is 1 hour 45 minutes or 7 complete innings. If at the end of 1 hour 45 minutes, the current inning has not been completed, the game will be halted and the score reverts back to the last completed inning. If the game ends as a tie, it will stand as a tie through the end of the season. A tie will be considered as ½ a win when determining standings.
8. Minimum number of players to field a team is 6 (six). LESS THAN 6 (SIX) – EFFECT – GAME FORFEIT – HOWEVER PLAY THE GAME ANYWAY FOR FUN. Share players to balance the teams for the game.
9. No mercy rule will be in effect during the regular season games. However – if the visiting team is ahead by 8 or more runs at the end of 6 innings – the Flip flop rule will be used. (The visiting team stays on defense; the home team then goes up to bat. If the home team catches up the Visitors would then have last at bat)

Rain Outs

10. RAINOUTS – each coach needs to call the appropriate rainout number, if the fields are open for play – each team will need to show up at the field each with a minimum of 8 players. The HOME TEAM UMPIRE will need to make the decision on the playable of the field. It may be raining hard at 4:00 but sunny and playable at 6:00. It is imperative that the games get played due to field scheduling, but safety is the most important thing to consider. If the game conditions permits... play the game.
11. An official game will be 4 or more innings. If after 4 (four) innings a game must be called the score will revert back to the last completed inning. UMPIRES WILL HAVE THE AUTHORITY TO CALL GAMES DUE TO DARKNESS OR WEATHER.
12. SUSPENDED GAME. A game that is stopped by the umpire because of rain, lightning or darkness that cannot be restarted within 30 minutes, and has less than 4 innings completed can be resumed at a later date. Arrangements will be made with the coaches and the league schedulers. The suspended game will revert back to the last completed inning.
13. All games need to have the reschedule initiated within 72 hours.

Substitution

14. Every team will use the unlimited substitution format. All girls will be batted in a continuous order to be set at the beginning of the game. Any player may re-enter the field as often as desired as long as their position in the batting order does not change. Every girl will play at least 3 (three) innings in the field and be entered into the field by the 2nd (second) inning. In addition no girl can sit in back to back innings. It is not necessary to report changes made in the field to the other team. Late comers will be added to the bottom of the batting order. (If a player arrives late, the first inning she is there is considered her first inning)
15. If a player leaves the game, that player's spot in the batting order is eliminated without penalty. The player may not re-enter the game.

Field of play and Pitching

16. Bases will be 60 (sixty) feet.
17. Home run field radius, 130 (one hundred thirty) feet.
18. Pitching distance will be 35 feet.
19. Players will pitch the whole game.
20. There will be no walks – Once a player has pitched four called balls, the batting team's coach will come out to pitch. The coach assumes the count and can throw up to 3 pitches. Strikes are only called on coach pitch for swing and miss or foul balls. (i.e. – player has 4 balls and 1 strike when the coach begins. Coach throws a pitch and batter swings but misses, the count is now 2 strikes. Coach throws another pitch and the batter does not swing. Count remains full. Coach throws 3rd and final pitch. The player either hits this ball or they are out.) Exception, if a foul ball is hit they would get another pitch.
21. The pitched ball from both the player and adult must arc at least 3 feet after leaving the Pitcher's hand and before it passes any part of home plate and the pitched ball shall not rise higher than 10 feet above the ground. No template shall be used during the games; it can be used of practice prior to games.
22. The pitchers pivot foot, both player and adult is to remain in contact with the pitching rubber prior to and during the pitch; your foot can come off the pitching rubber upon release of the pitched ball.
23. The pitched ball must be released within 5 (five) seconds from time the pitcher has the ball, and the batter has taken her position in the batter's box.
24. The adult pitching coach cannot intentionally touch the ball after it is hit by the batter, unless it is in self-defense, of either player or coach. Every effort will be made to not interfere with the field by the opposing team players, effect: batter is out.
25. The minor girl pitcher will be placed within 2 (two) yards of the pitching rubber in the last 5 (five) innings. Note: 2 (two) yards = 12 (twelve) foot circle. The minor girl will receive the ball from the catcher after every pitch or end of play.
26. Once the pitcher begins the delivery motion, the batter cannot request time out.
27. All minor girl pitcher's must wear a face mask for protection while pitching, and or in the pitchers position during coach pitch, if the coach elects to have the rover also play in the pitchers position, she must also wear a face mask for protection. The league will supply one face mask to each Minor team.

Batting and Base Running

28. A safety bag shall always be used when the defense is making a play at first base. The safety bag is considered the same as first base. For safety reasons a batter/runner will use the safety bag on any play involving the first baseman. The runner will use the regular base if remaining on first base after the completion of the play. **THE DEFENSIVE PLAYER CANNOT USE THE SAFETY BAG WHEN MAKING A FORCE OUT.** They must use the regular base.

29. All batters and base runners will wear protective helmets.
30. Base coaches may be team players and may have adult assistants. Player base coaches shall wear protective head gear.
31. Home run line will be 130 (one hundred thirty) feet. The Ball must clear on the fly for a home run. 2 (two) bases for all runners if the ball rolls beyond the home run line. If the field is unmarked and the ball rolls beyond an outfielder, it will be an automatic 2 (two) bases.
32. There will be 5 (five) runs maximum allowed per inning and side change.
33. 7th inning the minors will be allowed to score 7 (seven) runs max. Home run and ground rule double continuous play rule is in effect for this inning as well.

EXCEPTION: When a ball is hit in the air over the home run line, then all runs count, or if there are runners on 2nd or 3rd and a ground rule double is hit the runners on 2nd and 3rd will both score. Example 1: 4 (four) runs are already in, bases are loaded, and a ball is hit over the home run line. – EFFECT: 8 (eight) runs will score. Example 2: 4 (four) runs are already in, bases are loaded, and a ball rolls beyond the home run line. – EFFECT: Ground rule double, 6 (six) runs will score.

34. If a ball is overthrown and rolls past the cones, the ball is “out of play”, and the runners advance one base from the last base they had touched at the time the ball rolled past the cones.
35. When the adult pitcher is pitching, the umpire will not call balls and strikes. 3 (three) pitches are allowed per batter. If the batter has three strikes (either from swinging or foul balls) she is out. If the batter has a foul ball on the third (three) pitch, she will receive another pitch until a strike occurs or the ball is hit fair. Unlimited foul balls on the third pitch, unless the foul ball is caught.
36. The batter cannot be called out on an uncaught foul ball.
37. If the batter fouls back a pitch to the catcher with less than 2 strikes, the ball must go over the batters head in order for an out to be recorded. However if the batter has 2 strikes and fouls a ball straight back into the catcher’s mitt she is out.
38. NO SLIDING! EFFECT: Runner is out.
39. When the batter delays entering the batter’s box, after the umpire signals play ball, after 10 (ten) seconds, the umpire shall declare a dead ball and a strike will be called on the batter.
40. A play is considered complete when the play is completed and the ball is in control by an infielder. Throwing the ball to the pitcher does not stop play unless ‘TIME’ has been called by the umpire. Completion of play and the decision to call ‘TIME’ is at the Umpire discretion. The intent of this rule is to prevent excess running of the bases. If a runner is seeking an advantage due to the limited skill level of the players at this age, end the play.
41. There will be no reckless throwing of a bat.

Effect: If a bat is determined by the Umpire to have been thrown instead of dropped after a base hit then the batter shall be given a verbal warning not to throw the bat, both benches shall also be given a verbal warning not to throw the bat, and if another bat is “thrown” by a batter an out shall be called and any advances by the team at bat shall be void on that play, all base runners shall move back to their positions at the time of bat.

Uniforms and Sportsmanship

42. Uniform is to be a team jersey, with a number on the back. The optional outerwear with a number is also permitted, and must be worn at all games. Baseball cap or visor is optional.
43. The catcher will wear a mask, protective helmet, along with a chest protector.

44. Rings, dangling jewelry, watches and metal cleats must not be worn at any game or practice. This is for the safety of all the girls.
45. There will be no negative remarks said or made to opposing players by the players, coaches, parents, and or spectators. If no resolution, than the umpire shall have the authority to eject the offending coach, player, parent fan or whoever is causing the conflict or the umpire can call a forfeiture of the game.

COACHES WILL BE RESPONSIBLE TO CONTROL THEIR TEAMS AND PARENTS. EFFECT:

First warning, by the umpire to offending team. Second warning, results in suspension of play, until problem is resolved. If no resolution, Umpire can call forfeiture. Enforcement of this rule is the judgment of the umpire.

Code of Conduct

Please remember and inform your team and parents

All teams are responsible for cleaning up the fields after practices and games. Failing to do so may result in the loss of field.

No alcoholic beverage, smoking, sunflower seeds, or chewing tobacco are allowed on school or park grounds at games or practices.

NO dogs or pets are allowed at the field at games are practice.

It is recommended that all coaches male or female find a team Mom or dad to be present at all practices.

The girls pay to play. Let's make it fun for them! Have a great year!