2025 NSA RULES

1. **Run Rule:** 12 after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run rule will be in effect for all games. **10u Run Rule: Max of 7 runs per team per inning until Championship game.**

2. **Line up:** You may bat your entire team both days (max20) Home team is decided by a flip at the pregame meeting. Clock starts at the end of meeting. A team may start and/or finish the game with 8 players. When playing with 8 players, the vacant 9th spot will be considered an out. A team may add the 9th player at any time during the game at the bottom of the line-up. 1set of **Twin Players may also be used.**

3. **Time Limit:** no new after 1:20 for Saturday. Sunday bracket games 1:30.

4. **Squash Rule:** If a player is removed from the batter order and the team does not have a sub you will be able to shrink the lineup without penalty.

5. **Courtesy Runner :(For Pitcher catcher only)** The player in the batting order where the last out was recorded, or any player not currently in the game. A player may be used only once per inning as a courtesy runner.

6. **Official Game:** And official game will be when 4 ½ innings are completed or after 1:05 of the game has been played This rule will be used if we have inclement weather or other natural causes that the game cannot be completed.

Pool Tiebreakers:

1. Record (Winning pct, number Wins)
2. Head-to-Head (Used only when all tied teams have played each other)
3. Points Allowed (An average is used if teams have not played an equal number of games)
4. Points Scored (An average is used if teams have not played an equal number of games)
5. Computer Generated Coin Flip (A system random number generator breaks ties at this stage

Note about the Head-to-Head tiebreaker: Head-to-Head is ignored if all tied teams do not play each other at least once. For example, if three teams are tied, and one team plays the other two, but the other two do not play, this tiebreaker is ignored (regardless of the outcome of the two games played by the first team).