

2017 Bluegrass State Games

Rules & General Information

Coaches, please check in at the location noted on the Park Maps pages below. You must bring, a copy of you SIGNED roster, and a copy of your insurance to the director on site before your first game. Please make sure to have birth certificates available upon request. Any official challenge is \$100. You must turn in these documents BEFORE your first game!

The NSA rulebook is online at:

<http://www.playnsa.com/docs/rule-book/2017/2017-nsa-rulebook.pdf>

Please be prepared to start your game up to 20 minutes earlier than scheduled **during bracket play** due to any mercy rule games. Exit the dugout as quickly as you can so that we can stay on schedule.

Home team is responsible for keeping the official book and running the scoreboard

Tiebreakers:

Record
Runs Allowed
Runs Scored
Coin Flip

6U:

- 6U Games are 60 minutes with no new inning after 50 minutes.
- 6U format is 4 pool play games with the top two teams playing for the championship (this will allow each team to play 4 different teams)
- You will play 6 innings, or the time limit, whichever comes first. 6 runs allowed per inning with no continuation.
- Mercy rules are 16 after 4, and 11 after 5
- Coin flip will determine home team in pool play.
- Courtesy running is allowed for the catcher. Must be last batted out or a sub.
- You must use a courtesy for the catcher if there are 2 outs.
- Roster batting is allowed, but not mandatory.
- Free defensive substitution
- Pool play games may end in a tie
- 5 pitches and can swing at all 5 pitches.
- Catcher must start in squatting position in order for a pop up to be considered caught.
- 6U coach may pitch from anywhere within the circle.

10U/12U

- Games are 1 hour and 15 minutes with no new inning after 70 minutes.
- Mercy rules are 12 after 3, 10 after 4 and 8 after 5.
- Coin flip will determine home team in pool play.
- Courtesy running is allowed for the pitcher and catcher. Must be last batted out or a sub.
- You must use a courtesy for the catcher if there are 2 outs.
- Infield fly rule will be used.
- Dropped 3rd strike is in effect.
- Roster batting is allowed, but not mandatory.
- You may also use the NSA Twin Players rule or the EP rules. Description of these rules can be found in the NSA rule book.
- Pool play games can end in a tie

14U/16U/18U

- The format is 2 pool and double elimination. Due to time constraints, there is NO IF GAME in 14U & 16U/18U.
- Games are 1 hour and 10 minutes with no new inning after 70 minutes.
- Mercy rules are 12 after 3, 10 after 4 and 8 after 5.
- Coin flip will determine home team in pool play.
- Courtesy running is allowed for the pitcher and catcher. Must be last batted out or a sub.
- You must use a courtesy for the catcher if there are 2 outs.
- Infield fly rule will be used.
- Dropped 3rd strike is in effect.
- Roster batting is allowed, but not mandatory.
- You may also use the NSA Twin Players rule or the EP rules. Description of these rules can be found in the NSA rule book.

- Pool play games can end in a tie

Park Maps

Cardinal Run

(Coaches, check in at concession stand table)

2000 Parkers Mill Road

Lexington, KY 40513



Constitution

(Coaches, check in under gazebo)

340 Rookwood Pky

Lexington, KY 40515



Kirklevington Park
396 Redding Road
Lexington, KY 40517

