

## NGFA Rule Changes

### Class "C" Rules

1. Rosters, section IV paragraph D

Original:

A player may be added to a Class "A" Roster from a Class "B" or Class "C" Roster for one (1) game without becoming ineligible to return to Class "C" provided there are no more than ten (10) players, including the added player, participating in the game. No movement within Class "A" from one age division to another will be allowed. The added player must be from the same association. The added player cannot pitch in the game.

Updated:

A player may be added to a Class "A" or "B" Roster from a Class "C" Roster without becoming ineligible to return to Class "C" provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be from the same association.

2. Rosters, section IV paragraph E

Original:

The added player is NOT eligible to pitch in the game without becoming INELIGIBLE to pitch in Class "B" or Class "C" the remainder of the season.

Updated:

The added player is eligible to pitch without becoming INELIGIBLE to pitch in Class "C" the remainder of the season.

3. Starting of Games – Time Limits – Tie Games – Rain Delays, section VII paragraph B

Original:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall be continued until a winner is determined or for a maximum of two (2) hours (120 minutes). If the game is still tied at the end of two hours, the current batter will be the final batter, and the game will be recorded as a tie.

Updated:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall continue until a winner is determined or for a maximum of one (1) hour and 45 minutes (105 minutes). The one hour and 45 minute mark will be a hard stop and the game will end at that point. If the game is still tied after one hour and 45 minutes, the game will be recorded as a tie.

4. Miscellaneous, section X paragraph F

Original:

Borrowing players to avoid forfeit – Class “C” Teams may borrow a player from another Class “C” Team in their age division from their Association to bring their minimum players up to the legal number of players required in Section X, Paragraph A-1, A-2. **The borrowed player may NOT pitch for the team and she does NOT have to wear a matching jersey.** The borrowed player is subject to all playing rules as defined in Section X, Paragraph B.

Updated:

Borrowing players to avoid forfeit. Class “C” Teams may borrow a player from another Class “C” Team from their Association, in their age division or a younger age division, to bring their minimum players up to the legal number of players required in Section X, Paragraph A-1, A-2. **A borrowed player from the same age division may NOT pitch for the team. A borrowed player from a younger age division may pitch for the team. The borrowed player does NOT have to wear a matching jersey.** The borrowed player is subject to all playing rules as defined in Section X, Paragraph B.

### Class “B” Rules

1. Rosters, section IV paragraph D

Original:

A player may be added to a Class “A” Roster from a Class “B” Roster for one (1) game without becoming ineligible to return to Class “B” provided there are no more than ten (10) players, including the added player, participating in the game. No movement within Class “A” from one age division to another will be allowed. The added player must be from the same association. The added player cannot pitch in the game.

Updated:

A player may be added to a Class “A” Roster from a Class “B” Roster without becoming ineligible to return to Class “B” provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be from the same association.

2. Rosters, section IV paragraph E

Original:

The added player is NOT eligible to pitch in the game without becoming INELIGIBLE to pitch in Class “B” the remainder of the season.

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Updated:

The added player is eligible to pitch without becoming INELIGIBLE to pitch in Class “B” the remainder of the season.

3. Starting of Games – Time Limits – Tie Games – Rain Delays, section VII paragraph B  
Original:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall be continued until a winner is determined or for a maximum of two (2) hours (120 minutes). If the game is still tied at the end of two hours, the current batter will be the final batter, and the game will be recorded as a tie.

Updated:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall continue until a winner is determined or for a maximum of one (1) hour and 45 minutes (105 minutes). The one hour and 45 minute mark will be a hard stop and the game will end at that point. If the game is still tied after one hour and 45 minutes, the game will be recorded as a tie.

4. Rosters, section X paragraph A  
Original:

Number of Players

1. 10U and 12U Age Divisions, Teams must be comprised of ten (10) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. If a player leaves the game for any reason after coming to bat, reducing the lineup to nine players if the team started with ten players, or eight players if the team started with nine players, an automatic out will be taken at her place in the batting order. If the game is able to start with eight or nine players, one out will be taken for the ninth or tenth batter.
2. 14U, 16U and 18U Age Divisions, Teams must be comprised of nine (9) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. A Team playing with eight players must take an automatic out at the ninth spot in the batting order. If a player leaves the game for any reason after coming to bat, reducing the lineup to eight players, an automatic out will be taken at her place in the batting order.

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Updated:

Number of Players

1. 10U Age Division, teams may be comprised of nine (9) or ten (10) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. If a player leaves the game for any reason after coming to bat, reducing the lineup to eight (8) players, an automatic out will be taken at her place in the batting order. If the game is able to start with eight players, one out will be taken for the ninth batter.
  2. 12U, 14U, 16U and 18U Age Divisions, Teams must be comprised of nine (9) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. A Team playing with eight players must take an automatic out at the ninth spot in the batting order. If a player leaves the game for any reason after coming to bat, reducing the lineup to eight players, an automatic out will be taken at her place in the batting order.
5. Miscellaneous, section X paragraph F

Original:

Borrowing players to avoid forfeit – Class B Teams may borrow a player from another Class B Team in their age division from their Association to bring their minimum players up to the legal number of players required in Section X, Paragraph A-1, A-2. **The borrowed player may NOT pitch for the team and she does NOT have to wear a matching jersey.** The borrowed player is subject to all playing rules as defined in Section X, Paragraph B.

Updated:

Borrowing players to avoid forfeit. Class "B" Teams may borrow a player from another Class "B" or Class "C" Team from their Association, in their age division or a younger age division, to bring their minimum players up to the legal number of players required in Section X, Paragraph A-1, A-2. **A borrowed player from Class "B" and the same age division may NOT pitch for the team. A borrowed player from a younger age division or Class "C" may pitch for the team. The borrowed player does NOT have to wear a matching jersey.** The borrowed player is subject to all playing rules as defined in Section X, Paragraph B.

## Class "A" Rules

### 1. Rosters, section IV paragraph D

Original:

A player may be added to a Class "A" Roster from a Class "B" Roster for one (1) game without becoming ineligible to return to Class "B" provided there are no more than ten (10) players, including the added player, participating in the game. No movement within Class "A" from one age division to another will be allowed. The added player must be from the same association. The added player cannot pitch in the game.

Updated:

A player may be added to a Class "A" Roster from a Class "B" or Class "C" Roster without becoming ineligible to return to Class "B" or Class "C", provided there are no more than ten (10) players, including the added player, participating in the game. The added player must be from the same association.

### 2. Rosters, section IV paragraph E

Original:

The added player is NOT eligible to pitch in the game without becoming INELIGIBLE to pitch in Class "B" the remainder of the season.

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Updated:

The added player is eligible to pitch without becoming INELIGIBLE to pitch in Class "B" or Class "C" the remainder of the season.

### 3. Starting of Games – Time Limits – Tie Games – Rain Delays, section VII paragraph B

Original:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall be continued until a winner is determined or for a maximum of two (2) hours (120 minutes). If the game is still tied at the end of two hours, the current batter will be the final batter, and the game will be recorded as a tie.

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Updated:

Games are limited to one hour and thirty minutes (90 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall continue until a winner is determined or for a maximum of one (1) hour and 45 minutes (105 minutes). The one hour and 45 minute mark will be a hard stop and the game will end at that point. If the game is still tied after one hour and 45 minutes, the game will be recorded as a tie.