



**Tri-County Softball Association**

**Addendum to NCS “National Championship Sports”**

**League Rules**

**All Rules listed in the addendum supersede any and all other NCS rules for league and league tournament play.**

**NCS RULEBOOK LOCATED HERE:**

**<https://playncs.com/fastpitch/Rules/Details/2/national-fastpitch-rules>**



**Tri-County Softball Association**  
**RULES APPLICABLE TO ALL AGE DIVISIONS**  
**(Unless Otherwise Noted)**

1. ScoreKeeper:
  - a. The Home Team will provide the scorekeeper. Game time is forfeit time
2. Roster:
  - a. A copy of the game line-up, including reserves, must be given to the home plate and other teams before the start of game. The entire ROSTER shall bat.
3. Runs Allowed:
  - a. Five (5) runs per half inning maximum. After five runs the teams will switch from offense to defense.
  - b. Each half inning will end with three (3) outs or five (5) Runs per run half inning maximum, whichever occurs first.
  - c. Run Rule
    - i. 12 runs after 4 innings
    - ii. 10 runs after 5 innings
    - iii. If time has expired and either team is behind and cannot catch up or go ahead, the game is over immediately.
4. Players/Batters:
  - a. If a team has less than 9 girls available, they may reach out to other teams in the Tri-County league to arrange for a guest player. The guest player must play in the same age group or a younger division to fill an empty slot. The substitute player must wear their own team jersey, play in the outfield, and bat last. Coach is required to let an opposing coach know of those players. No more than 3 guest players will be allowed per game.
  - b. A game may begin with eight players, however, if another player arrives, that player must be inserted into the lineup at the ninth batting position. An agreement must be made at the plate meeting if outs will be taken for less than 9 players.
5. “Look Back” Rule - Applies to 10U/12U/14U ONLY
  - a. The batter-runner may overrun first base, not stop and continue advancing toward second base after the pitcher has the ball within the pitcher’s circle. This is a legal move, as long as the runner does not return and touch first base on their way to second. When the runner has legally started towards second, they may be stopped by the pitcher receiving the ball while in the pitcher’s circle or by the pitcher stepping on the pitcher’s plate with the ball in possession.
  - b. The look-back rule is in effect when the ball is live, the batter-runner has touched first base, there are one or more runners, and the pitcher has possession (ex., has ball in her glove or hand, under chin or arm, between her legs) and control of



the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both her feet are within the circle or on the lines.

- c. When a runner is legally off her base after a pitch or as a result of a batter completing her turn at bat, and she is in motion as the pitcher takes possession of the ball within the pitcher's circle, the runner may continue moving forward in the direction she is going without stopping; or she may immediately and directly go back in the other direction. If the runner is stopped as the pitcher takes possession of the ball within the pitcher's circle, the runner must immediately and directly go forward or back. A base on balls or a dropped third strike is treated as a base hit as long as the batter-runner continues past first base.
- d. Once the runner has determined a direction, she may not reverse direction unless the pitcher:
  - i. Throws the ball from within the pitcher's circle
  - ii. Carries the ball outside the pitcher's circle.
  - iii. Has one foot completely outside the pitcher's circle, on the ground, and is in possession of the ball.
    1. Sets the ball on the ground or no longer has the ball in her possession.
    2. Loses possession of the ball, including handing it to another player.
    3. Makes a play on the runner or another runner.
      - a. *Note: When the pitcher's circle is not visible, the umpire must use good judgment.*
  - iv. The pitcher is considered to have made a play if:
    1. She fakes a throw.
      - a. *Note: Raising the throwing arm into the throwing position is considered a fake throw regardless of whether the pitcher's arm moves forward.*
  - v. There is no obligation on the part of the pitcher to look, fake or throw in order to force the runner to comply with the look-back rule. The obligation to comply rests solely with the runner.
  - vi. When the pitcher takes possession of the ball within the pitcher's circle:
    1. A runner standing off her base must immediately return to the base she last occupied or advance to the next base.
    2. A runner who starts back to the base she last occupied or starts forward toward the next base shall not stop or reverse direction.
      - a. The batter-runner may not step off any base after stopping at it.
      - b. The batter-runner, after overrunning first base, may not retouch the base and advance toward second base.

**EFFECT: The ball is dead. The offending runner is out. Each other runner must return to the last base legally touched at the time of the infraction. If two runners are off base**



**and the umpires call different runners out, the umpires must determine which runner was called out first, as it is not possible to obtain more than one out under the look-back rule per play. The ball is dead when the first runner is called out, and the other runner must return to the base last touched at the time of the infraction**

6. Base Running:

- a. While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is no longer in play, the ball is thrown to the pitcher's circle and no runner may advance.
  1. Example #1: Runner "A" is at 2 base when the batter (Runner "B") hits the ball. Runner "A" then runs and reaches third base safely, while the ball is fielded and is thrown to the 3 baseman that now possesses the ball and is capable of tagging Runner "A" out if she was to attempt to advance. The umpire declares play stopped. The ball is then thrown to the pitching circle and Runner "B" is halted at 1 base.
  2. Example #2: Using the same scenario as Example #1, Runner "A" is at 2 base when the batter (Runner "B") hits the ball. Runner "A", however, is tagged out prior to reaching 3 base. In this scenario, the ball is not dead, but rather Runner "B" would now become the lead runner and may continue to advance at her own risk until she is declared out and her progress is stopped by the defense, resulting in the umpire stopping play and the ball being thrown to the pitching circle.
- b. Teams must bat the minimum of nine players (but the entire roster must bat). After the start of the game, if an injury, sickness, or removal from the game for any reason occurs the team will not take an out for that place in the batting order. In other words, the batting order will collapse. But once the player leaves the game that player can not return to the game.

7. Pitching

- a. Pitching Guidelines NCS Rule Section 9

8. International Tie Breaker (DOES NOT APPLY TO 6U)

- a. All games ending in a tie once time has expired and the inning completed will continue using International Tie Breaker (I.T.B.) rules as follows: The visiting team will begin the inning with a runner on second base with 1 out. This runner is to be the last player to bat from the previous inning. Once this half-inning is over, the home team will then begin their bat with a runner on second base with 1 out. If after 1 inning of I.T.B the game is still tied, the game will end in a tie. "If this tie affects the standings at the end of the season, then there will be a coin toss for this game."

9. PROTESTS

- a. All umpire judgment calls are final..... "NO" protests allowed.

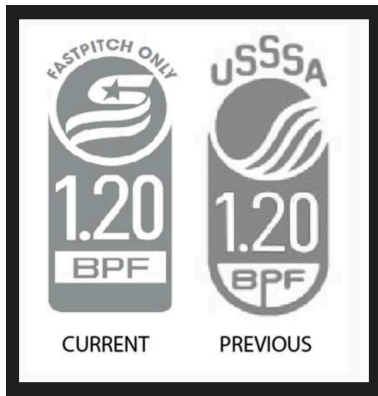


- b. ONLY the HEAD COACH is allowed to talk to umpires in regards to a play or call in question.
- c. If there are issues during the game please contact the UIC of your town and inform them of this issue. So that the league can address to confirm ruling and to prevent future issues.

10. No Deals at the plate

11. BATTING STAMPS REQUIRED

- a. Either ASA **OR** USSSA Stamps are required on all softball bats in 8U and above. *Due to cost reasons, 6U may use a USA Baseball Tee-Ball Bat with the understanding that such bat may not be allowed in all-star or tournament play outside of the tri-county league.*



## 6U Coach Pitch/Tee Rules

### Section 17:1

1. Length of Game:
  - a. 60 Minutes - finish the batter
2. Field of Play
  - a. Pitching rubber distance will be 35 feet
  - b. Base distance will be 60 feet
  - c. 10' arc foul line will be drawn in front of plate in fair territory
  - d. 16 foot pitching circle
3. Coach pitch/Tee
  - a. Batter will have 3 pitches from the coach, misses are not considered strikes.
  - b. Then three swings off the tee. "If she misses her 3rd swing off the tee she is out. If the batter fouls "includes inside 10' arc" on her 3rd swing off the tee she will continue to attempt to hit off the tee until she hits the ball or she misses striking out.
  - c. The pitching coach will be required to pitch with one foot starting on the pitching rubber.
  - d. The coach-pitcher will use a straight ahead pitching approach.
  - e. The coach-pitcher must stay within the boundaries of the 24" pitching rubber. To clarify, the Coach-Pitcher may not pitch from either side of the pitching rubber so as to gain the advantage of a directional hit.
  - f. The Pitching Coach will bring three balls to the mound to throw consecutive pitches to the batter with no return from the catcher.
  - g. If a Batted Ball hits the Coach Pitcher, the ball is a dead ball and declared no pitch, unless intentionally interfered with by the coach then the interference rules apply. All runners return to base.
  - h. Coach may position the batter in the batters box prior to the first swing off the tee. After that the coach may not adjust the batter's position in the box for remaining swings.
4. Tee Placement:
  - a. The entire tee base MUST be in the white of the home plate. NCS Section 16:4 a)Place "tip to tip" to home plate. No positioning of the tee outside of the home plate.
5. Foul Balls:
  - a. Foul balls from the tee are counted for swings, except on the last swing from the Tee.
  - b. If the Ball is hit short of the 10' are in fair territory, it is a foul ball. If the ball is touching the chalk arc, it is a fair ball.
6. Last Pitch Foul:
  - a. Unlimited last pitch foul balls
  - b. If the Ball is hit short of the 10' are in fair territory, it is a foul ball



7. NO Bunting, Slapping, Stealing or Slashing will be allowed in T-Ball.
8. Infield Fly Rule:
  - a. There will be "NO" Infield Fly Rule.
9. Leading Off:
  - a. Leading off after pitch leaves the coach's hand or after swinging off the tee.
  - b. Leaving Early - 1st and 2nd Offense of the team- Umpire will call time and tell the head coach. 3rd Offense of the team-Runner will be called out.
  - c. There will be "NO" stealing.
10. Defense:
  - a. There will be ten (10) defensive players allowed on the field.
  - b. No More than 6 in the infield. Outfielders must play at 10 feet beyond the bases (generally in the grass)
  - c. All infield defensive players, except for the catcher, must start behind the pitching rubber and remain until the ball is put in play. Pitchers must be inline with pitching rubber on either side within the pitching circle. Fielders cannot stand on a base unless they are receiving a throw.
  - d. If the pitcher fields that ball in the circle and attempts a play at 1st base. She must attempt a throw to 1st base to make the play. If the pitcher fields the ball outside the circle and attempts to play first. She must attempt a tag in baseline, not run to first base to tag the base. This only applies to attempting outs to first base.
  - e. If the pitcher fields the ball inside the circle she may make a softball play "Running to base, throwing to base or tagging runner" to any base OTHER than first base.
11. Thrown Ball:
  - a. Accidently hits the defensive coach, in foul territory, it is a live ball.
  - b. If it accidentally hits a defensive coach in fair territory, it is a dead ball.
12. Overthrows:
  - a. An infielder must have possession of the ball on the infield to stop play. Any overthrow past **first** or **third** base in foul territory is a dead ball and the batter runner is awarded the base they are running to, plus one base. All other runners must be forced to advance.
13. Defensive Coaches:
  - a. Two coaches can stand in the outfield in foul ball area only, one on each side. (Left side and right side)
14. Equipment:
  - a. All teams are required to furnish all the protective equipment
  - b. All fielders (infield and outfield) MUST wear a face mask.
  - c. Catcher must wear batting helmet or catcher's helmet - No Face Masks
  - d. All batters and base runners must have a helmet with a face mask.
  - e. An 11" Ball with .47 C.O.R and .375 Compression will be used in all games.



**Tri-County Softball Association**  
**8U Kid and Coach Pitch Rules**

**17.2 -- Kid-Pitcher/Coach-Pitch 8U RULE SET**

1. Length of Game:
  - a. 60 Minutes - finish the inning
2. Field of Play
  - a. Pitching rubber distance will be 35 feet
  - b. Base distance will be 60 feet
  - c. 16 foot pitching circle
3. Pitching - Kid-Pitch/Coach Pitch Modified
  - a. Pitching Distance is 35 foot
  - b. 16' Pitching Circle
  - c. The Coach-pitcher/ Kid-pitcher must keep both feet inside the pitching circle and have one foot in contact with the pitching rubber at all times until the point of release.
4. First Inning:
  - a. Kid-pitcher will pitch 3 pitches per batter.
  - b. If the batter does not hit the ball or strike out, then the coach will resume the count on the batter and have the opportunity to pitch up the 3 pitches.
    - i. Coach will finish the strike count  
*Example: If the player-pitcher pitches 3 pitches and 2 are strikes, the coach will have one pitch" if the batter fouls off the 3rd strike from the coach pitcher she will remain at bat until she hits the ball fair or strikes out. Every pitch for the coach-pitcher is considered a strike regardless of if the batter swings.*
5. Remainder of Game:
  - a. Each batter allowed 5 pitches or 3 missed swings from Coach-Pitcher.
  - b. If the 5 pitch is hit foul, the batter will be given additional pitches until the ball is put in play, swung and missed or let pass.
  - c. The Coach-Pitcher will use a straight ahead pitching approach.
  - d. The Coach –Pitcher must stay within the boundaries of the 24" pitching rubber. To clarify, the Coach-Pitcher may not pitch from either side of the pitching rubber so as to gain the advantage of a directional hit.
    - i. **PENALTY:** If at any time prior to release of the ball, the Coach-Pitcher steps outside of the pitching circle or is outside the imaginary 24" pitching rubber boundaries or throws a pitch without a foot in contact with the pitching rubber, a strike will be called on the batter.
  - e. The Coach-Pitcher cannot "coach" the batters from the mound. Coach-Pitchers are allowed to speak to the batters prior to them entering the batter's box. Once these players have entered the box, they no longer are allowed to speak to the hitters with such statements as "swing, run, go, no, slide, etc."





i. **PENALTY**

1. First Offense: Coach-Pitcher is warned by the umpire.
2. Second Offense: Coach- Pitcher is warned and a strike is added to the batter. If this is the third strike, the batter is out.
3. Third Offense: The batter is immediately called out

6. BUNTING, SLAPPING, STEALING or SLASHING

- a. The above will not be allowed during Coach Pitch
- b. Slapping and bunting will be **allowed** off the Kid-pitcher only

7. Walks

- a. There will be no base on balls (walk) awarded, including intentional walks.

8. Infield Fly Rule -

- a. There will be "NO" Infield Fly Rule.

9. Hit Batter (By Kid-Pitch 1st Inning)

- a. A batter is awarded first base when a pitched ball in the air is neither swung at nor called a strike that touches any part of the batter's person or clothing while she is in the batter's box.
- b. **f the ball hits the dirt prior or rolls on the ground and hits the batter. The pitch will be counted as a ball for any and all players and the batter is NOT awarded first base.**

10. Batted Ball -

- a. Batted Ball hits pitching coach, is a dead ball and declared no pitch, unless intentionally interfered with by the coach. At that time, interference rules apply. All runners return to base they were at..

11. Leading Off -

- a. Players can leave the base when the Kid-Pitcher or Coach-Pitcher releases the pitch. Runners must return to the bag they obtained their lead from when the ball is thrown back into the pitching circle. Again, there is NO stealing.
- b. **Leaving Early -** The 1st Offense of the team- Umpire will call time and tell the head coach. 2nd Offense of the team-Runner will be called out.

12. Defense -

- a. There will be ten (10) defensive players allowed on the field.
- b. No more than 6 in the infield. Outfielders must play at 10 feet beyond the bases (generally in the grass)
- c. All infield defensive players, except for the catcher, must start behind the pitching rubber and remain until the ball is put in play. Pitchers must be inline with pitching rubber on either side within the pitching circle. Fielders cannot stand on a base unless they are receiving a throw.
- d. If the pitcher fields that ball in the circle and attempts a play at 1st base. She must attempt a throw to 1st base to make the play. If the pitcher fields the ball outside the circle and attempts to play first. She must attempt a tag in baseline,



- not run to first base to tag the base. This only applies to attempting outs to first base.
- e. If the pitcher fields the ball inside the circle she may make a softball play “Running to base, throwing to base or tagging runner” to any base OTHER than first base.
  - f. If the catcher does not occupy the catcher’s box in the squatted/kneeling position until the kid-pitcher/coach-pitcher pitches the ball; they will not be allowed to catch a foul ball for an out.

13. Defensive Coaches-

- a. Two coaches can stand in the outfield in foul ball area only, one on each side. (Left side and right side)

14. Equipment

- a. It is mandatory that all fielders (infield and outfield) wear a protective face mask
- b. All base runners/batters must have a helmet with face mask
- c. Catchers MUST wear full catcher gear, including catcher helmet.
- d. An 11” Ball with .47 C.O.R and .375 Compression will be used in all games



**Tri-County Softball Association**  
**10U-Rules**

**17.3 10U Rules:**

1. Length of Game:
  - a. 70 Minutes - finish the inning
2. Field of Play
  - a. Pitching rubber distance will be 35 feet
  - b. Base distance will be 60 feet
  - c. 16 foot pitching circle
3. Pitching - Kid-Pitch
  - a. Pitching Distance is 35 foot
  - b. 16' Pitching Circle
4. Defense -
  - a. There will be Ten (10) defensive players allowed on the field.
  - b. No More than 6 in the infield. Outfielders must play at 10 feet beyond the bases (generally in the grass)
5. Batting
  - a. Dropped Third Strike Rule will be:
    - i. When with fewer than two outs and first base occupied, the catcher fails to catch a third strike before the ball touches the ground.
      1. EFFECT: The batter is out. The ball is live. Base runners may advance with the liability of being put out.
    - ii. When with two outs or fewer than two outs and first base is unoccupied, the catcher fails to catch a third strike before the ball touches the ground.
      1. EFFECT: The ball is live. The batter becomes a batter-runner with the liability to be put out. Base runners may advance with liability to be put out.
6. BUNTING, SLAPPING, STEALING, SLASHING
  - a. All are allowed.
7. Infield Fly Rule-Infield Fly Rule in effect
  - a. There must be less than two outs
  - b. Runners are on first and second base OR the bases are loaded
  - c. The batted ball must be in fair territory at the time of the play
  - d. Contact with the ball cannot be by a bunt and it cannot be a line drive hit
  - e. The ball is determined to be catchable by an infielder with ordinary effort
  - f. The umpire will verbally declare "Infield fly, batter is out" for the benefit of the baserunners as soon as it is apparent that the fly ball qualifies as an infield fly
  - g. Infield fly calls eliminate any force play on a runner.



8. Leading Off -

- a. Players can leave the base when the pitcher releases the pitch. Runners must return to the bag they obtained their lead from when the ball is thrown back into the pitching circle.
- b. **Leaving Early - The 1st Offense of the team- Umpire will call time and tell the head coach. 2nd Offense of the team-Runner will be called out.**

9. Equipment

- a. It is mandatory that all fielders (infield and outfield) wear a protective face mask
- b. All base runners/batters must have a helmet with face mask
- c. Catchers MUST wear full catcher gear, including catcher helmet.
- d. An 11" Ball with .47 C.O.R and .375 Compression will be used in all games



**Tri-County Softball Association**  
**12U-14U Rules**

**17.4 12U-14U Rules:**

1. Length of Game:
  - a. 70 Minutes - finish the inning
2. Field of Play
  - a. Pitching rubber distance will be 35 feet
  - b. Base distance will be 60 feet
  - c. 16 foot pitching circle
3. Pitching - Kid-Pitch
  - a. Pitching Distance is 40 foot for 12U
  - b. Pitching Distance is 43 foot for 14U
  - c. 16' Pitching Circle
4. Defense -
  - a. There will be Nine (9) defensive players allowed on the field.
  - b. No More than 6 in the infield. Outfielders must play at 10 feet beyond the bases (generally in the grass)
5. Batting
  - a. Dropped Third Strike Rule will be:
    - i. When with fewer than two outs and first base occupied, the catcher fails to catch a third strike before the ball touches the ground.
      1. EFFECT: The batter is out. The ball is live. Base runners may advance with the liability of being put out.
    - ii. When with two outs or fewer than two outs and first base is unoccupied, the catcher fails to catch a third strike before the ball touches the ground.
      1. EFFECT: The ball is live. The batter becomes a batter-runner with the liability to be put out. Base runners may advance with liability to be put out.
6. BUNTING, SLAPPING, STEALING, SLASHING
  - a. All are allowed
7. Infield Fly Rule-Infield Fly Rule in effect
  - a. There must be less than two outs
  - b. Runners are on first and second base OR the bases are loaded
  - c. The batted ball must be in fair territory at the time of the play
  - d. Contact with the ball cannot be by a bunt and it cannot be a line drive hit
  - e. The ball is determined to be catchable by an infielder with ordinary effort
  - f. The umpire will verbally declare "infield fly" for the benefit of the baserunners as soon as it is apparent that the fly ball qualifies as an infield fly



8. Leading Off -

- a. Players can leave the base when the pitcher releases the pitch. Runners must return to the bag they obtained their lead from when the ball is thrown back into the pitching circle.
- b. **Leaving Early - Runner will be called out.**

9. Equipment

- a. It is mandatory that all in-fielders wear a protective face mask
- b. All base runners/batters must have a helmet with face mask (for insurance purposes)
- c. Catchers **MUST** wear full catcher gear, including catcher helmet.
- d. An 12" Ball with .47 C.O.R and .375 Compression will be used in all games
- e. **METAL** Cleats are allowed in 14U only. If a player slides into a defensive player with leg up, with the intention to spike a defensive player, the batter/runner will be called out and ejected from the game. This will be at the umpires discretion if the act was intentional



## **17.5 – CONDUCT of Coaches and Fans**

### 1. Coaches' Conduct

- a. The highest standards of sportsmanship and conduct are expected of players, coaches and others associated with the game. Coaches are expected to be leaders by complying with the principles and ethics described in the Code of Conduct on the next page.

### 2. Coaches Misconduct

- a. Misconduct is any act of unprofessional behavior that discredits the game of softball. Specifically, a coach shall not remove his or her team from the field or refuse to continue play due to a dispute with game officials.

### 3. Unsportsmanlike Conduct

- a. No coach, team or player shall at any time, whether from the bench, the coach's box, the playing field or elsewhere:
  - i. Use profanity toward, bait or otherwise taunt an umpire or opponent.
  - ii. Incite or attempt to incite, sign or byword, a demonstration by spectators
  - iii. Make disparaging or insulting remarks to or about opposing players or game officials

EFFECT: (i-iii) The umpire shall issue a warning to the offending individual and notify their coach. If the umpire judges the act to be flagrant, the offender shall be ejected without warning. Subsequent violation by the same individual shall result in ejection.

4. Call "Timeout/Time" or employ any other word or phrase or commit any act while the ball is in play for the obvious purpose of trying to make the pitcher throw an illegal pitch. If an illegal pitch is thrown, it shall be declared, "No Pitch".

EFFECT: No pitch and warning. A repeat of any such act by any member of the team that has been warned shall result in the offender(s) being ejected from the game.

### 5. Fighting

- a. There is no place in softball for physical abuse of officials or fighting amongst player/ coaches / opponents or spectators. Aggressors perpetrating these actions shall be:

EFFECT: Ejected from the facility for the remainder of that game. If the same perpetrators have a second offense in this season, they will be ejected from all remaining season and tournament games. It is the duty of the coach to inform the league commissioner/president of any parents/spectators/coaches ejected immediately after the game.



## 6. Equipment Misuse

- a. No player or coach shall deliberately throw or kick a piece of equipment as a result of disgust or frustration.

EFFECT: The umpire shall issue a warning to the offending individual, unless in the umpire's judgment the act to be so flagrant that the offender shall be ejected without warning. Any subsequent offense shall result in the ejection of the offender.

## 7. Electronic Equipment

- a. Electronic equipment used for communication, may be used on the field or in the dugouts. (Ex. cell phones, pagers, electronic scoring, etc.)

## 8. Use of Tobacco Products / Illegal Drugs / Alcohol

- a. The use of tobacco products / illegal drugs / alcohol by players, managers, coaches and trainers is prohibited while on site for competition.

EFFECT: Players, managers, coaches and athletic trainers who use tobacco products / illegal drugs who violate this policy shall be ejected for the remainder of that game.

- b. Umpires and other officials are prohibited from using tobacco products / illegal drugs / alcohol as previously described

EFFECT: The tri-county board and UIC reserve the right to remove that official for the remainder of the season.

## 9. Use of Artificial Noisemaking Devices

- a. The use of airhorns, sirens or any other type of instruments that make a loud, shrill noise that could be confused with safety warnings for weather related issues are prohibited.
- b. Artificial noises, defined as any noise not associated with yelling or clapping must cease when the batter enters the batter's box, or the pitcher toes the rubber, whichever comes first.

EFFECT: Violators refusing to comply may result in removal from the game, which may include the coach of the offending team.

## 10. Negatively Affecting the Game

- a. When it is determined by multiple officials (on-field umpires, UIC and tournament hosts(s), that individual(s) or teams are negatively affecting the game in a negative manner by their actions, the result may be:
  - i. The individuals whose action is in question may be removed from the game
  - ii. The game may be forfeited





- iii. The team may be expelled from the game immediately. If the violation is deemed egregious, by tri-county softball board members permanent removal from the season may be administered. The tri-county board always reserves the right to make decisions based on the best environment for our players to participate in.

### **Code Of Conduct for Coaches**

COACHES are expected to comply with the following ethics and principals:

1. Maintain and develop an understanding of current NCS Fastpitch Rules.
2. Make sure players are legally equipped and properly attired for practices and competition.
3. Confine discussion with the officials to the interpretation of the playing rules.
4. Comply with the intent and spirit of the rules. The intentional teaching of players to violate the rules is unjustifiable.
5. Teach players to respect the integrity and dignity of the game, opponents, fans, officials and the institutions they represent.
6. Ban team personnel and parents from using profanity or making personal or malicious remarks towards opponents, fans or officials.
7. Abstain from personal action that might provoke players or spectators to unsportsmanlike actions.
8. Be in command of players at all times, in order to prevent any unsportsmanlike acts toward officials, fans or opponents.
9. Seek assistance from the appropriate individuals in controlling unruly spectators or fans.
10. Be polite

**((END OF DOCUMENT))**



**Tri-County Softball Association**  
**Addendum to NCS "National Championship Sports"**  
**League Rules**

**Agreed upon and sign by each town president for the 2025 League season**

DocuSigned by:

*Clay Spradley*

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**Clay Spradley, Diana Softball President**

Signed by:

*Derrick Evans*

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**Derrick Evans, Gladewater Softball President**

Signed by:

*Richard Rhea*

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**Richard Rhea, Harelton Softball President**

Signed by:

*Texas E. Reardon IV*

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**Texas Reardon, Longview Youth Sports Softball President**

Signed by:

*Chance McCoy*

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**Chance McCoy, Ore City Softball President**

Signed by:

*Jonathan McFaul*

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**Jonathan McFaul, Spring Hill Softball President**

DocuSigned by:

*Eric McMillan*

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**Eric McMillan, Union Grove Softball President**



