



NAGAAA Cup 2025 Rules

- **Time Limits:** No new inning after 55 minutes for pool play; No new inning after 60 minutes for double elimination; There is no time limit for Championship and If-Games.
- **Home and Visitor:** Home team designation is pre-determined for pool play. For double elimination, the higher-seeded team is home team; For the Championship Game, the home team is the team without a loss in double elimination. If-Game: There will be double coin flip to decide home team.
- **Pitch Count:** All plate appearances begin with a one (1) ball–and–one (1) strike count.
- **Courtesy Foul:** A batter is allowed one (1) courtesy foul ball after two strikes.
- **Pitch Height:** USA Softball pitch height between 6 and 12 feet.
- **Batters:** A team may bat up to twelve (12) players.
- **No Base Stealing**
- **Courtesy Runners:** A, B, C, D, and E Divisions are allowed to have one courtesy runner per inning. Legends C and D are allowed two courtesy runners per inning.
- **PIP Accommodations:** For instances where a runner is approved as the PIP Rule Modification, the PIP player prior to requesting a PIP runner, must have just completed their turn at bat. The PIP runner can only be used at the next dead ball after that player reaches base. Once the next ball is pitched the PIP runner will not be allowed to be used. A PIP player listed as a substitute, if entered will not be entitled to request a PIP runner until they have completed their turn at bat. The PIP runner must be the player that made the last out in that, or the previous inning. If it is the first inning and no outs have occurred the last available person will be used. In the event that player also receives a PIP Rule Modification for running the previous out will be used. If the PIP runner while on base is due to bat the previous out can replace that PIP runner with no penalty. Runners that are used as part of the PIP accommodation do not count towards the courtesy runner limit.
- **Tie Game in Pool Play:** Ties are allowed in pool play. The international tiebreaker is applied for extra innings in any double elimination game when the game is tied after seven complete innings or the expiration of time, whichever occurs first. The last player to complete their turn at bat from the prior inning begins on second base. The offense may use either a courtesy runner or a substitute for the runner who begins the tiebreaker inning on second base.
- **Uniforms:** All players must have uniform tops that must be like-colored and have a number at least 3 inches high. The number must always be visible and must be an Arabic number (0-99). No two players on the same team can have the same number.



- **Hats and Face Coverings:** The following headwear is allowed: Ball caps and non-plastic visors may be worn forward or backwards, headbands, sweat bands, handkerchiefs, durags both pull over and tied, and bucket hats. Headwear may not be worn around the neck. Any headwear deemed unsafe by the umpire will not be allowed. Face coverings for environmental or health protection is allowed.
- **Jewelry:** Umpires may deem any and all jewelry worn as a safety hazard. Players can be asked to remove any or all jewelry at the umpire's discretion. Failure to do so will result in the player being ejected from the game.
- **Cleats:** No metal cleats allowed.
- **Homeruns Allowed:** A – 5, B – 3, C – 1, D – 0, E – 0, Legends C – 1, Legends D – 0. Any over-the-fence homerun over the limit in a game results in an inning-ending out for the team at bat in all divisions.
- **Interdivisional Play (NAGAAA CUP Only):** The home run limit will be set at the lower divisions limit if the two teams are not in the same division.
- **Pick A Stick:** The NAGAAA Cup follows Pick-A-Stick rules meaning that all bats are provided by the tournament for use in every game of pool play and double elimination. No personal bats are allowed to be used nor are any personal bats allowed to be visible in the dugout during any game. Further, Pick-A-Stick bats CANNOT BE BROUGHT INTO THE DUGOUT AT ANY TIME. Any player bringing a Pick-A-Stick bat outside of the field of play will be subject to an immediate one game suspension for the first offense. Additional disciplinary actions may be imposed for multiple violations. Any player, Coach or Manager who brings a non-approved bat into a dugout or the field of play will be immediately ejected from that current game and will cause a hearing to be required by the iPride Softball Athletic Director for additional disciplinary action before the ejected person can resume participation in the NAGAAA Cup.
- **Weighted Warm-Up Stick:** The use of a weighted warm-up stick while in the on-deck circle has been approved. The ONLY such device that has been approved is the black SKLZ 30oz Power Stick. There can be NO MODIFICATION of this device in any way. The only addition can be in the form of identification on the device. The plate umpire MUST be shown the stick when pregame line-ups are exchanged. Failure to do this will disallow use of the stick. Any other similar device found in a dugout or brought onto the field of play will be considered a non-approved bat and will face the same disciplinary action.
- **Ejections:** Any ejected player must leave the field area immediately. The applicability of subsequent game suspension rests solely within the authority and discretion of the Athletic Director. Any ejected player will be subject to a hearing before the Protest Committee to recommend sanctions to the Athletic Director.