NBSA House League Baseball Rules

	Rookie	Coach Pitch	Machine Pitch	H	G	F	E
Governing Rules	Playing rules not specifically covered herein, shall be governed by "Official Baseball Rules"					Per Governing League Rules	

Game

	Rookie	Coach Pitch	Machine Pitch	H	G	F	E
Minimum # of Players	A team can play with a minimum of 7 players. In the event that less than 9 players are available for defense, the team may borrow players from the opposing team. Those players should play outfield positions.					Per Governing League Rules	
# of Innings	6 innings					7 innings	
Complete Game	4 innings (3-1/2 innings if home team is winning)						
	Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game - suspended games are not allowed</u>. If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied.					Per Governing League Rules	
Game Time Limit	60 minutes	75 minutes	90 minutes	2 hours		Per Governing League Rules	
	New inning cannot begin after time limit. New inning begins immediately after third out of the previous inning. During weather delays, the clock is suspended until play restarts. Start time is first pitch or official game time, whichever occurs first. Start time later than official game time is at the discretion of the umpire.						
Weather	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, the NFHS rules are in effect. NFHS rules call for a 30-minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.						
Mercy Rule	NA			10 runs after 5 innings		Per Governing League Rules	
	If a mercy is reached at the top of an inning, the league encourages teams to allow the home team a final at bat if both coaches and the umpires agree.						
Maximum Runs/Inning	5				5	Unlimited	
	This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well.				Last Inning Unlimited		
Tie games allowed	Yes						
	Extra innings may be played if time limit allows.						
Reporting of Game Results	No Scores / Standings Recorded			Scores: Winning team is responsible for reporting scores.		Per Governing League Rules	

Pitching

	Rookie	Coach Pitch	Machine Pitch	H	G	F	E
Format	Coach Pitch or Tee	Coach Pitch or Tee	Machine Pitch	3 innings machine /3 innings kid pitch	Kid Pitch		
Walks	No			3 BB per inning. HBP does not count as BB. After 3rd walk inning becomes "no walks"	Yes		
	H League "No Walks" (*for any batter after 3BB in inning*): after 4th ball thrown by pitcher, batter stays at bat with strike count & coach pitches to batter until batter strikes out swinging or ball is put in play. Coach pitch max. of 5 pitches / batter – batter is called out after 5th pitch regardless of swings; if 5th pitch if fouled, batter gets another pitch; batter continues to get pitches on subsequent foul balls						
Balk Warnings	NA			Unlimited - Educational per umpire discretion.		1 Per Pitcher Per Game	1 Per Pitcher Per Game
Fake to 3B – Throw to 1B	Balk						
Hit Batter Limitation	For all NBSA games a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.						
Maximum # Outs Pitched	NA			2 innings per pitcher per game per day. A pitch thrown during an inning counts as a full inning. No partial innings. Each pitcher must have 3 days of rest between games pitched. (e.g. a pitcher that pitches on Monday, would next be eligible to pitch on Friday) No new at bat can start at/after 65 pitches have been reached.	Follow Pitch Smart Guidelines for 11-12 year old (max 85 pitches, must follow required rest days)	Per Governing League Rules	
	Exceeding the maximum outs allowed in the case of a double or triple play shall not be counted against the pitcher. Once a pitcher is removed from pitching, he/she cannot pitch again in current game regardless of number of outs pitched. If it is determined that a pitcher has exceeded the maximum # of outs pitched, the pitcher shall be immediately removed from the pitching position.						

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Base Running							
Sliding	For all NBSA games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b which is published at the end of these rules. NOTE: A runner is NOT required to slide. If the runner does slide, it must be a legal slide (see rule below). If the runner doesn't slide, he must avoid interfering with the play. Ejection of the runner is the umpire's discretion if malicious intent is determined.						
Lead-off	No. One warning per team. Runner will be called out if leading off.				Maximum of 5 feet	Yes	Yes
Stealing	No			Machine Pitch innings– None; Kid Pitch innings - 3rd base only. Ball must cross plate before leaving base. Runner may not advance home on missed throw down. One base limit on all other overthrows.	Yes (Limited) Runners may only steal one base on a wild pitch, or passed ball. The ball will remain live and runners many continue to advance if the defensive team tries to make a play on the advancing runners. The umpire will call time once play has stopped.	Yes	Yes
Stealing Home	No				1 maximum per inning as a result of a steal as defined above. ***NOTE*** **This applies to stealing on a wild pitch or passed ball only. Runners may continue to advance if ball is kept live by the defensive team.**	No limitation	No limitation
	G Clarifications: 1) If a runner on 3rd scores on a steal, as defined above, and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty. 2) If a runner on 3rd attempts to score on a steal, as defined above, and the scoring team has already scored their 1 allowable run for is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt.						
Equipment							
Pitching Machine	For Boys Machine Pitch and H League, the team batting will provide a coach to work the pitching machine. The away team provides the machine.						
Bat Restrictions:	All non-wood and laminated bats must bear the USA Baseball logo signifying that the bat meets the USABat-USA Baseball's Youth Bat Performance Standard; the BBCOR CERTIFIED .50 stamp; or the USSSA 1.15 BPF stamp ***NOTE*** **USABat Certified Tee Ball Bats can only be used in Rookie, Coach Pitch, and Machine Pitch Leagues with approved safety balls!**						***ONLY*** BBCOR CERTIFIED .50
Spikes/Shoes	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Rubber or Plastic Cleats Only (No Metal)	Metal, Rubber or Plastic Cleats Allowed	Metal, Rubber or Plastic Cleats Allowed
Speed Up							
Courtesy Runner for Pitcher and/or Catcher	NA	Optional	Optional	Optional	Optional	Optional	Optional
	For purposes of this rule, the position of pitcher or catcher is determined by the player's position in the previous defensive half inning. For the first half of the first inning, the position is determined by the roster. The courtesy runner is the player that made the previous out, either batted or on bases. If an improper substitution is made, the correct substitution will be made upon notification of the improper substitution.						
Field Dimensions							
Pitching Distance	NA	46' 0"			50' 0"	54' 0"	*
Base Distance	55'0"	60'0"			70' 0"	80' 0"	*

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Batter							
The Batter is out when:	5 Pitches then batter bats from tee.		3rd Swinging Strike or 6 pitches. (Fouls are unlimited)	MP: 3rd swinging Strike or 6 pitches. Kid Pitch: 3rd Strike Coach Pitch: (See pitching above) (Fouls are unlimited)	3rd Strike (Fouls are Unlimited)		
3rd Strike Rule Applies:	No. On a dropped 3rd strike, the batter is out and the ball is live.				Per Governing League Rules		
Infield Fly Rule	No				Yes		

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Roster/Player:							
Minimum/ Maximum Roster Count	Min 8 / Max 15				Per Governing League Rules		
Minimum/ Maximum # of Hitters in Line-up	All uniform players hit in a continuous batting order.				Per Governing League Rules		
Playing Time	Coaches must manage this to insure that all players play a minimum of six (6) defensive outs in the infield regardless of the length of the game. This rule applies to all NBSA games including those ending in a tie, by mercy or time limit.						
The Infielder	Four infielders must be within the boundaries of the infield when the coach/pitcher is on the rubber with two players positioned on either side of 2nd base. Infielders may not switch sides after the start of each defensive inning. ***PENALTY*** If the infielders are not aligned properly at the time of the pitch, the offense can choose an automatic ball or the result of the play.						
The Outfielder	Outfielders must be positioned on the grass at the time of pitch ***PENALTY*** If the outfielders are not aligned properly at the time of the pitch, the offense can choose an automatic ball or the result of the play.						
4th Outfielder	Required (Subject to player availability)				For G League only: If both managers agree prior to the game, a 4th outfielder may be used. If used, this additional player may only be positioned in the outfield.	N/A	N/A
Time Out	N/A		Time will be awarded once the ball has broken the baseline threshold (fair or foul) within the infield. Once time is called, runners that have not advanced beyond the halfway point between two bases will be sent back to the previous base. ***PENALTY*** THE UMPIRE'S JUDGEMENT IS FINAL -NO ARGUING WILL BE TOLERATED.	The umpire will award time once the ball is in possession of an infielder within the infield area. Once time is called, runners that have not advanced beyond the halfway point between two bases will be sent back to the previous base. ***PENALTY*** THE UMPIRE'S JUDGEMENT IS FINAL -NO ARGUING WILL BE TOLERATED.	N/A		
Late Players	Late players should be inserted at the bottom of the lineup. Late players are not required to play 2 innings in the infield.						
Absent Without Injury or Illness	For all NBSA games, if a player becomes absent during the game for a reason other than injury or illness the player will be skipped in the lineup without penalty. A player who leaves the game early is not required to play 2 innings in the infield.						
Judgment Calls	Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions. Arguing of judgment decisions will not be tolerated and a verbal warning will be given upon the 1st offense. **PENALTY: Upon the 2nd offense the umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game and referring it to the NBSA Board of Directors for further action.**						
Ejected Players, Coaches, and Managers	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next NBSA game. Additional suspensions and/or disciplinary actions may be enforced pending the NBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. Failure to report a suspended player, coach or manager will be grounds for additional suspensions						
Unruly Spectators	Umpires may order both teams into their dugouts and suspend play until such time as coaches or league officials deal with unruly spectators. Failure of coaches or league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.						