

NBR League Rules

- I. Team Formation:** Teams placement is at the sole discretion of the NBR Board of directors. The purpose of this is to create competitive balance throughout the Non-Travel Team league and to formulate teams that best represent the NBR and the community when forming Travel or competitive teams. The NBR may adjust the selection process as is necessary to achieve these goals.
- II. Practice Fields & Times:** The TTCC is responsible for assigning practice fields and times to each division. The TTCC may choose the method it sees fit in the assignment of fields including designating or restricting specified fields for certain teams or by use of a random selection lottery at the annual Coaches Meeting. All Field availability will be determined by the TTCC. Every effort will be made to minimize conflicts and assign practice times consistent with what is requested, but no guarantees will be made.
- III. Equipment:** The TTCC Representative, along with the Equipment Manager, will coordinate the distribution of equipment.
- A.** Each team is provided a set of equipment. The set includes:
 - 1. five batting helmets,
 - 2. a full set of catcher's equipment (chest protector, shin guards, mask with throat guard, and a catcher mitt),
 - 3. practice baseballs/softballs
 - 4. game baseballs/softballs
 - 5. three bats
 - 6. An equipment bag.
 - B.** It is the Manager's responsibility to double check the condition and safety of the equipment and make any changes necessary through the Equipment Manager. The Manager shall also be responsible for taking care of the equipment and returning it at the end of each season in good condition (other than normal wear and tear) regardless of whether the manager is returning next season. All Baseballs/softballs should also be returned (as these will be next year's practice balls).
 - C.** A dozen or more new baseballs/softballs will be provided to each team to be used during scheduled games (2 per game). These should be returned at the end of the season, as these will become next year's practice balls.
- IV. Coaching Clinics:** Each season, the Board will try to arrange a clinic that will be held for all managers and coaches to assist them with learning the proper methods for instructing players to improve their skills. One member of the coaching staff from each team is required and all are expected to attend. In addition all 3 members of the teams coaching staff will be required to take the CoachSmartNH training at least once. They may also be required to re-take it or take additional training as deemed necessary by the League President or Board of Directors.
- V. Regular Season**
- A. Uniforms:** The current practice is to use Professional league names. In spring, a complete uniform set consisting of a baseball/softball jersey, hat/visor, and pants/shorts are issued to each player. Each team is issued three jerseys and hats for the coaching staff. The league permits player's names to be added to the back on the jerseys. The cost will be the responsibility of the team. The coach/manager names will be at their personal cost; the league will not provide this. Players must wear the uniform assigned. If a player chooses to replace any part of the uniform assigned, the Board must approve it. All members of the team must wear the same uniforms.

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- B. Game Play:** As in accordance with the By-Laws, **All** players are placed in the batting order and batting order is maintained throughout the game. Positional line ups can be changed at the end of any inning with free substitution. All Managers should make sure that all players do not sit on the bench more than one inning at a time and no more than three innings per game. Failure to follow these criteria will result in disciplinary action including but not limited to suspension or game forfeiture. Except as noted in the By-Laws and as otherwise stated in the NBR League Rules, play will be according to the Cal Ripken/Babe Ruth Rules as appropriate by age division. Additional local rules for each can be found in the NBR Local Rules section below
- C. Game Schedules:** The Board of Directors (or designee) of the league will be responsible for preparing the game schedule. During the regular season, each team will play 12 games (depending on division, weather and field availability). No games may be rescheduled without the advance approval of the League. Every effort will be made to reschedule games canceled due to weather conditions. The League will be responsible for determining when the game will be made up.
- D. Game Preparation:** Home team is responsible for providing game balls. (2 new each game). Each team is allowed 10 minutes for infield practice prior to the start of the game. The visiting team should take their infield practice 20 minutes prior to game time while the home team should take infield 10 minutes prior to game time. If there is less than 20 minutes to take infield, each team should reduce their infield time proportionately and equally. Game time limits are summarized in rules for each division in appropriate appendix noted above.
1. Hitting against the fence with baseballs is prohibited; however, the use of wiffle balls or soft foam balls is acceptable.
 2. Home team is responsible for doing the official the scorebook. The league will provide scorebooks. Managers will be asked to validate innings pitched, final score, and innings played etc at the conclusion of the game. Home team should report the game scores and highlights if possible, to the TTCC so they can update the website and send press releases when possible. The visiting team is responsible for running the scoreboards if possible.

VI. Umpires:

A. Umpire Guidelines

1. **10U, 12U, 16U Minor & Major Leagues:** One paid league certified umpire will be assigned for all games played in the Minor and Major Baseball and Softball divisions (plus one field umpire if available). Two umpires will be used for Prep and Babe Ruth divisions. The Umpire Chief will be responsible for scheduling and compensating the umpires.
2. **8U & Rookie Leagues:** Managers will be required to umpire coach pitch games as a condition of being allowed to manage in the coach pitch division. Managers can delegate this responsibility to their assistant coaches. The Manager/umpire will be responsible for being at the scheduled game at least 10 minutes prior to the start time. The Manager/umpire will be responsible for knowing applicable Babe Ruth baseball rules as well as Newfound Babe Ruth local rules. (Refer to Appendix as noted above) While umpiring, the manager is expected to be fair, objective and unbiased in making calls.
3. **T-Ball Division:** T-Ball managers and coaches (or parents) are expected to umpire their own games. Each manager needs to agree prior to the start of the game, who is to act as the umpire. It is recommended that each team designate one person to alternate as the umpire each inning to ensure an equitable process.

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B. Umpire Responsibilities: The umpire is responsible for:

1. Ensuring the game is played within the rules of the game
2. Making accurate judgment calls (to the best of his ability)
3. Keeping the game moving so it may be completed within the allocated time.
4. Helpful Hints:
 - a. There will be numerous close calls during a game--call the game as you see it,
 - b. Get in good position to make the call (get close),
 - c. Show your confidence which will reduce the amount of second guessing among fans, coaches and players (be loud)
 - d. Don't rush your call, be sure of your decision,
 - e. If wrong, move quickly to correct it,
 - f. Don't engage in discussion with parents about your calls,
 - g. Explain close calls to managers and
 - h. Know the rules. (Refer to Appendix as noted above and the Babe Ruth Official Rule Book)

VII. Opening Day Activities: Opening day activities (spring season only) may include team/individual picture taking, BBQ fund-raiser, raffles, games and much more. Managers are required to coordinate these activities with parents and players to increase awareness and encourage participation.

VIII. Placements (Non Tournament Teams)

- A. Placements will take place prior to the start of the season and will be based on an evaluation process/tryout prior to the start of the season.
- B. The NBR Board will select a Placement Committee that shall
 1. Consist of qualified evaluators selected by the NBR with the assistance of the Player Representative and Coaching Coordinator.
 2. Consist of as many evaluators as possible at each evaluation station so as to give a fair and impartial evaluation of each player
- C. The Coaching Coordinator with the assistance of the Player Representative is responsible for overseeing the skills sessions used in evaluations. Stations used in evaluations will be run by independent volunteers and not the evaluators themselves. Evaluators may however request specific drills or to re-look at certain players as they deem necessary. Placement Committee Evaluators should:
 1. Designate and rate all known pitching candidates
 2. Identify and rate all potential pitching candidates
 3. Identify and rate all catching candidates
- D. The NBR Board will select a Team Selection Committee. The Team Selection Committee shall include the Coaching Coordinator and as many other members that the NBR Board feels necessary. No Manager should be part of the Team Selection Committee in a division in which he/she as a team. The Team Selection Committee shall:
 1. Distribute pitching as evenly as possible so that each team has as equal a pitching staff as possible.
 2. Distribute Catching in balance with pitching so that the strongest catchers are placed with the weakest pitching staffs in as much as the strength of staffs is readily identifiable.

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- 3.** Randomly distribute the remaining players based on their numerical evaluation starting with the highest rated player going to the "weakest" pitching staff and continuing to the "strongest" pitching staff (If not readily identifiable then by random selection). The selection process will continue in reverse order for each round until all players are placed. For example, in a six team league the order would be 6,5,4,3,2,1,1,2,3,4,5,6,6,5,4,3,2,1,1, and so forth until all players are drawn.
- E.** Once all players are distributed, the Coaching Coordinator will select the Managers for each team and move players accordingly. Any player moved from one team to accommodate coaching will be replaced with an equally rated player from the team he is placed. Great care should be given in moving any player and coach so as to maintain equity and balance on each team. Consideration should also be given to potential assistant coaches so that Team Managers have an equal opportunity for help. Consideration may be given for coaches that wish to work together but only if this does not create an imbalance of power and disrupt the goal of creating balanced and evenly matched teams.
- F.** The NBR Board has final approval on all teams, team managers and assistant coaches.
- G.** The NBR Board reserves the right to adjust teams during the season in order to achieve the goal of competitively balanced teams.

IX. NBR Local Rules by Division

- A.** In general, Major League baseball rules are followed except in those situations where Babe Ruth rules supersede. A Babe Ruth/Cal Ripken "Rules and Regulations" book will be provided to each manager. In addition, the NBR league has passed several additional "local" rules for each division that are enclosed in the Appendix as noted below.

B. T-Ball Local Rules

- 1.** All hitters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to **swing level**.
- 2.** All rostered players present for the game shall bat in order, whether playing defensively or not.
- 3.** There is no bunting.
- 4.** Pitcher should be in contact with rubber and making pitching motion before batter swings at the ball.
- 5.** An inning is over when 5 players have batted or three outs are made, whichever comes first. The fifth batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or scored, either of which will end the inning.
- 6.** Batting helmets must be used at bat and as base runners.
- 7.** When the ball is hit it must go at least 25 feet, which is shown by an arc drawn from foul line to foul line.
- 8.** Three complete misses of the ball while batting constitutes a strikeout.
- 9.** If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 25-foot arc. If a batter hits all rubber or the ball does not go past the 25-foot arc, it is a foul ball.
- 10.** No stealing or leading off permitted.

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C. Rookie Baseball Local Rules

1. General Rules

- a. Normal baseball rules apply, except for specifically noted within the By-Laws, NBR Rules and below.
- b. Each team must field a minimum of eight (8) players to avoid a forfeit. These eight players must be ready to play no later than 10 minutes following the scheduled start time.

2. Pitching Machine

- a. **The pitching machine** concept has been added to demonstrate the positive playing effects which will directly affect players at this younger level. Fear of actually being hit by a pitched ball is eliminated and makes the game safer, more fun, and improves playing confidence and ability of all participants.
- b. Pitching will be machine pitch via use of mechanical pitching machines provided by the league. Teams may opt to use other pitching machines and/or coach pitch provided that BOTH coaches agree prior to the start of the game. Pitching machines will be placed so that the **front** legs of the pitching machine are directly behind the pitching rubber or forty-six (46') feet from the front of home plate. Pitching machines should be anchored when possible using tent stakes or sandbags to produce consistent performance. Pitch speed should be set so as to produce consistent performance and should be agreed upon by both coaches prior to the start of the game.
- c. If machine malfunctions, umpire may declare "no pitch" and the pitch will be done over.

3. Player Roster: A suggested 12-man roster with all players placed in the batting order. (Game can be played with as few as 8 players)

- a. A fourth outfielder and fifth infielder will be placed on the field defensively.
- b. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher.
- c. The catcher takes his normal position.
- d. This now means 11 players have been placed on the field defensively. The extra 12th player is in the batting order and will be placed in the field defensively after the first inning. With each new inning the team coach must rotate the extra player in the field and a new player sits on the bench for the next half inning.
- e. Using this concept, no player is permitted to sit on the bench more than once unless a special situation warrants such action, and is usually an injury. This allows all players to take part in almost the entire game. At this age level it is most important players actively participate every moment and not waste time sitting on the bench and growing bored.

4. Game Length:

- a. A regulation game is six innings.
- b. A called game is complete if 3 ½ or 4 innings are completed.
- c. No new inning will start after 1hr 40 minutes or six innings, whichever comes first.

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5. **Field Dimension:** Standard youth base lengths of 60 feet; the pitching machine is placed at 46 feet. (If the machine is set for a slower speed then the machine will have to be placed closer.)
6. **Umpires:** Only one umpire is necessary since the calling of balls and strikes is eliminated. (At this level the TTCC suggests using a parent or coach as an umpire – no umpires are supplied at this level) The pitching machine always throws strikes. The umpire may be used to feed the machine and at the same time act as the base umpire. Much time is saved in this area as time for the warm-up pitches between innings and umpire/coaches discussions are eliminated.
7. **Playing Rules:**
 - a. Normal youth baseball rules are applied with the exception stealing will not be permitted.
 - b. The basic concept of this type of program is to make the game **safer, more fun** and **interesting** for these young players by using the proper-sized, safer equipment and keeping their interest active in playing baseball. The idea of placing 11 players in the field or having a 12-player batting line-up may be “nontraditional baseball,” but at this age level tradition should not be considered. Keeping all the kids safely in the game all of the time should be our primary concern. The Rookie League program equalizes the main problem, the pitching domination of bigger players versus the average or small sized players. **Hitting, fielding and running the bases** are the primary objectives of this concept.
 - c. FAILURE to promote and provide a safer and genuine interest for the game opens the door for these very same youngsters to seek out another activity, which may provide more fun for them. Babe Ruth League, Inc. highly encourages the Rookie League concept because it betters the game from the kid’s point of view, rather than the coaches.
8. **Coach Positioning**
 - a. While on offense, coaches are allowed on the field as first and third base coaches, to feed the pitching machine, and to back up the catcher. Other than the pitcher, no other coach may be in fair territory. Coach at the pitching machine must remain silent when ball is fed into the machine until umpire calls time. Coach may instruct batter from the machine just prior to the pitch.
 - b. The manager of the team can allow parents to back up home plate, as well as serve as a dugout coach.
 - c. While on defense only two coaches are allowed on the field. They can position themselves in foul territory approximately where first base and third base coach’s box would be. They cannot stand in fair territory. Prior to the start of each inning, coaches are permitted on the field to position their Players, but after each inning starts, coaches are not permitted in fair territory to position their player; they must offer verbal instructions except as noted below.
 - i. A coach may be stationed beyond the infielders in order to provide instruction to all defensive players.
 - d. Coach at pitching machine must make an attempt to get out of the player’s way when fielding or throwing. Standing straight up and forcing a player to throw over the coach is not displaying good sportsmanship. In the umpires’ judgment if the coach intentionally hinders a player fielding or throwing the ball interference may be called.

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9. Batting

- a. All players are in the batting order (continuous batting order). The batting order may not change after the game is started. TIP: Set one lineup for the entire year. The player up after the last out in the previous game leads off in the next game. (You will be amazed at the positive impact this has on all the kids and especially the parents.)
- b. Each batter receives a maximum of five pitches. If the ball has not been hit into fair territory, then the batter is out.
- c. If a player swings and misses at three pitchers, the player is out. Third strike foul balls do not constitute an out unless the pitch count is five pitches.
- d. There is a seven (7) run limit per inning.
- e. Bunting (intentional) is not allowed during any part of the game.
- f. Any ball hitting the pitching machine will be declared a dead ball. Batter and each runner will be awarded one base.

10. Defensive Positioning

- a. The defense may field 11 players. Before the additional 2 players are positioned, the normal 9 positions must be filled. These would be: a fourth outfielder and fifth infielder (2nd defensive pitcher)
- b. If a team has 13 players, 11 will be on the field defensively and two will have to sit out each inning. A different player must sit out each inning. No player should sit out more than 1 inning. All players will be in the batting order. If a team has 11 or less, all players will play defensively and be in the batting order.
- c. The defensive pitcher/pitchers must be positioned with at least one shoe inside the dirt portion of the pitcher's mound, but may not be closer to home plate than the pitching rubber and should be either to the 1st base or 3rd base or both sides of the mound.
- d. The defensive catcher is a legitimate defensive player and can field 'short' hits. He is positioned directly behind home plate.
- e. The 1st, 2nd, 3rd basemen and the shortstop may be no closer to home plate than 3 feet inside the baseline (or at the grass line), which is the imaginary line connecting the bases. Defensive players must give the right of way to the runner. They may only "charge" once the ball is in play.
- f. Only 7 players (pitchers, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman) can play infield. It is the responsibility of the umpire to check positioning. Only infielders can make a play in the infield (i.e.: an outfielder can not intentionally run in on a batted ball and cover a base for a force play or to make a tag). An outfielder is allowed to back up a base and in case of an overthrow or a 'pickle' situation get involved in the play. The will be an umpires judgment call dependent on the situation and the result (if deemed intentional coverage on a batted ball) will be that the runner is safe on the play for the location where the outfielder was covering.
- g. Outfielders, including the extra defensive players, must be positioned fifteen feet (15') beyond the grass line at the start of the outfield or the imaginary baseline connecting 1st, 2nd, and 3rd bases (whichever is greater).

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- h.** Each player must play in the field for 1 complete inning (3 OUTS IN THE SAME INNING or 6 RUNS) prior to the 4th inning. If on a team with 13 players, the inning that a player is on the bench (not in the game) will be considered as his/her playing an inning in the outfield. Failure to meet this requirement results in forfeiture of the game. If a player arrives after an inning is played, he/she will be considered to have played in the outfield during the inning that he/she was not present. If a player arrives in the middle of the first inning, he/she should be placed in the outfield and it will be considered that he/she played the outfield that entire inning. If he/she is placed in the infield, it will be considered that he/she played the infield that entire inning.

11. Beginning and Ending Play

- a.** Any ball hit by a batter, fair or foul, is in play regardless of distance (per normal baseball rules).
- b.** When the coach is pitching, he/she must attempt to move themselves into foul territory away from the ball during the play (after the ball is hit), until play ends.
- c.** If at any time during the game a coach pitcher accidentally interferes with the ball in play, the play is void and treated as never occurring. The players return to their previous positions, the play is 'done over', and the pitch count does not change. If the coach interferes intentionally, the batter or runner is out.
- d.** Play is ended and time out occurs when the defensive player-pitcher (NOT the coach pitcher) has control of the ball in the pitcher's mound dirt, and is not attempting a defensive play. Play is then stopped when the umpire verbally calls "time-out". The player-pitcher should request time out from the umpire by raising his hands and yelling 'time' (when he has the ball and is in the proper location)
- e.** Play can also be ended by the umpire calling 'time-out' at any time he deems necessary, positioning of runners will be determined by the halfway rule as defined below.
- f.** The umpire may call time out when, in his judgment, play has stopped and there is no action occurring on the field (i.e.: batter hits a single and relay comes to 2nd base where 2nd baseman walks runner back to first. As runner has stopped and cannot advance, umpire can call time out due to no action on the field. However, if there is also a runner on 3rd base at this same time, stopping the play at 1st base may not stop the action as the runner on 3rd could score while the ball is being held at 1st base. The umpire will determine (his judgment) when play has stopped.)
- g.** The advancement of the runners is determined by their position in the base path at the time the play is ended and time-out called by the umpire, as per above. The determination point is the mid-point between the bases. The runner must earn the next base. He should never stop halfway as he can be tagged out if the play is still ongoing. Once the umpire calls 'Time out', the play is ended and the runner cannot be tagged out and he is either sent to the next base or returned to the previous base dependent on their position.
- h.** At the point play is ended and the runner is not halfway between any two bases, then he must return to the previous base.
- i.** Conversely, if the runner is halfway or further, he is entitled to the base he was running towards, this is of course assuming he is entitled to that base as per the instructions above. The umpire will make this determination on the field.

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12. Base Running

- a. Sliding is permitted. Care should be used to teach the players how to slide safely. 'Taking Out' a defensive player or spiking is strictly prohibited.
- b. Leading off and stealing is prohibited. The runner can only leave the base when the batter puts the ball in play.
- c. Tagging up (after a caught fly ball) is permitted.
- d. Running out of the base path and runner interference should be enforced.
- e. Infield Fly rule is not enforced.

13. Overthrows

- a. In the event of an overthrow, the runner may advance only ONE base beyond the base he was attempting at the time of the overthrow. The advancement is at the runner's own risk, and he/she can be tagged out.
- b. An overthrow is defined as a dropped or passed ball during a defensive attempt to throw out a runner at any base. This includes any passed ball that may come to rest in the infield, outfield or foul territory after the defensive attempt.
- c. A relay from one player to another, which is dropped, is not an overthrow; play is continued until ended by the player-pitcher controlling the ball on the mound or the defensive team stopping the offensive players from any further advancement. Only defensive attempts to throw out a runner at a base can result in an overthrow.
- d. Multiple overthrows CANNOT occur on the same play; a player may not advance on a second overthrow.
- e. The base advance must be earned, whereby if the runner chooses not to attempt the next base, the base is not automatically awarded. (EXAMPLE) - The batter hits the ball to the shortstop, who fields the ball and throws to first base. The first baseman misses the ball; the batter/runner can now advance to second base at his own risk. First baseman retrieves the ball, throws to second base, where the second baseman misses the ball. The runner may not advance any further.
- f. Balls thrown to the pitcher (so that play can be stopped) are considered as live balls and NOT an overthrow. Runners can advance multiple bases on an overthrow to the pitcher.

D. Rookie Softball Local Rules

1. General Rules

- a. Normal 8U Softball rules apply, except for specifically noted within the By-Laws, NBR Rules and below.
- b. Each team must field a minimum of eight (8) players to avoid a forfeit. These eight players must be ready to play no later than 10 minutes following the scheduled start time.

2. Pitching Machine

- a. **The pitching machine** concept has been added to demonstrate the positive playing effects which will directly affect players at this younger level. Fear of actually being hit by a pitched ball is eliminated and makes the game safer, more fun, and improves playing confidence and ability of all participants.

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- b. Pitching will be machine pitch via use of mechanical pitching machines provided by the league. Teams may opt to use other pitching machines and/or coach pitch provided that BOTH coaches agree prior to the start of the game. Pitching machines will be placed so that the **back** legs of the pitching machine are directly behind the pitching rubber or forty-six (40') feet from the front of home plate. Pitching machines should be anchored when possible using tent stakes or sandbags to produce consistent performance. Pitch speed should be set so as to produce consistent performance and should be agreed upon by both coaches prior to the start of the game.
 - c. Speed of the machine shall be set as close to 32.5 PMH, +/- 2.5 MPH if possible.
 - d. If machine malfunctions, umpire may declare "no pitch" and the pitch will be done over.
- 3. Player Roster:** A suggested 12-man roster with all players placed in the batting order. (Game can be played with as few as 8 players)
- a. A fourth outfielder and fifth infielder will be placed on the field defensively.
 - b. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher.
 - c. The catcher takes her normal position.
 - d. This now means 11 players have been placed on the field defensively. The extra 12th player is in the batting order and will be placed in the field defensively after the first inning. With each new inning the team coach must rotate the extra player in the field and a new player sits on the bench for the next half inning.
 - e. Using this concept, no player is permitted to sit on the bench more than once unless a special situation warrants such action, and is usually an injury. This allows all players to take part in almost the entire game. At this age level it is most important players actively participate every moment and not waste time sitting on the bench and growing bored.
- 4. Game Length:**
- a. A regulation game is six innings.
 - b. A called game is complete if 3 ½ or 4 innings are completed.
 - c. No new inning will start after 1hr 40 minutes or six innings, whichever comes first.
- 5. Field Dimension:** Standard youth base lengths of 60 feet; the pitching machine is placed at 40 feet. (If the machine is set for a slower speed then the machine will have to be placed closer.)
- 6. Umpires:** Only one umpire is necessary since the calling of balls and strikes is eliminated. (At this level the TTCC suggests using a parent or coach as an umpire – no umpires are supplied at this level) The pitching machine always throws strikes. The umpire may be used to feed the machine and at the same time act as the base umpire. Much time is saved in this area as time for the warm-up pitches between innings and umpire/coaches discussions are eliminated.
- 7. Playing Rules:**
- a. Normal youth 8U Softball rules are applied with the exception stealing will not be permitted.

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- b. The basic concept of this type of program is to make the game **safer, more fun** and **interesting** for these young players by using the proper-sized, safer equipment and keeping their interest active in playing baseball. The idea of placing 11 players in the field or having a 12-player batting line-up may be "nontraditional baseball," but at this age level tradition should not be considered. Keeping all the kids safely in the game all of the time should be our primary concern. The Rookie League program equalizes the main problem, the pitching domination of bigger players versus the average or small sized players. **Hitting, fielding and running the bases** are the primary objectives of this concept.
- c. FAILURE to promote and provide a safer and genuine interest for the game opens the door for these very same youngsters to seek out another activity, which may provide more fun for them. Babe Ruth League, Inc. highly encourages the Rookie League concept because it betters the game from the kid's point of view, rather than the coaches.

8. Coach Positioning

- a. While on offense, coaches are allowed on the field as first and third base coaches, to feed the pitching machine, and to back up the catcher. Coach at the pitching machine must remain silent when ball is fed into the machine until umpire calls time. Coach may instruct batter from the machine just prior to the pitch.
- b. The manager of the team can allow parents to back up home plate, as well as serve as a dugout coach.
- c. While on defense only two coaches are allowed on the field. They can position themselves in foul territory approximately where first base and third base coach's box would be. They cannot stand in fair territory. Prior to the start of each inning, coaches are permitted on the field to position their Players, but after each inning starts, coaches are not permitted in fair territory to position their player; they must offer verbal instructions except as noted below.
 - i. A coach may be stationed beyond the infielders in order to provide instruction to all defensive players.
- d. Coach at pitching machine must make an attempt to get out of the player's way when fielding or throwing. Standing straight up and forcing a player to throw over the coach is not displaying good sportsmanship. In the umpires' judgment if the coach intentionally hinders a player fielding or throwing the ball interference may be called.

9. Batting

- a. All players are in the batting order (continuous batting order). The batting order may not change after the game is started. TIP: Set one lineup for the entire year. The player up after the last out in the previous game leads off in the next game. (You will be amazed at the positive impact this has on all the kids and especially the parents.)
- b. Each batter receives a maximum of five pitches. If the ball has not been hit into fair territory, then the batter is out.
- c. If a player swings and misses at three pitchers, the player is out. Third strike foul balls do not constitute an out unless the pitch count is five pitches.
- d. There is a five (5) run limit per inning.
- e. Bunting (intentional) is not allowed during any part of the game.

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- f. Any ball hitting the pitching machine will be declared a dead ball. Batter and each runner will be awarded one base.

10. Defensive Positioning

- a. The defense may field 11 players. Before the additional 2 players are positioned, the normal 9 positions must be filled. These would be: a fourth outfielder and fifth infielder (2nd defensive pitcher)
- b. If a team has 13 players, 11 will be on the field defensively and two will have to sit out each inning. A different player must sit out each inning. No player should sit out more than 1 inning. All players will be in the batting order. If a team has 11 or less, all players will play defensively and be in the batting order.
- c. The defensive pitcher/pitchers must be positioned with at least one shoe inside the dirt portion of the pitcher's mound, but may not be closer to home plate than the pitching rubber and should be either to the 1st base or 3rd base or both sides of the mound.
- d. The defensive catcher is a legitimate defensive player and can field 'short' hits. He is positioned directly behind home plate.
- e. The 1st, 2nd, 3rd basemen and the shortstop may be no closer to home plate than 3 feet inside the baseline (or at the grass line), which is the imaginary line connecting the bases. Defensive players must give the right of way to the runner. They may only "charge" once the ball is in play.
- f. Only 7 players (pitchers, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman) can play infield. It is the responsibility of the umpire to check positioning. Only infielders can make a play in the infield (i.e.: an outfielder cannot intentionally run in on a batted ball and cover a base for a force play or to make a tag). An outfielder is allowed to back up a base and in case of an overthrow or a 'pickle' situation get involved in the play. The will be an umpires judgment call dependent on the situation and the result (if deemed intentional coverage on a batted ball) will be that the runner is safe on the play for the location where the outfielder was covering.
- g. Outfielders, including the extra defensive players, must be positioned fifteen feet (15') beyond the grass line at the start of the outfield or the imaginary baseline connecting 1st, 2nd, and 3rd bases (whichever is greater).
- h. Each player must play in the field for 1 complete inning (3 OUTS IN THE SAME INNING or 6 RUNS) prior to the 4th inning. If on a team with 13 players, the inning that a player is on the bench (not in the game) will be considered as her playing an inning in the outfield. Failure to meet this requirement results in forfeiture of the game. If a player arrives after an inning is played, she will be considered to have played in the outfield during the inning that she was not present. If a player arrives in the middle of the first inning, she should be placed in the outfield and it will be considered that she played the outfield that entire inning. If she is placed in the infield, it will be considered that she played the infield that entire inning.

11. Beginning and Ending Play

- a. Any ball hit by a batter, fair or foul, is in play regardless of distance (per normal softball rules).
- b. When the coach is pitching, she must attempt to move themselves into foul territory away from the ball during the play (after the ball is hit), until play ends.

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- c. If at any time during the game a coach pitcher accidentally interferes with the ball in play, the play is void and treated as never occurring. The players return to their previous positions, the play is 'done over', and the pitch count does not change. If the coach interferes intentionally, the batter or runner is out.
- d. Play is ended and time out occurs when the defensive player-pitcher (NOT the coach pitcher) has control of the ball in the pitcher's circle, and is not attempting a defensive play. Play is then stopped when the umpire verbally calls "time-out". The player-pitcher should request time out from the umpire by raising his/her hands and yelling 'time' (when she has the ball and is in the proper location)
- e. Play can also be ended by the umpire calling 'time-out' at any time she deems necessary, positioning of runners will be determined by the halfway rule as defined below.
- f. The umpire may call time out when, in his/her judgment, play has stopped and there is no action occurring on the field (i.e.: batter hits a single and relay comes to 2nd base where 2nd baseman walks runner back to first. As runner has stopped and cannot advance, umpire can call time out due to no action on the field. However, if there is also a runner on 3rd base at this same time, stopping the play at 1st base may not stop the action as the runner on 3rd could score while the ball is being held at 1st base. The umpire will determine (his judgment) when play has stopped.)
- g. The advancement of the runners is determined by their position in the base path at the time the play is ended and time-out called by the umpire, as per above. The determination point is the mid-point between the bases. The runner must earn the next base. She should never stop halfway as she can be tagged out if the play is still ongoing. Once the umpire calls 'Time out', the play is ended and the runner cannot be tagged out and she is either sent to the next base or returned to the previous base dependent on their position.
- h. At the point play is ended and the runner is not halfway between any two bases, then she must return to the previous base.
- i. Conversely, if the runner is halfway or further, she is entitled to the base she was running towards, this is of course assuming she is entitled to that base as per the instructions above. The umpire will make this determination on the field.

12. Base Running

- a. Sliding is permitted. Care should be used to teach the players how to slide safely. 'Taking Out' a defensive player or spiking is strictly prohibited.
- b. Leading off and stealing is prohibited. The runner can only leave the base when the batter puts the ball in play.
- c. Tagging up (after a caught fly ball) is permitted.
- d. Running out of the base path and runner interference should be enforced.
- e. Infield Fly rule is not enforced.

13. Overthrows

- a. In the event of an overthrow, the runner may advance only ONE base beyond the base she was attempting at the time of the overthrow. The advancement is at the runner's own risk, and she can be tagged out.

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- b.** An overthrow is defined as a dropped or passed ball during a defensive attempt to throw out a runner at any base. This includes any passed ball that may come to rest in the infield, outfield or foul territory after the defensive attempt.
- c.** A relay from one player to another, which is dropped, is not an overthrow; play is continued until ended by the player-pitcher controlling the ball in the circle or the defensive team stopping the offensive players from any further advancement. Only defensive attempts to throw out a runner at a base can result in an overthrow.
- d.** Multiple overthrows CANNOT occur on the same play; a player may not advance on a second overthrow.
- e.** The base advance must be earned, whereby if the runner chooses not to attempt the next base, the base is not automatically awarded. (EXAMPLE) - The batter hits the ball to the shortstop, who fields the ball and throws to first base. The first baseman misses the ball; the batter/runner can now advance to second base at her own risk. First baseman retrieves the ball, throws to second base, where the second baseman misses the ball. The runner may not advance any further.
- f.** Balls thrown to the pitcher (so that play can be stopped) are considered as live balls and NOT an overthrow. Runners can advance multiple bases on an overthrow to the pitcher.

X. Invitational or Post Season (Tournament Trail)

A. 10U, 12U, 16U Minor & Major Leagues Travel Teams

- 1. Travel Teams Eligibility:** No team may participate in Post Season or Invitational play without permission of the NBR Board of Directors.
 - a.** At the conclusion of the regular spring season, the league may participate in post-season tournament play, also known as "Tournament Trail". Participation at this level gives certain players with advanced skills the opportunity to compete against similar skilled players from other leagues. It is also an opportunity to showcase our league and the talented children that we have. All involved (players, managers, coaches, and fans) are acting as 'Ambassadors' for NBR and are expected to act accordingly. This should be considered as an honor and a great opportunity to represent NBR, and our community. Given the competitive nature of "Tournament Trail", only a relative few will be given the opportunity to participate on the teams. The following procedure will be followed to ensure a fair process is used to determine which players and managers will be selected to represent the league.
 - b.** The cost to participate will mainly be the responsibility of the players and coaching staff selected. As in the past, the league will fund a portion of the cost (when it is able to do so financially). Funding amounts will be determined by the Board of Directors (on a season by season basis) and will be subject to available funds. Any Sponsorships, donations, etc... accepted to support NBR Tournament Teams will be applied to the league funds for Tournament and shared by all teams. It is NOT allowed for a single team to accept any funds for only their team on behalf of the league. However, if a parent on a particular Tournament Team wishes to provide all of the kids on that team with a gift or pay their hotel bill, etc... that is acceptable. In that situation, it would NOT be considered as a donation to the league and thus, no receipts or league recognition of the gift would be provided.

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- c.** The NBR Board of Directors will select managers. The Board of Directors has the right to veto any selection of a manager, coach or player if the Board believes that individual's behavior is not consistent with League Philosophy or Babe Ruth code of conduct. The managers within their division based on a voting process, will make the selection of players. Managers not represented at the election will forfeit their right to vote. In that event the Player Agent will represent those teams.
- d.** Final determination of managers and players will take place approximately two to four weeks prior to the end of the regular season to allow the manager to get organized, uniforms to get ordered and so teams can begin practicing for the tournament. To be eligible for selection, managers and players must commit prior to the selection process beginning that they are available to participate in the tournament.
- e.** Each Manager should state his intent/desire of managing or coaching a Tournament Team by the League Coaches Meeting, by informing the Community Center Director. He/She should state what team or teams they are interested and willing to manage. The Board will announce by the first week in May the exact date of each meeting required to be held in accordance with this process.
- f.** The league will pay for the cost of entry fees for any NBR team at all levels, subject to available funds (as approved by Board of Directors). However, if there are gate fees, these are the responsibility of the players and their families.
- g. Selection Process for Managers and Coaches**
 - i.** To be eligible to manage a Tournament team, managers must be on a team roster from that season and be in good standing as determined by the Board of Directors. They also should state their intent to the TTCC and list which teams they are interested in managing (by the Annual Spring Coaches Meeting). The managers will be selected by the NBR Board of Directors based on points obtained by ranking of the applicants (similar to the process used for Manager selection). In the event that there are no managers interested in the position, coaches are welcome to apply (However, managers will be given preference). In the event of ties, the Executive Board of Directors will do a separate vote (ranking the Managers). In the case of any additional ties, the President or Commissioner will make the final decision.
 - ii.** A Manager should decide before the voting if they can commit or not. Withdrawal of your name after the fact affects the process, could alter the outcome and will be frowned upon. A manager that declines a team after being voted as the Manager will be penalized by being ineligible to manage a Tournament team for 1 year. Each manager can select what team or teams they are interested in being a part of and may select multiple teams if they desire. Once they are awarded and accept a team, their name will be removed from subsequent ballots.
 - iii.** Assistant Coaches - The managers selected will be free to pick his assistant coaches from the pool of managers and coaches within the division. Two official assistant coaches will be selected, although other managers and coaches will be allowed to help out at practice if asked by the Manager. The NBR Board of Directors must approve the selections. Team Managers are encouraged to give preference to other regular season Managers and Coaches.

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h. Selection Process for Players

- i.** To be eligible for selection to the Tournament team, a player must
 - 1.** Meet the eligibility requirements as outlined in the Babe Ruth handbook,
 - 2.** Be in good standing as determined by the Board,
 - 3.** Must commit prior to the selection process beginning that they are available to participate in the tournament. The Board of Directors will be responsible for determining eligibility prior to the selection process beginning.

- ii. Selection Process Phase I:**
 - 1.** Approximately mid season, the Board of Directors will hold a managers meeting for the sole purpose of conducting a primary election to determine which players will be listed on the final ballot as described below.
 - a.** To begin, there will be distributed a list of eligible players by team to each manager. After some discussion about which players each manager feels are qualified to make the Tournament team each manager will vote for the top fifteen players among the teams in that division whom they feel are the most qualified to represent the Tournament team.
 - b.** Each player receiving votes will be identified and will be listed on the ballot. The results of the voting will be distributed as soon as possible to the managers.
 - i.** At this time, a nomination letter will then be provided to each nominee. To be considered and eligible, the nominee has to agree to the terms and sign and return this letter. Failure to return this letter in the time frame specified will result in the removal of the nominee's name from consideration (prior to the voting). At this time, the nominee can also declare the age group they desire to play for (in divisions where they are age groups within the division). For example, a 10 year old in Major can declare they want to be considered for the 12 year old team and not the 10U team. This is acceptable. This also is the time where a nominee can provide special requests and/or comments to their ability to be able to commit to certain teams (i.e.: can not commit to the some tournament dates due to conflict but would be willing and interested in committing to other dates for that division). In situations like these, the NBR Board will review each form/situation and vote to approve or deny these special requests for the unique situations.

iii. Selection Process Phase II (Finals):

- 1.** The Board of Directors will hold a managers meeting for the purpose of conducting the final election to determine which players will be selected to the Tournament team.

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- a. Each manager will cast eleven votes for the players listed on the ballot that he believes are the best players in the division and who should represent the NBR.
- b. The top nine vote getters will be selected to represent the NBR.
 - i. "Runoffs"- If after final voting, two or more players receive the same number of votes, and as a result, one is unable to determine the top nine players selected, a runoff election will be held for those players with the same amount of votes. Additional runoff elections will be held until all ties are broken. If additional runoffs are unsuccessful in breaking the ties, the Manager will cast one additional vote and that player will be selected.
- c. The Manager shall select
 - i. An additional 3-6 players will be selected to the team by the team manager from the list of eligible players. The roster for any Tournament team must contain a minimum of 12 and a maximum of 15 players. Although it is the manager's decision as to which additional player to select, the manager is required to select the players who he believes gives the team the best opportunity to be competitive.
 - ii. Alternates - Alternates will be identified to fill roster spots on the Tournament team if in the event, the team roster falls below twelve players. Alternates may not practice with the team until they officially replace a selected player. Alternates will be chosen by the manager of the team from the pool of players listed that did not make a team.
- iv. Minimum Playing Time – There is no minimum playing time at this level of competition.
- v. Any player that quits the Tournament team after the voting selection process will be subject to the following:
 1. 1-year ban on Tournament play for NBR (will be ineligible for any Tournament team the following year.
 2. They will be required to pay for the uniform in full.
 3. **Note on above:** These situations will be reviewed by NBR Board of directors on a case by case basis. If there are extenuating circumstances (i.e.: injury, illness, family death, etc...), the penalties may be waived. This penalty applies to players that quit at anytime after the voting process (i.e.: before the district tournament begins, after a team has won district and is now at the state level, etc). Players, when they commit to being available are committing through all levels of play (District, State, Regional, and World Series).

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B. Non-Travel Teams:

1. Post season play will be determined by the Commissioner with NBR Board approval.
 - a. As in accordance with the By-Laws, **All** players are placed in the batting order and batting order is maintained throughout the game.
 - b. Positional line ups can be changed at the end of any inning with free substitution.
 - c. All Managers should make sure that all players do not sit on the bench more than one inning at a time and no more than three innings per game.
 - d. Failure to follow these criteria will result in disciplinary action including but not limited to suspension or game forfeiture.
 - e. In order to assure that all teams have complied with the playing time criteria of the regular season, all teams must submit their scorebooks to the Baseball or Softball Representative for review prior to post season play.
 - i. The Baseball or Softball Representative will review each scorebook to assure that the playing time for each player has been designated fairly.
 - ii. Any player not receiving adequate playing time will be brought to the NBR Board and Commissioners attention. Other than extenuating circumstances such as absenteeism, discipline or injury, players not receiving fair playing time during the regular season will be allotted such time in the post season. This playing time will be at the direction of the NBR Board through the Commissioner.

C. 8U & Rookie Division: In lieu of post-season play, we will have a spring season "Fun Day" for these divisions. This will be played towards the end of the regular season. Managers/Coaches are encouraged to contribute ideas and work through the TTCC to develop this fun experience with an emphasis on fun. In addition, travel teams at this division may be formed upon petition to the board.

D. T-Ball division: There will be no all-star or select game played for the T-ball division, as it is non-competitive. Managers/Coaches may petition the board for a fun day or may do so on a team by team basis and with approval of the NBR Board.

XI. Miscellaneous

A. Insurance Coverage: The league purchases insurance to cover the players, coaching staff, and league in case of accidents. The plan provides coverage for accidental injuries while participating in any regularly approved baseball activity of the league. This includes practice sessions, games, and league sponsored tournaments. In the event of an accident, please notify the league president to obtain the necessary forms to complete to file a claim.

B. Field Contracts: The league contracts with the State, Kelley Park, and Newfound Area School District to have use of the fields. Managers should be familiar with the responsibilities of the league (and thus your responsibilities) as set forth in the agreement.

C. Sponsorships: The league is highly dependent of sponsorship support. Without it, the league would not be able to operate as it does now. Managers, coaches and parents are encouraged to seek sponsors or to refer potential sponsors to one of the Board members. All sponsorship money or donations go to the Newfound Babe Ruth General fund to be used at the discretion of the Board of Directors.