



2016 Rules and Regulations

III. PLAYER ELIGIBILITY REQUIREMENTS

A player is classified by his/her current age PRIOR to May 1 on a yearly basis. 2016 Season age determination dates (BASEBALL)

6 year old classification birthday prior to 5/1/2009
7 year old classification birthday prior to 5/1/2008
8 year old classification birthday prior to 5/1/2007
9 year old classification birthday prior to 5/1/2006
10 year old classification birthday prior to 5/1/2005
11 year old classification birthday prior to 5/1/2004
12 year old classification birthday prior to 5/1/2003
13 year old classification birthday prior to 5/1/2002
14 year old classification birthday prior to 5/1/2001
15 year old classification birthday prior to 5/1/2000
16 year old classification birthday prior to 5/1/1999
17 year old classification birthday prior to 5/1/1998
18 year old classification birthday prior to 5/1/1997

A Player will be permitted to play in the league, subject to league capacity constraints, but once he or she has submitted their name to be placed on a roster, and that roster has been forwarded to the League, he or she MUST remain on that team. No new player may be added to the roster after June 15th without the approval of the League. A player may play on one (1) team and in one (1) division, in the league.

Neither the League, the Board members, nor the coaches will be held responsible for any injuries or accidents to players, managers, or game officials while participating in activities sanctioned by the League. Each player will be required to submit a signed affidavit to that effect, to the League before he or she is eligible to play or practice.

To facilitate scheduling rain-out or makeup games, any team participating in any tournament must give two week notice, prior to participation. This will help eliminate rescheduling conflicts. Each coach shall be required to check playing member's birth certificates when submitting their rosters. Use of ineligible/suspended players, suspended coaches and or spectators-All games will be forfeited where the use of the ineligible player occurs. The League may impose additional penalties as deemed necessary.

IV. GENERAL CONDUCT

An Age Division Representative, League official, or coach of their own team may cite a player for misconduct which occurs before, during, or after a game. The citing individual may suspend the player from playing in their next 1, 2, or 3 games. This may be appealed to the League within 18 hours after the imposition of suspension. The player may continue to play while the appeal is being heard. The representative that brings the appeal to the Board may not vote on the appeal. The Board must meet within 72 hours of the appeal. This citation procedure will not nullify the power of an umpire to remove a player from a game presently in process.

Occurrence of the following may result in indefinite suspension or other disciplinary actions by League Directors.

- The use of tobacco (in any form), alcoholic beverages, or profanity on the playing field or in the dugout by players, coaches, and umpires.
- Harsh disagreement with game official by coaches, players, or spectators.
- Harsh oral or physical abuse of players by coaches, officials, or spectators.
- Any other non-sportsmanlike conduct that might reflect adversely on the League.

Fake tag: A form of obstruction by a fielder who neither has the ball or is about to receive the ball and which impedes the progress of a runner either advancing or returning to a base. When a runner, while advancing or returning to a base is obstructed by a fielder who fakes a tag with the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification (after a warning has been issued to a team), a defensive player could be ejected from the game.

No person playing on or representing the opposition shall call the pitcher by name or by position during the wind-up or delivery of the pitch. The base-runner cannot make any verbal communication to the

pitcher.

Penalties for misconduct as defined above (other than those items which have a specified penalty), by players, coaches, or fans include expulsion from the game and or premises, or forfeiture of the game by a team of the offending player, coach, or fans. The chief umpire, non-participating Board members, or other League officials in attendance may levy penalties. Forfeiture shall only be levied after a clear warning that the offending action must cease or forfeiture of the games shall follow. Forfeiture, due to the extreme nature of the penalty, shall be used only when all other reasonable efforts and penalties have been exhausted. Any team required to forfeit a game by virtue of the above specified misconduct shall also be required to forfeit their next scheduled or rescheduled game as of the time of the forfeiture. The umpire may levy an out against an offending team due to misconduct from a coach, player, or spectator for inappropriate or non-sportsmanlike behavior.

The League will not tolerate violence. Any act of violence or threat of an act of violence will be cause for a team to be barred from further League play. This rule applies to all players, coaches, and fans.

V. RAIN-OUT OR POSTPONED GAMES

The decision to end a game before completion shall be that of the chief umpire or district official. All circumstances related to weather shall be treated the same. A fifteen minute delay must be provided before a game is ended due to rain or threatening weather. This 15 minute delay WILL NOT count as a part of the game's time limit. Games that have not reached the point of being considered a complete game will be considered a "no game" and will be replayed from the beginning. Games that have reached the point of being considered a complete game and the game is called while an inning is in progress and before it is completed and ONE of the following situations prevails:

- The visiting team has scored one or more runs to tie the score and the home team has not scored.
- The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

Every attempt should be made to re-schedule uncompleted games, including rain-outs, on the earliest possible date. The only exception to the above statement is if a team already has 3 League games scheduled during a said week.

Games may be made up on Saturdays or Sundays if fields and umpires are available, and adequate advance notification can be given to both teams.

Coaches will be notified as soon as possible upon determination of unplayable conditions. In case of severe or threatening weather, and BOTH coaches agree, the game or scheduled game can be postponed, unless it can be considered a completed game as defined in the rules.

LIGHTNING RULE. The Umpire Director, League Official, or next highest ranking umpire shall have the authority to suspend all games at the complex due to the presence of lightning or other serious weather conditions. When the Umpire Director, League Official, or next highest ranking umpire suspends a game because of weather conditions on a field, all other games are automatically suspended.

A coach of a losing team may call the game before the shortened, rain-out, or postponed game rules take effect if he or she desires by signing BOTH scorebooks.

VI. SUBSTITUTION RULES

The following substitution options may be available to a coach, depending upon the division in which his or her team is playing. If the coach has an option, the coach must declare the option under which they are playing to the plate umpire prior to the commencement of the game as well as to the official score keeper. Once the coach announces the option and play commences, that team must continue to play the entire game under that option.

FREE DEFENSIVE SUBSTITUTION AND BATTING THE ROSTER

Each coach may substitute at the beginning of each half inning, any of his or her defensive players. That is any field position can be changed without having to report to the umpire. This does not mean that there will be changes in the batting order, once it has been given to the umpire. This rule does not apply to relief pitchers. It is recommended that no player shall remain on the bench for more than one defensive inning at a time.

An offensive player can only be substituted for due to injury or illness. If the player is removed from an offensive position for any injury or illness, he or she must sit out the remainder of the game. If the player is removed for injury or illness, no out will be credited when the player's name comes up in the batting order again, but they cannot participate for the remainder of the game.

RE-ENTRY RULE

Any of the starting players may be withdrawn from a game and re-enter once and only once, including a player who was the designated hitter, provided such player occupies the same batting position when re-entering the line-up. A substitute who is withdrawn from the game may not re-enter. In the case of an injury to a runner, and there are no eligible substitutes left on the bench, the coach may use any player on the bench, but this player may not go into the field after the inning is over.

DESIGNATED HITTER

A designated hitter (DH) may be used for the pitcher's batting position only. The pitcher's position can be listed as the DH in the starting line-up. A DH, if used, must be selected prior to the start of the game and his name must be included on the line-up cards given to the umpires and official scorer. Failure to declare a DH precludes the use of a DH in that game. If a pinch hitter or pinch runner is used for the DH, that player becomes the new DH. The player who was the DH may re-enter as the DH under the re-entry rule. The role of the DH is terminated for the remainder of the game when the DH assumes a defensive position.

COURTESY RUNNER

A courtesy runner shall be used for the catcher when there are two outs and he successfully occupies a base. The courtesy runner shall be the player making the last recorded out.

VII. UMPIRES

The home plate umpire will be the chief umpire. Umpires will be in complete charge of the game, and all rulings made by them will be final unless protested.

The recommended minimum age of the umpires (both plate and field) for each age division shall be as follows:

- 7-8 baseball and softball 13 years old
- 9-10, 11-12 baseball and softball 14 years old
- 13-14 baseball and softball 16 years old
- 15-16 baseball and softball 18 years old

Umpires will be provided by the league. When possible, a third umpire should be used for those age groups over 13 years old. Playoff umpires will be determined by the Umpire Coordinator. The chief umpire will notify each head coach of the official starting time.

VIII. GENERAL LEAGUE RULES

The Northeast Baseball Association's league and tournament activities will generally be governed by current NBC rules for baseball with modifications contained herein.

Once schedules have been published, no changes can be made without the consent of the Age Division representatives, upon notification by the League Secretary.

PENALTY: FORFEITURE BY BOTH TEAMS.

Trophies will be awarded in three (3) places for all age groups. The Board shall select a type of baseball for use in league games. These types of balls shall be used for all league games. The following types of baseballs are the official balls recognized by the Northeast Baseball Association and must be used in all league games:

BASEBALLS

- 5-6 year old T-ball
- 7-8 year old baseball. RIF level 10 (any manufacture)
- 9-10 year old baseball High School Specifications (any manufacture)
- 11-12 year old baseball High School Specifications (any manufacture)
- 13-14 year old baseball High School Specifications (any manufacture)
- 15-18 year old baseball. High School Specifications (any manufacture)

PITCH COUNTS

Pitch counts are used to maintain a minimum safety measure for the league's pitchers. Excessive use along with improper mechanical technique have been shown to be the primary causes for injury.

Pitchers are subject to limitations based upon their age and the number of pitches allowed per game.

- 9-10 Baseball.....65 pitches
- 11-12 Baseball.....75 pitches
- 13-14 Baseball.....85 pitches
- 15-18 Baseball.....95 pitches

The official pitch count is an accumulation of ALL pitches thrown to a batter. Balls, strikes, foul tips, and pitched balls put into play MUST BE COUNTED. The official game scorer (home team) is responsible for the count though each team may maintain a count for safety purposes. Pitchers in excess of their allowed pitch count must be removed from the game.

REQUIRED EQUIPMENT

Catchers - full catchers helmet (no skullcaps are allowed), facemask with throat protector, chest protector and shin guards (a protective cup is recommended).

Batters - Batting helmet, Bat shall be limited to no more than 2 3/4 inches in diameter at the thickest point on the barrel.

BEGINNING 2012 SEASON

Bat length to weight differential, normally referred to as the "drop" should not exceed

- -13 for ages ten and under (-9 RECOMMENDED)
- -11 for twelve and under (-7 RECOMMENDED)
- -9 for 14 under baseball (-5 RECOMMENDED)
- High school ages 15-18 will play with National High School Federation requirements of -3.

Bats identified as not compliant with the recommended drop ratio can be removed from the game.

Base runners - Batting helmet. Metal spikes allowed in 13 yr old baseball and above.

On-deck Batter - Batting helmet

Plate Umpire - Facemask with throat protector, chest protector and shin guards (a protective cup is recommended.)

Batters - Batting helmet

On-deck Batter - Batting helmet

PRE GAME INFIELD PRACTICE SCHEDULE

25 minutes prior to scheduled start time. Visitors infield practice
15 minutes prior to scheduled start time. Home team infield practice
5 minutes prior to schedule start time. Umpires/Coaches meeting

Teams to follow will be allowed infield practice with Visitors immediately taking the infield for ten minutes followed by Home Team for ten minutes at completion of the previous game.

All score books will be signed by the chief umpire after the game.

Both coaches will meet with the chief umpire at home plate to go over ground rules, and exchange lineups.

The WINNING coach will be required to email/call the score of the game in to league officials by midnight the day following the game, or it will be recorded as a LOSS for both teams. This does not remove the responsibility of the Home Coach calling the postponements or rainouts.

Approved headgear must be worn at all times by all offensive players, outside of the dugout.

All players must have numbers on their shirts or uniform tops. No two players shall have the same number.

Each team may have only one offensive conference per inning. Umpires will caution the coach if a second one is called for and if the coach persists, the umpire may eject the coach from the game. Injury time-outs are not to be confused with offensive conferences.

A pitcher removed from that position for a relief pitcher might return to pitch again as long as it is in a different inning. It may not violate the substitution rule.

Any pitcher who hits 3 players during a game will be removed from the pitching position and cannot return to pitch again during that game. The official scorekeeper is to notify the umpire when three players have been hit by the same pitcher.

Six (6) warm-up pitches or 90 seconds between innings. 7-8 year old baseball and softball have 120 seconds.

No equipment shall be left on the playing field during the game (including foul territory).

The starting time must be noted in each score book at the direction of the chief umpire.

All ages, pitchers must throw four intentional balls to walk a batter.

Steal cleats are not allowed in any age groups before age 13.

CRASH RULE

A fielder must be in possession of the ball to block a base.

A base runner must slide (a base runner may make contact with a fielder as a "continuation of the slide," if in the judgment of the umpire, said contact is not excessive).

OR

(in the absence of a slide) A base runner must avoid contact with the fielder.

"CATCH-BLOCK-TAG/ SLIDE or AVOID CONTACT WITH THE FIELDER"

FIELDER NOT IN POSSESSION OF THE BALL

A fielder NOT in possession of the ball and blocking a base, will be deemed to have OBSTRUCTED the base runner, if in the judgment of the umpire, the base runners progress was impeded to the extent that they did not reach a base they would have reached if the obstruction had not occurred or if the ball precedes the base runner and the base runner is tagged before they have obtained the base, if in the judgment of the umpire, the runner would have reached said base if they had not been obstructed or the fielder had not blocked the base without first obtaining possession of the ball. NOTE: If a fielder is not in possession of the ball and is blocking a base and the base runner deliberately collides with the fielder, the base runner will be called out.

INTERPRETATION: If the fielder does not have the ball in their possession, they can not block a base or impede the progress of a base runner. If they do, obstruction is going to be called.

FIELDER IN POSSESSION OF THE BALL

If a fielder is in possession of the ball and is blocking a base, the base runner has 4 options.

1. Slide
2. Avoid contact with the fielder
3. Try to go back to the previous base.
4. Give themselves up.

If a fielder is in possession of the ball and the base runner does not slide, they are required to avoid making contact with the fielder. In the absence of a slide and the base runner makes contact with the fielder, the base runner will be called out, regardless of a tag being made or if the base runner reaches a base before a tag is made on the base runner.

CRASH

If in the judgment of the Umpire, a base runner maliciously collides with a fielder (whether in possession of the ball or not), the base runner will be declared out, ejected and all other base runners will return to their original base.

AVOIDING A FIELDER

If a base runner runs more than 3 feet outside of the baseline to avoid being tagged, unless his/her actions is to avoid interference with a fielder fielding a batted ball, said base runner is deemed to be in violation of rule 6.05 and/or 7.08(NBC) and 8.7(ASA) and will be declared out. However, if a base runner runs more than 3 feet outside of the baseline or runs more than 3 feet outside of the baseline to avoid contact with a fielder not in possession of the ball, the base runner shall not be considered to be in violation of the above rules and should not be declared out.

Players, fans, and/or coaches will not be allowed behind the catcher or backstop.

Only the players, bat person, and 2 offensive coaches per team will be allowed on the field of play (Exception: see 7-8 baseball and softball rules.)

In the interest of safety and proper conduct in the dugout, it will be strongly encouraged that each team assigns a "bench coach". this will be stressed in the 7 and 8 baseball and softball and 9 and 10 baseball and it is recommended for all age groups.

Responsibilities for the bench coach are:

- Keep the players sitting on the bench in the dugout until it is their time to bat, be on deck and/or take the field.
- Prevent players from unsafe use of the equipment while in the dugout. No swinging of bats or tossing of balls.
- Control any taunting, name calling, language or any other un-sportsman like actions towards their own team mates and/or players on the opposing team.
- Help make sure the players gather their own equipment and pick up the dugout area before the next team enters the dugout.

LATE ARRIVALS OR ABSENT PLAYERS

A team must have at least seven (7) players and one adult no later than 15 minutes past the scheduled starting time or forfeit the game. In the event that a team does not have the required number of players (9) available at game time, said team will be considered as "playing short." Said team will be required to take an automatic out (location designated in the batting lineup at the discretion of the coach) for any and all players that the team is short, up to a maximum of two (2) lineup positions. In the event that a team begins a game with less than nine (9) players and a player or players arrives late, said players will be placed in the lineup designated as the automatic out. In the event that a team is playing two (2) players short, the location of a player arriving late and being inserted into the lineup will also be in the location of the designated out position.

If a team has the required number of players to begin a game, any late arriving players will be placed at the end of the batting lineup. Any player or players arriving after a game has begun, may be placed in the lineup, regardless of whether the team has batted through their lineup or not. NOTE: The distinction of this rule applies to teams beginning games "playing short" and teams with the required number of players to begin (9).

Teams forfeiting three (3) games due to lack of sufficient number of players are dropped from trophy contention. Nine (9) positions will be batted. Failure to fill a batting position will result in an out being declared for that position each time it is due to bat unless player has been injured or becomes ill during the game creating the shortage.

All teams with uniforms shall comply with official baseball/softball rules regarding uniforms when on the playing field. No liquor, beer, or tobacco advertising will be allowed on the uniforms.

TIE BREAKERS

In the event of a tie by two or more teams for a position in league standings, the following criteria shall be used in the order documented to determine final league standings.

- Head to head competition
- Runs allowed
- Runs scored
- Coin flip

All league rules prescribed by the current NBC Rules for baseball shall be further modified with regard to the playing field to conform to the actual conditions existing at each field. In the event the League chooses to use a portable pitching mound, it shall be a minimum of 6" high, 7ft wide, and 7 ft. long with appropriately tapered sides, front, and back. All backstop and fence distances shall be modified to conform to the space available at each playing field.

A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game and time can be added back to the game clock at the umpire's discretion. The length of time that is considered reasonable is umpire judgment. The re-entry rule would apply to players. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again. Players and umpires are not to wear jewelry (except for watches for umpires) on the field of play. This rule is intended to reduce the risk of injury, reduce unnecessary distractions, and reduce game time lost by hunting for lost jewelry.

(Non-Rainout) Requests to reschedule games must be made at least 72 hours prior to the scheduled date and time of the game(s). Requests must meet the following requirements.

- A team must have less than 7 players available
- Or conflicting extra-curricular school activities. May (ONLY)

Requests to reschedule a game or games, WILL NOT be considered for the following reasons:

- To allow the team to participate in a non-League tournament.
- To allow the team members to participate in another sport activity.
- To allow the team members to attend a camp.
- Or, if Head Coach and or Assistant Coach are not available for the game.

On any overthrow that enters dead ball territory, the ball is declared dead and the award shall be determined by the common rule of ONE base on an overthrow originating from the mound, TWO bases on throws originating in the field of play.

AGE SPECIFIC RULES

X. 7-8 YEAR OLD BASEBALL (MACHINE PITCH)

Ages 7-8 years old (cannot be 9 before May 1, 2016 and must be a minimum age of 6, as of 1/1/16 to be eligible for this division).

Pitching machine distance - 43 feet
Base distance - 60 feet
Pitching machine speed - NBC specifications 44 mph

Bat shall be limited to no more than 2 3/4 inches in diameter at the thickest point on the barrel.

Regulation game - 5 innings. (3 innings constitute a complete game).

No inning will begin 1 hour and 15 minutes after the official starting time regardless of the innings

played, except in case of a tie game. The next inning shall begin immediately following the last out of the previous inning. 2 hour maximum curfew will be in effect.

Run limits - There is a 5 run limit per half inning at bat. Only 5 runs will count in any one half inning. The 5 run limit will be waived in the 5th inning of a regulation game, and any inning thereafter.

Run rule - In games in which a team is leading by at least 10 runs after 3 innings, the game shall be declared a complete game.

The infield fly rule will not be in effect.

Free substitution and batting the roster shall apply as defined in Substitution Rules, Section VI. A player shall not remain on the bench more than one defensive half inning at a time. To encourage rotation of players, a tenth (10) fielder may be utilized in the outfield and no player shall remain at the same defensive position more than two consecutive innings nor the same defensive position more than two innings per game.

A batter is out and cannot run on a dropped third strike.

A runner cannot lead off or steal a base and must remain in contact with the base, until the ball has crossed the front edge of home plate or is put into play by the batter. Runners can advance only on balls put into play by the batter. The runner may attempt to advance only on a fair hit, or on a caught fly ball (fair or foul) after the runner retouches the base. Balls and strikes will not be called, no walk, balk, or bases for a hit batsman will be granted. The batter will be called out after three (3) swinging strikes or five (5) pitches, unless a foul occurs on the 5th or later pitch.

Bunting is allowed. If a batter attempts to bunt on the 3rd strike or 5th pitch, the batter is out if the pitch is fouled.

The field umpire will operate the pitching machine and make all necessary adjustments. At no time shall the speed of the machine be adjusted. Either umpire has the authority to declare a NO PITCH in the event of a malfunction of the machine. At the discretion of the field umpire, he or she may turn the micro adjustment screw as deemed necessary, to compensate for the height of the batter or wind conditions.

A member of the defending team will field in the pitcher's position. He must remain behind the pitching rubber and off to either side until the ball has left the machine.

If a batted ball strikes either the machine or the base umpire, the ball is dead, the pitch counted as NO PITCH and no runners shall advance.

If a thrown ball strikes either the machine or the base umpire the ball is dead and play is stopped with the runners going to the bases as deemed by the umpire.

To halt the advance of runners during a batted ball, the ball should be returned to a base in front of the runner(s) to be halted before calling TIME. Or once a batted ball has been returned to a position inside the base paths a player can call TIME to halt play, but bases can be awarded if in the umpire's judgment a runner would have reached the next base.

No defensive coaches will be allowed on the field during the game.

Two umpires are used, one plate umpire, and one base umpire who will also run the pitching machine.

XI. 9-10 YEAR OLD BASEBALL

Ages 9-10 years old (cannot be 11 before May 1, 2016 and must be a minimum age of 8, as of 1/1/16 to be eligible for this division).

Pitcher distance - 46 feet.
Base distance - 65 feet.

Regulation game - 5 innings. (3 innings constitute a complete game).

No inning will begin 1 hour and 30 minutes after the official starting time regardless of the innings played, except in case of a tie game. The next inning shall begin immediately following the last out of the previous inning. 2 hour 15 minute maximum curfew will be in effect.

Run limits - There is a 5 run limit per half inning at bat. Only 5 runs will count in any one half inning. The 5 run limit will be waived in the 5th inning of a regulation game, and any inning thereafter.

Run rule - In games in which a team is leading by at least 10 runs after 3 innings, the game shall be declared a complete game.

Free defensive substitution and batting the roster will apply. See Substitution Rules, Section VI.

Lead-offs and base stealing are allowed.

Batters can run on dropped third strikes.

Pitchers may pitch only 65 pitches. A pitcher who reaches the 65 pitch limit during an at bat may complete that batter. Penalty for violation of this rule is FORFEITURE of the game.

XII. 11-12 YEAR OLD BASEBALL

Ages 11-12 years old (cannot be 13 before May 1, 2016 and must be a minimum age of 10, as of 1/1/16 to be eligible for this division).

Pitcher distance - 50 feet.
Base distance - 70 feet.

Regulation game - 6 innings. (4 innings constitute a complete game).

No inning will begin 1 hour and 45 minutes after the official starting time regardless of the innings played, except in case of a tie game. The next inning shall begin immediately following the last out of the previous inning. 2 hour 30 minute maximum curfew will be in effect.

Run limits - There is a 5 run limit per half inning at bat. Only 5 runs will count in any one half inning. The 5 run limit will be waived in the 6th inning of a regulation game, and any inning thereafter.

Run rule - In games in which a team is leading by at least 15 runs after 3 innings, or 10 runs after 4 innings, the game shall be declared a complete game.

Free defensive substitution and batting the roster will apply. See Substitution Rules, Section VI. Pitchers may pitch only 75 pitches. A pitcher who reaches the 75 pitch limit during an at bat may complete that batter. Penalty for violation of this rule is FORFEITURE of the game.

XIII. 13-14 YEAR OLD BASEBALL

Ages 13-14 years old (cannot be 15 before May 1, 2016 and must be a minimum age of 12, as of 1/1/16 to be eligible for this division).

American division and National division base distance - 90 feet.
American division and National division pitching distance - 60 feet 6 inches'

Regulation game - 7 innings. (4 innings constitute a complete game).

No inning will begin 1 hour and 45 minutes after the official starting time regardless of the innings played, except in case of a tie game. The next inning shall begin immediately following the last out of the previous inning. 2 hour 30 minute maximum curfew will be in effect.

Run limits - There is a 5 run limit per half inning at bat. Only 5 runs will count in any one half inning. The 5 run limit will be waived in the 7th inning of a regulation game, and any inning thereafter.

Run rule - In games in which a team is leading by at least 15 runs after 4 innings, or 10 runs after 5 innings, the game shall be declared a complete game.

Each coach may use the Re-entry rule or bat the roster with free substitutions as defined in the Substitution Rules, Section VI. The coach must declare the option under which they are playing to the plate umpire prior to the commencement of the game as well as to the official scorekeeper. Once the coach announces the option and play commences, that team must continue to play the entire game under that option. Each coach may choose either option.

If the Re-entry rule is chosen, at the coach's option, a designated hitter may be used only for the pitcher's position in the lineup as defined in Substitution Rules, Section VII.

Pitchers may pitch only 85 pitches. A pitcher who reaches the 85 pitch limit during an at bat may complete that batter. Penalty for violation of this rule is FORFEITURE of the game.

XX. MISCONDUCT POLICY

Any team who accumulates three (3) ejections, (by coaches, players, and spectators, or any person associated with said team) during the league season will forfeit the remainder of their schedule and become ineligible for post-season competition sanctioned by the league.

COACH, PLAYER, SPECTATOR EJECTION POLICY

Any ejection against a coach, player, or spectator will require that person leave the playing facility, which is defined as the playing field, bleacher/spectator area and immediate commons area. Ejected person must leave the playing facility within one (1) minute and have no further contact with anyone associated with the game. Ejections for misconduct result in an automatic one game suspension. Any coach, player, or spectator that verbally abuses any league official, employee, or volunteer after an ejection may be required to serve additional game suspensions at the discretion of the league. Any coach, player, or spectator that physically assaults any league official, employee, or volunteer will be suspended from all league activities for life. In addition, law enforcement will be called and the league will prosecute to the full extent of the law.

REVIEW/PROTEST/RULE INTERPRETATION COMMITTEE

The Review/Protest/Rule Interpretation Committee will consist of a minimum one (1) representative from each age division. In the event of an even number of representatives, either the League President, and/or League Administrator may sit on the committee. However, the President and or other administrator may not vote on any matter except in order to break a tie vote. In the event a representative can not fulfill their responsibility, they may appoint a representative to serve in their place.

The committee may review any situation deemed necessary and/or prudent to the overall function of the league as a whole. This shall include, but not limited to: A complaint filed by a parent alleging abuse of a player, inappropriate conduct/language at a league function, and ejections.

PROTESTS.

Only decisions on interpretation of rules may be protested and not decisions of judgment.

The Head Coach or other certified assistant(s) must protest a game and their name must appear on the league roster form.

The protesting coach must make his/her intentions clear at the time of the disagreement to the umpires and opposing coach. At the point of protest the number and position of runners, count on the batter, number of outs, and official time must be noted in both score books and signed by both coaches. A \$50 protest fee must be given to the umpire at the completion of the protested game. Checks should be made payable to the Northeast Baseball and Softball Association.

The protest form must be filed with a league official, within 48 hours after the completion of the game. Umpires must forward within 24 hours a letter relating the circumstances of the protest, and protest fee collected from the coach to a league official.

Time expired during the protest while the game is in progress will not be included in the allotted game time.

The Review/Protest/Rule interpretation committee as described above will be convened and review the facts of the protest. The committee members may decide upon its own procedures, including whether or not to interview additional persons in attendance believed to have pertinent information.

The Review/Protest/Rule interpretation committee must rule on each protest within 48 hours after receiving it. The majority vote of the committee is sufficient to decide a protest and coaches will be contacted of the results at conclusion of the review.

In all cases decisions will be final.

All money will be returned to the protesting coach if the protest is upheld. If the protest is denied the money will be deposited in the league treasury.

PROTEST FORM

Date of scheduled game: ___/___/___ Date of protest ___/___/___

Protesting Team (name of team): _____

Protesting Coach (name must appear on official roster) _____

Age Division: _____

Opposing Team: _____

REASON FOR PROTEST

Misinterpretation of rule #: _____

Summary for circumstances: _____

"I understand that I may protest rule misinterpretations only and the protest must be done in accordance with the procedure outlined in this rulebook. I further understand that the \$50.00 protest fee will be returned to me ONLY if the protest is upheld in my favor."

Date ___/___/___

(signature of protesting coach)

Date ___/___/___

(signature of head/chief umpire)

PLAYERS CODE OF CONDUCT

I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship.

I will attend every practice and game, and will notify my coach if I cannot.

I will expect to receive a fair amount of playing time.

I will do my best to learn from my coaches.

I will treat my coaches, players, officials and fans with respect regardless of race, sex, creed, or abilities, and I will expect to be treated accordingly.

I deserve to have fun during my sports experience.

I deserve to play in an environment that is free of drugs, tobacco, and alcohol and expect parents to refrain from use at all youth sports events.

I will encourage my parents to be involved with my team in some capacity because it is important to me.

I will do my best in school

I will remember that sports are an opportunity to learn and have fun

COACHES CODE OF CONDUCT

I will place the emotional and physical well-being of my players ahead of any personal desire to win.

I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.

I will do my very best to provide a safe play situation for my players.

I will do my best to organize practices that are fun and challenging for all my players

I will lead by example, in demonstrating fair play and sportsmanship to all my players.

I will ensure that I am knowledgeable in the rules of each sport that I coach, and that I will teach these rules to my players.

I will use those coaching techniques appropriate for each of the skills that I teach.

I will remember that I am a youth coach, and that the game is for the children.

PARENTS CODE OF CONDUCT

I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports events.

I will place the emotional and physical well being of my child ahead of personal desire to win.

I will insist that my child play in a safe and healthy environment

I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.

I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all events.

I will remember that the game is for youth, not for adults.

I will do my very best to make youth sports fun for my child.

I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed or ability.

I promise to help my child enjoy participating by providing assistance to team activities in best possible way given my own abilities.

I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches Code of Conduct.

