

7th & 8th Grade Rules

NEVADA YOUTH RECREATIONAL BASEBALL

RULES & REGULATIONS

Revised 3-27-2022

Our goal is to provide a fun and safe learning environment for youth in grades three through eight to play recreational baseball.

This brochure does not contain a complete set of rules governing play in NYRB. Play is governed by Official Baseball Rules. This brochure contains only those exceptions to Official Baseball Rules which are necessary in a youth program as well as regulations governing league organization and administration. The board reserves the right to make additions, corrections or changes to these rules if necessary!!

TABLE OF CONTENTS

1. The League.....	2
2. Coaches.....	2
3. Insurance.....	2
4. Age Divisions.....	2
5. Selection of Players.....	2
6. Playing Fields.....	3
7. Home Team vs. Visitor Team.....	4
8. Equipment.....	4
9. Playing Rules.....	5
10. Substitutions.....	7
11. Lead-Offs.....	7
12. Pitching Rules.....	8

13. Schedule.....	8
14. Length of Games.....	9
15. Umpires.....	9
16. Scorekeepers.....	10
17. Managers and Coaches.....	10
18. Penalties.....	10
19. Protests.....	11
20. General Conduct.....	11
21. Concession Stand Duty.....	12
22. Tournament Rules.....	12
23. Field Maintenance.....	13

LEAGUE

The Nevada Youth Recreational Baseball organization will be directed by an executive board consisting of a President, Vice-President, Treasurer and Secretary. Additional active board members will be as follows: Equipment Manager, Field and Ground Coordinator, Centennial Field Coordinator and Lyons Stadium Field Coordinator. Many committee chair people and volunteers also give their time and efforts to make this organization happen.

COACHES

Coaches are volunteers that are appointed at the discretion of the board. Volunteer applications must be submitted and background checks will be conducted. The board reserves the right to relieve volunteers of their duties if necessary.

INSURANCE

NYRB is required to carry adequate insurance amounts specified by the City of Nevada as well as by Vernon County.

AGE DIVISIONS

The following breakdown of ages will make up the divisions of the league providing enough players are registered prior to evaluations in each age division:

1. 3rd and 4th grade (9 & 10 year olds)
2. 5th and 6th grade (11 & 12 year olds)
3. 7th and 8th grade (13, 14, & 15 year olds)

OUT OF TOWN PLAYERS – Players from out of town are allowed to play in the NYRB league and will be subject to evaluations and draft and will play on a Nevada team.

Ages in parenthesis are average ages for each grade level. Individual board decisions may be made on player placements. No player over the age of 16, as of July 16th of the season's year, may participate in this league.

SELECTION OF PLAYERS

A. If a parent would rather a particular coach not be the coach for their child, that parent must submit a written note to the NYRB Board prior to team selection. That particular coach will be notified of the

request only should that player be placed on his team at the completion of the blind draft. Should that be the case, the player will be swapped for a player of equal ranking with the team that is the next highest number. (For example: there are 4 teams in a particular division. Team 3 ends up with a child that is coached by someone the parent prefers their child not to have. That player would then be switched for an equal player from team 4. Should this happen with team 4, then the switch would be with team 1. (Read draft rule B and hopefully this will be clarified.) This rule is not intended to allow parents the means to "pick" their child's coach, but rather to promote harmony among the team and family during the season. This rule will not apply during tournament play.

B. Players will participate in an evaluation which is scheduled by the board. Players will be placed on teams by the coaches in their age division by a process known as a "blind draft". The blind draft will proceed as follows:

Coaches all work together in their division to rank the players during the evaluation and while conducting the draft. Say there are 4 teams to establish in the division. The coaches will discuss and rank the top 8 pitchers, 1 thru 8. The pitchers are then spread across the 4 teams as follows:

1 2 3 4

8 7 6 5

The catchers are then ranked 1 thru 4 or 1 thru 8 and then are spread across the 4 teams as follows:

4 3 2 1

5 6 7 8

Rank next the 4 best players and spread across the teams as follows: 1 2 3 4

Rank next the 4 best players and spread across the teams as follows: 4 3 2 1

Rank next the 4 best players and spread across the teams as follows: 1 2 3 4

Rank next the 4 best players and spread across the teams as follows: 4 3 2 1

Continue with this until all players are placed on teams.

The teams are then numbered 1 2 3 4 and placed in a hat. The coach will draw a number and that will become his team.

The next step is to begin with team 1 and make sure the coach of team 1 has his son on his team. Say his son had been ranked #4 on team 3. Then he would move to team 1 and the #4 ranked players on team 1 would go to team 3. This "even" swapping of players would continue until all 4 coaches. Players not able to attend the evaluation, but that are pre-registered, will also be placed on teams during the "blind draft". Players that register after the draft has taken place will be placed by members of the board if teams are not completely filled. The board will monitor all placements of players and will know which team is the next eligible to receive players. It is the coaches' responsibility to notify a board member if any player will not continue to play on his team immediately. This will ensure new players are placed properly on to the next available team vacancies. Assistant Coaches that have sons in the age division

will be selected from the team the player is drafted. There will be no assistants (that have players in the division) picked before the draft.

A minimum of 10 players will be drafted per team.

A player that signs up after the draft will not be allowed to pitch or catch for 7 games after being placed on a team.

PLAYING FIELDS

A. Distance between bases:

3rd & 4th grade - 60'

7th & 8th grade - 80' (Liter)

5th & 6th grade - 70'

B. Pitching Distance:

3rd & 4th grade - 46'

7th & 8th grade - 54' (Liter)

5th & 6th grade - 50'

C. The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as "Home Run Distances."

D. Home plate, the pitcher's plate and the bases shall be official size as used in regulation baseball. Portable pitching mounds, meeting the correct size requirements are also approved.

HOME TEAM VS. VISITOR TEAM

A. The season schedule will indicate the home/visitor team for each game.

B. The home team must provide the "**official**" **scorekeeper** for the game. The official scorebook (concession stand) has to be kept by the home team or they will forfeit that (current) game. If the home team wants to keep their own scorebook they must get a second person to keep it. They are not allowed to have one person keep both books.

C. **Scoreboard** is kept by the visiting team. If they do not have someone keep the scoreboard they will forfeit (current) game.

D. The dugouts will be designated "home" or "visitor" for team location purposes.

E. After the last game of the day the fields are to be raked by the home team. Failure to do so will result in the forfeit of their next game. Both teams are responsible for cleaning up their own dugout.

F. After the last game of the day trash is to be picked up around the grandstands and dugouts and bags taken to the dumpster by the visiting team. Failure to do so will result in the forfeit of their next game. Both teams are responsible for cleaning up their own dugout.

G. Each team is responsible for removing all trash and equipment from the dugouts immediately following the game.

H. Three (3) parents per team are required to attend the **scoring clinic** conducted by the League.

I. **Water jugs** are filled by the concession stand workers. Before the first game of each night the coach will get the jug and place it in their dugout. After the last game each coach will return it to the concession stand. Failure to do so will result in the forfeit of their next game.

EQUIPMENT

A. Baseballs used during the games will be provided by NYRB.

B. Bats must have a length to weight drop ratio of minus 5 or less and a barrel diameter of no larger than 2 5/8 inches. **Wood bats are allowed but are subject to the Bat Check and can't be cracked, corked, or damaged in any way that could compromise the structural integrity of the bat.**

A Bat Check will be conducted by the umpires before every game. If an illegal bat is found before or during the game it will be removed and placed in the concession stand. It is the coach's responsibility to make sure the players are using the proper bat size. A bat found and removed after a game has started will result in a 1 game suspension for either the player or head coach. If a player claims the bat 5 after the game they will be suspended for a game. If no one claims the bat after the game the coach will be suspended. All player suspensions must be served during the next game the player shows up for and must remain on the bench the entire game. The coach will serve the suspension of the next scheduled game. They will remain outside the fence in the parking area with no communication with the players or coaches on either team.

C. Metal cleats will be allowed.

D. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.

(1)Use of face masks and properly fastened chin straps on protective headgear is recommended.

E. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which give protection to the top of the head when catching behind the plate. Catchers are to wear the long style mask with a built in throat protector and/or a dangling throat protector. Catchers may wear a "hockey" style catcher's mask. Any player serving as a catcher to warm up a pitcher shall wear a mask and a chest protector, whether the pitcher is warming up from the mound, or elsewhere. Catchers **MUST** wear athletic supporters and a cup.

F. It is **recommended** that coaches make every effort to encourage the wearing of athletic supporters and athletic supporters with cups for all infielders and pitchers (male players).

G. Baseball shirts and hats provided by the league are to be worn in league and tournament play. Baseball pants purchased by the players are to be worn. Uniforms should not be modified or altered in any way other than putting the **player's last name (no nicknames)** on the back of the shirt if desired.

H. No jewelry shall be worn by any player, except for medical identification.

I. Lineup cards must be given to the plate umpire prior to the start of a game. Lineup cards will also be provided to the official scorekeeper/opposing team.

J. The Umpires scorecard and the Official Scorebook must be signed by both team managers after the game to eliminate inning validation problems. (Managers, please help with this process!!!)

PLAYING RULES

A. The official playing rules, with the exceptions and variations contained in this brochure, shall be "Official Baseball Rules." completed revised as released through the office of the Commissioner of Baseball. All rules must be approved by the board before they become effective.

B. **Eight warm-up** pitches may be thrown to start the game, five thereafter or 1 minute between innings. Eight warm-up pitches are allowed for a pitching change. Any player may warm up the pitcher as long as he has a mask and a cup. A coach may warm up the pitcher at their own risk.

C. Defensive players must be allowed to huddle occasionally to communicate a situation play; however, the umpire must take charge and run the game to ensure playing delays do not obstruct the game.

D. There will be no DH (designated hitter).

E. Teams must use a continuous line-up of all present uniformed players.

Continuous line-up example – When playing with a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely into defensive positions. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.

F. Players will be allowed to coach bases (they must be wearing a helmet).

G. All players must participate during each game in a minimum of 1 at bat and 6 defensive outs.

H. **Player Minimum:** A team may start with 9 but cannot finish with less than 6.

I. In the event a team does not have enough players to field a team due to player's vacations, team injuries, or no-shows, every effort will be made to ensure that the game is played. You must be able to field 6 of your players and can only pick up 2 extra players. Any player(s) picked up shall be placed in the last batting spot and field position, and moving up in reverse order as players are picked up.

The process is as follows:

1. The opposing team coach should ask his team for volunteers to play on the team not having enough players.

2. Draft players from the stands. (The opposing team coach must agree to the player) Player must play in right field and bat last. You must make every effort to pick up a player that is the same skill level as your absent player.

3. The opposing team's coach fields the same number of players. If this is the case, the substitution rule will be waived.

4. Coaches may not refuse all choices above - let's play ball!!!!

J. A courtesy runner will be allowed for the catcher at any time. **The courtesy runner must be the last batted out and courtesy running does not count towards playing time.**

K. Infield Warm-ups: All teams are encouraged to warm-up as much as possible before game time. **No pregame infield.**

L. The batter may become a runner when on a dropped third strike providing (1) first base is unoccupied at the time of the pitch or (2) first base is occupied with two out.

M. **No high spikes** will be tolerated. If it is in the umpire's judgment that a player slid in with spikes raised they will be called out.

N. No Mandatory slide rule- No bulldozing/excessive force to try to tag a player or an attempt to knock the ball out of the fielder's possession will be allowed. It is up to the umpire's discretion and can result in ejection from the game.

O. Heat or Injured – If a player is removed from a game because of the heat, that has gotten too hot, or injured during a game they cannot return to the game. The team will not be penalized and will not have to take an out when it is his/her next time to bat. That spot from the lineup will be skipped.

P. Batters and pitchers are required to dictate whether to be left or right per at bat and shall remain the dictated choice for the duration of that at bat.

LEAD-OFFS

C. Runners may lead-off and steal bases, as in Official Baseball Rules.

PITCHING RULES

A. Pitchers shall not pitch in more than seven innings on the same calendar day.

B. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.

- C. Pitchers shall not be allowed to pitch in more than 10 innings in any one calendar week. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- D. Pitchers shall have at least 40 hours rest after pitching on the same calendar day in four or more innings.
- E. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- F. **Eight warm-up** pitches may be thrown to start the game, five thereafter or 1 minute between innings. Eight warm-up pitches are allowed for a pitching change. Any player may warm up the pitcher as long as he has a mask and a cup. A coach may warm up the pitcher at their own risk.
- G. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- H. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.
- I. Any pitcher withdrawn from the mound and lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position shall not be permitted to pitch again in the same game.
- J. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with it being the umpires' discretion as to how many warm-up pitches.
- K. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the Penalty Rules following.
- L. The pitcher names in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which in the judgment of the umpire-in-chief, incapacitates him from pitching.
- M. **BALKS will be called. One warning per pitcher per game. Each additional offense results in the advancement of all runners on base for more clarification see Official Baseball Rules 6.02.**

SCHEDULE

- A. Scheduling and rescheduling of league games shall be the responsibility of the officers of the board.
- B. Under no condition shall league officers set up a schedule of games which would require a team to play more than two games in one day.
- C. The tournament will be seeded using the league standings as of _____.
- D. Tournament rules are under section 22.

LENGTH OF GAMES

- A. Games will have a 1 hour 40 minute time limit or seven (7) innings. No inning will start after a 1 hour 39 minutes from the official start time of the game. An inning ends and the next inning starts when the last out is 9 recorded any time remaining on the clock will require another inning to be played. The following run rule will apply; 15 runs after 4 innings, 10 after 5 innings. Seven innings may be played but 4 innings constitutes a game.
- B. No inning may be allowed to start after 11 pm unless it is a unanimous decision by both head coaches and the umpire
- C. Tie-Breaker System: If a game is tied after all innings have been completed or the time limit has expired, the "California" tie-breaker rule will go into effect. Each team puts the batter who received the last out in the previous inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.
- D. Rain and/or Lightning the game will be put in a 15 minute delay and the umpires from both fields and any board members present shall meet and make the determination to resume play or suspend/postpone the game. If a game is suspended/postponed it will be resumed from the point it stopped as soon as it can be made up.

UMPIRES

- A. Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpires used in that game shall be agreed upon by the opposing managers, preferably in writing.
- B. The use of tobacco in any form by umpires on the field is prohibited.
- C. Umpires are required to wear a collared uniform top.
- D. Male umpires are required to wear a protective cup behind the plate.
- E. Umpires equipment shall be a face mask, chest protector and shin guards. Shoe type is at the umpires' discretion with no screw in or steel cleats allowed.
- F. Pre-game conference will be held 5 minutes before game time with 1 coach from each team at home plate. The infield shall be clear of players during the conference. This is for the safety of the officials.
- G. Verify scorebook line-ups and sign the official scorebook before the start of the game.
- H. Game time will be declared at the end of the conference and the home team will take the field.

SCOREKEEPERS

- A. The home team is responsible for supplying the "official" scorekeeper for that game.

B. The official scorekeeper shall record at-bats, hits, run, errors, strike-outs, bases on balls, innings pitched in by each pitcher and scheduled starting time of games or actual starting time of games.

MANAGERS AND COACHES

A. Adult coaches may be used in either or both the first and third base coaching boxes. Only players in baseball uniforms with protective helmets shall be used as base coaches when adult coaches are not used.

B. A coach or coaches shall not switch coaching boxes during an inning.

C. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.

D. Only 3 coaches and the uniformed players are allowed in the dugout during the game.

E. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.

F. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

G. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted

H. Alcoholic Beverages are not allowed on the premises of the Fair Grounds.

PENALTIES

A. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league.

B. Penalty for use of an ineligible player, upon appeal by the opposing manager or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. The manager shall be ineligible to participate in the next scheduled game played by the team and the player shall play right field and bat last for the next game. If it is a pitching rule that has been violated the player also will not be allowed to pitch the next game that he becomes eligible to pitch again.

1. An ineligible player is one who is legally a member of the league but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.

2. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.

3. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.

4. When the ineligible status of a player is not established until after the completion of the game, the game shall stand as played, but the manager shall be ineligible to participate in the next scheduled game played by the team and the player shall play right field and bat last for the next game. If it is a pitching rule that has been violated the player also will not be allowed to pitch the next game that he becomes eligible to pitch again the ineligible status has been determined.

C. Illegal equipment shall be removed from the game.

1. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained or postponed and rescheduled by the league officers.

2. Penalty for use of illegal shoes shall be removal of the shoes from the game, and if no other legal footwear is available, removal of the affected player or players from the lineup.

3. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup. (The exception being the coordinating uniform of a substituting player.)

4. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be warned on the 1st offense of that game and ejected from the game after the 2nd offense, following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate. If in the judgment of the umpire the intentional act was directed at a player, coach or umpire, the player may be immediately ejected for the safety of others.

5. A Bat Check will be conducted by the umpires before every game. If an illegal bat is found before or during the game it will be removed and placed in the concession stand. It is the coach's responsibility to make sure the players are using the proper bat size. A bat found and removed after a game has started will result in a 1 game suspension for either the player or head coach. If a player claims the bat after the game they will be suspended for a game. If no one claims the bat after the game the coach will be suspended. All player suspensions must be served during the next game the player shows up for and must remain on the bench the entire game. The coach will serve the suspension of the scheduled game. They will remain outside the fence in the parking area with no communication with the players or coaches on either team.

D. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

PROTESTS

A. A protest based on a play which involves an umpire's judgment shall not be permitted.

B. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest IN WRITING to the league president or secretary within 48 hours of the completion of the game.

1. When protests based on the interpretation of a rule are upheld by the NYRB board, the game concerned shall be replayed from the point of the protest.

2. Umpires should make a public announcement to the crowd when a game is being played under protest.

C. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

GENERAL CONDUCT

A. NYRB through its board members and its designated volunteers shall reserve the right to suspend or withdraw membership from any league, team, player or adult volunteer whose conduct on or off the playing field reflects in a manner that is detrimental to the best interests of this organization.

B. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended for one or more games.

C. A coach can bench/suspend a player for discipline, which will waive the play rule for that player. The coach must notify the umpire and the other coach of this action, the reason for the action and have it noted in the official scorebook so it will not be questioned. A board member must be notified of the discipline action within 24 hours of the action. If a suspension is for a future game, the Board President or his/her appointed delegate shall be notified before the game starts.

D. Teams, players, adult volunteers or spectators in violation of this General conduct policy may be refused entry, OR MAY BE REMOVED FROM GAMES OR TOURNAMENT PLAY!!

TOURNAMENT RULES

The Following replaces the above (C in Pitching rules) for the tournament.

Â· Each Pitcher will be allowed 12 innings maximum for the tournament. The following exception will be allowed. If a team plays in 4 or more games 1 inning will be added to the total innings for each game after 4. 5th game add 1, 6th game add 1, etc. if you play in 7 games and a pitcher used his 12 innings up

in the first 4 games and does not pitch in the 5th or 6th game that pitcher can pitch 3 innings in the 7th game.

Added for the tournament (in pitching rules).

3. If you pitch 6 or more innings on consecutive days you must have 40 hours rest. (For the purpose of this rule consecutive days means 2 days in a row (back-to-back))

Innings pitched will be reset to 0 for the week as soon as the regular season is over. The 40 hour rest rule will still be in effect.

Seeding will be determined by the following

• W - L record/percentage

In the case of a tie the following will be used to break the tie.

1. Head to Head
2. Fewest runs allowed
3. Highest run differential +/-8 maximum per game
4. Coin Toss

When 3 or more teams are tied, only fewest runs allowed and highest run differential shall be used to break the tie

The highest seed team will be the home team, except for the championship and (IF) games. In the championship and (IF) games a coin flip will determine the home team.

All end of season tournaments will be single or double elimination.

All other rules remain the same.

Field Maintenance Policy

The board now has implemented a ***field maintenance policy*** wherein any team that leaves a field after practice without raking or fixing holes will be given a warning after the first offense. Their next practice will then be scheduled on the backstop rather than a field. If the incident occurs again they will forfeit their next game. (An exception to this ruling would be if a storm should come up and the team is forced to leave quickly) Also if there is any question if a field is too wet to practice on you should error with caution and practice in the outfield only. A wet field causes the clay to be tracked into the grass and will kill the grass. A field that is left without raking will cause the next team or a board member to have to work the field. We have more than enough drags and rakes if every player helps a field can be raked in as little as 5-10 minutes.

We have very nice facilities and are trying to improve them. Please help all of us keep our facilities in top shape.

The board wants to remind all coaches that anyone helping with the instruction or helping with practices of a team that is not a guardian or parent of a player must fill out a volunteer form. The board will then have a background check conducted and let the coach know if they will be allowed to work with your team.

REMEMBER, BASEBALL IS FOR THE KIDS, NOT THE PARENTS EGOS!!!!