

# NMYBBSB RULES

## T-BALL

- **Required Equipment:**
  - **Coaches:** Tee, balls (league issued)
  - **Players:** Helmet, Glove, Bat
- **Uniform:** League issued hat and jersey
- **Bats:** USA Stamped
- **Ball:** League Issued T-Balls
  
- **Gameplay:**
  - **Game Time Limit:** 1-hour
  - **Innings Limit:** None (play up to the hour limit)
  - **Batters in the line-up:** Whole Team
  - **Players in the field:** Whole Team
  
  - Everyone bats every inning
  - Coaches may flip the lineup over to have different kids hit first
  - Not recording outs or score. Just make it fun for the kids



# NMYBBSB RULES

## ROOKIES

- **Required Equipment:**
  - **Coaches:** Pitching machine, balls (both are league issued)
  - **Players:** Helmet, Glove, Bat
- **Uniform:** League issued hat and jersey, baseball pants
- **Bats:** USA Stamped
- **Ball:** League Issued
  
- **Gameplay:**
  - **Game Time Limit:** 1-hour 30 minutes (1:30)
  - **Innings Limit:** 6
  - **Batters in the line-up:** Whole Team
  - **Players in the field:** 10

### Offense

- Batting
  - MUST USE PITCHING MACHINE. Only exception is if it breaks then a coach may pitch.
  - Each batter gets 5 chances to hit the ball. If they don't get a hit, they hit off a tee.
  - Batters do not have to stop at first after a hit. If they hit a ball to the outfield they can run until the ball gets back into the infield.
- Base running
  - No stealing on pitched balls.
  - No running on overthrows to bases.

### Defense

- Up to 10 players on the field. THERE MUST BE A CATCHER.
- Pitcher should have at least one foot on the dirt circle before the pitch.
- Outs will be recorded. Innings end after 3 outs or everyone bats.
- Coaches are responsible for rotating the kids in the field and trying to let kids experience every position eventually. Exception: Coaches will have discretion if you believe putting a kid at a certain position is a safety issue.
- **Not recording score. Just make it fun for the kids.**

# NMYBBSB RULES

## MINORS

- **Required Equipment:**
  - **Coaches:** Baseballs (league issued), scorebook to keep track of pitchers, score and the count in the event of a discrepancy.
  - **Players:** Helmet, Glove, Bat
- **Uniform:** League issued hat and jersey, baseball pants, baseball socks, cleats
- **Bats:** USA Stamped or Wood
- **Balls:** League Issued
  
- **Gameplay:**
  - **Game Time Limit:** 2-hour drop-dead time limit (no new inning after 1 hour 40 minutes)
- Scenarios if the game ends due to the drop-dead time limit:
  1. Home team is winning the game ends. Home team wins.
  2. Away team was leading prior to the inning starting the game ends. Away team wins.
  3. Tie game or home team winning at the end of the previous inning. The away team takes the lead in the top of the inning and the drop-dead time limit hits before the home team finishes their at bat. The game reverts the score to the last full inning completed because the at bats were not equal for the home team to comeback. Game ends in tie or home team winning.
- **Innings Limit:** 6 innings or until the time limit hits
- **Batters in the line-up:** Whole Team
  - Players who are late may be placed at the bottom of the line up.
  - If a player leaves the game early, their spot in the lineup will be skipped with no penalty.
- **Players in the field:** 10
- **Mercy Rule:** 10 runs after 4 innings
- **No Infield Fly Rule**
- **Inning Completion:** \*Innings are complete after three (3) outs are recorded or five (5) runs are scored.  
**\*The last inning of the game will have no run limit! LAST INNING MUST BE ESTABLISHED BEFORE THE INNING STARTS!**
  
- **Pitching:**

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- Kids will pitch. Limited to one (1) inning per game (40 pitch max per game) and two (2) total innings for the week (that's in a seven (7) day span, not a reset every Monday. Example: Pitcher throws one inning on Thursday and a second inning on Saturday. That pitcher cannot pitch until the following Thursday.)
  - Pitcher can only walk one (1) batter per inning. Every subsequent walk, a coach will finish the at-bat until they put the ball in play or strike out. After that, the same pitcher may continue pitching that inning.
  - There are no balks.
  - If a pitcher hits three (3) batters in an inning, they must be taken out.
  - **For arm health and safety reasons, a player cannot play catcher 4 or more innings and pitch in the same game.**
- **Batting:**
    - Normal batting rules. Three strike is an out.
  - **Steals:**
    - No leading. Runner caught leading will get one warning, called out after warning.
    - Runners may steal after the pitch crosses home plate. Any runner leaving early on a ball that is hit will only be allowed to move as many bases as the batter. Ex: if a runner leaves from 1<sup>st</sup> base early and the batter hits a double, the runner would be sent to 3<sup>rd</sup> base even if they score.
    - One (1) steal of home per inning. (Includes pass ball/wild pitch).
    - NO RUNNING ON OVERTHROWS TO THE PITCHER FROM THE CATCHER.
    - Runner's who attempt to steal home after one was already completed can be tagged out until they get back to 3<sup>rd</sup> base.
  - Coaches are responsible for rotating the kids in the field and trying to let kids experience every position eventually.
  - No kid will sit 2 innings before every kid has sat at least once.
  - Score will be recorded for standings and playoff seeding. Both teams should be keeping track of the score and check with each other after every inning to avoid discrepancies.\*\*

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**\*\*In the event there are any score discrepancies:** Umpires will always check the home teams scorebook first to check the score or if they forget the count. If the home team is not recording using a book the umpire will check the away book and go with that. If neither team is keeping a book, the umpire will go with what he has.

## **Playoffs:**

Playoff seeds will be decided by record. In the event two teams have the same record, teams will be seeded in order:

- Head-to-head record
- Run differential
- Runs scored
- Runs allowed
- Coin toss