



# NCTB BASEBALL

NCTB RULEBOOK

Update

February 16, 2019

## Rule 1: Playing Field

**1.01 : (Chart 1):** The playing field shall be laid out according to the recommended dimensions contained within these rules.

Age	Base	Pitching Fence (lines)	Fence (CF)	
4U	55'	N/A	140'	175'
5U	55'	N/A	140'	175'
6U	55'	N/A	140'	175'
7U	60'	40'	160'	185'
8U	60'	40'	160'	185'
9U	65'	46'	180'	210'
10U	65'	46'	180'	210'
11U	70'	50'	230'	275'
12U	70'	50'	230'	275'
13U (54/80)	80'	54'	275'	300'
13U (60/90)	90'	60' 6"	320'	375'
14U (54/80)	80'	54'	275'	300'
14U (57/85)	85'	57'	275'	300'
14U (60/90)	90'	60' 6"	320'	375'
Scholastic	90'	60' 6"	320'	375'

**1.02 :** For details on field layout including recommended direction of play, fair and foul territory requirements, infield and outfield grades, pitcher's mound height and slope, batter's and catcher's box dimensions, and base and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com.

**Rule 2: Equipment & Safety:**

- 2.01** All bats for age divisions 13 and Under and younger must be permanently stamped with the "USSSA" 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed manufacturer. All bats for 14 and Under and older, and scholastic divisions (Class of) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed manufacturer.
- 2.02** **Altered Bat Director Inspection and Suspension:** A NCTB Director may at any time ask to inspect a bat that has been brought into the location of a NCTB sanctioned event or any other NCTB facility. The owner and / or user may either:
- 2.02-A** Withhold the bat from inspection and accept an immediate two-year suspension (automatic life-time suspension for second time); or,
- 2.02-B** Allow the Director to inspect the bat and reach a conclusion as to whether the bat might be altered.
- 2.03** **Altered Bat Determination by Altered Bat Committee Chairman or Manufacturer:** If, after making the inspection of a potential altered bat, the Director in his discretion decides that the bat might be an altered bat, the suspected offending owner and / or user and may either:
- 2.03-A** Withhold the bat from further examination by the NCTB Altered Bat Committee Chairman or Manufacturer and accept an immediate two-year (up to life time for second time offenders pursuant to NCTB Rule 2) suspension from NCTB sanctioned activities with no right to appeal; or
- 2.03-B** Allow the Director to send the bat to the NCTB Altered Bat Committee Chairman and/or Manufacturer for a determination as to whether the bat is altered. If the Manufacturer or the NCTB Altered Bat Committee Chairman determines that the bat has been altered, the Altered Bat Committee Chairman in consultation with the Director who inspected the bat at the NCTB facility may suspend a first-time offender for up to five (5) years from NCTB play. For a second-time offender pursuant to NCTB Rule 2, any such suspension shall be life time.
- 2.04** **Ownership and Knowledge of Bat Being Altered:** The responsibility for knowing whether a bat is altered is that of the users and the owner of the bat. If an individual uses an altered bat in NCTB sanctioned play or is the owner of an altered bat that is brought into a NCTB facility, the suspensions pursuant to NCTB Rule 2 shall be imposed without regard to what the individual knew about the altered bat. An individual must know that his bat is not an altered bat, if he brings it into a NCTB facility or used it in a NCTB sanctioned activity. If not, the individual can be suspended from NCTB activities for using or owning an altered bat. The fact that the individual did not know that the bat was altered is not a factor in imposing the suspension. The only question is whether the bat is altered or whether the owner / user has refused to let the bat be examined to determine if it is altered. After the Director, Altered Bat Committee and Manufacturer examination of a bat to determine if it is altered have all been completed, or upon the decision of the owner / user to not allow further inspection of the bat pursuant to NCTB Rule 2, the bat shall be returned to the owner. If no one claims to be the owner, NCTB shall retain the bat. Once the bat has been returned to the owner, no appeal can be made with respect to whether the bat is altered or not.

- 2.05 Investigation Cooperation:** Any coach, manager, player, or other person who fails to cooperate in the investigation by NCTB of a potential or actual altered bat shall be subject to an unsportsmanlike conduct suspension. A manager or coach of a team that has more than one of his team's bats determined to be altered (or not allowed to be inspected upon request for an altered bat inspection pursuant to NCTB Rule 2, shall be subject to an unsportsmanlike conduct suspension.
- 2.06 Awards and Coach Suspensions:** If an owner / user chooses to submit a suspected altered bat to the NCTB Altered Bat Committee or Manufacturer no awards shall be given to the team until the bat is determined not to be altered. If the bat is found to be altered, no awards or berth shall be given, and the team shall be placed last in the standings and the listed manager and coaches may be suspended for unsportsmanlike conduct.
- 2.07 Participation in, Profits from, or Encouraging the Altering of NCTB Marked Bats:** Anyone who participates in, profits from, or encourages the altering of NCTB marked bats shall be suspended indefinitely from all NCTB activities, until the offending party has satisfied all requests of the NCTB Altered Bat Committee with respect to his altered bat activities including but not limited to publicly swearing under penalties of perjury to never again participate in, profit from, or encourage the altering of bats. Violation of such an oath shall result in permanent suspension from all NCTB activities.
- 2.08 Compression Testing:** Failure of a NCTB approved compression testing device test shall result in the offending bat being removed from play for the duration of the tournament or league game but no longer without the permission of the owner / user – such as in the case of an allowed NCTB altered bat determination pursuant to NCTB Rule 2. Multiple failures of such NCTB compression testing may in the discretion of NCTB be viewed as unsportsmanlike conduct of the owner/user, coaches, manager, and team.
- 2.09 Custom Bats:** No approved manufacturer may make a custom NCTB bat for a player or a team. All NCTB marked bats made by a NCTB approved manufacturer must be available to the public for purchase. Individualized graphics (such as a team name, different color, player name or number only changes for a team or player), however, do not constitute custom bats for purposes of this rule.
- 2.10 Worn / Abused / Damaged / Foreign Substance Bats Not Allowed in NCTB Sanctioned Play:**
- 2.10-A** No bat is legal for NCTB sanctioned play, if it is damaged in any way. Damaged bats include those with damage to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material. For example, if the end cap is in any way loose or appears damaged, the bat should be removed from play for being a damaged bat. If an end plug has come out or the knob has come off, the only way that such bat is legal in NCTB play, is if the manufacturer replaces the knob or end cap. Replacement by anyone else results in an altered bat with potential suspension for the owner / user of the bat.
- 2.10-B** No bat is legal for NCTB sanctioned play, if any of the graphics of the bat have worn off. For example, even if the only graphics that have worn off are not Key Graphic Information and are only items such as the patent no., a manufacturer logo, or the approval mark of another association, the bat should be removed from play for being too worn.

**2.10-C** No bat is legal for NCTB sanctioned play, if the paint has been worn through and the actual bat material is showing. For example, if at the end of the barrel next to the taper where there are no graphics the bat paint is worn off and the underlying bat material is exposed, that bat should be removed from play for being too worn.

**2.10-D** No bat is legal for NCTB sanctioned play, if there is a foreign substance on the barrel or taper of a bat. Foreign substances included among other substances, pine tar, stick-em type products and even dirt or mud, but only if the substance adds to the thickness of the barrel or covers Key Graphic Information such as the "USSSA" 1.15 BPF mark, the serial number of the bat, the model or manufacturer name, official softball, etc. Players are responsible for their equipment and must clean such substances from their bats so that the substance does not add to the thickness of the bat or obscure any Key Graphics Information about the bat. For example, while bats shall surely get dirt on them under normal use and may have pine tar added to the grip, if the dirt or pine tar obscures Key Graphic Information or adds to the thickness of the bat, such bats cannot be used in NCTB play until the dirt or pine tar has been removed to the extent necessary to make all such Key Graphic Information readable and the bat not have increased thickness. If Key Graphic Information about a bat cannot be read, the bat should not be used in NCTB play.

**2.11** If any removed bat pursuant to NCTB Rule 2 is brought back into play at any NCTB sanctioned event an any time, the owner and user of such bat may be suspended for up to one year for unsportsmanlike conduct. And if the worn / abused / damaged / foreign substance is apparent enough that the batter should have been aware of it, the batter may be so suspended for bringing such a bat into the batter's box without having been warned. Players are responsible for their equipment and must not use equipment that is even potentially illegal for use in NCTB sanctioned play.

**2.12** In addition to the player being suspended for unsportsmanlike conduct, coaches of youth teams may also be so suspended when their players attempt to bat with such bats. Also, coaches of adult teams which have multiple offenses under this rule may also be so suspended for failing to have his team follow NCTB equipment rules. Please be reminded that unsportsmanlike conduct can result in a game or tournament suspension in the discretion of the Umpire or tournament director and up to a year suspension in the discretion of the State Director.

**2.13 Youth Player Altered Bats:**

**2.13-A** The parents or legal guardians of a youth player suspended pursuant to NCTB Rule 2 shall be suspended for life from all NCTB sanctioned activities. As such, the player even after his suspension has ended pursuant to NCTB Rule 2 cannot participate in NCTB sanctioned activities until the player reaches the age of eighteen (18) years old. In addition to any other penalties pursuant to NCTB Rules, any coach or manager of a youth team that has more than one suspension imposed on his players in connection with NCTB Rule 2 shall be suspended from all NCTB activities for life.

**2.14 Altered Bat:** An "Altered Bat" is a bat that has had its physical structure changed, including, but not limited to:

**2.14-A** The bat has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, removal of bat material or paint by any means including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.

**2.14-B** The bat has had the plug, or the knob removed / replaced or changed in any way.

**2.14-C** The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the handle of a bat with a new handle. Replacing the grip, adding tape, or adding a build up to the handle is not considered altering a bat.

**2.14-D** The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against a NCTB approved ball traveling at game speeds. Such pressure would include, but is not limited to, compressing the bat, rolling the bat, vicing the bat, or hitting the bat against an object such as a tree or pole. The bat has in any other way had its on-field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against a NCTB approved ball traveling at game condition speeds).

**Rule 2.14 Penalty: (First Offense):** If the Umpire discovers that a bat does not conform to NCTB Rule 2.14 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and / or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. **(Second Offense):** If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

**2.15** **Altered Balls:** An Altered Ball is one which has had its physical structure changed in any way, including (but not limited to) balls that have been frozen, micro-waved, heated, melted, cooled, recovered, re-stitched, surface modified to be rougher or softer, etc. Altered Balls and the potential of a ball being altered and those suspected of altering, owning, or using an altered ball (or determined to have altered, owned, or used an Altered Ball) shall be viewed as falling under the same rules and penalties in place for Altered Bats.

**2.16 :** In age divisions 4U – 12U, non-metal cleats shall be worn. In age divisions 13U and older, traditional metal baseball spikes shall be permitted.

**2.17 :** The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup.

**2.17-A:** In age divisions 4U – 12U, the catcher's helmet shall fully cover both ears.

**2.18** All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.

**2.19** **Special Protective Gear:** As a rule, NCTB continues its policy of permitting players to determine the use of the protective equipment when they deem it appropriate. Game conditions (temperature, equipment, rain, wind, visibility, field conditions, humidity, etc.) vary greatly from game to game and from field to field. In addition, the relative and absolute experience and skill levels of teams and players shall vary from player to player and from team to team. Thus, NCTB encourages players to utilize any protective equipment that they deem appropriate. Such protective gear shall be allowed in NCTB sanctioned play, unless by rule or by Director / Umpire ruling that such protective gear is disallowed as unsafe or as providing an unfair competitive advantage.

- 2.20** Bat / ball boys / girls under the age of eighteen (18) shall not be permitted.
- 2.21** Playing equipment including but not limited to the baseballs, bases, bats, catcher's gloves and mitts, first baseman's gloves and mitts, infielders and outfielders gloves and mitts, protective helmets, and uniforms as detailed in the provisions of this rule, shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment shall be in good taste as to the size and content of the manufacturer's logo or the brand name.

**Rule 3: Game Preliminaries:**

- 3.01** A flip of a coin between the two teams shall determine the home team for each pool play game if not designated prior to play. The highest seeded team shall be the home team for bracket play games in single elimination brackets. In double elimination brackets, the highest seeded team shall be the home team until the championship game. In the championship game, the team in the winners bracket shall be the home team and a coin toss shall determine the home team for the "IF" game.
- 3.02** In League, Qualifying Tournament and State Championship play, time limits may be used with approval of the League / Tournament / State Director.
- 3.03** Approved Team Line-ups:
- 3.03-A** Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous lineup of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
- 3.03-B** If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non- starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
- 3.03-B-1** If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, shall be treated as such for substitution purposes.
- 3.03-B-2** If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions except for the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player must leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.
- 3.04** In Scholastic divisions, if the Extra Hitter (EH) is not being utilized, then the Designated Hitter (DH) may be utilized in accordance with National Federation High School (NFHS) rules.
- 3.04-A** A Designated Hitter may be (not mandatory) selected for the starting player and all subsequent substitutes for the player in the game.
- 3.04-B** A Designated Hitter for said player shall be selected prior to the start of the game, and his name shall be included on the line-up.
- 3.04-B-1** Failure to declare a Designated Hitter prior to the game precludes the use of a DH in the game.

**3.04-B-2** If a pinch hitter or pinch runner for the Designated Hitter is used, that player becomes the new DH. The player who was the Designated Hitter may re-enter pursuant to NCTB rules.

**3.05** A Designated Hitter and the player for whom the DH is batting are locked into the batting order. No multiple substitutions may be made that shall alter the batting order.

**3.06** The role of the Designated Hitter is terminated for the remainder of the game when:

**3.06-A** The defensive player, or any previous defensive player for whom the Designated Hitter batted, subsequently bats, pinch-hits, or runs for the DH;

**3.06-B** The Designated Hitter or any previous DH assumes a defensive position.

**3.07** Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. A team may continue a game with a minimum of eight (8) eligible players.

**3.08 Starting and Ending a Game:**

**3.08-A** A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U and older, unless the game is:

**3.08-A-1** Shortened because the home team doesn't need its half of the last inning or only a fraction of it to win; or

**3.08-A-2** Shortened because an imposed Time Limit expires; or

**3.08-A-3** Shortened because any applicable part of NCTB run rules

**3.08-B** Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning.

**3.08-C Ties**

- Pool Play games that are tied at after regulation innings or when time limit expires will be recorded as a tie
- If a playoff game is tied after regulation innings or when time limit expires, the IBAF Tie-Breaker will be implemented for extra innings:
  - We will play one (1) extra inning in pool play or consolation games
  - Play-off games will be played until there is a winner
  - Each team will begin the next inning (and any subsequent necessary innings) with runners on first and second with no outs
  - At the start of the tie-breaker, representatives from both teams will meet at home plate and will indicate (at the same time) to the home plate umpire where their team wishes to start in their lineup.
  - Substitutions will be allowed during extra innings
  - Once the players/runners are determined for the tie-breaker, the order of subsequent innings will be determined by how the previous inning ended. For example, if the 9<sup>th</sup> inning ends with the #6 batter having the last official plate appearance, the 10<sup>th</sup> inning begins with the #7 batter at the plate, the #5 batter at 2<sup>nd</sup> base, and the #6 batter at first base.
  - The final score will reflect one (1) run being scored by the winning team in extra innings.

**3.08-D** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin

of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15	3 <sup>rd</sup> Inning
6 Innings	8	4 <sup>th</sup> Inning
7 Innings	15	3 <sup>rd</sup> Inning
7 Innings	12	4 <sup>th</sup> Inning
7 Innings	8	5 <sup>th</sup> Inning

**3.09** If a game is called due to rain, weather, light failure, or other acts of nature and cannot be resumed, it is a regulation game if:

**3.09-A** For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings, or if the home team scores one (1) or more runs in its half (1/2) of the third (3<sup>rd</sup>) inning to tie the score.

**3.09-B** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3<sup>rd</sup>) inning. Games that cannot be declared a regulation game by NCTB Rules shall be a suspended game.

**3.10** For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4<sup>th</sup>) inning to tie the score.

**3.10-A** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4<sup>th</sup>) inning. Games that cannot be declared a regulation game by NCTB rules shall be a suspended game.

**3.11** All games that for any reason cannot be declared a regulation game pursuant to NCTB rules shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension.

**Rule 4 The Batter, Batter Runner & Runner:**

**4.01** An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.

**4.02** At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) shall be used without penalty.

**4.03** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.

**4.03-A** Malicious contact shall supersede all obstruction penalties.

**Rule 4.03-A Penalty:** The runner shall be called out and may be ejected at the discretion of the Umpires.

**Rule 5: The Pitcher:**

**5.01 ONE DAY MAXIMUM TO PITCH THE NEXT DAY:** The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day. In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one day, the player cannot legally pitch the next day.

**5.01-A** A player that pitches more than three (3) innings in one day **MUST** rest the next day.

**5.02** In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

**5.03 THREE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in three (3) consecutive days. In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

**5.03-A** For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

**5.03-B** A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

**5.03-C** A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

**5.03-D** Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

**5.04** For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

**Rule 5.04 Exception:** Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day.

**5.05** It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit **AND** while the pitcher in violation is in the

game as the pitcher of record. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play.

**Pitching limits violation penalty:** The Manager/Head Coach of the offending team shall be ejected from the game. The violating pitcher shall be ejected from the line-up, and no longer be allowed to participate in the game.

AGE DIVISION	ONE DAY MAXIMUM	ONE DAY TO MAXIMUM	THREE DAY MAXIMUM
7U - 12U	3	6	8
13U - 14U	3	7	8
Scholastic	Unlimited	Unlimited	Unlimited

- 5.06** The end of the day for the purpose of this rule shall be the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, shall count as being played on the scheduled day. A game not completed before the night break pursuant to NCTB rules shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.
- 5.07** Leagues and tournaments shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning:
- 5.07-A** A second (2nd) visit to the same pitcher in the same inning shall cause this pitcher's automatic removal from the pitching position;
- 5.07-B** The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, However, if a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound but must remove the pitcher.
- 5.08** A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber.
- 5.09** A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to NCTB rules.

- **Rule 5 Exception:** In PGBA sanctioned events, Pitch Smart Guidelines will be used.

**Rule 6: Protests**

- 6.01** Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching violations, proper equipment violations, or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. League / Tournament officials shall rule on all protests and their decisions shall be final.
- 6.02** The Protest fee shall be \$100.00 CASH. The fee shall be returned only if the protest is upheld. Leagues may develop their own fee structure and methods of recording and settling protests. Protests regarding the legality of bats will not require a protest fee.
- 6.03** Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type shorts.

#### **Rule 7: 7u & 8u Kid Pitch**

- 7.01** Balk rules shall not apply.
- 7.02** A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher.
- 7.03** Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch. On a base on balls, the batter may attempt to steal second prior to the pitcher and catcher coming set at his own risk, but if a runner is on third, he may not advance home even if the defense attempts to throw the runner out at second base.
- 7.04** Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:
- Rule 7 Approved Ruling:** If the runner advances safely, the Umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
- 7.05** Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the Umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

#### **TOBACCO & TOBACCO RELATED PRODUCTS POLICY**

The use of **ANY** tobacco product shall be prohibited by all participants (including but not limited to players manager, coaches) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during NCTB events.

#### **Rule 8: Moving from pool to bracket**

Seedings will be decided as follows

1. Record (Ties will count as half a win and half a loss)
2. Head to Head (if 3 or more teams are tied, head to head is discarded, unless all teams have played each other.)
3. Runs Allowed
4. Run differential with a maximum of +/- 8 runs per game
5. NCTB points
6. Coin Flip (Coin flip will be done by the site director. The tied teams do not need to be present.)