

Spring League NEBAS RULES

PLAYER ELIGIBILITY

13U - Age must be 13 or under with no player turning 14 before 9/1/26

12U - Age must be 12 or under with no player turning 13 before 9/1/26

11U - Age must be 11 or under with no player turning 12 before 9/1/26

10U - Age must be 10 or under with no player turning 11 before 9/1/26

9U - Age must be 9 or under with no player turning 10 before 9/1/26

8U - Age must be 8 or under with no player turning 9 before 9/1/26

To be eligible to play in the Northeast Bergen All-Star League – League, the player shall: (1) be a permanent resident of the town whose address will fall within the set boundaries of that town. (2) Or be registered in their town's endorsed Recreational baseball program. (3) Or be sourced from another town (see sourcing players below)

Waiver of age requirement:

This rule applies to 8-13u. A team can request a waiver of the Sept 1st age requirement under the following circumstances:

Max of 2 players per team can request said waiver;

The player's birthdate must be after June 1st meaning the player is missing the Sept 1st age requirement date for that particular team;

The player cannot be full-time rostered on two teams (they can only be a call-up on another age team and call-up rules will apply);

The manager must request the waiver in writing to the NEBAS league and the manager must include their town contact on the request. The request must describe the reason for the waiver concerning the ability of the town to field the team if the waiver is denied.

The request must also describe the ability of the player (strengths and weaknesses).

The players must be in the following grade to be considered for the waiver:

13U must be in 7th grade

12U must be in 6th grade

11U must be in 5th grade

10U must be in 4th grade

9U must be in 3rd grade

8U must be in 2nd grade

The NEBAS board has full discretion to deny the waiver if we feel that an unfair advantage is given because of the waiver. NEBAS board discretion to have team players in the highest competitive division if waiver establishes a competitive advantage.



Sourcing Players

If a Town does not have enough players to field a team, the NEBAS board is allowing teams to pick up players from other “sending” Towns that feed into the same High School.

If a town does not have enough players to field a team, the NEBAS board is allowing teams to pick up a maximum of 5 players from another town to round out their travel team’s rosters. (The purpose of this rule is to get more kids playing travel baseball, NOT stacking a team with 5 players from different towns, thus creating a "club like" team. The perfect scenario is two towns filling in each other's rosters or taking excess players from a town should that town have excess kids coming out for any given team at any level).

Any player / team must be endorsed by that Town’s governing body that is responsible for overseeing their Recreational Baseball program. ANY requests to enter a team into the NEBAS with players from another town MUST be approved on a case by case request to the NEBAS board. Any deviation to the eligibility requirements needs to be addressed in writing to the NEBAS Trustees prior to the start of the season. The NEBAS Trustee’s decision will be final and binding.

ROSTERS

Each team must submit a roster, using the form provided by the rules committee. The roster must be submitted electronically in alphabetical order, by last name, with a maximum of 20 (20) players, a minimum of twelve (12). Plus a maximum of five (5) call up players per team, the players called up may play beginning the fourth inning, unless these call ups make the number of players at the game 8 or 9 (enough to field a team, and start a game). With the exception of call up players, no player can be on two rosters**. Also include coaching staff info: **names, phone # and email addresses**. Failure to provide a roster to the league commissioner prior to the first game could result in a forfeiture of any games played.

Towns with multiple teams at the same age group level cannot use players from the other team in that level - they MUST call up players from the next level down. (Example, a town enters two (2) 12U teams, they cannot borrow from the other 12U team if they are short players for a given game, and they must only use callups from 11U or 10U etc. teams.)

Roster Changes – There will be no roster changes after a team has played its first three games of the season. Any changes to the original roster that a team submits needs to be approved by the NEBAS Board. Once approved, the roster will be signed off by the league commissioner. This new copy of the roster should be available and given to the opposing coach at the field prior to the game being played. In addition the league commissioner will email out to the coaches in each division any revised APPROVED rosters.

Birth Certificates WILL NOT BE COLLECTED; however, a copy of each player's birth certificate must be available for inspection to the board upon request. If you are asked to produce birth certificates at a game by the opposing manager and you do not have all of them, you will be required to supply them to the league commissioner by the following game or that game may be forfeited. Any team that plays with an illegal player will result in a forfeiture of all previous games that the illegal player participated in.

Call Up Players

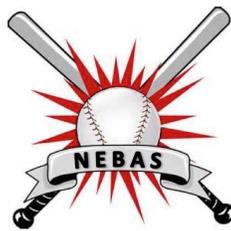
Up to 5 call up players may start, if necessary, to get to a total of nine players at game time. If there are more than 9 roster players at game time, the extra call up players may play, beginning with the fourth inning. Calls up players are not allowed to pitch.

STAFF

Each team may have 4 certified adults in the dugout (manager, 2 coaches and a scorekeeper).

HOME TEAM/AWAY TEAMS

Each team (Home and Away) is to provide three new official baseballs during their half inning of play. The home manager must reschedule all rainouts and ties, within 48 hours of the occurrence with appropriate notification to the league commissioner. Failure to



reschedule within the 48 hours may result in a forfeit by the home team. After 48 hours the home team must inform the level commissioner of lack of follow through on the visiting team not agreeing to reschedule the rained out game.

UMPIRES

The home team is required to schedule the umpires. The home team will pay for the umpires during the regular season (separate rules apply for playoffs)

13U (60/90), 12U (50/70), 11U (50/70)

Two carded umpires should be assigned for each of these games.

8U Kid Pitch, 8U Hybrid - 10u, 11U (46/60) Levels

One carded ump should be assigned for these games.

Umpire assignors who can cover your games can be found on the NEBAS website.

SCORE REPORTING

The manager of the winning team must report the game results via the website. Winning team manager must report scores within 3 hours of completion of game. Scores NOT reported within 48 hours may be ruled a forfeit and the winning team will receive NO points.

Additional details regarding score reporting will be communicated separately.

PROTESTS

The protest committee will be made up of the NEBAS Board.

Protest Committee:

Anthony Austria
Steve Bottieri
Michael Fanelli

If a protest is made involving a Northern Valley team the board will appoint three coaches from towns not involved in the protest to decide the matter.

A \$50.00 fee will be charged for each protest, which is received with protest papers. This must be filed with the NEBAS Board in writing **before the date of the protested opponent's next game**. The fee will be refunded if the protest is upheld. Please review the LL or High School federation rule books on the proper procedure for filing a protest, including the actions that must be taken on the field of play during the game.

1. There will be no protests accepted over an umpire's judgment call.
2. When a manager wants to protest an interpretation of a rule a manager must:
 - a) A formal protest to the umpire citing the violation at the time of violation.
 - b) The umpire and manager should attempt to resolve at the field.
3. If the protested rule interpretation has not been resolved the manager must file in writing to the protest committee citing the specific rules violation before either team has played their next game and the protest committee will render a decision within 24 hours.

All officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be



notified immediately.

Example: should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play; the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred.

RULES

13U – High School Federation rules apply in all aspects unless mentioned specifically in the NEBAS league rules.

12U – 8U: Little League Baseball Official Regulations and Playing Rules will be the basis for play, with the following exceptions - NOT the Tournament Rules which are located directly behind the "LL" Rules:

PRE-GAME

1. Baseballs - Home and away teams must supply new baseballs for each game.

13U - Babe Ruth regulation

12U - 8U Kid Pitch - LLB, LLB1, LL1, and any "Little League Approved Balls"

2. Visiting team will conclude its 15-minute practice 5 minutes prior to scheduled start of game. Home team has the right to sole possession of the field until 20 minutes before the scheduled start of the game.

3. Managers shall exchange lineup cards before the game. These must include the starting line up, and uniform numbers and substitutes with uniform numbers.

4. A team with 8 players may start a game; those with 7 players must forfeit the game 15 minutes after the scheduled start time.

5. Bunting - Unlimited at all levels **EXCEPT 8U** where only one bunt per inning is allowed.

6. Infield fly rule is in effect for all levels **EXCEPT 8U**.

7. Two adult base coaches are permitted.

PLAYING ELIGIBILITY

8. A player does not have to play a minimum or maximum number of innings. In "regular play" you only have to field and bat nine (9) players, 10 with an EH, if you chose to. There is no minimum innings or at bats. If you chose "Optional rule" all players must bat in a continuous order. It's free substitution in the field but there is no minimum number of innings that they have to play in the field but they must be part of the batting order.

SUBSTITUTES

9. A Substitute may replace a starter at any time and for as limited an amount of time as the coach desires, under the following rules:

(a) Starting player may come out and return but **ONLY** in the same spot in the batting order except if you are using the **OPTIONAL RULE** of a running batting order with free substitution except pitcher, (b) Pitcher may not return as pitcher, (c) If a substitute comes out, he may not return. Please abide by High School Federation for 13U levels and Williamsport Little League rules for all other levels of play regarding substitutions of players. The Umpire and opposing Manager must be notified prior to any substitutions made.



OPTIONAL RULE

10. In regular play, the lineup has 9 players. When a substitution is made, that player removed from the batting order can return to the game only one time, and thereafter is out of the game. The player cannot return, except in case of injury to another player requiring a substitution. The substitute player must bat in the original player's position in the lineup. The substitute can only enter the game once, except in case of injury as stated above. Using the OPTIONAL RULE, there is free substitution in the field, except for the pitcher in the following scenarios:

- When every player in the dugout is in the continuous batting order. The batting order must remain the same throughout the game
- If a team has more than 10 players in the dugout, you can have a lineup of 10 players which includes an EH and free substitution in the field will be allowed. In this case all other substitution rules must be followed and the EH is to be treated like any other player in the lineup. As an example; if you have 12 players in the dugout, you can have a lineup consisting of 10 players with an EH and use free substitution in the field. The 2 bench players can be substituted in for any player in the lineup and the substitution rules will apply.

The manager must state that he is using the optional rule before the start of the game.

BEHAVIOR

11. A team will be warned once in a game if a player throws a bat, helmet or other equipment. Every incident thereafter will be at the discretion of the umpire as to the team's offending player being removed from the game. (Umpire discretion, if the offending player throws equipment in anger, immediate ejection can occur)

12. For use of profanity, there will be no warning. The offending player, coach or manager will be removed from the game. (Umpire's discretion and ruling)

BASE RUNNING

13. **13U (60/90), 12U (50/70), 11U (50/70)** : Stealing and Leading are permitted.

11U (46/60), 10U: Stealing is permitted. No leads allowed. The runner is out, if in the umpire's judgment, he leaves the base early. (No warning will be given by the umpire in calling each player out; this is to be reviewed at the pre-game meeting).

9U: Stealing of third base and only third base is allowed. Stealing of any other base is **NOT** permitted. The runner is out, if in the umpire's judgment, he leaves the base early. (No warning will be given by the umpire in calling each player out. ***This is to be reviewed at the pre-game meeting***). Players cannot advance to home on overthrows to third.

8U: Stealing is **NOT** permitted. No leads allowed. Each team will receive one TEAM warning for leaving the base too early. The runner is out, if in the umpire's judgment, after receiving a team warning a runner on that team leaves the base early. This is to be reviewed at the pre-game meeting.

13A. NO TURNPIKING – Running directly to second base upon reaching 1st base.

14. Tagging up on fly balls is permitted at all levels.

15. For age levels 11U (46/60) thru 8U, the batter CANNOT advance to First Base on a Dropped Third Strike. 11U (50/70), 12U (50/70), and 13U (60/90) will play with a drop third strike advancement.

16. Runner Advancement: Please abide by the High School Federation (13U levels) and Williamsport Little League rules for all other levels of play regarding advancement of runners.



Special rule for 8U level only: *Play stops when the pitcher has control of the ball and is on the pitching mound, or when the umpire grants a time out. If the runner is more than half way to the next base the runner will be awarded that base. Each field will be marked with a hash mark 30' feet down from third base. If not, then the umpire will scratch it in. If the runner has passed this mark, when a player has control of the ball and is on the pitching mound, the runner will be awarded home.*

16a. 5 run an inning limit for 8U Kids Pitch and 8U Hybrid only and there will be a 6 run an inning limit for 9U Central and 10U Central Divisions only. The inning will end after the run limit is reached. There is no run limit for the 6th inning of the game.

17. In the judgment of the umpire, any runner is OUT when the runner does not slide OR attempt to get around a fielder who has the ball and is waiting to make the tag. It is the responsibility of the runner to slide in order to reduce potentially injurious contact on all plays at all bases. NOTE: A player is not out if he doesn't slide, he's out only when he creates a collision with the catcher. No contact, no out.

18. Head first sliding, only when returning to a base. No hurdling over a player on a tag play to avoid tag. This will result in an automatic out.

19. Courtesy Runner for catcher or pitcher with two outs, the runner CAN be a bench player, who has not been inserted into the game yet, or it will be the player who last batted out, using a courtesy runner is optional to the manager. Once a "bench player" has been inserted into the game, he cannot be the courtesy runner, nor can the player that was removed when the "bench player" was inserted into the game.

20. Spikes – No Metal spikes **EXCEPT for the 13U levels**. No metal spikes on Turf Fields, teams with turf fields, please tell your opponents in advance that you have a turf field.

PITCHING

21. Pitching week runs from Monday to Sunday with High School Federation (13U) and Williamsport Little League rules will be enforced at ALL times except for the following below. Violation of the pitching rules will result in the forfeiture of the game by the team found guilty of the violation. NOTE we do NOT follow Williamsport pitch count.

13U and 12U: A player cannot pitch more than 9 outs in a game and 18 outs in a calendar week. Under no circumstances can a player pitch on consecutive days.

11U, 10U, 9U, 8U: A player cannot pitch more than 6 outs in a game and 18 outs in a calendar week. Under no circumstances can a player pitch on consecutive days.

8U Hybrid: Coaches will pitch the first, second, and sixth innings, and players will pitch the third, fourth, and fifth innings. A player cannot pitch more than 3 outs in a game and 6 outs in a calendar week. If a pitcher walks 5 batters in one inning, the defensive team will be allowed to enter the coach as the pitcher for the rest of that inning (this is at the discretion of the coach and not mandatory). During the player pitch innings, normal baseball rules will apply for the pitcher and hitter (balls, strikes, walks, strikeouts etc...). During player pitch, the defensive team will also be allowed to have a fourth outfielder. Under no circumstances can a player pitch on consecutive days. **UNDER NO CIRCUMSTANCES CAN A "NON RUTGERS CERTIFIED PARENT or NAYS Certified Coach" EVER PITCH (OR COACH IN ANY MANNER)**

We also hope that coaches use discretion in following these pitching rules. For example, if a player throws one inning (3 outs) but throws a high number of pitches more than one day of rest should be given. The board is not asking for coaches to count pitches but use discretion in protecting the player. The same player can NOT pitch in both games of a doubleheader.

Any violations of the pitching rules above will result in a forfeit by the team that violated the rule.



22. Pitching distance:

The pitching rubber for **13U** will be at a distance of **60 feet, 6 inches** measured from the back of home plate to the front of the pitching rubber.

The pitching rubber for **12U (50x70), 11U (50/70)** will be at a distance of **50 feet** measured from the back of home plate to the front of the pitching rubber

The pitching rubber for **11U (46/60) – 9U** will be at a distance of **46 feet** measured from the back of home plate to the front of the pitching rubber.

The pitching rubber for **8U** will be at a distance of **40 feet** measured from the back of home plate to the front of the pitching rubber.

23. Managers (or coach) may visit a pitcher 2 times in an inning; the third visit to the same pitcher in an inning will require the pitchers removal. Upon the coaches' fourth visit to the same pitcher, in a game, that pitcher must be removed as the pitcher.

24. For 8U-12U, a pitcher hitting 2 batters in 1 inning or 3 in one game must be removed from the game as the pitcher. For 13U,14U this rule does not exist. Please discuss this rule with the umpire and opposing manager relating to a bounced ball that hits the batter. Umpire discretion can be given under the bounced ball scenario as to whether to count that "hit batter" against the pitcher. The batter should be given the base even on a bounced ball that hits the batter.

25. Balks – Will be called at **13U, 12U (50/70), and 11U (50/70) levels. 11U and 12U – one balk warning per pitcher. 13u optional balk warning per pitcher. Please discuss prior to the game.**

26. 13U,12U and 11U one intentional walk allowed per game. 10u-8u - No Intentional walks allowed.

27. The pitcher's glove may not be white in color & may not be altered.

28. There is no restriction regarding the number of league age pitchers that may be used within the pitching week.

29. Williamsport Little League Regulations VI, The Pitchers (E) does not apply. There is no limit on the number of pitchers in a game. There are no "catchers restrictions" as stated in Williamsport rules. (Catchers can pitch in the same game that they catch in)

BAT REGULATIONS

30. Bat regulations for NEBAS Leagues:

All NEBAS seasons/leagues will follow the **USA Bat standard for 12U and younger. 13U is permitted to use USA, BBCOR or wood.** For more information on the USABat Standard and a complete list of bats approved through the USABat Standard, visit usabat.com.

This bat standard mirrors the bat rules being utilized by American Amateur Baseball Congress (AABC), Babe Ruth Baseball/Cal Ripken Baseball, Dixie Youth Baseball & Dixie Boys Baseball, Williamsport Little League Baseball and PONY Baseball.

All new bats that bear the USABat licensing mark will be permissible for play

Solid, one piece wood bats are approved for use under USABat with or without the USA Baseball Certification Mark. Multi-piece and composite wood bats must feature the USA Baseball Certification Mark to be approved for play.

USA Baseball certification symbol looks like this:





It is the responsibility of the head coach of each team to check bats and ensure compliance with this rule. Any violation of the rule should be immediately reported to the umpire and the bat should be removed from the field.

Any violation of the bat regulations will result in the following penalties. First offense is an automatic out for the player that used the illegal bat. Second violation from any player (this does not to be the player that committed the first offense) will be an automatic forfeit of the game.

GAMES

31.

- A. 13U + 12u (50/70) + 11U (50/70) will play 7 innings. A complete game is 5 innings, 4-1/2 if the home team is leading.
- B. 11U (46/60) + 8U will play 6 innings. A complete game is 4 innings, 3-1/2 if the home team is leading.

32. Time limits - No full inning may start after 2 hours & 15 minutes from the 1st pitch**. This includes any weather delays as well. Any game called due to time limits will be counted as a complete game unless 4 innings have not been played. Note, if there is a stand alone game with no other game behind it, and the score is tied and there is no town curfew being threatened, then this game can continue past the 2 hours and 15 minute time limit. There are ties allowed in regular season play with points awarded to both Teams for a tie. (See point system) .

NOTE: An inning starts the moment the third out is made, completing the previous inning. Umpires will ensure that no time management tactics are used by the managers.

If there is a locally imposed curfew on a field, which might supersede the NEBAS time limit rule, also include that information on your roster & field map.

33. The following is to be reviewed during the umpire / manager pregame meeting: Mercy Rule Williamsport Little League Baseball 2010 Rule 4.10 (e) DOES NOT APPLY. WHAT DOES APPLY IS:

Run Rule:

The run rule is automatic and the game will be declared over in the following scenarios:

FOR ALL 6 inning games - 9U, 10U, 11U,

10 Run Rule after four (4) innings, (3 ½) three and one-half innings if the home team is ahead

NOTE: (1) If the visiting team has a lead, the home team must bat in its half of the inning.

FOR ALL 7 inning games – 11U (50/70), 12U (50/70), 13U

15 Run Rule after four (4) innings, (3 ½) three and one-half innings if the home team is ahead

10 Run Rule after five (5) innings, (4 ½) four and one-half innings if the home team is ahead

NOTE: (1) If the visiting team has a lead, the home team must bat in its half of the inning.

POSTPONEMENTS

34. Safety First, in the event of lightning, and in the event of rain, the umpire(s) will have total control over the continuance of the game and safety of both teams. A 30 minute wait must pass from the first clap of thunder or flash of lightning before any players may resume the use of the field or equipment. If there is a second incident with the first delay, another 30 minutes wait will incur. The 30 minute clock re-starts every time an umpire sees lightning or hears thunder.



35. In case of rain or bad field conditions, the home manager will make the decision as to whether the game may begin. Once the game has started, the umpires make the decision. League Commissioners must be notified as per page one of these rules.

PLAYOFFS-CHAMPIONSHIP SERIES – Eligibility

The Nebas board has expanded the playoffs. Additional information to be provided based on the number of teams in your division. Top two teams will receive team and individual trophies.

Playoffs, Championships –

In order to qualify for the playoffs teams need to play a minimum of 5 games (forfeit losses do not count towards games played).

Umpires:

For quarter final rounds (if applicable with an 6 team playoff), the home team (higher seed) will arrange umpires and the umpire fees will be split between the two teams playing. For semi-final round and championship games, the NEBAS Board will arrange umpires and the umpire fees will be split between the two teams playing.

–

Plate Umpire has final decision, after discussion with base umpire & both managers – There will be NO appeals/protests during playoff games. The Umpire will make final decisions on the field. All playoff games will have umpires ONLY from other towns, not from towns involved in the game and no Umpire Assignors should be umpiring any playoff games.

Point system for standings:

3 points for a win

2 points for a tie

1 point for a loss

There will be NO points awarded for a **forfeit loss**. The system that NEBAS uses does not allow us to record 0 points for a forfeit loss. Therefore, the game will be initially recorded as 1-0, with the winning team getting 3 points and the losing team getting 1 point. At the conclusion of the season, the points will be manually adjusted to reflect the forfeit loss, taking away a point for the losing team.

Points will decide seeding for the postseason tournament. **PLEASE NOTE** – ties are only permitted in cases where there is a time limit on the use of the field or where the game is halted due to darkness. Please discuss all time-related issues with both the umpire and the opposing coach **PRIOR** to the game.

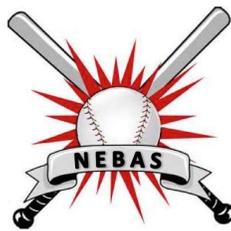
Teams will **NOT** be able to get more than one forfeit win per season. This means that coaches NEED to push their opponents to get the games played when they are rained out early in the season. If they are having problems getting the games rescheduled, reach out to the NEBAS board.

If the coaches cannot agree on a rescheduled date, the game must be played on a Sunday.

TIE-BREAKING RULES –In the event of a tie in points, head-to-head competition will be the first determining factor used. If more than two teams are tied, head to head usually doesn't work. We will then determine seedings by the Point system.

A victory against a team that had a **final** record of 6-4 would be worth six (6) points. A victory against a 2-8 team would be worth two (2) points and so on down the line.

After a winner is determined in the event of a three-way tie, that has been decided by the point system, the two remaining teams that are tied will repeat the tie breaker format starting with head-to-head competition and the POINT SYSTEM.



Example: Team 1 Final Record 9-1
 Team 2 Final Record 9-1

Team #2 would win tiebreaker by having more points

As a final resort, a coin flip will be employed.

<u>Team 1</u>	<u>Points</u>	<u>Team 2</u>	<u>Points</u>
Win vs. 5-5 team	5	Loss vs. 5-5 team	0
Win vs. 6-4 team	6	Win vs., 6-4 team	6
Win vs. 6-4 team	6	Win vs. 6-4	6
Loss vs. 7-3 team	0	Win vs. 7-3 team	7
Win vs. 8-2 team	8	Win vs. 8-2 team	8
Win vs. 7-3 team	7	Win vs. 7-3 team	7
Win vs. 2-8 team	2	Win vs. 2-8 team	2
Win vs. 1-9 team	1	Win vs. 1-9 team	1
Win vs. 5-5 team	5	Win vs. 5-5 team	5
Win vs. 1-9 team	1	Win vs. 1-9 team	1
TOTAL	41	TOTAL	43