



NSYBL LEAGUE RULES

ROSTERS & PLAYER ELIGIBILITY

ROSTER FORMATION

- Each player's age is based on Cal Ripken age requirements where a players' baseball age is their age as of April 30th of the current year.
- Teams are subject to random birth certificate checks and any team found violating the age rules will automatically receive a forfeit for the season and will not be eligible for the playoffs.
- Players are only allowed to play with one organization/team in any specific age division however they may also play on another team in an older age division.

ROSTER SIZE

- There is a roster limit for players on a team of 20 Players.
- The total number of coaches are limited to 4 including a manager and three assistant coaches.

FIELD SETUP

FIELD DIMENSIONS

- 8U – "42/60" – The mound distance should be placed at 42 feet from the back of home plate. The base paths should be 60 feet apart from each other and home plate.
- 9U – 10U: "46-60" – The mound distance should be placed at 46 feet from the back of home plate. The base paths should be 60 feet apart from each other and home plate.
- 11U – 12U: "50-70" – The mound distance should be placed at 50 feet from the back of home plate. The base paths should be 70 feet apart from each other and home plate.

SAFETY BASE

- Games may be played with or without the safety base at first base.
- All runners must touch the orange safety base and the first baseman must be in contact with the white/inside base when a play is being made.

- If there is a base hit and no play is being made at first, the runner can touch either base.

ON-DECK BATTERS

On-deck batters are only allowed if there is an enclosed, designated area. No on-deck batters are permitted in open areas.

STARTING/COMPLETING A GAME

GAME BALLS

Prior to the start of the game, each team will provide one new game ball to the umpire. Once the supply is diminished, each team will alternate providing a new ball starting with the away team. Teams may use either Official Little League baseballs or Cal Ripken baseballs. These baseballs will be stamped "Official Babe Ruth League Baseball" or "Little League". These official baseballs include Diamond, Pro-Nine, Rawlings, and Wilson.

DOUBLEHEADERS

Each team will be the home team for one game. The host team gets to choose which game they will be the home team.

DUGOUT SELECTION

The host team has the right to choose its dugout, regardless of who arrives to the field first.

GAME LENGTH

- A regulation game is 6 Innings.
- For all age divisions, there is a two hour time limit with no new inning getting underway after the two hour mark. The umpire is responsible for keeping track of the start time of the game and should confer with both teams prior to calling a "final inning".

MERCY RULE

- 15 Runs after 3 Innings or 10 Runs after 4 Innings
- If the mercy rule is reached, the game will be considered officially complete.
- Note: If the visiting team is ahead by the amount of the Mercy Rule, the Home team will be entitled to their at-bat in the bottom of the inning.

EXTRA INNINGS

For games that extend past the regulation 6 innings, the MLB extra innings rules will apply:

- The last recorded batter to make an out is placed on second base as a baserunner.
- The inning starts with zero outs.
- Extra innings continue until a winner is determined.

SHORTENED GAMES (WEATHER/DARKNESS)

- A game is official if at least four innings are completed.
- If a game is stopped before reaching 6 innings, it is considered suspended and resumed the next day only in the playoffs (regular-season games are not suspended).
- If the away team is leading when the game reaches the shortened inning requirement, the home team must complete their at-bat for the game to be official.
- If the home team is leading, they do not have to complete their at-bat for the game to be official.
- In shortened games that qualify as official games, the score will revert to the last completed inning.

GAME CANCELLATIONS

- In the case of inclement weather or unplayable field conditions, the home team will be responsible for making the decision to play or cancel / reschedule the game.
- Communication between both head coaches is paramount and should occur at least two hours prior to the start of the game.
- If the game is called after the umpire travels to the game, please refer to the respective Umpire Association's policies and procedures regarding fees due / not due at that time.
- NSYBL officials must be notified of all cancelled and / or rescheduled games through LeagueBrain.
- Non-Weather-Related Cancellations must occur *at least* 24 hours prior to the scheduled game start time.
- The cancelling team is responsible for communicating with their opponent, the umpire, and NSYBL league officials through LeagueBrain.

- The cancelling team may be subject to a forfeit unless both coaches agree to reschedule the game on a specific day/time. The cancelling team may also be responsible for any fees already incurred at the time of the cancellation.

GAME PLAY

LINE UPS

- Coaches from each team should provide a batting line up to their opponent prior to the start of the game.
- Each team is permitted to bat up to the total number of players on their team roster.
- A team may also choose to bat less than their full roster.
- For teams batting more than 9 players, the additional players are considered EH – Extra Hitter(s). The EH may change position and/or rotate from EH to the field at the coach's discretion.
- A DH may also be used in the lineup. A DH and EH may bat anywhere in the lineup.
- Any player on the bench MUST be on the official roster and that game's line-up card.
- If a player is removed due to injury and skipped in the lineup, they may not return to the game.

NUMBER OF PLAYERS

- Teams may start a game and play with a minimum of 8 players.
- In this situation, the 9th batting position in the lineup will be counted as an out. If a 9th player joins the team during the game, they may be added to the empty spot in the batting order.
- An out will only be recorded if the 9th player's spot in the batting order is due up for an at bat and there is no player for it. If a team begins the game with 9 players and 1 player is ejected or injured, the team may continue to play, but must take an out in that batter's place in the order.

OFFICIAL SCOREBOOK

- Each team is required to keep a "book" either on paper or electronically and should confirm the score with the opponent each inning to ensure accuracy and agreement.

- The final score needs to be reported in LeagueBrain by the home team within 24 hours of the game's completion.

RE-ENTRY RULE

- Starters may re-enter the batting order and field after they have been removed as much as a team wishes.
- Players must re-enter in the same spot in the batting lineup/order as they started the game.
- Players may "share" positions in the batting order, baserunning and/or batting.
- There is no limit on re-entry.
- Once a pitcher is removed from the mound, they may not pitch again in that game, however, if they are removed from the batting order, and are re-entering, they must return to the same place in the batter order they were previously at.

RUN LIMIT PER INNING

- 8U & 9U: 5 run rule per inning up until the last inning.
- 10U: 6 run rule per inning up until the last inning.
- The final inning of the game is open, and a team may score an unlimited number of runs prior to recording 3 outs.
- The declaration of the LAST INNING must be made by the umpire to both coaches prior to the away team batting.
- Once that inning is declared as the final inning, that decision will be final.
- In any inning where the run rule is met and there is still a play in progress the cap is still in place however the play shall continue with the additional runs not being added to the team's total.
- 11U – 12U: There is no run limit per inning.

MINIMUM PLAY

- For 8U & 9U – All players in uniform must play at least 2 innings in the field & have at least 1 at bat.
- This applies for all regular season and playoff games
- For 10U – 12U, there is no minimum play rule in effect for any games.

PLAYER POSITIONING

- At the 8U level, teams may have up to 10 players on the field on defense by adding a 4th outfielder.
- It is not mandatory that a team play with the extra outfielder but is encouraged when possible to afford players with as much time on the field as possible.
- Each team is entitled to play with or without the extra outfielder. In a game, one team may opt to use the 4th outfielder while the other does not.
- When using 4 outfielders, they must be evenly dispersed in the outfield (LF, LC, RC, RF).

DEAD BALL

- 8U – A play is considered dead when the pitcher or infielder possesses the ball and is inside the baselines of the infield. The player does NOT need to call “time out” or raise their arms. This is a discretion call by the umpire.
- 9U – 12U – A play is considered dead when the pitcher possesses the ball in the vicinity of the pitcher’s mound. This is strictly an umpire’s judgement call.
- Once play is called dead, all baserunners should return to the base they previously occupied.
- If a baserunner is more than halfway when play is called dead, it is the umpire’s judgement if they are to get the next base.

PITCHING

8U PITCHING

The standard pitching distance for 8U is 42 feet. However, if both teams agree, they may use a 46-foot distance, or if the home field cannot accommodate 42 feet. If the visiting team provides a portable pitching rubber that can be securely fastened at 42 feet without damaging the field, its use is permitted.

PITCHING RULES

NSYBL follows the *PitchSmart* guidelines for youth pitchers. For more information, refer to the pitching information page found at <https://nsybl.com/pitching>.

MOUND VISITS

- 2 trips per inning; on the third, the pitcher must be replaced.
- At any time in the game, any pitcher receiving a third visit must be removed for another pitcher.
- Once a pitcher is removed, he can no longer pitch in that game.

BALKS

- There will be no balks for 8U – 10U age divisions. Umpire and coaches should start to teach / notify pitchers of Balk warnings at 10U age group.
- Illegal Pitches or Quick Pitches will be recorded as balls after one warning per pitcher.
- Balks will be in effect for 11U – 12U age divisions. The umpire will give 1 warning per pitcher each game. Any instance after that will be called a “Balk”.
- Fake to third–throw to first pickoff is allowed.

INTENTIONAL WALKS

- There are no intentional walks for 8U – 9U age divisions.
- Intentional walks are allowed in 10U – 12U age divisions. Head coach can notify the umpire of an intentional walk and the pitcher does not need to throw the pitches for the walk.
- No pitches will count toward the pitcher’s pitch count for intentional walks.

WARMING UP THE PITCHER

- Any player warming up a pitcher must wear a mask at all age levels.
- Coaches warming up pitchers are encouraged to wear a mask. At any level, umpires may require a coach to wear a mask when warming up a pitcher.

BATTING

BAT RULES

- All bats used need to be stamped with the USA Baseball logo/emblem.
- It is the responsibility of each team to ensure that the bat restrictions are followed.
- Wood bats are allowed in all age divisions.
- No BBCOR Bats are permitted in the NSYBL.

- For more information about the bat rules (including penalties), refer to the [bat rules](#) page.

BUNTING/SLASH BUNTING

- Bunting is allowed for the 9U – 12U age divisions
- Bunting is NOT allowed for 8U.
- FAKE BUNTING is NOT allowed in 8U but is allowed in 9U – 12U.
- If a batter fakes a bunt and pulls their bat back, the batter is not allowed to swing at the pitched ball (slash bunt). If they swing, the batter will be called out and play will be immediately considered dead with no runners able to advance.

DROPPED THIRD STRIKE

- In effect for 11U & 12U only. There is NO dropped third strike in 10U and under.

INFIELD FLY RULE

- There is NO infield fly rule for the 8U & 9U age divisions.
- Infield Fly Rule will be in effect for 10U – 12U age divisions. The call is to be made by the umpire at their discretion.

BASERUNNING

8U

- Leading is NOT allowed, stealing is NOT allowed
- Runners may NOT advance on a passed ball.
- There is no stealing home; A runner at 3rd base must be batted or walked in.
- Runners may not steal/advance a base on a throw back from the catcher to the pitcher

9U & 10U

- Leading is NOT allowed. Stealing is allowed.
- A baserunner can leave the base they are occupying only after the ball crosses the plate.

- Runners may advance on a passed ball.
- There is no limit to the number of steals per inning or at any base – stealing home is permitted.
- If coaches from both teams agree on a modification to the stealing rule (before the game) this is permitted (i.e. Inning Steal Limit, must bat or walk player only from third base) – up to coach's discretion and must be discussed and agreed to during pregame meeting with the umpire.
- Headfirst slides are allowed

11U & 12U

- Leading is allowed. Stealing is allowed.
- There is no limit to the number of steals per inning or at any base – stealing home is permitted.
- Headfirst slides are allowed.

COURTESY RUNNER

- A team may choose to use a courtesy runner for the pitcher and/or catcher only if they will be playing those positions in the following half inning.
- The courtesy runner must be the last batted out.
- Using a courtesy runner is not mandatory.

BLOCKING BASES, BASELINE OR PLATE

- Obstruction shall be called if a runner does not have access to the bag/plate. The runner can/will be awarded the base they are running toward.
- A defensive player cannot block a base without the ball.

AVOIDING CONTACT/SLIDE RULE

A player needs to slide into a base or avoid contact with the defensive player when sliding into a base. Players are not required to slide into all bases, as long as they are avoiding contact. If contact is not avoided by the baserunner, the baserunner may be called out. If the umpire decides that a player's approach to a base or home plate is malicious, forceful, or for the purpose of colliding into the defensive player, the baserunner may be ejected from the game. If a play is being made, the runner may go in standing, but must try to avoid contact. If

an umpire deems contact unnecessary, the runner can be called out and, if in the opinion of the umpire, it was intentional, the player may be ejected.

UMPIRES & ENFORCEMENT

UMPIRES

- All umpires must be secured by the Home team, the cost of which is split evenly amongst both teams.
- Umpires are to be paid at the prevailing rate for their local board. Home teams should make their opponent aware of the rate prior to the game.
- All regular season games should have one umpire scheduled.
- All playoff games should have two umpires scheduled.

EJECTIONS

- Any coach or player ejected from a game will receive an automatic one (1) game suspension for the following game (1st occurrence).
- In the event the following game is not played due to inclement weather or schedule conflicts, the suspension applies to the next game played.
- If the same player or coach is ejected a second time inside the same season, that player/coach is immediately suspended indefinitely with a review by the NSYBL.
- Game umpires and coaches should notify the league of the suspended player's or coach's name and game conduct.

PROTESTS

- Teams CANNOT protest JUDGEMENT decisions made by an umpire.
- If there are 2 umpires working a game, a team may ask the 2nd umpire for a review at the time of the call.
- Any discussion regarding calls made on the field must take place between Head Coaches and Umpires ONLY.
- These discussions must remain PROFESSIONAL and occur away from all spectators, parents, and players.

- If a play or game is being protested due to misapplication of the rules, the protest will only be recognized if the umpires are notified at the time of the play and prior to the next pitch, play, or attempted play.
- If there is a protest on a game-ending play, the umpire must be notified, and a protest should be filed before the umpire leaves the field.
- The protesting manager must send an email within 24 hours of the game's conclusion to the league.
- This protest email must include the game situation, the rule being protested, and the teams and umpires involved. League officials will review the play, discuss with appropriate parties and then reply with a ruling within 48 hours of receiving the protest.

POSTSEASON

GENERAL

- The NSYBL Playoffs follow a single-elimination tournament format.
- Teams are expected to be ready to play on any day during the tournament.
- The league will provide guidance and expectations for playoff game days, and teams should meet or exceed these expectations to keep the tournament moving forward.
- Playoff scheduling gamesmanship (manipulating scheduling to gain advantage) is not tolerated and may result in removal from the tournament.
- If a team is participating in an outside tournament that conflicts with NSYBL playoffs, they are not allowed to participate in the NSYBL playoffs.

POSTSEASON ELIGIBILITY (TEAM)

- Teams must play at least 8 regular-season games to qualify for the playoffs.
- All eligible teams are entered into the playoff tournament.
- The higher-seeded team is the home team.
- The higher seed hosts the game until the championship round.

POSTSEASON ELIGIBILITY (PLAYER)

- To be eligible for postseason play, a player must:
 - Participate in at least 4 regular-season games with the team they are playing for in the playoffs.

- Exceptions for injuries may be granted—teams must request consideration via the league email.

POINTS SYSTEM FOR SEEDING

- Seeding is determined by a weighted point system based on regular-season performance.
 - Win vs lower age division: 2 points
 - Win vs same age division: 3 points
 - Win vs higher age division: 4 points
 - Ties (any division): 2 points
 - Losses (any division): 1 point
 - Forfeit: -1 point
- Only the first 12 games played count toward playoff seeding.
- Any additional games do not affect playoff seeding.

PLAYOFF EXTRA INNING RULES

For games that extend past the regulation 6 innings, the MLB extra innings rules will apply:

- The last recorded batter to make an out is placed on second base as a baserunner.
- The inning starts with zero outs.
- Extra innings continue until a winner is determined.

SHORTENED GAMES

- During the playoffs, a game must go a minimum of six innings to be considered official.
- If a playoff game does not meet the required innings, it is suspended at the exact moment of stoppage and will be played the next day (only applies in the playoffs).