

**NFWB**  
**2019 BASEBALL HOUSE RULES**

- 1.0 Safety/Sportsmanship
- 2.0 Field of play
- 3.0 Equipment
- 4.0 General Playing Rules
- 5.0 Play-up policy
- 6.0 No Trade policy
- 7.0 Pitching Rules
- 8.0 Length of Games
- 8.1 Playoff Games
- 9.0 Umpires
- 10.0 Scorekeepers
- 11.0 Protests
- 12.0 Inclement weather/ Rainouts
- 13.0 All Star Weekend
- 14.0 League Specific Playing Rules
  - 14.1 Shetland (T-Ball)
  - 14.2 Pinto (Coach Pitch)
  - 14.3 Mustang (Kid Pitch)
  - 14.4 Bronco
  - 14.5 Pony
  - 14.6 Colt and Palomino

Baseball Play is governed by the current "Official Baseball Rules" as published by The Sporting News. Official Baseball rules apply for NFWB baseball, unless superseded or amended herein.

## 1.0 Safety/Sportsmanship

- A. The safety of players shall be the first concern of managers, coaches, parents, and players.
- B. Umpires, managers, and coaches should ensure that due care is exercised when players are warming up or preparing to hit in the on-deck area. Only one on-deck player is allowed, and only in the designated on-deck area.
- C. Non-players, other than managers and coaches, are not permitted in the dugout area. If all approved managers/coaches cannot attend a specific game, it is the manager's responsibility to call the League President and/or Commissioner, **prior** to the game, to obtain **pre-approval** for substitute manager/coaches.
- D. The league reserves the right to restrict players from playing for reasons of health and/or safety.
- E. Managers are required to have in their possession, at every NFWB function, registration information containing emergency contact and player health information for each team member. Functions include, but are not limited to, practices, games, batting cages, and team parties.
- F. The use of tobacco in any form, alcoholic beverages, or illegal drugs of any kind or in any form, by anyone on the playing field or in close proximity to the playing field is not permitted. This rule applies to everyone, including managers, coaches, spectators, family members, players, and umpires. If the violation is not corrected (tobacco extinguished for example) then determination of removal from the playing area at the sole discretion of the umpire or an NFWB Board member.
- G. Only one team representative, either a manager or a coach, who has been approved by the NFWB Board, may address the umpire on a non-judgment issue. The team representative must have been identified to the umpire prior to the start of the game during the ground rules meeting.  
No person, other than the identified team representative, can address the umpire on any issue. The breach of this rule can, at the umpire's discretion, result in the removal of such offender from the game and/or the field.  
An NFWB-approved manager or coach is listed in the NFWB Website.
- H. Exposed neck chains, watches, bracelets, earrings that extend below the ear lobes, and all exposed items that may be hazardous or cause possible injury, may not be worn during the game. If the above infraction occurs, the umpire will call time-out, and issue one warning to the offending player to remove the item in question. At the time of this warning, failure to remove the offending item promptly may result in the player being ejected from the game. If the offending player is at bat and fails to attempt to remove the item in question promptly, the player is called out, the ball is dead, and player is ejected from the game.
- I. Managers and coaches must remain off playing field during the game. They shall remain in their respective dugout or behind the out of bounds fences. The exceptions are: when one is in the coaches box (offense only), when making an official visit to the mound, and and/or when field conditions and, e.g. flooded dugout area does not allow the managers and coaches to remain in the dugout or behind the out of bounds fences. Further exceptions are made in the Shetland, Pinto and Mustang Leagues as defined in each of those leagues specific playing rules.
- J. Any adult who wishes to volunteer as a coach, manager or other position within NFWB must register with the league to be considered. Prior to approval by the NFWB board a background check will be done and the NFWB board reserves the right to not approve any volunteer for any reason they deem.
- K. Anyone under the age of 18 outside of the dugout and on the field of play, batters, players in the on-deck batting area, base-runners, and players coaching in the baseline coaching boxes are required to wear protective headgear.
- L. Any player, serving as a catcher to warm up a pitcher, shall wear a mask, whether the pitcher is on the mound or on the sideline.
- M. Managers are responsible for the conduct of the team players, parents and fans and will assist the umpires to make sure that good sportsmanship is being displayed at all times.
- N. Players who, in the judgment of the Umpire, intentionally discard their protective head gear while batting or running the bases, shall be called out after the completion of the play.
- O. Anyone (player, coach or fan) ejected from a game will be referred to the Grievance Director. The Grievance Director will perform a review of the situation and recommended action to be taken by the NFWB board.

## 2.0 Field of play

- A. The visiting team shall be responsible for the locations and attachment of the bases when needed.
- B. The home team shall occupy the third base bench and shall provide one new league appropriate game ball. The visiting team will occupy the first base bench, and shall supply one new league appropriate game ball.
- C. Fields are reserved by NFWB starting 30 minutes prior to the scheduled starting time of the game. The visiting team may occupy the field for practice until 15 minutes prior to the posted starting time of the game. The home team may occupy the field for practice 15 minutes prior to the posted starting time of the game.
- D. The manager of each team and the umpires will meet prior to the commencement of the game and agree on field "ground rules" (out of play areas, etc.). Normally, out of play is defined as beyond the closest dugout fence to the field and the extension of the line to the outfield.
- E. The manager and coach of each team shall be responsible for the removal of all debris and refuse in their dugout and spectator areas at the conclusion of each game.
- F. Per township ordinance lights will be turned off at Drake Park at 10:30pm sharp.
- G. The distance between any two bases, the distance from the back tip (rear) of home plate to the center of second base and the pitching distance from the back tip (rear) of home plate to the front of the pitching rubber is as follows:

	<b>Shetland</b>	<b>Pinto</b>	<b>Mustang</b>	<b>Bronco</b>	<b>Pony</b>
Distance between bases	50 feet	60 feet	60 feet	70 feet	80 feet
Distance from Home to 2 <sup>nd</sup> base	70 feet 9 inches	84 feet 10 inches	84 feet 10 inches	99 feet	113 feet 2 inches
Pitching Distance	N/A	N/A	46 feet 0 inches	50 feet 0 inches	54 feet 0 inches

## 3.0 Equipment

	<b>Shetland</b>	<b>Pinto</b>	<b>Mustang</b>	<b>Bronco</b>	<b>Pony</b>
Baseball (provided by NFWB)	Safety 10/RIB Level 5 RIF	Safety 10/RIB Level 5 RIF	DOL 1 WTA 1060	DOL 1 WTA 1060	DOL A WTA 1030
Cleats allowed	Non Metal (Rubber)	Non Metal (Rubber)	Non Metal (Rubber)	Non Metal (Rubber)	Non Metal/Metal
Bat material	Wood, metal or composite	Wood, metal or composite	Wood, metal or composite	Wood, metal or composite	Wood, metal or composite
Bat Size (No softball bats)	<= 2 3/4 diameter and <= 30" in length	<= 2 3/4 diameter and <= 30" in length	<= 2 3/4 diameter and <= 34" in length	<= 2 3/4 diameter and <= 34" in length	<= 2 3/4 diameter and <= 34" in length
Helmets (Provided by NFWB) If player has their own, they must meet NFWB standards	Facemask suggested but not required	Facemask suggested but not required	Facemask suggested but not required	Facemask suggested but not required	facemask suggested but not required
Defensive Helmets	Catcher, Pitcher and 1 <sup>st</sup> Base	Catcher & Pitcher. 1 <sup>st</sup> Base suggested	Catcher	Catcher	Catcher
Athletic supporter w Cups (Male only)	Required	Required	Required	Required	Required
Catcher's equipment	Helmet with facemask	Helmet with mask, chest protector, and shin guards	Helmet with mask, chest protector, and shin guards	Helmet with mask, chest protector, and shin guards	Helmet with mask, chest protector, and shin guards

- A. Umpires, managers, and coaches will ensure that players are adhering to equipment rules.
- B. Any player, serving as a catcher to warm up a pitcher, shall wear a mask, whether the pitcher is on the mound or on the sideline.
- C. Players are expected to dress in the league provided complete uniform.
- D. Anyone under the age of 18, batters, players in the on-deck batting area, base-runners, and players coaching in the baseline coaching boxes are required to wear protective headgear.
- E. Violations of equipment specifications shall be brought to the immediate attention of the coach of the offending player and the home plate umpire, and any non-compliant equipment should be immediately removed from play.

## 4.0 General Playing Rules

- A. This is an instructional, educational and recreational house ball league and the spirit of positive sportsmanship must be maintained. Inappropriate behavior by managers, coaches, players, parents and/or fans is unnecessary and will not be tolerated. Inappropriate behavior should be reported to the League Grievance Director.**
- B. At all levels of play, the free substitution rule is in effect (i.e. you can take out or put in a player as many times as you like). All players will bat in order, play at least three (3) complete innings in the field (unless there is a mercy as defined herein), and will not sit out more than two (2) consecutive innings. If a player is late, his name will be placed at the bottom of the batting order.
- C. Pinch runners are not permitted except in the case of injuries or Catcher's courtesies.
- D. No more than three (3) players shall "huddle" on the playing field at any one time during the game. Umpires should discourage excessive "huddling" when it is delaying the game.
- E. A runner shall be called 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. For purposes of clarity: There is no "must slide" rule. When the fielder has the ball and is waiting to make the tag, the runner has two options: (1) Slide; or (2) Attempt to get around the fielder. The runner must not attempt to maliciously contact the fielder. If, in an umpire's judgment, a player attempts to deliberately injure another player, he is to be ejected from that game.
- F. No more than one defensive time-out per half inning per pitcher is allowed for the coach to talk to the pitcher. If the coach comes out a second time, the pitcher must be changed.
- G. Non- roster **replacement players** are permitted subject to the following restrictions:
- A replacement must be a registered NFWB house ball player.
  - The replacement player can only be called up from the immediate younger house league (e.g. a Bronco team can call up a Mustang house player, but not a Pinto or Pony house player).
  - A replacement player CANNOT pitch
  - The coach of the team that is calling up a player, must notify their league president as soon as possible with the name of the called up player.
  - Replacement players will bat last in the order
  - Replacement players will only be added to the extent necessary to complete a line up with one additional player on the bench: Mustang (11 total players), Bronco (10 total players), Pony (10 total players)
  - All rules pertaining to rostered players apply to replacement players. The intent of the leagues permission to allow replacement players is not to replace the playing time of rostered players in preferred positions with replacement players. We expect our coaches to use good judgment in allotting playing time at preferred positions appropriately to rostered players when replacement players are in the line up.
- H. Abuse of equipment (e.g. the throwing of the helmets, bats, etc.) is strictly prohibited and is cause for ejection from the game.
- I. Batters who unintentionally throw the bat after hitting the ball shall be issued one warning. The umpire will announce this warning and the scorekeeper shall note the warning in the scorebook. If the batter throws his bat again in that game, the batter is out, the ball is declared dead if hit and all runners must return to their initial bases prior to the thrown bat.
- J. Intentional walks are not permitted. For purposes of this rule, however, an "intentional walk" is defined as one or more pitches where the catcher steps out of the catcher's box before the ball leaves the pitcher's hand, in anticipation of receiving a pitch that was intentionally thrown outside of the strike zone. The intentional throwing of pitches outside of the strike zone shall not, in and of itself, be considered an "intentional walk".
- K. The infield fly rule is in effect for all baseball leagues except Shetland and Pinto.
- L. No derogatory statements, comments, noises, gestures, etc. shall be directed toward the umpire and/or any opposing team member. The umpire will issue one warning; failure to comply may result in ejection of the offending team member(s) from the game and/or field or may result of a complete forfeiture of the game by the offending team, in the umpire's judgment.
- M. Subject to the requirements of Rule 4.0B, teams shall not be penalized when a player has to leave before the end of a game. In such an instance, the departed player's spot in the batting order shall be skipped whenever it comes around from that point forward, and the player's failure to bat shall not constitute an "automatic out".

## 5.0 Play up Rule:

- A. A player may play up one division above the division they are age appropriate for if the following criteria are all met:
- They have already played at least one season in the division they are trying to place out of;
  - They are age appropriate for the division they are trying to place out of;
  - They attend the evaluation (if applicable) for their age appropriate division;
  - They attend the evaluation of the division they are trying to play up into;
  - They rank in the upper percentile of those players that are evaluated for the league as defined below:

	Shetland	Pinto	Mustang	Bronco	Pony
Minimum percentile ranking to play into League	N/A	N/A	30 <sup>th</sup>	20 <sup>th</sup>	10 <sup>th</sup>

If all of the above are not met, the player will play in his/her age appropriate league to further develop their skills. Parents of children who do not qualify for playing up and decide to remove their child from NFWB will forfeit their registration fee. The board reserves the right to make exceptions to the play up rule in their sole discretion.

## 6.0 No Trade Rule

In a draft league any coach/team may end up drafting a player. Unlike younger leagues where requests can be made to be on a certain coach's team or placed with a player's friend, all kid pitch leagues are draft only. Neither the league nor the board will consider requests for trading of players. Players that drop out of the league because they don't like their team, or for any other reason, will forfeit their entire registration fee.

## 7.0 Pitching Rules

### 7.1 Pitching Rules - Regular Season

	Shetland	Pinto	Mustang	Bronco	Pony
Max # of innings/Game (1 <sup>st</sup> 7 scheduled games)	N/A	1	3	4	4
Max # of innings/Game (after 7 scheduled games)	N/A	1	3	4	7
Max # of innings/Day	N/A	2	4	6	7
Max # of innings/Calendar week	N/A	2	5	7	7
Max # of pitches per Day	N/A	50	65	75	85
# of innings pitched in a day requiring 40 hours of rest	N/A	2	3 or more	4 or more	4 or more
# of warm up pitches between innings	N/A	5	5	5	5
Min # of warm up pitches for a pitcher coming in cold	N/A	8	8	8	8
Balk Rule (warning is per pitcher per game) 1 <sup>st</sup> 7 scheduled games	N/A	N/A	No	2 warnings	1 warning
Balk Rule (warning per pitcher per game) thereafter	N/A	N/A	No	1 warning	No warning
Max # of hit batters before removal (per game)	N/A	3	3	3	3
Intentional walks allowed (see 4.0K for definition)	N/A	N/A	No	No	No

- A. Any team member may pitch, subject to the pitching rules and restrictions.
- B. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games as long as they do not exceed above limits.
- C. The calendar week is from 12:01 am Monday to 12:01 am on the following Monday.
- D. The 40-hour rest rule is computed from the actual starting time of the game in which the previous pitching occurred.
- E. A pitcher is considered to have pitched one complete inning if he/she throws one pitch in the inning. Once a pitcher is removed, he/she may not return to the mound in that game. This rule also applies in suspended games.
- F. With respect to innings pitched, any and all innings pitched in the specific calendar day and week, in which they are pitched, regardless of whether they are local league play, make-up or suspended games, resumption of a tie game, shall count toward the pitching imitations set forth in this section. Playoff or tournament pitching limitations during league play shall be addressed with each individual tournament manager.
- G. It is recommended that managers arrange for new pitchers to warm-up between innings whenever possible.
- H. Managers in violation of any of the pitching rules are subject to the penalties outlined in the section on penalties.
- I. Pitchers may use the "wind up" or "set" position.
- J. Pitchers in violation of any of the pitching rules shall be considered an ineligible player. The penalty for violation of this rule is forfeiture of the game in which the violation occurred and ineligibility to pitch in the team's next game. If a violation occurs more than once in a season, the manager and/or coach may also be referred to the League Grievance/Disciplinary Committee (LGC).

### 7.2 Pitching Rules – Doubleheaders

In any week where a team plays a doubleheader:

	Shetland	Pinto	Mustang	Bronco	Pony
Max # of innings/Game (1 <sup>st</sup> 7 scheduled games)	N/A	N/A	3	4	4
Max # of innings/Game (after 7 scheduled games)	N/A	N/A	3	4	7

Max # of innings/Calendar day	N/A	N/A	4	5	7
Max # of innings pitched/calendar week	N/A	N/A	7	8	10
Max # of pitches per calendar day (over all games)	N/A	N/A	65	75	85
# of innings pitched in a day requiring 40 hours of rest	N/A	N/A	3 or more	4 or more	4 or more
# of warm up pitches between innings	N/A	N/A	5	5	5
Min # of warm up pitches for a pitcher coming in cold	N/A	N/A	8	8	8
Balk Rule (warning is per pitcher per game) first 7 scheduled games	N/A	N/A	N/A	2 warnings	1 warning
Balk Rule (warning is per pitcher per game) after 7 scheduled games	N/A	N/A	N/A	1 warning	no warnings
Max # of hit batters before removal (per game)	N/A	N/A	3	3	3

### 7.3 Pitching Rules Playoff

	Shetland	Pinto	Mustang	Bronco	Pony
Max # of innings/Game	N/A	N/A	3	4	7
Max # of innings/Calendar day	N/A	N/A	4	6	7
Max # of innings pitched/calendar week	N/A	N/A	None	None	None
Max # of pitches per calendar day (over all games)	N/A	N/A	65	75	85
# of warm up pitches between innings	N/A	N/A	5	5	5
Min # of warm up pitches for a pitcher coming in cold	N/A	N/A	8	8	8
Balk Rule (warning is per pitcher per game)	N/A	N/A	No	1 warning	No warning
Max # of hit batters before removal (per game)	N/A	N/A	3	3	3
Intentional walks allowed	N/A	N/A	No	No	No

At the end of the regular season, pitching playoff rules will go into effect (regular season rules will be in place for games played to determine rankings). Regular season rules which are not changed for playoffs shall remain in effect.

### 8.0 Length of games

	Shetland	Pinto	Mustang	Bronco	Pony
# of Regular Innings	4	6	6	7	7
Extra Innings	None	None	Max 2	Max 2	Max 2
Game time limit	80 minutes	105 minutes	2 hours*	2 hours 15 minutes	2 hours 15 minutes
Maximum # of Runs/Inning by each team	n/a	5	7	7	7

\*For Mustang only: In the last inning of a game each team can score an unlimited number of runs. The umpire must declare that the inning is the last inning of play PRIOR to the start of the top half of the inning. The umpire will declare the last inning of play the first inning that starts after one hour and forty minutes from the first pitch. If the inning that is declared as the last inning ends prior to two hours from the first pitch, one more inning will be played and there will be no limit to the runs scored in that inning.

If an inning is underplay when the time limit is reached then the game shall be considered over at the end of that inning. If an inning ends prior to the time limit then another inning may be played if necessary.

#### Mercy Rule (Run Differential)

	Shetland	Pinto	Mustang	Bronco	Pony
3 <sup>rd</sup> inning	No Mercy				
4th inning	No Mercy				
5th inning	No Mercy				
6th inning	No Mercy	No Mercy	8	15	15
7th inning				8	8

- A. 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 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.

- B. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached, the maximum number of extra innings is played or until the umpire calls the game due to weather, poor visibility or other reason.
- C. If the game is tied at the end of the maximum number of extra innings, the game shall be declared a tie game. If the game goes into extra innings, but is called by the umpire before a decision is reached, the game shall be declared a tie game. Any extra inning games called before the completion of a full inning is considered a tie game.
- D. If a game is called for any reason, it is a complete game if four (4) or more innings have been completed, or if the home team has scored more runs in three (3) or three (3) and a fraction innings than the visiting team has scored in four (4) complete innings. If a game is called for any reason during a partial inning after four (4) innings have been completed, the score will revert to the end of the previous inning UNLESS the home team is ahead at the time. Any incomplete game, which is to be made up, shall be continued from where it left off.
- E. Tie games will not be made up.
- F. If a game is called for any reason before it is a complete game as described above, it shall be considered an incomplete game and if re-scheduled, shall be started over from the beginning.

## 8.1 Playoff Games

- A. For leagues which keep score, there will be playoffs after the regular season. There will be two rounds plus a championship game for leagues with an even number of teams over 4 teams. For leagues with an odd number of teams, there will be either a wildcard round in which the two teams with the worst record will play each other and the winner of the game will make it into the playoffs or the first place team will get a bye for the first round and will not be included in rankings when determining which teams play against each other for the first round. (Methodology used will be dependent on number of teams not including first place team divided by two. If result is an even number then wildcard game will be played. If result is an odd number then first place team gets a bye for first round). Rankings will be determined after all regular season games (not including unscheduled or cancelled games) are played.
- B. If there is a tie for a place then the following methodology shall be used to determine team with better ranking:
  - a. Team with better ranking in head to head;
  - b. If still tied, runs for vs runs against in head to head only;
  - c. If still tied, then net total runs last 4 games played vs net total runs last 4 games played;
  - d. If still tied, coin flip with team that won the first game played in head to head calling heads or tails
- C. Match ups will be as follows (assuming 8 teams):
  - a. Game A: 1V8, Game B: 2V7, Game C: 3V6, Game D: 4V5
  - b. Game E: WA V WD, Game F: WB V WC,
  - c. Championship Game: WE V WF
- D. Consolation games may also be scheduled at the discretion of the league.
- E. If either one team is scheduled to play in a double header OR the field where the game is being played on is scheduled for use after the game then the length of games shall be as outlined below:

Length of games during playoffs (At least one of the teams is playing a double header OR field is scheduled for use after game)

	Shetland	Pinto	Mustang	Bronco	Pony
# of Regular Innings	No playoffs	No playoffs	6	7	7
Extra Innings			Max 2	Max 2	Max 2
Game time limit			2 hours	2 hours 15 minutes	2 hours 15 minutes
Maximum # of Runs/Inning by each team			7	7	7

If neither team is scheduled for a double header and the field being played on is available, then the following limitations shall be in effect.

Length of games during playoffs (Non-Double header/field available)

	Shetland	Pinto	Mustang	Bronco	Pony
# of Regular Innings	N/A	N/A	6	7	7
Extra Innings			Max 3	Max 3	Max 3
No inning may start after			No limit	2 hours 15 minutes	2 hours 15 minutes
Maximum # of Runs/Inning by each team			7	7	7

Mercy Rule (Run Differential)

	Shetland	Pinto	Mustang	Bronco	Pony
3 <sup>rd</sup> inning	No Mercy				

4th inning	No Mercy				
5th inning	No Mercy				
6th inning	No Mercy	No Mercy	8	15	15
7th inning				8	8

- F. When a field is being used for more than 1 game in an evening, or at least one team is scheduled to play a double header, then the first game (Game 1) shall start at 5:30 pm with an inning not starting after 2 hours of play time with the exception of extra innings in the case of a tie score. An extra inning shall not start after 7:45 pm.
- G. In the case of a tie score, then if time permits, up to the maximum number of extra innings per above will be played with each team starting their at-bats with the player who received the last out in the previous inning at second base. Each team will be given up to 3 outs to attempt to score the runner from second base (or if he gets out then the team may try and score one of their batters). Once either a runner scores or 3 outs are made the bottom half of the inning shall be played. If the score is no longer tied after the inning the game shall be over. If the score is still tied then a second inning with this format shall be played unless the second inning would be considered the last inning per above. The final inning played shall be played as follows: The same format as the first extra-inning except that the play where the runner scores is considered a normal baseball play and does not end until an out is made or an infielder with the ball requests, and the umpire grants, time. This is done so as to make it possible for additional players to score on the play. 3 outs will also end the half of the inning. Both teams shall get their at bats in an inning. Each extra inning shall count as an inning toward innings pitched.
- H. If no more innings can be played due to time restraints, or after extra innings the score is still tied, then scorer shall look back to see who had the last lead and they shall be deemed the winner. If, and only if, the game is 0 to 0 or at the end of every inning the score was tied then the game shall continue on with extra innings (in the format described above) until an inning ends with a non-tied score. It is realized that by continuing play in a true tie game the second game may not get to be played due to threat of not getting the game in as discussed below.
- I. The second game scheduled to be played on the field (Game 2) shall be scheduled to start at 8:00 pm
- J. A team shall have at least 15 minutes rest between the end of their game 1 and the start of their game 2. Said team may at their sole election choose to forgo their 15 minute rest.
- K. Should a Game 2 not be able to start by 8:15, either because a Game 1 was not done with the field needed for game 2 (and one of the other fields was not available to move to), one of the teams is still playing in their game 1, a team would not have a 15 minute rest, or any other reasonable reason at the umpire's or executive board member's discretion, then Game 2 shall not start that evening and shall instead be scheduled to be made up as soon as possible on a different date.
- L. An inning in Game 2 shall not start after 2 hours of play time with the exception of extra innings in the case of a tie score. An extra inning shall not start after 10:15. In the case of a tie score, then extra innings will be played in the same format as described for Game 1 until either the score is no longer tied or one team is able to bring in their runner with less at bats than the opposing team (at bats counted for that inning only and shall include a player at bat should the run score via a wild pitch or steal). Both teams shall get their at bats in an inning. Each extra inning shall count as an inning toward innings pitched.
- M. If the home team does not get to finish their at bat in an inning due to stoppage of play (lightning, darkness, etc) then that inning shall not count and shall be deemed not played. If after the last full inning played, the score is still tied, then scorer shall look back to see who had the last lead and they shall be deemed the winner.
- N. If a player or coach of a non-playing team is asked to leave the game/field area by an umpire for unsportsmanlike conduct then they will not be allowed to return to the fields for the remainder of the day and if they are scheduled to play in a game day that day, they will not be allowed to participate.
- O. The Mercy (run) rule used in regulation games shall be in effect for playoff games.

## 9.0 Umpires

- A. There shall be a minimum of one staff umpire assigned to work each game. (This does not apply to Shetland).
- B. When staff umpires fail to report on time, or are unavailable, umpires must be agreed upon by opposing managers.
- C. NFWB Board Members & Umpires have the authority to request that managers, coaches, players, parents, or fans leave the premises for inappropriate behavior in the Board Member or umpire's judgment. (e.g. profanity, verbal abuse etc.). If the offending party refuses to leave the premises, the Board Member or umpire has the authority to forfeit the game in favor of the other team.
- D. If a rule is questioned, only the team's manager is allowed to participate in a "reasonable" discussion with the umpire. Animated and boisterous discussions are not allowed and will not be tolerated. Inappropriate behavior will be reported to the League Grievance/Disciplinary Committee for potential review and sanction.
- E. An umpire's judgment call may only be questioned if both team managers feel that the call was clearly wrong. The two managers should discuss and if they both agree then they may approach the umpire together to discuss. If only one manager questions, and the other manager does not agree, then the umpire's call shall stand and not be questioned. If a manager chooses to question the umpire they shall be given one (1) warning by the umpire. Continued questioning will be subject to ejection or removal at the discretion of the umpire. If someone other than the team's manager (coach, player, parent or fan) is questioning an umpire or being unsportsmanlike then, at the umpire's discretion, they are subject to possible ejection from the

game and/or removal from the premises for that game. In addition, the inappropriate behavior will be reported to the League Grievance/Disciplinary Committee for review and potential further sanction.

- F. It is the umpire's responsibility to inform the umpire Director, League President and League Commissioner when they eject anyone from a game.
- G. Umpires shall be provided and be responsible for the necessary equipment to officiate each league/age group. No game should start without the proper umpire equipment being available or the taking of proper positioning (i.e. behind the pitcher's rubber) to ensure the safety of the umpire and the players.
- H. Umpires who umpire behind the plate in a player pitch league must have a throat guard and chest protector.

## **10.0 Official Team Scorekeepers**

- A. Each team shall have an official scorekeeper. The scorekeeper must keep runs (in Pinto-for the 5 run per inning rule only) and number of innings pitched by each pitcher on each team so that the information can be given to the League President. Scorekeepers shall agree on the score at the end of each inning and game.
- B. The winning manager must contact his League President with the score and the pitching records of both teams on the day of the game, or no later than 24 hours thereafter. Shetland and Pinto Leagues do not report.
- C. The losing manager shall provide their league president feedback on the umpires, both positive and negative.

## **11.0 Protests**

- A. When protests are based on an interpretation of the rules, the objecting manager must, at the time of the play in question occurs and prior to play resumption, notify the head Umpire, and the opposing manager that the game is being played under protest, and submit the protest in writing to the League President, no earlier than 48 hours after the completion of the game. The written protest must be accompanied by a personal check of \$100.00. If the protest is upheld, the \$100.00 will be returned. Otherwise, the \$100.00 shall be retained by NFVB.
- B. The League Rules Committee shall resolve all protests and will endeavor to render decisions within 48 hours of receipt of the protest in writing. Decisions of the Rules Committee are final and are NOT subject to appeal.

## **12.0 Inclement Weather/Rain Outs**

- A. Determining if games will be played or not played because of weather or bad field conditions are sometimes beyond the control of the league. If the league is notified that we will not be allowed to use the fields because of weather or poor conditions, we will post this information on our rain out hotline (248) 788-NFVB (6392), our website and an email will go out to the email on file for anyone affected as quickly as possible. If the weather is questionable, but fields are in playable condition prior to game time we may wait as long as 90 minutes prior to scheduled game start to cancel a game in hopes of being able to get the game played. Please do not call the league office to inquire if games are scheduled or not.
- B. If the league doesn't cancel a game as described above, then all player, managers and coaches are to go to the scheduled field. If a questionable playing field or weather condition needs to be determined at the field, the managers shall try and agree on a decision. In the event the managers are unable to agree, the decision to start the game shall be made at the field by the home plate umpire whose decision is final. A game may not be canceled for any reason other than inclement weather or poor field conditions.
- C. The decision to cancel a game once it begins shall be made by the home plate umpire.
- D. When lightning is observed or thunder is heard the umpire must suspend play. The occurrence of lightning or thunder is not subject to interpretation or discussion-lightning is lightning; thunder is thunder. All players, coaches, officials, and spectators are to return to their cars. NO EXCEPTIONS. Play will not be resumed until a minimum of 30 minutes has passed from the last sound of thunder or sight of lightning. If the weather clears, play can be resumed. Before deciding to continue play, determine if there is enough time left to complete the game or practice. If conditions persist, practices and games will be cancelled.
- E. Games will be called when there is insufficient daylight to safely continue play. This decision rests solely with the judgment of the umpire.  
Re-scheduling games: The league will attempt to reschedule games that have been rained out or postponed, subject to the availability of fields and umpires, and any other limitations relating to the league schedule.

## **13.0 All Star Weekend**

- A. Players shall be chosen by their teammates.
- B. No player shall pitch for more than two innings.

- C. There shall be no mercy rule.
- D. The first and second place teams (as determined on the Sunday night prior to all-star votes being due to the league President) shall be invited to be a manager for the All-Star game.

## 14.0 League Specific Rules

### 14.1 Shetland Specific Playing Rules

- A. The Shetland League is BASIC INSTRUCTIONAL, EDUCATIONAL and RECREATIONAL BASEBALL. Its' primary objective is to teach the following basic skills:
1. How to swing a bat
  2. How to catch a ball
  3. How to throw a ball
  4. How to run the bases
  5. Cooperation and good sportsmanship
- B. The Shetland League shall be comprised of boys and girls.
- C. All players are to be dressed in the same manner, including baseball cap, pants and jerseys.
- D. A maximum of eight (8) infielders, including the pitcher and catcher, shall be positioned in the infield. The extra two infielders are to be positioned between first base/second base and between second base/third base. Infielders should be positioned 3 feet inside or outside the base path.
- E. Outfielders shall be stationed not less than ten (10) feet behind the baselines. All remaining team players will be positioned equally spaced around the outfield. **NO PLAYER IN SHETLAND SITS OUT!**
- F. To encourage rotation of the players, no player shall remain at the same position for more than one inning per game. No player shall remain in the infield for more than two consecutive innings.
- G. Batters are not permitted to bunt or swing easy at the ball, (i.e. the batter must take a full swing at the ball). The penalty is that the batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead and no runners shall advance. For the purpose of this rule, the batted ball must advance beyond a twenty-three (23) foot arc in front of home plate, extending from the first base line to the third base line. Any batted ball, which does not travel beyond this imaginary arc/line, shall be considered a foul strike.
- H. The batter is allowed a maximum of seven (7) swings to hit a fair ball, regardless of the number of foul balls or strikes. If a player has not put the ball in play after six (6) swings, the players' coach is encouraged to assist the player in his 7<sup>th</sup> and final swing.
- I. The catcher shall stand at least ten (10) feet behind the batter, or at the backstop, whichever is further, until the batter swings. Managers/coaches should insure that catchers are in a safe position before the batter starts to swing at a pitch.
- J. Base runners are not permitted to steal or leadoff base and shall remain on the base until the ball is hit. The penalty for leaving early the first time is that all base runners go back to their original bases. If a player leaves early again after the opposing manager has verbally informed the player's manager or coach (who should then instruct the player after the warning), the player should be called out.
- K. There is no infield fly rule in Shetland.
- L. No more than three (3) players may "huddle" on the playing field at any time during the game.
- M. A half inning is over at the end of play after all offensive players for the team has had their turn at bat. Put outs shall be enforced and a player who is put out shall leave the field of play although there is no limit to the number of put outs in an inning. The bases ARE NOT cleared after 3 outs are made. No accumulated or total score shall be kept in Shetland. The home team shall always get its final turn at bat.
- N. For the first four (4) games of the season, no batter or base runner shall advance more than one (1) base on a batted ball. For the remaining games, no batter or base runner shall advance more than two (2) bases on a batted ball unless the batted ball has been hit into the outfield grass (either on the fly or a grounder that reaches the outfield).
- O. Under no condition can a team be required to play more than one (1) game in a day.
- P. Only one (1) offensive coach may be stationed in each coaching box and only one (1) coach near the batting area may provide verbal instruction to the offensive team players.
- Q. Four (4) defensive team coaches may be stationed in the field of play in fair territory to provide verbal instructions to the defensive team.
- R. All equipment including bats and helmets will be kept in the dugout area. For safety purposes, use of weighted bats, weighted sleeves, weighted doughnuts, and hit sticks are prohibited in Shetland. Use of multiple bats to warm up in the on-deck area is prohibited in Shetland.
- S. Please review the rest of the NFWB General House Rules for all other rules, which may relate to the Shetland League.

### 14.2 Pinto Specific Playing Rules

- A. The Pinto League is INSTRUCTIONAL, EDUCATIONAL and RECREATIONAL BASEBALL. Its primary objective is to teach the following basic skills:

1. How to swing a bat at a thrown, moving ball by a coach/pitcher
2. How to field a ball, grounders and fly balls
3. How to throw a ball to the appropriate base
4. How to run the bases
5. Basic rules of the game including cooperation and good sportsmanship

- A. The Pinto League is a machine-pitch league.
- B. The Pinto League uses twelve (12) players in the field. The outfield consists of six (6) fielders. Outfielders can be placed anywhere as long as they are at least fifteen (15) feet behind the base paths. Players inside the base path and the area within fifteen (15) feet of the base paths shall be the pitcher, first baseman, second baseman, shortstop, and the third baseman. Outfielders must play outfield positions.
- D. Because of the difficulty in monitoring the catcher's position at this age level, the catcher stands away from the batter until after the batter swings, and then assumes a defensive position. The home plate umpire will ensure that catchers are in a safe position before the batter swings at a pitch.
- E. The Pinto field has an arc marked 23 feet from home plate. The area thus enclosed shall be called the foul circle for batted balls. The pitching machine will be set up on a direct line between home plate and second base, from a distance between the 23-foot arc and the pitchers mound (46 feet).
- F. The defensive team member playing the pitcher position must stand within a four (4) foot radius drawn around the rubber and must have at least one foot on or inside the chalk line until the ball is batted.
- G. The league will provide umpires.
- H. The batter is allowed five (5) pitches to hit the ball into fair territory beyond the 23-foot arc line. If the 5<sup>th</sup> pitch is not swung at or swung at and missed, then the batter is out. If the batter makes contact on the 5<sup>th</sup> pitch but the ball does not go into play, then the batter shall be given another pitch until they either don't swing, swing and miss, or put the ball into play. There are no conventional strikeouts (i.e. swinging three times and missing) in Pinto. If the ball hits the pitching machine (or the coach who is operating it), the ball is dead, the batter awarded first base, runners only advance on force.
- I. The batter is not permitted to bunt. If a batter bunts, then the ball shall be considered a foul ball, the batter will be called back to home plate, the swing or pitch shall count, and no runners may advance.
- J. If the batted ball is hit into fair territory and rolls back into the 23-foot arc without being touched by a defensive player shall be considered a foul ball.
- K. There is no stealing in the Pinto League. Lead offs are NOT permitted. With regard to lead offs, each team will be permitted one warning. Each further lead off will result in the runner being called out.
- L. There is no infield fly rule in the Pinto League.
- M. No team shall score more than five (5) runs in any half-inning. If there are less than three outs when five (5) runs have scored, the teams shall change sides. This five (5) run limitation rule applies to all innings including the final inning. No standings shall be kept in the Pinto league. The home team always gets its final turn at bat.
- N. Rotation of the players is required. No player shall play at the same position for more than two innings per game. No player shall remain in the infield for more than two consecutive innings.
- O. Outfielders may throw out a runner at any base. Outfielder may not tag the runner or the base to obtain an out.
- P. In the final seven (7) scheduled games of the season, the only offensive coach allowed on the playing field is the offensive teams coach Pitcher. Offensive coaches are allowed in the coach's boxes while two (2) defensive team coaches may be placed in the outfield to provide verbal instruction to the defensive players. For the first seven (7) scheduled games of the season, an additional offensive coach may be placed near the batter (in a safe position) to help instruct the batter. For the first seven (7) scheduled games of the season, two (2) additional defensive coaches (a maximum of 4) may be within fair territory behind the base paths to provide verbal instruction to the defensive players.
- Q. No batter or base runner shall advance more than one (1) base on a batted ball that remains in the infield. There are no advances allowed on over throws. If the batted ball makes it to the outfield, the batter and base runners may continue to advance two (2) bases.
- R. All equipment including bats and helmets will be kept in the dugout area. For safety purposes, use of weighted bats, weighted sleeves, weighted doughnuts, and hit sticks are prohibited in Pinto. Use of multiple bats to warm up in the on-deck area is prohibited in Pinto.
- T. Please review the rest of the NFWB General House Rules for all other rules, which may relate to the Pinto League.

### 14.3 Mustang Specific Playing Rules

- A. The Mustang League is INTERMEDIATE INSTRUCTIONAL, EDUCATIONAL and RECREATIONAL BASEBALL. Its primary objective is to teach the following skills:
1. How to swing a bat at a thrown, moving ball by a player/pitcher
  2. Beginning pitching to other players
  3. How to field ground balls and fly balls with some defensive strategy;
  4. How and when to throw a ball to the appropriate base
  5. How to run the bases and steal
  6. Rules of the game
  7. Good sportsmanship and cooperation
- B. The Mustang League uses ten (10) players in the field of which four (4) must be outfielders.
- C. During the first three (3) games played of the season, Mustang will play a "no ball" rule for pitching and hitting purposes. Once a ball has been thrown, the first time a pitcher throws a strike, the ball count will then be erased (i.e. if the count is 2-0 when the pitcher throws a strike, the count becomes 0-1). Once the count to a particular batter has already been reset once, or a batter has two (2) strikes on him/her, the ball count will no longer be eliminated (i.e. foul ball). This will give pitchers more confidence as well as encouraging batters to hit the ball rather than wait for a walk. For all games after the first three scheduled games a normal pitch count will be used (balls will not reset).
- D. In order to encourage players to swing the bat rather than hope for a walk, Mustang umpires shall call a "generous" strike zone.
- E. For all games a base runner may steal second base or third base. A base runner may not steal home under any situation (they may only come home on a batted ball or if forced home by a bases loaded walk or batter hit by pitch with bases loaded).
- F. Once the Pitcher has stepped on the rubber with possession of the ball, runners who leave before the pitched ball reaches or passes the Catcher shall be called out and the pitch shall be considered a dead ball. A runner may not lead off or leave the base they are occupying until the pitched ball has reached or passed the catcher.
- G. One player per inning will be permitted to bunt. As soon as the player squares to bunt on time in an at-bat, that is the attempt. That player can continue to attempt to bunt during that at-bat, but no other player that inning will be allowed to attempt to bunt.
- H. For all Mustang games, batter shall be called out and may not run on a called or swung and miss, dropped third strike whether or not the ball touches the ground or catcher catches or drops the ball. Runners may advance at their own risk.
- I. Offensive coaches are only allowed in the coach's boxes while two (2) defensive team coaches may be placed in the outfield, in foul territory, 20 feet behind any base, to provide verbal instruction to the defensive players.
- J. No team shall score more than eight (7) runs in any half-inning. If there are less than three outs when eight (7) runs have scored, the teams shall change sides. This eight (7) run limitation rule applies to all innings.
- K. To encourage rotation of the players, no player, with the exception of the Pitcher and Catcher positions, shall play the same position for more than two consecutive innings or three total innings per game. Each player must sit out at least one (1) inning per game before a player sits out a second time. Each player must play an infield position (catcher, pitcher, first base, second base, shortstop or third base) for at least two innings of every game in which all six innings are played, and at least one inning of every game in which five or less innings are played.
- L. All equipment including bats and helmets will be kept in the dugout area. For safety purposes, use of weighted bats, weighted sleeves, weighted doughnuts, and hit sticks are prohibited in Mustang. Use of multiple bats, to warm up in the on-deck area is prohibited in Mustang.
- M. Please review the rest of the NFWB General House Rules for all other rules, which may relate to the Mustang League.

### 14.4 Bronco Specific Playing Rules

- A. The Bronco League is ADVANCED INSTRUCTIONAL, EDUCATIONAL and RECREATIONAL BASEBALL. Its' primary objective is to teach the following skills:
1. How to swing a bat at a thrown, moving ball by a player/pitcher
  2. Proper bunting techniques and other offensive strategies
  3. More advanced pitching techniques and strategies
  4. How to field ground balls and fly balls with defensive strategy
  5. How and when to throw a ball to the appropriate base/cutoffs/relays
  6. How to take proper lead-offs and run the bases
  7. Rules of the game
  8. Good sportsmanship and cooperation
- B. Unless contradicted by rules herein, the current "Official Baseball Rules" as published by The Sporting News are in effect.

- D. On an attempted steal of a base, the base runner(s) cannot advance farther than the one base they were attempting to steal due to an overthrow by the Catcher or any other reason.
- E. Lead offs are allowed on every base and the stealing of any base is permitted from day one except as limited below.
- F. Each team is limited to successfully stealing home 3 times per inning where the batter has not put the ball into play or the runner has not been forced to advance otherwise (i.e., by a walk or hit by pitch with the bases loaded, or by a balk by the pitcher). Should a team attempt to steal home a fourth time in the same inning, then the runner is “at-risk” and will be called out if tagged while not on an unoccupied base (or called out if outside of the base path). If the runner advances to home safely but was not advanced there by a ball hit in play, forced by a walk, forced by a hit by pitch, or advanced by a balk, then time may be called and he will receive a free pass back to third base. In such an instance, other runners who safely advanced on the same play may be forced back to the previous unoccupied base as well.
  - 1. A successful steal of home following a pick-off attempt at third base still counts as a steal of home for purposes of the one steal per inning rule.
  - 2. Any player scoring on a wild throw (pick off, stealing attempt, etc...) is considered their steal of home for that inning.
- G. To encourage rotation of the players, no player, with the exception of the Pitcher and Catcher positions, shall play at the same position for more than three innings per game.
- H. Each player must sit out at least one (1) inning per game before a player sits out a second time.
- I. Please review the rest of the NFWB General House Rules for all other rules, which may relate to the Bronco League.

#### **14.5 Pony Specific Playing Rules**

- A. The current "Official Baseball Rules" as published by The Sporting News are in effect. Please see section 2.0 for field/pitching dimensions and number of innings to be played.
- B. Each player must sit out at least one (1) inning per game before a player sits out a second time.
- C. Please review the rest of the NFWB House General Rules for all other rules, which may relate to the Pony League.

#### **15.0 Substitute Players**

- A. When necessary to complete a full line up Mustang (10), Bronco (9), and Pony (9) teams will be allowed to “call-up” players from lower NFWB leagues.
- B. “Call-Up” players will bat at the end of the line-up