NGBSA Spring 2025

MINOR DIVISION BASEBALL RULES

All games will be played in accordance with National Federation of High School (NFHS) rules unless otherwise modified by the following rules.

I. GAME TIMES/SCORING

a. A game shall consist of no more than 6 innings, or 5 ½ if the home team is ahead.
b. Time Limit for games shall be 1 hour and 30 minutes. The game is official when the scheduled time has expired and the current inning is completed. No new inning may start within the last five (5) minutes of the scheduled time period. If both teams have the same number of runs at the end of the scheduled time period, with both teams having batted the same number of innings, the game will end in a tie and be recorded as such in the league standings.
c. Games shortened because of curfew, rain or other acts of nature shall be considered official if three (3) complete innings have been played. If three (3) innings have not been completed, the game will be rescheduled. If the game is ended for any other reason before being completed, the game will be started back from the exact point of termination at the best date available.
d. A team may score a maximum of six (6) runs per inning for all innings. The game will end when one team is unable to win or tie the game.

II. GENERAL RESPONSIBILITIES

a. All coaches shall ensure dugouts and bleachers are clean and orderly after each practice or game.
b. The Home Team shall:
    i. Keep the official scorebook
    ii. If you are the first game of the day, ensure batter's box and base paths are chalked prior to start of the game.
    iii. Make sure the pitching mound is set to 46' and the bases are at 65'.
    iv. Have 30 minutes of use of the batting cages 75 minutes before scheduled game time.
    v. Get 5 minutes of field warm up time 10 minutes prior to start of the game.
    vi. Report the score and pitch counts of their games to the League Director within 48 hours of the scheduled game for accurate record keeping and standings.

c. The Visiting Team shall:

    vii. Have an individual work the scoreboard.

viii. Ensure bases are put away if you are the last game of the day.
ix. Have batting cages for 30 minutes 45 minutes before scheduled game time.
x. Get 5 minutes of field warm up time 15 minutes prior to start of the game.
xi. Report the score and pitch counts of their games to the League Director within 48 hours of the scheduled game for accurate record keeping and standings.

III. GAME PLAY

a. There shall be no more than nine (9) defensive players, with the infield consisting of no more than six (6) players (pitcher, catcher, 1st baseman, 2nd baseman, shortstop and 3rd baseman) and remaining players being in the outfield.
b. Balks will not be called.
c. "Courtesy Runner" for the next inning Catcher is allowed. In case of no out in the 1st inning, the last batter in the order will be the runner.
d. Bunting or fake bunting is NOT allowed. If an attempt to bunt is made, and a team warning will be issued, and the ball will be declared dead. If a second attempt is made, the batter will be called out.
e. Free defensive substitutions are permitted.
f. If an overthrown ball stays within the fence, runners may advance at their own risk.
g. No headfirst slides. Runner will be out, ball is live and other runners may advance. Head first slides are allowed when a player is returning to a base.
h. A baserunner must make a reasonable effort to slide into a base during a close play. If the baserunner fails to slide and collides with the defensive player, the runner is automatically out. The defensive player must not block the base or baseline and can be called for interference if this occurs. These rules are designed to limit collisions and keep defenseless players safe.
i. A team warning will be issued upon any incident of a player releasing a bat in an area or manner that may cause harm to a person or property "slinging the bat". The next incident by the same team during the same game results in the batter being called out. In the event of a slung bat, the ball will immediately be called "dead", and no runner may advance.
j. All players will bat in continuous order.
k. If a player refuses to bat for any reason other than injury or illness (must notify the opposing team prior to the start of the game), he will be called out each time he/she refuses to bat.
l. Coaches are only allowed three (3) defensive/mound visits per game. Removing a pitcher from a game is not counted as a visit.
m. Once the pitcher has the ball on the mound and one foot one the rubber, the play is considered dead, and runners may not advance.

IV. PITCH COUNT

a. A player may pitch no more than three (3) innings per game or throw more than 75 pitches in a game. Based on the number of pitches thrown in a day, the required days of rest and next day available for pitching are outlined below. For the week, no player may pitch more than six (6) innings. One pitch is considered one inning pitched. Eligibility begins Monday at 12:01 a.m. and ends Sunday at 12:00 Midnight.

b. Eligibility for a make-up game count in the week it is played.

c. For the playoffs the player may pitch four (4) innings in a game or eight (8) innings in a week. The pitch count rules still apply.

d. The official scorekeeper for each team is required to keep the pitch count for each pitcher and responsible for telling the head coach and umpire when a player is nearing or at the limit. It is suggested that the Gamechanger scoring app be used to keep the books in order to have accurate information readily available to coaches and umpires.

i. Pitch counts must be verified by the scorekeepers from each team at the end of each inning and communicated to head coaches as a matter of record.

j. The home team is the book of record and that will be the pitch count of record.

k. If there is a dispute on pitch counts, the two teams must add each pitch count recorded and then divide by two. This calculation will determine the official pitch count.

l. If a pitcher reaches his maximum pitch count for the day while facing a batter, he can continue to pitch to that batter until

m. A player may not start an inning with a pitch count of 60 or higher.

n. No pitcher may pitch 3 consecutive days regardless of pitch count.

o. It is the responsibility of the head coach to report pitch counts to the director within 48 hours after the completion of any game.

p. Once a pitcher is removed from the mound he may not return as a pitcher during that game, although he may remain in or return to the game at another position.

q. Based on the number of pitches thrown in a day, the required days of rest and next day available for pitching are outlined below. Under 30 pitches requires no rest.

Pitch Count 61 to 75	
3 Calendar Days Rest Required	
Pitch Day	**Next Available Day**
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday
Sunday	Thursday

Pitch Count 46 to 60	
2 Calendar Days Rest Required	
Pitch Day	**Next Available Day**
Monday	Thursday
Tuesday	Friday
Wednesday	Saturday
Thursday	Sunday
Friday	Monday
Saturday	Tuesday
Sunday	Wednesday

Pitch Count 30 to 45	
1 Calendar Day Rest Required	
Pitch Day	**Next Available Day**
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday
Sunday	Tuesday

r. A confirmed violation of pitching rules will result in a coach's warning for the first offense. Upon the second confirmed offense, the coach will be suspended for the remainder of the season.

V. STEALING BASES

a. No leading off from the base.
b. Base runners may not leave the base until the ball crosses home plate.
c. At their own risk, base runners may steal any base.

VI. PLAYER REQUIREMENTS

a. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
b. If a team starts play with eight (8) players, an automatic out will be taken for the 9th position in the batting order for every cycle through the batting order. No penalty of an out if loss during the game is due to injury/sickness. If a player arrives late for a game, that player shall be inserted at the bottom of the batting lineup, provided that the player's team has not completed one cycle of the batting order. If one cycle of the batting order has been completed, the late player will not be permitted to enter the game.
c. Replacement players will be allowed during the regular season, but not the post-season tournament play, when a team falls below nine (9) players. A replacement player must be from another REC team from your association of the same or lower level. A team may not add more than nine (9) players to a team. The added player must bat last, play in the outfield and will not be allowed to pitch.
d. Each team is allowed to have four (4) coaches. This will allow two base coaches, one coach in the dugout and one additional coach.

VII. EQUIPMENT/GEAR

a. Because the player's safety is our primary concern, batters are required to wear batting helmets with a face mask or C-Flap. Helmets must carry the NOCSAE stamp of approval. This rule applies at all times when a player is hitting, on deck or running the bases. A player who does not have a Faceguard or C-Flap will automatically be out.
b. Each team is required to provide one (1) new baseball per game.
c. Metal cleats may not be worn.
d. Players may use thin barrel bats with a -12.5 drop or less and/or big barrel bats with a diameter of 2 5/8 or 2 3/4, but that have no less than a -10 drop. All bats must have a BAT Performance Factor (BPF) of 1.15 or less through the life of the bat and must have this stamped by the manufacturer on the bat. The new USA Baseball bat regulations will not be enforced.

VIII. FIELD DIMENSION

a. The length of the baseline shall be 65'
b. The front of the pitching rubber shall be 46' to the point of home plate.