



Noblesville Youth Baseball

5th & 6th Grade Division Tournament Rules

Revised 6-13-2016

NO GUM OR SUNFLOWER SEEDS ARE ALLOWED AT NYB DUE TO THE ALL TURF INFIELDS. ANYONE FOUND VIOLATING THIS RULE CAN BE ASKED TO LEAVE THE FACILITY!

COACHES ARE RESPONSIBLE FOR ENSURING PLAYERS ARE FOLLOWING THIS RULE. IF PLAYERS ARE FOUND WITH GUM OR SEEDS, THE HEAD COACH WILL BE EJECTED FROM THE GAME. FUTURE VIOLATIONS CAN INCLUDE BANNING FROM NYB.

Indiana High School Rules are the base set of rules with the following modifications:

1. The overall purpose of this league is to provide age-appropriate, competitive baseball which will be enjoyable for all involved. We expect that the players, coaches, parents, and fans will conduct themselves with that purpose in mind.
2. All judgment calls by an umpire may not be protested or argued. Umpires have the final say.
3. Rules interpretation may be discussed as soon as the dispute arises. The umpire and the Head Coaches will resolve the dispute before play resumes. Only the Head Coach will address the umpire if a question arises. The Board Member on Duty or Commissioner will get involved if necessary. All decisions are final.
4. Coaches are responsible for the behavior of the team and fans. No arguing or poor sportsmanship from players, coaches, parent's, and fan's will be tolerated. Violations of this rule will result in ejection from the game and the ballpark.
5. Grace Period: For good cause, a 10-minute grace period will be extended after the scheduled start of the game. If, after this period of time has expired and a team has not shown itself ready to play, the game will be forfeited.
6. Minimum Players to Play: The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the 9th batting position.
7. If a team needs substitute players, a player(s) from the 4th grade league, preferably the same team name, must be utilized. No travel players can substitute. A player from the grade below may be pulled up until the roster reaches ten (10) players.
8. Complete game: A complete game will consist of six (6) innings except in the case of inclement weather or reaching the time limit. In the event of inclement weather, three (3) innings (2 ½ if home team is ahead) will be considered a complete game. The umpire will have the final determination when and whether a new inning will begin. The umpire will give the official start time to the Home Scorebook keeper. The Home Scorebook will serve as the official book of record. If a game is suspended in the middle of an inning due to weather or darkness and has gone at least 3 innings, then the final result of that game will revert back to the previous full inning played.



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9. Time Limit: Games will consist of 6 innings or a time limit. No new inning will start after 1 hour and 45 minutes. Any new inning started is played to completion. If the home team has the lead when the time limited is reached and the home team is batting, the game is over. If the home team has the lead when the time limit is reached and the visiting team is batting, the visiting team will finish their at bat. There is no DROP DEAD time limit.
10. A new inning starts immediately after the 3rd out in bottom half of the previous inning.
11. Run Limit: A 6 run rule limit per inning will apply, except for the 6th inning. Beginning in the 6th inning, and beyond, there is no run limitation per inning.
12. A Run Rule will apply: 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
13. Playing Time: All players must play a minimum of three (3) innings in a six (6)-inning game; and a minimum of 2 innings in a four (4) inning game. No player will sit more than two (2) consecutive innings. The penalty for violation of this rule is forfeiture.
14. No metal spikes may be worn.
15. The coach of the winning team must email the game score to scores@noblesvillebaseball.org immediately following the game.
16. Games will be played on 70' base paths. **The field crew will set bases and coaches should verify the correct distance is used before the game starts.**

Hitting Rules:

1. The team will bat all dressed players.
2. If a player does not bat in their proper rotation, an out will be assessed and the correct batter will come to the plate for the next at bat.
3. The maximum baseball bat size allowed is a 2 $\frac{3}{4}$ inch barrel. There are no weight-to-length ratio requirements or limits on baseball bats.

Pitching Rules:

1. Pitchers will pitch from 50 feet. **The field crew will set the pitching distance before the game and coaches are NOT to move the mounds.**
2. Each pitcher will be allowed 60 pitches per game with no more than two (2) games pitched per week. A week is defined as Monday – Sunday.
3. When a pitcher is replaced in a game, he cannot re-enter the game as a pitcher.



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4. If the pitch count is reached by the pitcher, the pitcher may finish pitching to that batter.
5. If a pitcher pitches **more than 50 pitches in a game**, the pitcher must have one (1) calendar day of rest before pitching again.
6. A pitcher must be replaced after two (2) trips to the mound in an inning. A trip to the mound is defined as: any conversation or action between the coach and pitcher that delays the flow of the game (except for injury) as determined by the umpire.
7. A pitcher must be removed from pitching if he hits three (3) batters during the same game.
8. If the pitch count is reached by the pitcher, the pitcher may finish pitching to that batter.
9. Pitching rules may be subject to change for the end of season tournament.

Game Rules:

1. Free substitution of all players since all dressed players will bat.
2. Dropped ball third strike will apply.
3. Infield fly rule will apply.
4. Leadoffs and Base Stealing is allowed, but there are NO delayed steals from Third Base to home, unless the ball is thrown past the pitcher. (I.e. if the pitched ball gets past the catcher and the runner chooses to not steal home, he cannot decide to steal once the catcher throws the ball back to the pitcher, unless the ball is thrown past the pitcher.)
5. Balks will be called by the umpire. The umpire will give one warning per pitcher, per game. The second infraction will result in all base runners advancing one base, at the umpire's direction.
6. There are courtesy runners allowed for an injured base runner, which needs to be removed from the inning. The last made out will replace the injured runner.
7. In the interest of moving a game along, coaches are **ENCOURAGED** to use a courtesy runner for the catcher with two (2) outs when they are catching the next inning. Catcher must catch the entire next inning. Courtesy runner must be the last batted out. If the player who is courtesy runner fails to catch the next inning, the game is forfeited.
8. The umpire can adjust the game time if they consider a team taking too much time (stalling) to get their catcher on the field.
9. A runner is out when the runner does not slide to avoid contact with a fielder that is making the play at the base. Headfirst slides are only permitted when retreating to a base.
10. Any player from the batting team that is on the field must be wearing a helmet. A player who takes their helmet off before reaching the dugout can, at the umpire's discretion, be called out.



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General:

1. **The HOME team is assigned to the 3rd base dugout for all games.** The higher seeded team (#1 is highest seed) is the HOME team.
2. The home team will provide a parent score keeper to run the scoreboards.
3. Each team's team administrator and coach must work together to fulfill the team's responsibilities to the league regarding concession stand volunteers and the fundraiser.
4. If a batter throws the bat, the batter will be warned on the first offense. After that, the batter will be called out each time he/she throws the bat the remainder of the game. This is a per player rule, not a team penalty.
5. Any un-sportsman like behavior by a player, including but not limited to, throwing a bat, throwing a helmet, throwing a glove, throwing a fit, or anything else deem inappropriate, may result in the immediate ejection of a player from the game.
6. It is important that the coaches teach the proper fundamentals, skills, positions, and attitudes on how the game should be played. These players are our future – give them the opportunity to learn and have fun!

For coaches, there are many fun and effective drills listed on our website. Go to www.noblesvillebaseball.org, click on Leagues > Coaching > Drills

7. If you have a complaint or concern, contact your league commissioner. If you are not satisfied with the decision/result, a written request concerning the situation must be submitted to the Board of Directors for review.
8. All rules questions/complaints should be directed to the League Commissioner. If necessary, the Commissioner will escalate to the Rules Committee Chairperson. These individuals can be found on the NYB Website. If necessary, the Rules Committee will escalate to the Program Director, Executive Director or Board of Directors.