

## NETB

### RULES, POLICIES AND PROCEDURES

*1. NETB will have several options for the format of the tournament. Regardless of the format, all teams will be guaranteed 3 baseball games (weather permitting). One option is pool play, with the top 1 or 2 teams from each pool advancing to a single elimination playoff. A second option would be two random games on Saturday, and all teams advancing to a single elimination playoff on Sunday. If "Pool Protection" is implemented (it will be stated during schedule posting), then teams playing random games on Saturday will be adjusted during the seeding process to ensure no first round games will be played by two teams that played each other in the random games (teams receiving byes will not be affected, nor will any team be adjusted so as to add additional games to their Championship round status) .*

*2. The tournament director reserves the right to alter the playing format in the event of inclement weather or other unplayable conditions or other events that may arise.*

*3. Each team is responsible to provide 1 new and 1 "game worthy" baseball at the start of each game. Baseball's will then be solicited by the umpire as needed from each team in equal amounts as needed. These baseballs need not be 'new' but must be deemed 'playable' by the umpire.*

*4. Cancellation policies—should the tournament be cancelled and no games played the following refund applies:*

*0 games played 10% fee.*

*1 game played 50% refund*

*2 games played no refund*

Any Organization that has 10 or more teams entered and withdraws them or for any reason deemed by the tournament director is considered ineligible 45 days or less prior to the first tournament, will receive entry fees less \$200/team.

**5.** It is strongly encouraged for each coach and parent to join the SIGNAL APP for their teams age group prior to the first game. The weekends event page will have access to

join. We will use this APP for all communication relating to schedule and rules of play as well as any general information that may be needed for a successful weekend.

*6. Each team must have available, upon request, a roster before their first game or at any time needed.*

*7. [Intentionally left blank]*

*8. Proof of team liability insurance is required upon request.*

*9. All players participating shall have a photocopy of their birth certificate in the possession of their manager and if required for 14U-18U/HS a current copy of a report card. A copy may be displayed on a digital device. May 1 and/or graduation year for 14U-18U/HS will be the age cutoff to determine appropriate age eligibility. Failure to have the above, upon request, will result in the offending team losing the game and the player being ejected from the tournament.*

- 14U- 2030 Graduate or younger
- 15U- 2029 Graduate or younger
- 16U- 2028 Graduate or younger
- 18U/HS- 2026 Graduate or younger

*10. [Intentionally left blank]*

*11. Use of alcoholic or tobacco products is prohibited on all fields and in all dugouts.*

***12. PLEASE BE WARNED – Our tournament enforces a zero tolerance policy for any form of physical confrontation or verbal abuse directed at players, coaches, officials, fans, facility staff, or anyone else. Upon first violation, the violating party shall be immediately removed from the facility for the remainder of the tournament, with no exceptions.***

*13. No Pregame infield is permitted – this will allow the ground crew to ready the field for the next game.*

***14. Tie—Breaker Rules —***

- 1) Head to Head (If only 2 teams are tied or as applicable)
- 2) Runs Allowed (“average” with games played if all teams did not play same amount of pool play/random games)
- 3) Run Differential(+/-10 maximum)(divided by “games played” if all teams did not play same amount of pool play/random games)
- 4) Total runs scored

- 5) Coin Toss

**15.** *A complete game may be determined by innings completed. 3 innings will be considered a complete game.*

### **Bat Rules:**

- **7U-8U Coach Pitch:** USA and USSSA Stamped bats are permitted and must meet the BPF of 1.15. However, these bats cannot exceed a 2 3/4" Barrel (regardless of USA or USSSA Stamp).
- **8U Kid Pitch - 13U** (54' 80' events): All bats -5 or greater must be stamped BPF 1.15 USSSA or USA Baseball. There are no bat size restrictions on weight or length as long as bat has "BPF 1.15" stamp
- **14U-18U/HS** (60' 90') events: will follow NFHS Rules and use a BBCOR certified bat.

### **PLAYING RULES:**

**16.** *Coaches may choose from one of the following lineup options:*

*A: **Bat 9 players.** Only those 9 players may occupy a defensive position. Once a player leaves a game, that player may only return for the player that was their substitute.*

*B: **Bat 10 and/or 11 players (Extra Hitter and/or Designated Hitter).** Only 9 of those 10/11 players may occupy a defensive position (Extra Hitter may be used in a defensive position. Designated Hitters are coupled with another player).*

*C: **Bat entire roster or players available** Unlimited substitutions in the field; excluding the pitcher. You must continue to bat the entire order throughout the complete game. If you bat your entire roster and a player should get thrown out, or injured, and no substitute remains then you must take an out in that spot.*

**17. 8CP 8KP Playing Rules and amended 9U:**

**8CP (coach pitch)**

- When any defensive player has control of the ball in the infield; at the umpire's judgement, timeout will be called by the umpire.
- Base runners may not advance in any "Dead Ball" situation.
- There is NO base stealing. Base runners must stay on the base until the ball is hit (if a base runner leaves early, they will be called out)
- Batting teams will bat until there are 3 outs or 6 runs have scored, whichever comes first per inning. In the 6th inning (top and bottom half) teams may score unlimited runs. Mercy rules will still apply.
- Coaches can not touch a base runner when the ball is in play, if so, the base runner will be called out.
- Coaches will pitch from a 36-40 foot line. The youth defense pitcher must be standing on the mound that is currently on the field of play.
- Each batter is allowed 6 pitches or 3 strikes. Foul balls may count as strikes but, shall not end an at bat regardless of pitch count.
- Teams can use either 9 or 10 defensive players. One player must play the pitching position and one must play the catching position. Teams using 10 defensive players, must have four players play the outfield position.
- NO head first sliding to any base. The base runner will be out.
- NO stealing home base. EVEN during a wild pitch/passed ball.

### ***8KP (kid pitch)***

- Basic major league rules apply except these variations:
- No leadoffs. The runner may steal a base only after the ball has passed the batter. There is no stealing home base. Even in the event of a passed ball.
- *8KP does not utilize the major leagues rule "dropped 3rd strike" as a live ball for the batter. Runners may advance at their own discretion.*
- High School slide rules are in effect. NO head first sliding to any base. The base runner will be out.
- The pitcher's mound is 42 feet.
- NO infield fly rule.
- The home base is "locked". A runner may only score on a walk or batted ball.
- NO runners may advance on a throwing error that goes out of play. Standard baseball rules apply for a ball that remains in play.

- 6 runs per innings maximum.
- NO stealing home base. EVEN during a wild pitch/passed ball.

## **9U**

- Basic major league rules apply except these variations:
- *8KP does not utilize the major leagues rule “dropped 3rd strike” as a live ball for the batter. Runners may advance at their own discretion*
- NO stealing home base. EVEN during a wild pitch/passed ball.

### **18. Balks**

- *9U-12U (one warning per team per game)*
- *13U-18U (no warning). Major League fake to Third Base to First Base is a Balk or Balk Warning.*

**19.** *Courtesy runner for the pitcher and catcher can be used at any time. It must be a player currently not in the lineup. If there are no players available on the bench, the last out may be used as the courtesy runner.*

### **20. Run Rule**

- *12 runs after 3 innings*
- *10 runs after 4 innings*
- *8 runs after 5 innings.*

### **21. Game Length**

- *Ages 8U – 13U games will be 6 innings*
- *Age 14U-18U/HS will be 7 inning games.*

### **22. Time limits**

- 8CP time limit will be 1 hour and 30 minutes(finish inning)
- 8KP-18U will be 1 hour and 50 minutes(finish inning)
- Any other time limit may be stated at the “FORMAT” section of the posted schedule for each age group. These time limits may be altered at the discretion of the tournament director at any time. NO inning shall start after the time limit. However, once the inning has started, it must finish. A

complete game may be determined by innings completed due to inclement weather or darkness.

- All games require complete innings (2.5 innings [8U-13U] & 3 innings [14-18U] if the home team is winning).
- **There will be NO time limit for the Championship game.**

**23.** *There are no pitching rules. Limitations and discretion will be left to each team's manager.*

**24.** *Metal spikes are allowed in the 13U- 18U age groups (except on turf and/or a portable mound). 8U-12U must use rubber or plastic molded spikes.*

**25.** *A coin toss will determine the home team. Except in the playoffs, where the higher seed will get to choose home or visitor.*

**26.** *Pitching distance/base distance.*

- 8KP -42/60 (Kid Pitch – Little League Rules and as amended above)(8KP does not utilize major leagues rule “dropped 3rd strike” as a live ball for the batter. Runners may advance at their own discretion.)
- 8CP - A coach pitch line will be placed at 36-40 feet. 60 bases.
- 9U/10U - 46/(60)65
- 11U/12U - 50/70
- 13U - 54/80
- 14U-18U/HS - 60/90

**27.** *Ties are permitted—if the time limit allows for extra innings the following format will be used: The inning will start with 0 outs. The last batted out will start the inning as a runner at second base (regardless whether that player was a pitcher or catcher. No courtesy runner is allowed). All hitters will bat with a 0 – 0 count.*

**28.** *Slide rule—There will be no tolerance for malicious contact at any base. Runners should slide to avoid contact. Umpires ruling on ejection and umpires ruling on the safe/out of the play is final.*

**29.** *Once a pitcher leaves the pitching position (mound) for 1 pitch – he cannot return as a pitcher for the remainder of the game. Injured players in a complete batted roster are counted as outs if there is no substitute available. However, it is encouraged that this rule may be waived by the opposing coach.*

**30.** *Intentionally left blank.*

**31. Protest Fee—\$100 – Cash only – The game will be delayed and a ruling will be made immediately by the tournament director. If a protest is won the \$100 will be returned. If you lose the protest you will forfeit your \$100.**

**32. Intentional Walks can be granted by just asking the umpire for a walk (4 pitches do not need to be thrown)**

**33. Games suspended will begin where they left off.**

**34. The batting team is required to retrieve foul balls and HR's and return the game ball to the umpire.**

**35. Any team or organization if for any reason withdraws or is dismissed by the tournament director is subject to a \$100 administration fee per team.**