



NYBSA Peewee League Baseball Rules

REGULAR SEASON PLAYING RULES

1. Player Safety:

- a. All players must remain off the field and in the dugout during the game unless they are playing defense, batting, on base, or they are on deck.
- b. Players must wear league provided uniforms and equipment during the games. Personal equipment may be used if they are deemed by the umpire to be of equivalent quality as the equipment provided by the league.
- c. Helmets: Batters and base runners must have a helmet on from the time they leave the dugout until they return. Helmets are required to have full-face guard and chinstrap. Open face or C-flap helmets are prohibited. A player removing a helmet on the playing field will receive one warning. The second time the player will be called out.
- d. Protective Cup: Catchers are required to wear a protective cup.

2. Coaches Conduct:

- a. All coaches shall be familiar with and abide by the **NYBSA Coaches Code of Conduct**.
- b. Player Interaction: The goal of recreational baseball is that the kids have fun and become better baseball players. Coaches shall not openly criticize a player for making a mistake and encourage players to do better next time.
- c. Disputed Calls: There will be NO arguing with umpires. If you disagree with a call, calmly discuss it with the umpire in private. Whatever the umpire decides is final. Ball and strike calls are not open to discussion. Share this rule with your parents, as you will be held responsible for your parent's actions. Managers and coaches shall also be always respectful to one another.

3. Player Conduct:

- a. Batters will not be allowed to try and distract the pitcher while pitching. Catchers will not be allowed to try and distract batters while batting.
- b. Players are encouraged to cheer for their team in the dugout, but not jeer the opposing team. Dugouts will also not be allowed to distract the pitcher while pitching.
- c. Trash taking between players will NOT be tolerated at any time prior, during, or after games.

4. Player Participation: *Violation of the below rules shall be reported to the league commissioner.*

- a. Batting will be in rotation of the complete roster regardless of the number of players present on the opposing team.
- b. Ten players are allowed in the field for defense, with remaining players on the bench.
 - i. No player should sit out of the game on defense for more than one inning unless everyone has sat at least once.
 - ii. Every player on the roster shall play a minimum of 1 inning in the infield per game.
- c. If a player does not start defensively for one game, in which he plays; he must start for the next game.
- d. If a player must leave the game due to injury, ejection, or personal reasons, they shall not be called out for missing subsequent turns at bat.



5. Field Setup:

- a. Mound set at 40 ft. (from front of rubber to back point of plate)
- b. Bases set at 50 ft

6. Pre-Game Activities:

a. Home Team (First Base Dugout):

- i. The home team has the league batting cage reserved from 60 minutes before the published game time until 31 minutes before the published game time.
- ii. If the game is the first game of the day, the home team is responsible for lining the field and getting the scoreboard setup prior to game start.
- iii. The home team may practice on the field prior to the game, if available, from the time they leave the cages until 10 minutes before the game.

b. Visitor Team (Third Base Dugout):

- i. The visitor team has the league batting cage reserved from 31 minutes before the published game time until game time. It is the responsibility of the visitor team manager to get their entire team from the batting cages to the field and ready to start the game at the published game time.
- ii. The visitor team may practice on the field prior to the game, if available, from 10 minutes before the game until the game start time.
- iii. The visitor team shall provide ***an adult volunteer*** scoreboard operator prior to the start of the game.

c. Both teams are required break down the field including bases, lights, tarp, and scoreboard.

7. Game Time:

a. Games will start on time. The official start time of each game will be based on the league schedule published to both coaches and umpires by the league commissioner. It is up to the teams to be ready to play at the game start time. There will be a 15-minute grace period allowed if enough players have not arrived to meet the minimum requirements to field a team. An additional exception to this rule would be that the umpires are not ready to begin. For the second and subsequent games, the umpire shall declare the start time of the next game at approximately 10-15 minutes from the end of the previous game. It is up to the teams to be ready to play at their scheduled times, so subsequent games also start on time.

b. Clock: ***The scoreboard shall be set to 1 hour and 15 minutes*** prior to the start of the game and the game clock start upon indication of the umpire. ***No new inning shall start once time has expired.*** A new inning is considered started at the moment the last out is made in the preceding inning. A new inning is also considered started at the moment the run limit has been met at the bottom of the preceding inning. ***Mangers shall not purposely and overtly delay play in any way to win the game.***

c. Game completion:

- i. A new inning will not be started after time has expired.
- ii. Games will be considered completed after 5 innings (4½ if the home team is leading).
- iii. If the game is tied after the completion of the time limit, the game shall be considered complete, and the teams tied.

d. Suspended or Rained Out Games: In the event of a suspended game, the game shall be



considered complete if the game has completed 3½ innings and the home team is leading. In the event of rained out or rain suspended game, the league commissioner will determine if the game shall be rescheduled. Rain suspended games shall be played from the point of the suspension.

8. Game Rosters:

- a. Less than 9 Players: If a team fails to field nine players at game time, they may play with eight players. The ninth player's space must take an out ***the first time*** through the batting order. The manager of the team with eight players has the option to take the out at any point in the batting order. The manager must tell the umpire and the opposing manager where the out will be taken before the game begins. ***The opposing manager may waive the enforcement of this rule; however, the rule enforcement decision must be decided and communicated by both managers and umpires prior to the start of the game.***

Substitution Players: If a team knows ahead of time that they will only have 8 players available for a game, a substitute player may be used to complete a roster of 9 based on the following guidelines.

- i. The substitute player shall be another registered recreational player at NYBSA
- ii. The substitute player shall be of approximate skill set of the highest skilled missing player
- iii. The substitute player must play the outfield and bat last in the batting order
- iv. The opposing manager must be notified of and approve of any proposed substitute players prior to the start of the game

- b. Team Line-Up: Before each game, each manager is encouraged to submit one copy of the team batting line-up to the opposing manager. Any player who arrives after the game has started shall be added to the bottom of the line-up. The opposing manager shall be notified upon the arrival of any late players. A player who arrives after a team has completed one rotation through the batting order shall be allowed to play after notifying the opposing manager.

9. Game Rules:

- a. Run Limit: 4 runs per team maximum per inning in all innings.
- b. Base Running:
 - i. Once the ball is put in play, runner may advance at their own risk.
 1. Once the leader runner rounded or reached a base and is forced to return to that base by the defense OR the lead runner shows no desire to advance to the next base, the play is dead, and NO runner may advance until the ball is put in play again.
 2. If the pitcher has control of the ball on the mound, the umpire shall call time. If a runner is advancing to the next base when the umpire calls time, that base will be awarded to the runner (as determined by the umpire).
 3. Once the play is dead, runners must remain on the base until the ball is put into play again. There is no leading off or stealing bases in this league.
 4. If the ball is thrown over the fence or in the dugout, the runners may advance a single base.
 5. The infield fly rule does not apply to this league.
 6. ***A runner must slide feet first into all bases unless the runner is returning to***



the base. Failure to do so will result in the runner being called out.

7. Runners must slide at home when there is a play at the plate. If there is a play at the plate and the runner does not attempt to slide or avoid a collision with the fielder (within reasonable distance to the baseline), he will be called out. It will be the discretion of the umpire whether there is a legitimate play at the plate. (This is a safety issue for both the runner and the defensive player at the plate).

c. Pitching:

i. Game Format:

1. First and second innings will be coach pitch
2. Third and fourth innings will be player pitch
3. All innings beyond the fourth inning will be coach pitch

ii. Coach Pitching:

1. The coach shall pitch overhand with one foot on the mound (rubber not necessary).
2. The coach shall pitch 5 pitches or 3 strikes, whichever occurs first.
 - a. Only swinging strikes are called
 - b. If the batter does not put the ball in play after 5 pitches, the batter will be called out (foul balls will extend the fifth pitch)
3. Batted balls:
 - a. When the ball is put in play, the coach must leave the field of play without interfering with the play of the ball or the batter will be called out.
 - b. If a batted ball hits the coach while on the pitching mound, the ball is dead, and the pitch does not count.
 - c. If a batted ball hits the coach outside of the pitching mound, the batter will be called out.
4. The player pitcher must play within 6 feet of the rubber, behind/beside the coach pitcher.

iii. Player Pitching:

1. Once a player pitcher is replaced with another player pitcher, the replaced player pitcher may not pitch for the remainder of the game (players can return to play the position during coach pitch).
2. There are no walks during player pitching. After "Ball 4" is called, a coach from the batting team will be allowed to throw two pitches. If the ball is not put in play from the two pitches, the batter will be called out (foul balls will extend the second pitch).
3. Intentional walks are not allowed.

iv. Player Catching:

1. Player catchers will be used for both coach pitch and player pitch innings.
2. The defensive team shall provide a backup catcher (Preferably an adult that is not the coach or assistant coach) for the player catcher during player pitch innings.



v. Pitching Limits:

1. Maximum 3 innings per week (Saturday through Friday)
2. An inning is defined as a single pitch, either warm-up or in game.
3. If a pitcher hits 3 batters during an inning or 4 batters during a game, the pitcher must be removed.

d. Batting:

- i. If a batter refuses to enter the batter's box in a reasonable amount of time (as determined by the umpire), the batter will be called out. The batter is eligible to hit the next time around in the lineup. If the same player refuses to enter the batter's box for a second time, the batter will be skipped.

e. Bunting:

- i. Bunting is allowed at any time during an at bat during player pitching only.
- ii. Once a batter squares to bunt, the matter ***MUST either bunt or take the pitch.*** The batter may NOT swing at the ball once a bunt attempt is shown. If a batter swings at a pitch after squaring to bunt, the batter will be called out.
- iii. Fouling off a bunt with two strikes is a strike-out.

f. Fielding:

- i. Outfielders must start with both feet in the grass when the ball is pitched. With exception of some plays at second base (umpires discretion), outfielders must throw the ball back into the infield.
- ii. "Infield In" is allowed; however, due to safety concerns, they must be behind the pitching rubber.
- iii. Defensive players must play the traditional nine player positions. A tenth player may split the center field position into a left center and right center positions. Defensive "shifts" of any kind will be prohibited.
- iv. Coaches shall remain near dugouts on defense. No coaches or parents in the outfield.

TOURNAMENT PLAYING RULES

1. Tournament Format:

- a. Each season will commence with a double elimination tournament. ***Regular season records shall not be recorded or tracked for seeding.*** The tournament seeding will be picked at random out of a hat by the league commissioner with at least two coach/parent witnesses that are not associated with the league commissioner's team. Drawing date and time shall be announced ahead of time to allow team managers the option to attend.

2. Tournament Bracket:

- a. The official tournament bracket will be maintained by the league commissioner and progress updates shall be shared with the coaches on a regular basis. The official bracket will also include updated "innings pitched" for player on each team.
 - i. At the completion of each game, each manager must communicate the game score and their pitcher inning counts to the league commissioner ASAP.



- b. Batting Cage/Field Setup: Batting cage and field setup during the tournament will be determined based on bracket position. The “bottom” team (bracket position, not seeding) in a given matchup will serve as home team and the “top” team in each matchup will serve as visitor team ***for the purpose of batting cage and field set up only.***
- c. Home/Visitor Team: Home and Visitor team designations will be determined prior to each game by way of a coin flip between the team managers. Teams shall not occupy dugouts until the coin flip has been completed.

3. Tournament Rules: All regular season rules shall apply in the tournament with exception of the following revisions:

- a. Game Completion:
 - i. Game times shall be the same as the regular season. The scoreboard shall be set to 1 hour and 15 minutes prior to the start of the game and the game clock start upon indication of the umpire. No new inning shall start once time has expired.
 - ii. Championship Games: All championship games (two teams remaining in bracket play) shall be untimed, five inning games.
 - iii. In the event of a tie when time expires (or at the completion of five innings in a championship game), each tournament game will continue until a winner is determined.
 - 1. Extra Innings:
 - a. Each half-inning will begin with **a runner on second base AND one out on the scoreboard.** The runner placed on second base at the start of each half-inning shall be the player in the batting order immediately preceding that half-inning's leadoff hitter.
 - iv. A tournament game shall also be considered completed if, in the umpire's opinion based on score and clock, a team is mathematically eliminated from winning the game.
 - v. Suspended or Rained Out Games: In the event of a suspended game, the game shall be considered complete if the game has completed 3½ innings and the home team is leading. In the event of rained out or rain suspended game, the league commissioner will determine when the game shall be rescheduled. Rain suspended games shall be played from the point of the suspension (score, inning, batter, pitcher, outs, balls, strikes, runners on base, etc.)
- b. Game Rosters:
 - i. ***Substitute players are not allowed.*** Any exception to this rule must be approved by the league commissioner, the NYBSA baseball commissioner, and the NYBSA player agent, and subsequently communicated team managers and umpires to prior to game play.
 - ii. Less than 9 Players: If a team fails to field nine players at game time, they may play with eight players. The ninth player's space must take an out ***the first time*** through the batting order. The manager of the team with eight players has the option to take the out at any point in the batting order. The manager must tell the umpire and the opposing manager where the out will be taken before the game begins. ***The opposing manager may waive the enforcement of this rule; however, the rule enforcement decision must be decided and communicated by the league commissioner, both managers and umpires prior to the start of the game.***
 - iii. Less than 8 Players: A team with less than eight players must forfeit the game. If a



situation is known ahead of time, with reasonable notice, the league commissioner will try to reschedule the game. This is up to the discretion of the league commissioner.

- iv. **Team Line-Up:** Before each game, each manager shall submit one copy of the team batting line-up to the opposing manager.
 1. Any player who arrives after the game has started shall be added to the bottom of the line-up. The opposing manager shall be notified upon the arrival of any late players.
 2. A player who arrives after a team has completed one rotation through the batting order shall ***not be eligible to play that game.***
- v. **Mid-Game Player Loss:** If a player must leave the game due to legitimate injury, ejection, or personal reasons, they shall not be called out for missing subsequent turns at bat. If a team starts the game with at least eight/nine players and loses enough players to bring the team below at or below eight, the team will not be subject to the above penalties

c. **Player Participation:**

- i. Ten players are allowed in the field for defense, with remaining players on the bench.
 1. No player should sit out of the game on defense for more than one inning unless everyone has sat at least once. ***Violation of this rule will result in a forfeiture.***
 2. The minimum of 1 inning in the infield per game/per player rule is suspended for tournament play.

d. **Pitchers:**

- i. **Pitching Limits:**
 1. Two games scheduled for the week Monday through Sunday): Maximum 3 innings per week
 2. Three games scheduled for the week Monday through Sunday): Maximum 4 innings per week
 3. Four games scheduled for the week Monday through Sunday): Maximum 5 innings per week
 4. An inning is defined as a single pitch, either warm-up or in game.
- ii. Once a pitcher has been relieved from the mound, the pitcher may not return to the mound in the same game (even if the game is suspended and played another day)
- iii. Participants who are “play downs” will not be allowed to pitch during the tournament. The league commissioner will communicate players with this designation to the managers prior to the start of the tournament.