

Northwest Baseball Association Rule Book



Youth Baseball Rules

Northwest Baseball Association Rule Book

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Introduction

This document highlights the baseball rules for governing the NWBA baseball league play. All divisions of play are affiliated with Perfect Game Baseball and have adopted the Perfect Game (PG) Baseball rules and regulations.

All NWBA divisions will reference these rules:

1. This NWBA document (NWBA Rules exception)
2. Perfect Game Baseball Rules
3. MLB Rule Book

Code of Conduct

1. NWBA players, coaches, parents, and fans are always expected to act in a courteous and sportsmanlike manner both on and off the fields. Our coaches and parents are expected to teach our players by example. All games will be conducted with honesty and a high degree of integrity. The games will be played with the utmost respect for the game and for competition.
2. The NWBA umpires have the authority to take whatever measure they feel is necessary to maintain control over our games. That includes dismissing or ejecting any player or coach from the field or any spectator from the stands for unsportsmanlike behavior. We will not tolerate any behavior considered detrimental to the players or the league.
3. NWBA will not permit foul or abusive language by anyone under any circumstance. We will not tolerate unsportsmanlike conduct of any kind. NWBA holds our managers responsible for maintaining control over their coaches, players, parents, and fans. If managers do not, then they will be ejected from the game.
4. **Ejections:** If a coach, parent, fan, or player is ejected he/she will be removed from that game **PLUS 2 additional games.**
 - 4.1. Coaches that are ejected from a game during the summer season, are removed for the balance of the season – including playoffs.
 - 4.2. Assistant Coaches ejected from a game are removed for the remainder of the season.
 - 4.3. **Players ejected MUST attend the next game, even though they cannot play.** A player that does not attend the suspended game will be suspended until he/she attends. This could extend to the following season.
 - 4.4. Only the NWBA Board can reduce these penalties.

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Disciplinary Action

5. The Northwest Baseball Association Executive Board is committed to maintaining a positive and healthy environment for our players and their families. Anyone refusing to comply with these rules will be considered for disciplinary action. NWBA reserves the right to suspend, dismiss, or otherwise discipline any player, coach, parent, or guest whose conduct is considered detrimental to the players or the league.
6. The Executive Baseball Board will investigate any game ejections and determine whether additional disciplinary action is required. The Executive Board will impose any penalty that it deems fairly matches the severity of the offense. Penalties may include but not be limited to the following:
 - 6.1. **Written Warning** – NWBA will provide a written warning and it will be referenced for any future case. A more severe penalty will be applied for a second offense.
 - 6.2. **Suspension** – The individual will be notified in writing that they have been suspended from ALL league activity for some specified number of games or days.
 - 6.3. **Dismissal** – The individual will be notified in writing that they have been dismissed from all league activity for the remainder of the season.
 - 6.4. **Barred** – The individual will be notified in writing that they have been barred from all NWBA league events for an indefinite amount of time.

Manager Rules

7. Each manager is provided a free registration for one player in exchange for managing a team. If any manager chooses to discontinue managing for the remainder of the season, they will owe their child's registration fee immediately. Their player will be ineligible to play until said fee is paid.
8. Managers may only manage one team per age division.
9. Player contact information (including but not limited to phone numbers, emails, player names, etc) may only be used for NWBA League sanctioned events. Any coach caught using, selling, or distributing player info for events not related to and/or sanctioned by NWBA will be subject to disciplinary actions including but not limited to those outlined in Section 6.

General Field and Playing Rules – All Ages & Classifications

10. **Uniforms** – Parents are responsible for uniform size UNLESS we find that the league made a mistake.
11. **REFUNDS** – No refunds will be issued in any season after the date that amounts to 48 hours before the scheduled draft.
12. **Sponsors** – In the Spring season all teams are required to provide a corporate team sponsor. **Uniforms will not be handed out without one.** If no sponsor is found, teams must divide up and pay a team buyout of \$275.00.

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13. **Birth Certificates** – ALL players MUST have their birthday verified with either a certified copy of their birth certificate, passport, or other legal document containing the player’s full name and birth date. Players that do not, may not be eligible for league play. THIS MUST BE BROUGHT UP AT THE PLATE MEETING.
14. **Candy**– For the Spring season, when candy is the fundraiser option, families are only eligible to take candy for 2 players at a time. Once the payments have been made for those 2 players, families may collect candy for their other children (limit 2 at a time), provided candy is still available. Payment due dates will not be extended for families who want to sell candy for more than 2 children. Candy is not returnable. Any unpaid balances will result in player not being eligible to play for that season and may also result in legal action.
15. **Fields & Bases**– Only NWBA personnel can alter the playing fields.
16. **Tie Breaker Rules:**
1. Win/Loss Record (a tie counts as half a win and half a loss)
 2. Runs allowed
 3. Run differential (difference between runs scored and runs allowed)
 4. Head to Head
 5. Coin Flip
17. **Tryout Info** – Each player is encouraged to attend the tryout. Players that do not attend the tryout and are not “saved or protected” players will enter the draft as a “hat pick”. Hat Picks are drafted at the end of each round. The player’s name is placed on a piece of paper and chosen blindly.
- 17.1. Players that attend the tryout and switch bat (bat from the wrong side) or attempt to look like a bad player so certain coaches will not give them high ratings will be immediately removed from the tryout and will become hat picks. Coaches caught discussing these tactics with players or other coaches will be removed immediately from their position and will NOT be allowed on ANY field.
18. **Coaching Badges** – A "Coaches Badge" will be handed out to coaches who have filled out a coaches’ application and passed a background check. We are only looking for violent crimes or crimes against children on said background check. Manager badges are free each season, all other volunteers must pay \$10.00. Badge colors will change each season. Silver metal badges are not valid badges unless paired with the colored badge from the current season.
- 18.1. All coaches on the field during practice or games are required to wear their coaching badge. If not, THEY CANNOT BE ON THE FIELD OR INVOLVED IN PRACTICES.
- 18.2. Coaches caught switching or passing badges to coaches that do not have a badge or “left theirs at home” will be removed as a coach for the remainder of the season. This includes the coach “passing” the badge. This is a nonnegotiable rule.
- 18.3. Teams with coaches on the field without badges will have their games go down as forfeits.

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18.4. In the event a coach gets ejected (for any reason) he/she must surrender their badge to the umpire; he/she will then turn it into an onsite board member. It will be returned upon the completion of their suspension. If the coach is on the field before the suspension is over, the coach is removed for the remainder of the season.

19. **Coaches on the field**– Only 4 coaches allowed on the field or dugout (5 for 3-4 age group).

19.1. Ages 7-16: All coaches MUST stay on the turf area close to their dugout while the game is in progress. This does not apply to base coaches while their team is on offense, but once on defense they must stay on the turf area. In the event coaches are not in their designated area, the umpire can call balls or strikes until all coaches are in their designated areas.

20. **Dress Code**– All players and coaches MUST wear their hats on straight, jerseys tucked in. Coaches can be asked to leave the field.

20.1. All players must be properly dressed in the full NWBA LEAGUE issued uniform. Players cannot replace uniform without expressed written consent from the league. Players “out of uniform” are not eligible to play.

Eligible players

21. **Numbers to play**– A team must have at least 8 players for the game to be official. If a team does not have 8 players at game time – the game can be played but it will be recorded as a forfeit. If a team is caught using players in a game that have not registered, the manager will be removed for the season. NO EXCEPTIONS.

21.1. FALL/SUMMER – Each team must have at least 7 players to play, or the game will be recorded as a forfeit.

21.2. Players with unpaid balances are not eligible to play.

21.3. Players without appropriate uniform (including hat and jersey from current season) are not eligible for play unless express, written consent is given by Morgan.

22. **Players not in attendance** – players that will “arrive late” must be placed at the bottom of the line-up. If the team in question bats through their complete line up and the player or still hasn’t arrived, the player is not eligible to play. Once a team bats through their lineup, NO CHANGES CAN BE MADE.

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Bats

23. Age group bat rules–

- T-ball – A t-ball bat MUST have the t-ball logo stamped on either the barrel or handle
- 7-12 – BPF 1.15 MUST be used.
- 13up – BBCORE Bats MUST be used

23.1. In the event a player uses a bat that is considered “illegal” and gets on base, the following penalties will take place:

- 1st offense - Player is called out and runners are placed back where they were
- 2nd offense - Player is removed from that game
- These are per team offenses, not per player.



24. Throwing a Bat– In the event a batter flings a bat, accidental or not, the following will take place:

- 1st offense - Each team- not batter will receive a warning.
- 2nd offense – Player in question will be called out.
 - If the ball is put in play and the batter “flings” the bat, the batter will be called out and base runners placed back at their original point.

25. Team related trash– Each manager is responsible for removing their team-related trash from the following areas: dugouts, bleachers, and fence line.

25.1. In the event a team arrives for a game/practice and these areas contain trash, text Trey- 832-331-9733. The manager of the team who left the trash could be suspended for up to 4 games. The picture MUST be sent by the manager of the team that has the field next. It CANNOT be sent by a random parent; it must be sent by the manager of the team that has the following game/practice.

25.2. Once you have texted Trey, please pick up the trash.

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Game Schedules

26. Game Schedules are randomly generated and must be played as scheduled.
- 26.1. NWBA does not except no play requests.
 - 26.2. Games will only be rescheduled for weather or park related issues.
 - 26.3. Schedule can be changed without notice, please make sure to check your schedules weekly.

Completed Games

27. A game is considered complete if half the allotted game time or innings have been played.
- T-ball 3-4: 30 minutes played or 2 completed innings
 - T-ball 5-6 and 7/8 Coach Pitch: 35 minutes played or 3 completed innings
 - Kit Pitch 9-16: 45 minutes played or 3 completed innings

Reporting Game Results and Pitching Information

28. Please verify that the score and/or pitching is correct. NO changes to the score 30 minutes after it has been entered into the system (unless it is a league staff error).
- 28.1. A forfeit will be recorded as loss based on the number of innings that age group would have played. For example: 13up division would be recorded as 7-0 in favor of the team that did not forfeit.
 - 28.2. In the event both teams forfeit, the game will be deleted completely, and record will reflect a loss for both teams.
29. **Plate Meeting**– The coach that attends the plate meeting will be considered the manager of that game. Only the acting team manager has the authority to question or have discussions with the umpires. Coaches or players may enter questions through their team manager. At that time – Lineups MUST BE exchanged, that is the official line up.

Official Batting Lineup

30. **Batting Lineup**– Managers will supply a copy of the lineup to the opposing manager at the plate meeting. This is the official line up, even if it is the leadoff batter in question.
- 30.1. For batting out of order the player is called out. For a batter to be called out, the batter in question MUST complete the at bat. If it is noticed before the batter completes his/her at bat, the correct batter will be placed in the batter's box, and he/she assumes the count.
 - 30.2. An official batting line up must include player's names and numbers.
31. **Teams MUST bat their entire roster. All players must bat before any player can bat again. All players must play a minimum of every other inning.** This is not a select league. In the event a manager does not rotate players, the following will take place –

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- Verbal or Written Warning
- Loss of game
- Removal of manager

32. **Protests**– All protests must be taken up with Trey Esparza.

- 32.1. A manager cannot protest a judgment call. The following are examples of judgment calls:
- Fair and foul balls
 - Balls and strikes
 - Plays that are deemed safe or out
- 32.2. A manager can protest rule violations. The following are examples of rule violations:
- Illegal bats
 - Pitchers' outs
 - Rule related questions
- 32.3. Any coach who makes a protest and is given a ruling by Trey but continues to argue/break the rule/etc. will be immediately removed from Doss Park and is subject to further disciplinary action.

Playing Time Guidelines

33. All players must play defensively a minimum of every other inning.

34. All players must bat before any player can bat again.

35. Once a pitcher has been replaced on the mound, that pitcher cannot return to the mound for the remainder of that game.

- 35.1. A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal from the mound (not the game).

Game Limits and Duration:

- T-ball 3-4 division: 4 innings or 1 hour
 - If there are 3 games in one **evening** games will be 45 mins FINISH THE INNING
- T-ball 5-6 division: 5 innings or 1 hour 15 minutes
 - If there are 3 games in one **evening** games will be 1 hour FINISH THE INNING
- Coach Pitch 7-8: 6 innings or 1 hour 15 minutes
 - If there are 3 games in one **evening** games will be 1 hour FINISH THE INNING
- Kid Pitch 9-12: 6 innings or 1 hour 30 minutes
 - No new inning will be started with less than 5 mins left on the clock
- Kid Pitch 13-16: 7 innings or 1 hour 30 minutes
 - No new inning will be started with less than 5 mins left on the clock

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36. An inning begins the moment the third out is made in the preceding inning.

37. There will be a “drop dead time” of 9:30pm on all games.

37.1. The term “DROP DEAD TIME” means – The game will end exactly at the time given. The game will then revert to the last completed inning.

38. Teams will be given a 10 minute “grace” period for their players to arrive. After those 10 minutes, if the team does not have enough players. The game will go down as a forfeit.

39. Run Limits

- T-ball 3-4: 5 runs per inning
- T-ball 5-6: 7 runs per inning
- Coach Pitch 7-8: 7 runs per inning
- Kid Pitch 9-16: 5 Runs per inning

Manager Rules

40. Each manager is provided a free registration for one player in exchange for managing a team. If any manager chooses to discontinue managing for the remainder of the season, they will owe their child’s registration fee immediately. Their player will be ineligible to play until said fee is paid.

41. Managers may only manage one team per age division.

42. Player contact information (including but not limited to phone numbers, emails, player names, etc) may only be used for NWBA League sanctioned events. Any coach caught using, selling, or distributing player info for events not related to and/or sanctioned by NWBA will be subject to disciplinary actions including but not limited to those outlined in Section 6.

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T-ball General Rules

43. The pitcher must maintain one foot on the pitching rubber until the batter hits the ball.
44. The batting coach places the Tee on home plate
45. The batting coach removes the tee from home plate once the ball is hit (1 warning). If the batting coach fails to remove the tee, the batter will be called out. This ONLY applies when a play is to be made at home plate.
46. The batter is granted 3 swings in 5-6 division and 4 swings in 3-4 division to hit the ball. A swing miss, or ball not traveling beyond the arch on the 3rd or 4th swing (based on division) is an out.
47. The batter will be warned if the ball gets knocked off the tee. A swing is recorded on the second offense.
48. **Bunting**– A batter must take a full swing, ABSOLUTELY NO SOFT SWINGS.
49. A ball is considered in play if it travels beyond the arch.
50. **Batter's Box**– The batter's legal position is with BOTH FEET in the batter's box. If no batter's box has been made or is no longer visible, this is a judgment call by the umpire.
 - 50.1. Coaches can adjust the batter ONLY 1 time per at bat. Penalty – Coach is removed from his/her position.
 - 50.2. No coach may touch a player while the ball is in play.
51. **Overthrown Ball**– (5-6 division only) This is a “live ball” runners can run at their own risk, until the ball is in the pitching circle.
52. Base runners must return to the previous base if time is called and if the base runner has not yet advanced beyond the half distance to the next base.
53. The pitcher is not allowed to make an unassisted out at first base. The runner is safe if this occurs. In the event a fielder gets the ball – he/she must throw the ball to get an out.
54. Once an inning begins, coaches are allowed one defense substitution or position change per team, except for an injury. If a player needs to go to the restroom, that position is left open.
55. There is no infield fly rule in t-ball.
56. No stealing or leading off the base. Runners must maintain contact with the base until the ball is hit.
57. There will be one umpire per game.
58. Ball must be thrown to the pitcher in the pitching circle, or the LEAD runner stops, for the play to be called “dead” or over.
59. It is not considered a throw to the mound when a player throws or runs across the mound to make

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a play on a base runner.

60. Play is stopped when the umpire calls time.

61. Outfielders are not permitted in the infield. They must remain a minimum of 10' from the red dirt area until the ball has been hit.

62. Infielders are not permitted to enter the front grass area until the ball has been hit. Infielders must play a minimum of 1' behind the runner's base path.

63. The act of "BOWLING" the ball to another player is not allowed. Penalty: The runner will be called safe.

64. Only one time out per inning is allowed.

65. Penalty - if pitcher leaves early, batter is awarded his/her base. This is a judgement call.

Calling Time

66. The Umpire will call time when:

- The ball goes out of play
- The ball is hit illegally or hit foul
- A coach or player requests time and the umpire grants it. (The coach must wait for the umpire to grant the time out BEFORE walking onto the field.)
- When an injury occurs (bases awarded according to where the umpire judges the base runners would have advanced, if at all, had the injury not occurred)
- Pitcher has control of the ball in the pitching circle and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners.
- In the judgment of the umpire the base runners will be held on the base they last occupied or the unoccupied base they were approaching when time was called.

3-4 T-ball Rules

67. This is a developmental division – coaches are teaching the kids the game of baseball.

68. If the umpire feels that the coach is "stalling" he can remove the coach. This is a judgement call by the umpire. The player is NEVER called out for this.

69. This is a base-to-base division. But, if the defensive player receives the ball, he/she can make an out.

70. Outfield coaches: Each team can have 2 outfield coaches.

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7U-8U Coach Pitch Rules

71. Each batter will be allowed Six (6) pitches (3 strikes). If a batter hits a foul ball on the sixth pitch, he/she will be allowed to continue batting until he does not contact the ball or puts the ball in play.
72. A "fair" batted ball hitting a coach pitcher will be declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If in the umpire's judgment a coach pitcher intentionally makes contact with a batted ball, the batter will be out, and no runner can advance.
73. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as:
- the lead runner is not attempting to advance
 - The ball is in the infield in possession of a fielder (does not have to be an infielder)
 - No play is being attempted on a runner.
 - "Time" does not have to be called by the defense for the purpose of this rule.
74. Coach Pitch teams will roster bat. Teams can begin a game with eight (8) players, but one player must be a pitcher and one player must be a catcher. A team may use an extra (10th) defensive player in the outfield.
75. The catcher shall be in the catcher's box, no more than four (4) feet behind home plate.
76. There will be no:
- Base on Balls (intentional or otherwise)
 - Base awards for Hit by Pitcher
 - Infield Fly Rule
 - Base Stealing
 - Bunting (players must take a full swing)
77. Runners may not leave their bases until the pitched ball is batted into play. A runner who leaves early will be declared out, and the pitch will be called a no pitch the result of the play will stand. This is not an appealable play.
78. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally.
79. In the event the "coach pitcher" is communicating with players, the following may occur.
- Warning
 - Removal from that position, for that game.
80. Courtesy runners are allowed for the catcher only but **MUST** be replaced using the last **BATTED** out.
81. A team may place a coach along the backstop behind the catcher. This coach may stop any passed ball and return the ball to the coach pitcher. The coach may not instruct any player either verbally or non-verbally and must leave the field of play immediately when the ball is batted.
82. Each team is given 2-time outs per game.

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9-10, 11-12, and 13-16 Kid Pitch Rules

83. Any rule not covered in this rulebook will be covered in the MLB rulebook located at http://mlb.mlb.com/mlb/downloads/y2015/official_baseball_rules.pdf
84. When a pitcher takes his position at the beginning of each inning, or when a new pitcher comes into the game, he will be permitted 8 warm-up pitches.
85. Courtesy runners may be used for the PITCHER and CATCHER ONLY. These can only be replaced by the last BATTED out.
86. Stealing home is allowed:
- If the runner from home is running toward home plate attempting to steal or is participating in a squeeze play, the following apply:
 - The batter can take the pitch
 - The batter can attempt to bunt the pitch
 - If the batter swings the bat, the following apply:
 1. Batter is called out
 2. All runners return to their bases
 3. The third base coach is ejected from the game
87. Note: With the bases loaded and 3 balls 2 strikes on the batter, coaches please have your players run towards the 3rd base dugout and not sprint towards home. This is not a squeeze play if the batter swings the bat.

88. Catchers – Catchers must wear a cup, or they cannot play. This is a safety issue.

Pitching

89. When games are suspended and continued the next day, pitching limitations are split between the two days. They do not start over.
90. In the case of a double or triple play, there is no penalty for exceeding outs recorded at the time of the play
91. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
92. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the rubber to begin a new inning. If the pitcher is protested after reaching their limitation after delivering a pitch to the next batter after reaching his pitching limit and prior to recording an additional out exceeding their pitching limit, the pitcher shall be ejected from the game. If the pitcher records an additional out or outs exceeding their pitching limitation, the game shall be ruled a forfeit.

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93. An illegal pitcher can be protested anytime during the game. Once the game has ended, and the umpires have left the field, the game will be considered official & a protest for pitching violation shall not be allowed. Additional penalties, including suspensions and ejection from the event may apply.

Mound Visits

94. Each pitcher is granted 1 visit per inning. On the 2nd visit, the pitcher must be removed from the mound. (Not the game)

95. No player shall initiate malicious contact. The question of malicious contact is an umpire judgment. The player initiating malicious contact shall be removed from the game. The umpire determines intent and is the sole judge of this.

96. For ages 9-16 the defensive team may give an intentional walk by having the catcher or coach request. This may be done before pitching to the batter or on any ball or strike count.

97. No pickup players are allowed, all players must be registered with NWBA and written on the game roster.

98. Base runners can lead off and steal bases and base runners can steal home.

99. 9/10 – No Balks – Umpire will explain the infraction (Example – Pitcher gets into his/her position, and starts a pitching motion, then stops and tries to pick off the runner.....Balk)

99.1. 11/12- No warnings on balks.

99.2. 13/14 - No warnings on balks.

100. A runner can run on a dropped 3rd strike.

101. NWBA 9-16 age divisions also follow MLB rules.

102. If a pitcher cannot get out of an inning and gives up the 5 runs per inning limit. They will be given the remaining outs, even if they did not “earn” them. (Example – Pitcher gives up 5 runs in one inning without getting an out. As far as records are concerned, the pitcher will be counted as getting 3 outs for that inning.)

Pitching Limits

- 9-10 Division: 18 outs in a day- 27 outs for the week
- 11-12 Division: 18 outs in a day- 27 outs for the week
- 13-16 Division: 21 outs in a day- 30 outs for the week