

# New Richmond Baseball Club

## T-ball, Coach Pitch, Minors, Majors & Babe Ruth Rules

1. To be eligible for NRBC's Youth Baseball, a boy or girl must be in 4K & K (T-ball), 1st Grade (Coach Pitch), 2nd Grade (Machine Pitch), 3rd & 4th grade (Minors), 5th & 6th Grade (Majors), 7th & 8th grade (Babe Ruth).
2. Each player must electronically register (by a parent or guardian) each year.
3. A player must remain with the team assigned, unless changed by the officers of the League.
4. New teams will be added, if needed, by the League officials.
5. All players new to all leagues will be placed on a team by random draft except as noted below:
  - Brothers and sisters will play on the same team.
  - If a parent is a coach, their children will play on that team.
  - New late sign-ups will be added to the team having the least number of players.
6. Every player must play in at least three full innings in the field and must have a regular place in the batting order of each game. No player can be removed from the field during an inning unless they are injured or pitching. (Exception would be a games shortened due to weather or time)
7. All players must furnish their own gloves.
8. Each coach/manager is responsible for the conduct of his or her team, and its spectators.
9. Coaches/managers are expected to use restraint and respect in dealing with the umpires and their opponents. Good sportsmanship is an attitude to be encouraged and promoted among all players. If a coach argues with the umpire, the executive board may suspend the coach.
10. In the event of adverse weather, All game cancellations due to weather will be posted on the NRBC website or NRBC Facebook Page; on the Home Page. Decisions/cancellations will be made by 4:30pm. The coaches involved will reschedule postponed games. Coaches are responsible for contacting and scheduling with the Umpire Coordinator.
11. Minor and Major League games will be 6 innings in length. Babe Ruth games will be 7 innings in length.
12. During a regular season, a game must go 4 innings to be a complete game (3 ½ if the home team is ahead). A game called prior to its completion due to adverse weather will be replayed in its entirety. A game called due to darkness or a tie will be played from the point it was called.
13. The beginning of an inning may not start after 10 minutes prior to the next game.
14. Any injury of a serious nature is to be reported by the coach/manager to an officer of the league.
15. No team will be permitted to solicit funds or prizes without the permission of the league officers.

16. All batters, base runners, and players acting as coaches will use batting helmets.
17. If a fair ball touches a runner in fair territory before it passes or touches an infielder, the ball becomes dead and hit runner is out. All other runners may advance one base without liability of being put out.
18. If a fair ball passes an infielder (other than the pitcher) or is deflected by an infielder and then hits a runner, the ball is considered live.
19. If a runner intentionally interferes with any live ball (hit or thrown), they are out, and ball is considered dead.
20. If a fair ball hits an umpire the ball is considered live and must be played if fair.
21. If a base coach intentionally interferes with a base runner by touching or forcing the runner to stay or run, the runner is out.
22. Other than stated, all Official Little League rules will apply.
23. Any team with eight players at the starting time of the game must play that game with the eight players. Any player on their team that arrives late must start at the beginning of the next inning. Six players or less is an automatic forfeit (team can use 1 player from other team to play RF to make 8 players).
24. Any team that uses any player not on their team automatically forfeits that game.
25. Runners must avoid contact or slide. If the runner makes contact without sliding, the runner will be out, and will be ejected from the game. On the second offense, the player may be out for the season.
26. Games cannot be rescheduled unless due to weather.
27. All players are expected to wear their complete uniform at games. If either the League or a sponsor provides team hats, only team hats will be allowed.
28. No metal spikes are allowed. (Babe Ruth players see WWBL rules)
29. No tobacco or alcohol will be permitted in the dugout or on the field.
30. Ties in standings will be broken based on head to head results. If there is still a tie, a coin toss by a league official will break the tie.
31. During playoffs the higher seeded team will be the home team.
32. Any player returning from an absence due to injury must have a note from a parent or guardian approving the child's return.
32. If there are any problems or questions, please bring them to the board member.