



**NORTH COLUMBUS
INTRAMURAL LEAGUE**

2025
OFFICIAL LOCAL RULES
www.NCILBaseball.com

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(Approved June, 2025)

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Modifications and Revisions for 2025 are indicated by Light Blue Font

FOREWORD

NCIL is an intramural baseball and softball program serving the girls and boys in the Clintonville, Beechwald and Columbus area. NCIL emphasizes sportsmanship, instruction and fair play. All players, coaches, parents and spectators are expected to adhere to these principles and promote them.

GENERAL

These are the rules that have been agreed upon by the North Columbus Intramural League (NCIL) Board. Playing rules not specifically covered herein, shall be governed by the National Federation of High School (NFHS) Baseball and Softball Rules. If any conflict in rules between these NCIL Local Rules and the National Federation of High School (NFHS) Baseball and Softball Rules, these local rules shall govern. In the event of any conflict in language between any printed version of these NCIL Local Rules and the www.NCILBaseball.com online version, the www.NCILBaseball.com version shall always govern.

RULE 1.00 – CODE OF CONDUCT

1.01 Coaches

- 1.01.A** I will be a positive role model for my team and encourage good sportsmanship by demonstrating positive support for all players, coaches, officials and other spectators at every game and practice.
- 1.01.B** I pledge to always interact constructively with opposing coaches and the umpires working with my child, to encourage a positive and enjoyable experience for all.
- 1.01.C** I will learn the rules of the game and the policies of the league.
- 1.01.D** I will remember that children participate in NCIL to have fun and that the game is for youths - not adults.
- 1.01.E** I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- 1.01.F** I will do my very best to make youth sports fun for those on my team.
- 1.01.G** I will teach my team that doing one's best is more important than winning, so that my players will never feel defeated by the outcome of a game or his/her performance.
- 1.01.H** I will insist that my team play in a safe and healthy environment.
- 1.01.I** I will assure that my team and I will treat other players, coaches, fans, and officials with courtesy and respect regardless of race, sex, creed, or ability.
- 1.01.J** I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and will refrain from their use at all youth sports events.
- 1.01.K** I agree that if I fail to abide by these guidelines, I may be subject to disciplinary action at the discretion of NCIL.

1.02 Parents

- 1.02.A** I (and my guests) will be a positive role model for my child and encourage good sportsmanship by demonstrating positive support for all players, coaches, officials and other spectators at every game and practice.
- 1.02.B** I will support the coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- 1.02.C** I will learn the rules of the game and the policies of the league.
- 1.02.D** I will remember that children participate in NCIL to have fun and that the game is for youths - not adults.
- 1.02.E** I will place the emotional and physical well-being of my child ahead of a personal desire to win.
- 1.02.F** I will do my very best to make youth sports fun for my child.
- 1.02.G** I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- 1.02.H** I will insist that my child play in a safe and healthy environment.
- 1.02.I** I will help my child enjoy the youth sports experience by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation.

- 1.02.J** I will insist that my child treat other players, coaches, fans, and officials with courtesy and respect regardless of race, sex, creed, or ability.
- 1.02.K** I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and will refrain from their use at all youth sports events.
- 1.02.L** I agree that if I fail to abide by the aforementioned guidelines, I may be subject to disciplinary action at the discretion of NCIL.

RULE 2.00 – DIVISIONS

2.01 Division	Key	League Age	Gender
Tee Ball	TBL	5 and 6	M, F
Machine Pitch Softball	MPS	7 and 8	F
Machine Pitch Baseball	MPB	7 and 8	M, F
Junior Softball	JRS	9, 10 and 11	F
Minor Baseball	MNB	9 and 10	M, F
Senior Softball	SRS	12, 13 and 14	F
Little League Baseball	LLB	11 and 12	M, F
High School Softball	HSS	15, 16, 17 and 18	F
Pony League Baseball	PLB	13, 14 and 15	M, F

- 2.02** League Age is determined by the player's age on April 30, 2025. A player's league age shall be used in all instances relating to the application of any local rule.
- 2.03** To play in a division other than that which is determined by the player's league age, a parent or guardian must petition the NCIL Board of Directors with justification, receive approval and be willing to volunteer as a head coach.
- 2.04** NCIL may adjust division age ranges for spring and fall seasons to best accommodate the safe and equitable creation of divisions and teams.
- 2.05** All players must be registered with NCIL and rostered. Furthermore, these players are limited to participation on no more than one (1) NCIL team in a single session. NCIL reserves the right to modify a player's division eligibility in the interest of safety and/or competitive balance.
- 2.06** NCIL may sponsor opportunities for High School Softball (HSS) play, outside of the NCIL. Players participating in High School Softball (HSS) through NCIL are subject to the rules established by the organizing league.

RULE 3.00 - FIELD CONDITIONS, DELAYS, POSTPONEMENTS, AND CANCELLATIONS

- 3.01** NCIL may determine if games should be canceled or start time adjusted due to weather up to thirty (30) minutes before scheduled start time. In that event, NCIL will notify the umpires of game cancellations or start time adjustments.
- 3.02** From thirty (30) minutes prior to scheduled start time up to the ground rules meeting five (5) minutes prior to scheduled start time, the home team coach will determine if the game will be delayed or postponed due to weather or other conditions which render the field or the venue unplayable. If the home team coach decides to delay or postpone a game, he/she should immediately contact the Division Commissioner, the Umpire Coordinator, or the scheduled Umpire(s) directly, in an effort to avoid having to pay umpire appearance fees when no game will be played.
- 3.03** Once the ground rules meeting with the umpire(s) begins, all decisions regarding discontinuation of play for any reason, including weather or other conditions, are left to the sole discretion of the umpire(s).
- 3.04** Coaches are instructed NOT to take measures to make the field playable, including but not limited to: addition of dirt, "kitty litter," or other absorption agents, raking or shoveling the field to attempt to open up or air out the field, or pushing water off the field with a broom. NCIL field maintenance personnel will take reasonable measures to make fields playable for game days, but the continued integrity of our playing surfaces must be paramount to the desire to commence and/or complete any game.
- 3.05** If charged with making the call, home team coaches should observe the field and ascertain whether stepping on the field leaves a footprint on the field. Conditions need not be such that a foot sinks into the ground—basically, if it grips the shoe a bit and leaves a footprint, the field is

too wet to play. Depending on the circumstances, both coaches could agree to delay the start time of the game to allow the field to become playable.

- 3.06** NCIL encourages coaches to make every effort to schedule make-up games. Division Commissioners and the NCIL Field Coordinator will work with coaches to find an acceptable alternative time and place for games to be played. NCIL reserves the right to schedule make up games at their discretion.

RULE 4.00 - OFFICIALS

- 4.01** For TBL, MPS and MPB divisions: an adult umpire shall be furnished by each team for each game. NOTE: Head coaches are strongly discouraged from acting as adult umpires. Adult umpires shall not coach while on the field. The umpires shall be vocal as to their calls, number of remaining pitches, calling time, dead balls, thrown bats, etc. Each umpire shall be the field umpire when their team is batting and plate umpire when their team is in the field.
- 4.02** For JRS, SRS, MNB, LLB and PLB divisions: an umpire or umpires shall be furnished and paid by NCIL for each game.
- 4.03** The umpire is in charge of the game and will handle all appeals on the field. The umpire shall interpret and enforce all rules as written: no exceptions. Only the head coach may address the umpire to resolve any questions. All rulings of the umpire shall be final; official protests are not permitted.
- 4.04** The head coach is responsible for the conduct of his/her players, spectators and coaches. Unsportsmanlike conduct will not be tolerated. The umpire may give a warning; however, the umpire can, at any time, eject any coach, player, or spectator for any action the umpire deems to be unsportsmanlike. Profanity is not tolerated and may result in immediate ejection from the area.
- 4.05** Any comments regarding an umpire shall be directed to the division commissioner.

RULE 5.00 – FIELD OF PLAY

5.01 Field Dimensions:

Division	Rubber to Plate ¹	Base to Base	Home to 2 nd ²
TBL	38'	50'	71'
MPS	35' ³	60'	85'
JRS	35'	60'	85'
SRS	40'	60'	85'
MPB	40' ³	60'	85'
MNB	46'	60'	85'
LLB	50'	70'	99'
PLB	54'	80'	113'

¹ Measured from the back tip of home plate to the front of the pitcher's rubber.

² Measured from the back tip of home plate to the center of second base.

³ Measured from the back tip of home plate to the front plate of the machine.

- 5.02** In play boundaries shall be established during the Ground Rules Meeting between the umpire and coaches prior to the start of the game.
- 5.03** The third base dugout shall be used by the home team and the first base dugout shall be used by the visiting team.

RULE 6.00 – EQUIPMENT AND UNIFORMS

6.01 Game Balls:

- 6.01.A TBL Division:** baseballs used in game play shall be safety type, leather covered, 9 inches in size, and shall be provided by NCIL.
- 6.01.B MPS and JRS Divisions:** softballs used in game play shall be optic yellow with a synthetic cover, 11 inches in size, .47 maximum COR, 375 lbs. maximum compression and shall be provided by NCIL.
- 6.01.C SRS:** softballs used in game play shall be optic yellow with a synthetic cover, 12 inches in size, .47 maximum COR, 375 lbs. maximum compression and shall be provided by NCIL.

6.01.D MPB, MNB, LLB and PLB Divisions: baseballs used in game play shall be leather covered, 9 inches in size, 5 ounces in weight and shall be provided by NCIL.

6.02 Bats:

6.02.A TBL Division:

6.02.A.1 Shall be factory labeled on the taper with the “USA Baseball Approved for T Ball” stamp, or factory marked for “T Ball”, or

6.02.A.2 Shall be a bat approved for use as described in Sections 6.02.B or 6.02.C.

6.02.B MPS, JRS, and SRS Softball Divisions:

6.02.B.1 NCIL has transitioned to the “USA(ASA) Softball” standard in 2025. Bats without a USA(ASA) certification mark and bats on the USA Softball Non-Approved Bats with 2000 or 2004 Certification Marks are now prohibited.

<https://www.usasoftball.com/certified-equipment/>

6.02.B.2 Shall not exceed 2 1/4 inches in diameter, and

6.02.B.3 Shall be factory labeled on the taper with a “USA Softball Certified”, “ASA Certified 2004” or “ASA 2000” certification mark, or

6.02.B.4 Shall be a solid wood bat, constructed from a single solid piece of wood designed for gameplay. If a bat is not a solid wood bat, including all bamboo or wood composite bats, it shall meet the requirements of 6.02.B.1–B.2 above as a non-wood bat.

6.02.B.5 USA/ASA Taper Label / Certification Marks:



6.02.C MPB, MNB and LLB Baseball Divisions:

6.02.C.1 NCIL has transitioned to the USA Baseball USABAT Youth Bat Standard in 2025. Bats with the “USSSA BPF 1.15” stamp or marked “BPF 1.15” are now prohibited.

<https://www.usabaseball.com/bats/about>

6.02.C.2 Shall not exceed 2 5/8 inches in diameter, and

6.02.C.3 Shall be factory labeled on the taper with a “USA Baseball” or “BBCOR Certified .50” certification mark, or

6.02.C.4 Shall be a solid wood bat, constructed from a single solid piece of wood designed for gameplay. If a bat is not a solid wood bat, including all bamboo or wood composite bats, it shall meet the requirements of 6.02.C.1–C.3 above as a non-wood bat.

6.02.C.5 USA Baseball and BBCOR Certified .50 Taper Label / Certification Marks:



6.02.D PLB Baseball Division:

6.02.D.1 Shall be factory labeled on the taper with the “BBCOR CERTIFIED .50” stamp, or

6.02.D.2 Shall be a solid wood bat, constructed from a single solid piece of wood designed for gameplay. If a bat is not a solid wood bat, including all bamboo or wood composite bats, it shall meet the requirements of 6.02.D.1 above as a non-wood bat.

6.02.D.3 BBCOR Certified .50 Taper Label / Certification Mark:



6.03 Uniforms:

- 6.03.A** NCIL-supplied uniforms shall be worn by every player. Team shirt, team hat/visor must be worn during play. Long pants shall be worn in the MPB, MNB, LLB and PLB divisions.
- 6.03.B** Molded cleats are recommended but not required. Metal cleats are not permitted in any division except PLB.
- 6.03.C** Coaches shall wear NCIL-supplied team shirts and hats or visors.

RULE 7.00 - PREGAME

- 7.01** Twenty-five minutes prior to the scheduled start time: Home team warm-ups.
- 7.02** Fifteen minutes prior to the scheduled start time: Visitor team warm-ups.
- 7.03** Five minutes prior to the scheduled start time: Ground Rules Meeting between coaches and umpire. The umpire will verify that a coach is present for each team and that each team has enough players for a regulation game. The umpire will verify with the coaches that all players are properly equipped and will cover the ground rules.
- 7.04** Coaches are not required to provide lineups to the opposing team or to the umpire.
- 7.05** Failure to finish a team warm-up shall not be the basis of a delay in the scheduled start time for the game.
- 7.06** On-field pregame warm-ups may be altered or disallowed in the umpire's discretion due to weather.
- 7.07** The home team shall provide the umpire with one new game ball and one used game ball in good condition. The visiting team shall provide the umpire with one used game ball in good condition.
- 7.08** If no team coach is present for the Ground Rules Meeting five minutes prior to the scheduled start time, that team shall forfeit the game. NOTE: An assistant coach is a team coach. Coaches are expected to be prompt. If no team coach is present for the Ground Rules Meeting five minutes prior to the scheduled start time, please notify the division commissioner.
- 7.09** If a team cannot field seven players, five minutes prior to the scheduled start time, that team shall forfeit the game.
- 7.10** In the event of a forfeited game, an exhibition game will be played in place of the forfeited game, so players still get playing time. Opposing teams shall loan players that are deep in the batting order for that inning to fill empty outfield positions, so the exhibition game may be played with a full defense. Loaned players will still bat for their own team. The score will not count toward league results.
- 7.11** The umpire shall declare the start time.

RULE 8.00 - SCOREKEEPING

- 8.01** The home team shall be responsible for keeping the official scorebook. Actual start time shall be noted as called by the umpire – [see 9.01.A, 9.02.A and 9.03.A for official start times](#).
- 8.02** The official scorekeeper is to record the name of the umpire(s).
- 8.03** Both teams shall confirm the score and pitcher status with the umpire at the end of each half-inning.
- 8.04** The home team shall report the final score to the app/website within 24 hours.
- 8.05** A forfeited game shall be scored 6-0.

RULE 9.00 - REGULATION GAMES

9.01 TBL Division:

- 9.01.A** [The start time is the exact time of the placement of the ball on tee for the first batter.](#)
- 9.01.B** A game shall consist of a maximum of four complete innings.
- 9.01.C** Weeks 1 and 2 of the game season, each half-inning shall consist of one complete rotation through the batting order. [A new inning begins upon the completion of play of last at bat in the bottom half of any inning.](#)
- 9.01.D** Weeks 3 and after, each half-inning shall consist of three outs or five runs, whichever occurs first. [A new inning begins immediately upon the third recorded out or scoring of fifth run in the bottom half of any inning.](#)

- 9.01.E** No new inning shall begin after one hour from the actual start time of the game.
- 9.01.F** If the score is tied at the end of 4 innings or when the game is ended due to time limit rules, the game shall be considered a tie.
- 9.02 MPS, JRS, SRS, MPB, MNB and LLB Divisions:**
- 9.02.A** The start time is the exact time of the first machine pitch by the home team for MPS and MPB Divisions.
- 9.02.B** The start time is the exact time of the first warm up pitch by the home team pitcher for JRS, SRS, MNB and LLB Divisions.
- 9.02.C** A game shall consist of six (6) innings. Ties will be resolved in extra innings if time permits.
- 9.02.D** Each half-inning shall consist of three outs or five runs, whichever occurs first. A new inning begins immediately upon the third recorded out or scoring of fifth run in the bottom half of any inning.
- 9.02.E** No new inning shall begin after one and three-quarter hours from the actual start time of the game.
- 9.02.F** A game is official after four complete innings (three and one-half innings if the home team is winning), or the when the game has ended due to time limit rules.
- 9.02.G** In the event of a shortened official game, the final score shall revert to the last full inning played to determine the outcome, unless the home team is batting with the lead when the game is called (in this case the home team shall be declared the winner).
- 9.02.H** If the game is ended due to time limit rules or the final score reverts to the last complete inning and the score is tied, the game shall be recorded as a tie.
- 9.02.I** A mercy rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to 11 runs after 4 innings. In enforcing this rule, the home team shall not bat if they are winning, and the mercy requirement is met prior to the start of the bottom half of the inning. Similarly, if the home team is batting and meets the mercy rule requirement in the bottom half of the inning the home team shall cease batting and the game shall end.
- 9.03 PLB Division:**
- 9.03.A** The start time is the exact time of the first warm up pitch by the home team pitcher.
- 9.03.B** A game shall consist of six (6) innings. Ties will be resolved in extra innings if time permits.
- 9.03.C** A new inning begins immediately upon the third recorded out in the bottom half of any inning.
- 9.03.C** No new inning shall begin after two hours from the actual start time of the game.
- 9.03.D** A game is official after four complete innings (three and one-half innings if the home team is winning), or when ended due to time limit rules.
- 9.03.E** In the event of a shortened official game, the final score shall revert to the last full inning played to determine the outcome, unless the home team is batting with the lead when the game is called (in this case the home team shall be declared the winner).
- 9.03.F** If the game is ended due to time limit rules, or the final score reverts to the last complete inning and the score is tied, the game shall be recorded as a tie.
- 9.03.G** A mercy rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to 15 runs after 4 innings or 10 runs after 5 innings. In enforcing this rule, the home team shall not bat if they are winning, and the mercy requirement is met prior to the start of the bottom half of the inning. Similarly, if the home team is batting and meets the mercy rule requirement in the bottom half of the inning the home team shall cease batting and the game shall end.

RULE 10.00 - DEFENSE

10.01 Positions:

- 10.01.A** TBL, MPS, JRS, MPB and MNB Divisions: Each team shall field a maximum of ten players on defense. No more than six players shall be permitted to play in the infield.
- 10.01.B** SRS, LLB and PLB Divisions: Each team shall field a maximum of nine players on defense. No more than six players shall be permitted to play in the infield.

10.02 Player Rotation:

- 10.02.A** All Divisions: All players shall play at least 2 of the first 4 innings in a defensive position on the field.
- 10.02.B** TBL, MPS and MPB Divisions: Rotation of defensive players is required. Players shall be limited to a maximum of two innings per position in each game. All players shall play infield and outfield positions equally each game. Parental complaints will be passed on to the coaches.
- 10.02.C** JRS, SRS, MNB and LLB Divisions: Player rotation is not required. However, it is the coach's responsibility to position all players with infield playing time. No players are to spend the entire game in the outfield. Parental complaints will be passed on to the coaches.

10.03 Substitutions: Defensive players (non-pitchers) may be substituted freely during the game.

10.04 Catchers Equipment:

- 10.04.A** TBL Division: Catchers must wear a batting helmet.
- 10.04.B** MPS, JRS, and SRS Divisions: Catchers must wear a facemask/helmet, chest protector, shin guards and mitt or glove.
- 10.04.C** MPB, MNB, LLB and PLB: Catchers must wear a facemask/helmet, chest protector, shin guards, mitt or glove, and a protective cup.

10.05 Fielder's Equipment:

- 10.05.A** MPB, MNB, LLB and PLB Divisions: All players should wear a protective cup.
- 10.05.B** JRS and SRS Divisions: Pitchers and corner infielders must wear a face guard.

10.06 Each team shall assign a coach to ensure the catcher is properly equipped and ready to take the field prior to the end of the half-inning. This is an effort to speed up play and keep the game moving.

10.07 Infield fly rule: IS NOT in effect for any division except LLB, SRS and PLB (Infield Fly is in effect for LLB, SRS and PLB).

10.08 TBL, MPS and MPB Divisions Specific Rules

- 10.08.A** Player Pitcher – TBL Division: The player pitcher must be within a five (5) foot diameter circle, roughly thirty-eight (38) feet from the back tip of home plate.
- 10.08.B** Player Pitcher – MPS and MPB Divisions: The player pitcher must be within six (6) feet of either side of and not nearer the batter than the pitching machine.
- 10.08.C** Infielders must not position themselves in the base paths before or during the pitch. Opposing coaches should alert one another to monitor this potential problem.
- 10.08.D** Defensive players must yield to base runners if no play is being made on the ball. Defensive players are not permitted to stand on the bases or in the base paths. Opposing coaches should alert one another to monitor this potential problem.
- 10.08.E** Outfielders must be equally spaced in left field, left-center field, right-center field, and right field.
- 10.08.F** Outfielders shall play at least thirty feet behind the baselines.
- 10.08.G** Outfielders are not permitted to routinely cover infield positions.
- 10.08.H** All defensive players are required to throw the ball to each other; rolling the ball to each other is not permitted.
- 10.08.I** Up to two (2) defensive coaches are permitted to stand in the field of play, behind the baselines to coach the defensive players in the TBL Division only.

RULE 11.00 – PITCHING, MACHINE PITCH DIVISIONS

11.01 A coach or designated person (the "coach pitcher") shall pitch to their own team.

11.02 Pitching will be done by a spring-release pitching machine (Louisville Slugger Blue or Black Flame).

11.02.A The pitching machine shall be set-up as follows:

	<u>MPS</u>	<u>MPB</u>
Setting A (Throwing Arm):	4	4
Setting B (Release Arm):	2	3
Setting C (Power Pedal):	3	3
Distance:	35'	40'

To ensure consistency, these settings shall not be changed. Pitches can still vary significantly within these settings, and coaches are encouraged to practice with the machines to learn how to consistently deliver hittable pitches. If a coach believes their machine is malfunctioning and cannot consistently deliver hittable pitches within the settings above, they must contact their division commissioner for a potential replacement machine. Failure to supply a machine with the proper settings for a game may result in a forfeit for the home team.

11.02.B The pitching machine will be set up as close to the required distance as possible given the field conditions (a flat surface is preferable; thus, the allowance in this rule for some variability in distance from the plate).

11.02.C The coach pitcher must ensure that the batter is ready before releasing the ball to the batter. The coach pitcher should be in a direct line between home plate and second base and behind the pitching machine.

11.02.D The player pitcher shall be within six feet of either side of the coach pitcher until the ball is batted.

11.03 The coach pitcher shall complete three pitches before the catcher or umpire returns the pitched balls to the coach pitcher.

11.04 There will be no base on balls or bases awarded for a hit batsman.

11.05 If a batted ball hits the coach pitcher or pitching machine, it is a live ball.

11.06 If a batted ball becomes lodged in the pitching machine, it will be considered a dead ball and another pitch shall be given to the batter. This is true even if it is the last pitch of the at bat.

11.07 If a thrown ball hits the coach pitcher or pitching machine, it is a dead ball.

11.08 If the coach pitcher fields a batted ball, it will be considered dead, the pitch will not count against the total and another pitch shall be given to the batter. This is true even if it is the last pitch of the at bat.

11.09 The coach pitcher must avoid obstructing the view or throw of a defensive player.

11.09.A If a ball is hit to an infielder, the coach pitcher should kneel to avoid obstructing the play or leave the field of play between home plate and the first base side behind the runner and return at the end of play.

11.09.B If a ball is batted in front of the defensive pitcher or along either baseline, the coach pitcher should kneel to avoid obstructing the play. The coach pitcher should not attempt to leave the field of play in this instance—doing so only creates confusion with the fielders.

11.09.C If a ball is hit to the outfield, the coach pitcher should leave the field along the first base line and return at the end of play.

11.09.D If a ball is overthrown, the coach pitcher should leave the field along the first base line and return at the end of play.

11.10 The coach pitcher may coach the batter.

11.11 The coach pitcher may not coach the runners while in the field of play; however, the coach pitcher may give instructions from foul territory after he/she has left the field of play.

RULE 12.00 – PITCHING, JRS AND SRS DIVISIONS

12.01 One pitch constitutes one inning.

12.02 Pitcher Limits: A maximum of three innings per game.

12.03 For JRS Division, pitchers with a league age of ten (10) or under must pitch two of the first five innings.

12.04 For SRS Division, pitchers with a league age of thirteen (13) or under must pitch two of the first five innings.

12.05 The starting pitcher may re-enter as a pitcher once during the game, subject to the three-innings-per-game limit. Subsequent pitchers shall not re-enter the game as a pitcher.

- 12.06** Seven warm-up pitches are permitted at the beginning of the game or upon pitcher substitution.
- 12.07** No more than five warm-up pitches are permitted to start a new half-inning.
- 12.08** In case of inclement weather, the umpire has discretion to limit warm-up pitches.
- 12.09** Wild Pitching: The umpire shall use his/her discretion for wild pitchers. If the umpire deems that a pitcher's control or lack thereof is endangering batters, the umpire shall rule that the pitcher be removed. The removed player shall not be able to re-enter the game as a pitcher.
- 12.10** No balks shall be called.
- 12.11** For JRS Division only, there will be no base on balls. Upon a four-ball count on a batter, a coach pitcher shall enter the game and continue to pitch to the batter.
- 12.11.A** The coach pitcher will throw no more than four pitches, these pitches will not be called balls or strikes. The batter may strike out swinging or put the ball in play. After the four pitches have been made, if the ball is not put into play, the batter is out unless the last pitch is a foul, in which case another pitch may be thrown.
- 12.11.B** The coach pitcher must pitch underhand and may pitch at any speed, but the highest point of the arc of a pitched ball may not exceed five feet. There is no award of a base if the coach pitcher hits the batter.
- 12.11.C** While the coach pitcher is pitching, the defensive pitcher must be within six feet to the side of the rubber and cannot move closer to the batter until the ball is hit.
- 12.11.D** The ball is live if it hits the coach pitcher. If the coach pitcher catches the ball, it will be considered dead and another pitch shall be given.
- 12.12** Any pitched ball from a player pitcher that bounces off the ground and hits a batter while in the batter's box will be considered a hit batsman and the batter shall be awarded first base. If a pitch rolls in, it will be considered a dead ball and not a hit batsman.

RULE 13.00 – PITCHING, MNB AND LLB DIVISIONS

13.01 Pitcher Limits:

13.01.A One pitch constitutes one inning.

13.01.B A maximum of three innings per game and not to exceed four innings total per day when playing double headers.

13.01.C A maximum of seven innings per any seven-day period.

13.02 Pitch Count Recommendations (USA Baseball Pitch Smart): A pitcher shall not be limited by pitch counts. However, the following pitch count recommendations are provided to help coaches make decisions to protect players' arms.

13.02.A MNB Division, 75 maximum.

1-20 pitches: no rest day, pitch next day.

21-35 pitches: 1 rest day, pitch 2nd day.

36-50 pitches: 2 rest days, pitch 3rd day.

51-65 pitches: 3 rest days, pitch 4th day.

66+ pitches: 4 rest days, pitch 5th day.

13.02.B LLB Division, 90 pitch maximum.

1-25 pitches: no rest day, pitch next day.

26-40 pitches: 1 rest day, pitch 2nd day.

41-55 pitches: 2 rest days, pitch 3rd day.

56-70 pitches: 3 rest days, pitch 4th day.

71-90 pitches: 4 rest days, pitch 5th day.

- Go to www.MLB.com/pitch-smart for USA Baseball pitching guidelines and coaching and arm care resources.

13.03 Warm-up pitches:

13.03.A Seven warm-up pitches are permitted at the beginning of the game or upon pitcher substitution.

13.03.B No more than five warm-up pitches are permitted to start a new half-inning.

13.03.C In case of inclement weather, the umpire has discretion to limit warm-up pitches.

13.04 Wild Pitching: The umpire shall use his/her discretion for wild pitchers. If the umpire deems that a pitcher's control or lack thereof is endangering batters, the umpire shall rule that the pitcher be removed. The removed player shall not be able to re-enter the game as a pitcher.

- 13.05 Breaking Pitches:** Breaking pitches are not permitted and shall be considered unsportsmanlike. First team violation is a dead ball and the batter is awarded a ball in the count and the head coach shall be issued a warning. Upon a second team violation, the pitch is a dead ball and the batter is awarded first base. Upon a third team violation, the pitch is a dead ball and the batter is awarded first base, the pitcher shall be removed from the game and the head coach shall be ejected from the game.
- 13.06** No balks shall be called
- 13.07** Once a player has been removed as a pitcher, that player may not return to pitch in that game.
- 13.08** Any pitched ball that bounces off the ground and hits a batter while in the batter's box will be considered a hit batsman and the batter shall be awarded first base. If a pitch rolls in, it will be considered a dead ball and not a hit batsman.

RULE 14.00 – PITCHING, PLB DIVISION

14.01 Pitcher Limits:

- 14.01.A** A maximum of nine (9) consecutive outs in any game.
- 14.01.B** 15-year-old pitchers (league age 15) or any combination thereof are limited to no more than nine (9) outs in a regulation game. A pitcher may continue to pitch to his maximum into extra innings if the limit is not reached in regulation. When a game is in extra innings, a 15-year-old player (league age 15) who has not pitched in regulation may enter to pitch at any time and up to nine (9) consecutive outs.
- 14.01.C** Only one defensive conference per pitcher per inning is permitted. On the second conference, the pitcher must be removed from the game as a pitcher but may continue to play another position.

14.02 Pitch Count Recommendations (USA Baseball Pitch Smart): A pitcher shall not be limited by pitch counts. However, the following pitch count recommendations are provided to help coaches make decisions to protect players' arms.

14.02.A PLB Division League Ages 13-14, 95 pitch maximum.

- 1-20 pitches: no rest day, pitch next day.
- 21-35 pitches: 1 rest day, pitch 2nd day.
- 36-50 pitches: 2 rest days, pitch 3rd day.
- 51-65 pitches: 3 rest days, pitch 4th day.
- 66+ pitches: 4 rest days, pitch 5th day.

14.02.B PLB Division League Age 15, 95 pitch maximum.

- 1-30 pitches: no rest day, pitch next day.
- 31-45 pitches: 1 rest day, pitch 2nd day.
- 46-60 pitches: 2 rest days, pitch 3rd day.
- 61-75 pitches: 3 rest days, pitch 4th day.
- 76+ pitches: 4 rest days, pitch 5th day.

- Go to www.MLB.com/pitch-smart for USA Baseball pitching guidelines and coaching and arm care resources.

14.03 Warm-up pitches

14.03.A Seven warm-up pitches are permitted at the beginning of the game or upon pitcher substitution.

14.03.B No more than five warm-up pitches are permitted to start a new half-inning.

14.03.C In case of inclement weather, the umpire has discretion to limit warm-up pitches.

- 14.04 Balks:** Balks shall be called. During regular season play each pitcher shall receive one warning. During tournament play there are no balk warnings.
- 14.05** Once a player has been removed as a pitcher, that player may not return to pitch in that game.
- 14.06** Any pitched ball that bounces off the ground and hits a batter while in the batter's box will be considered a hit batsman and the batter shall be awarded first base. If a pitch rolls in, it will be considered a dead ball and not a hit batsman.

RULE 15.00 – BATTING

15.01 All Divisions:

- 15.01.A** Roster batting is in effect. All players present at the game shall bat in rotation. No outs shall be taken for teams with less than 9 batters or when a player is removed from the lineup.
- 15.01.B** Each batter and on-deck batter shall wear a batting helmet.
- 15.01.C** Only the batter and on-deck batter shall hold a bat during the game.
- 15.01.D** The on-deck batter shall be on the field side of the fence and at a safe distance away from the back of the batter. Left-handed batter = 1st base side on-deck. Right-handed batter = 3rd base side on-deck.
- 15.01.E** In the interest of player safety, hit sticks, soft-toss, and all other batting practice is prohibited during game play.
- 15.01.F** If a player throws a bat, the player will be immediately called out. In the interest of safety, there are no exceptions.
- 15.01.G** The NCIL Board has determined that the strike zone is to be at least one-ball-width wider and taller than the NFHS strike zone to encourage batters to swing at the pitches. In general, this means that any pitch from the shoulders to the knees and one ball-width on either side of the plate will be called a strike.

15.02 JRS, SRS, MNB, LLB, and PLB Divisions:

- 15.02.A** Bunting is permitted.
- 15.02.B** Slug bunting is not permitted. Slug bunting is defined as:
 - 15.02.B.1** A hard slap or half swing from a bunting stance; or,
 - 15.02.B.2** Taking a bunting stance and then returning to a hitting stance and taking a full swing.
 - 15.02.B.3** Penalty for slug bunting: Dead ball, the batter is out, and base runners shall return to their prior base position.

15.03 Machine Pitch Divisions:

- 15.03.A** All players present at the game shall bat in rotation. Batting orders should be adjusted each game to provide all players the opportunity to hit in all positions of the batting order.
- 15.03.B** Bunting is not permitted.
- 15.03.C** Each batter shall receive up to six (6) pitches to put the ball in play. No more than six (6) pitches may be given. Unless,
 - 15.03.C.1** The final pitch is hit but the coach pitcher fields the batted ball, resulting in a dead ball; or
 - 15.03.C.2** the final pitch is hit but is a foul ball.
 - 15.03.C.3** In either instance, another pitch shall be given to the batter.
 - 15.03.C.4** Additional pitches shall NOT be given for "bad pitches." The coach pitcher may ask the batter to step out of the batter's box if the coach pitcher needs practice pitches to fine-tune the delivery.

15.04 TBL Division:

- 15.04.A** All players present at the game shall bat in rotation. Batting orders should be adjusted each game to provide all players the opportunity to hit in all positions of the batting order.
- 15.04.B** The home plate umpire shall determine when the batter is ready. The catcher shall then place the ball on the tee and take a safe position behind the plate. The batter shall enter the batter's box, positioning himself/herself in a normal straightforward stance. The catcher shall call out "Ball's up!" in a loud, clear voice. The batter shall then swing at the ball.
- 15.04.C** The batter is permitted four swings to cleanly hit the ball into play. More swings may be permitted if both coaches agree.
- 15.04.D** The batter may take a normal front-foot stride when coming into contact with the ball. The batter may not wind up or take a run at the ball on the tee.
- 15.04.E** Bunting is not permitted; batters must take a full swing.
- 15.04.F** A fair ball shall be defined as one that is batted at least five feet into the field of play.

RULE 16.00 – BASE RUNNING

16.01 All Divisions:

- 16.01.A** Each base runner shall wear a batting helmet. A base runner who removes their helmet while on the field may be called out.
- 16.01.B** Two adult base coaches are permitted.
- 16.01.C** Dropped third strike rule IS NOT in effect, except for **LLB**, SRS and PLB Divisions.

16.02 PLB Division:

- 16.02.A** Leadoffs and stealing of bases are permitted.
- 16.02.B** A courtesy runner should be used for the catcher when there are two outs and the catcher is a base runner. The courtesy runner should be the last batted out who is not the pitcher or catcher. Upon return to the dugout, the catcher shall immediately don the protective equipment and be ready to field the position at the end of the inning.

16.03 SRS and LLB Divisions:

- 16.03.A** Stealing is permitted.
- 16.03.B** Stealing home is limited when a base runner is occupying 3rd base prior to the pitch. In this situation, stealing home is permitted in the following situations only:
 - 16.03.B.1** A passed ball or wild pitch, or
 - 16.03.B.2** Loss of control of the ball on the return throw to the pitcher, or
 - 16.03.B.3** A putout attempt on another base runner, or
 - 16.03.B.4** A putout attempt on the base runner at 3rd base that results in an overthrow. An overthrow is defined as a thrown ball that is not caught by the intended fielder. If there is no overthrow on the putout attempt on the base runner at 3rd base, the base runner may NOT attempt to gain home and may be tagged out if caught off base - the intent is to eliminate the “sucker play” where a base runner baits a defensive player into making an attempt to put out the base runner, who then attempts to gain home. Baiting defensive players into making a play on base runners is considered unsportsmanlike conduct and may result in the head coach being ejected from the game.
- 16.03.C** Delayed steals are not permitted. A base runner shall steal prior to the return throw from the catcher to the pitcher.
- 16.03.D** A base runner may not leave the base until the pitched ball crosses the front of home plate, except in SRS. For SRS, a base runner may not leave the base until the pitched ball leaves the pitcher’s hand. If a violation of this rule occurs, the result is a dead ball. The penalty for the first team occurrence is a warning given to the offending team; the runner must return to the original base and, if the ball was put in play by the batter, the batter shall resume their turn at bat. For any subsequent occurrence by the same team, the base runner shall be called out and the batter shall resume their turn at bat.
- 16.03.E** A courtesy runner should be used for the catcher when there are two outs and the catcher is a base runner. The courtesy runner shall be the last batted out who is not the pitcher or catcher. Upon return to the dugout, the catcher shall immediately don the protective equipment and be ready to field the position at the end of the inning.
- 16.03.F** Slide or Avoid Rule: For the purpose of reducing and avoiding the occurrence of collisions, on any play on a runner at 2nd base, 3rd base, or home, the runner must slide or otherwise avoid any contact with the defensive player. Runners must slide without contact, slide with legal contact or runners must avoid all contact to the defensive player. Runners are prohibited from sliding with malicious contact and contacting the defensive player if they choose not to slide, these instances may result in the runner being called out at the umpires discretion. If the runner is called out for this reason, the ball shall be declared dead. Runners are not permitted to jump or dive over a defender to avoid contact.

16.04 JRS and MNB Divisions:

- 16.04.A** Stealing is permitted, except in JRS when a coach pitcher delivers a pitch in relief of the player pitcher. Runners are limited to advancing one base only on any and all steal attempts, no exceptions – the intent is to encourage defensive play on base runners without fear of further advancement of the runner.
- 16.04.B** Stealing home is limited when a base runner is occupying 3rd base prior to the pitch. In this situation, stealing home is permitted in the following situations only:
- 16.04.B.1** A putout attempt on another base runner, or
 - 16.04.B.2** A putout attempt on the base runner at 3rd base that results in an overthrow. An overthrow is defined as a thrown ball that is not caught by the intended fielder. If there is no overthrow on the putout attempt on the base runner at 3rd base, the base runner may NOT attempt to gain home and may be tagged out if caught off base. - The intent is to eliminate the “sucker play” where a base runner baits a defensive player into making an attempt to put out the base runner, who then attempts to gain home. Baiting defensive players into making a play on base runners is considered unsportsmanlike conduct and may result in the head coach being ejected from the game.
- 16.04.C** Delayed steals are not permitted. A base runner shall steal prior to the return throw from the catcher to the pitcher.
- 16.04.D** A base runner may not leave the base until the pitched ball crosses the front of home plate.
- 16.04.E** A courtesy runner should be used for the catcher when there are two outs and the catcher is a base runner. The courtesy runner shall be the last batted out who is not the pitcher or catcher. Upon return to the dugout, the catcher shall immediately don the protective equipment and be ready to field the position at the end of the inning.
- 16.04.F** Slide or Avoid Rule: For the purpose of reducing and avoiding the occurrence of collisions, on any play on a runner at 2nd base, 3rd base, or home, the runner must slide or otherwise avoid any contact with the defensive player. Runners must slide without contact, slide with legal contact or runners must avoid all contact to the defensive player. Runners are prohibited from sliding with malicious contact and contacting the defensive player if they choose not to slide, these instances may result in the runner being called out at the umpires discretion. If the runner is called out for this reason, the ball shall be declared dead. Runners are not permitted to jump or dive over a defender to avoid contact.

16.05 TBL and Machine Pitch Divisions:

- 16.05.A** Lead offs and stealing bases are not permitted. A runner can only advance on a play beginning with a batted ball.
- 16.05.B** A base runner may not leave the base until the batter makes contact with the ball. If a violation of this rule occurs, the result is a dead ball. The runner must return to the original base and the batter shall resume his turn at bat.
- 16.05.C** To encourage fielders to make plays, there is a limit of advancing one base on an overthrow. An overthrow is defined as a thrown ball that is not caught by the intended fielder.
- 16.05.C.1** Runners may not advance on an overthrow of first base or on a ball thrown out of play on an overthrow of first base.
 - 16.05.C.2** There is only one overthrow and advancement due to an overthrow per play.
 - 16.05.C.3** Runners may not advance home on an overthrow or ball thrown out of play.
 - 16.05.C.4** Runners who attempt to advance on an overthrow which does not go out of play do so at their own risk and can be put out.
 - 16.05.C.5** In the case of any ball thrown out of play, it shall be treated as an overthrow as defined herein.

- 16.05.D** Slide or Avoid Rule: For the purpose of reducing and avoiding the occurrence of collisions, on any play on a runner at 2nd base, 3rd base, or home, the runner must slide or otherwise avoid any contact with the defensive player. Runners must slide without contact, slide with legal contact or runners must avoid all contact to the defensive player. Runners are prohibited from sliding with malicious contact and contacting the defensive player if they choose not to slide, these instances may result in the runner being called out at the umpires discretion. If the runner is called out for this reason, the ball shall be declared dead. Runners are not permitted to jump or dive over a defender to avoid contact.
- 16.05.E** When a runner is approaching home plate, the home-plate umpire shall move the bat and tee for the safety of the base runner and defensive player.

RULE 17.00 – PACE OF PLAY GUIDANCE

17.01 Intent:

- 17.01.A** Gameplay with minimal downtime and delays are enjoyable for players and spectators.
- 17.01.B** Minimal downtime and delays allow for maximum playing time during games with time limits.
- 17.01.C** Umpires, coaches and players should strive for maximum gameplay within the allotted time limit.

17.02 Coaches:

- 17.02.A** Limit time between innings to 2 minutes.
- 17.02.B** Preset lineup and schedule player positions prior to the game start.
- 17.02.C** Make position changes prior to the start of the inning.
- 17.02.D** No team huddles or coaching sessions between innings.
- 17.02.E** Catcher should have gear on and ready at the end of the inning.
- 17.02.F** Utilize the courtesy runner option for the catcher.
- 17.02.G** Have gameballs ready to put into play.
- 17.02.H** Do not wait to retrieve a ball out of play, put another ball into play immediately.
- 17.02.I** Do not stall at end of game to take advantage of the time limit.
- 17.02.J** Facilitate warm up pitches between innings.

17.03 Umpires:

- 17.03.A** Limit time between innings to 2 minutes.
- 17.03.B** Assist catcher with errant warm up pitches.
- 17.03.C** Limit mound visits to 30 seconds.
- 17.03.D** Have 3 gameballs on hand ready to put into play.
- 17.03.E** Do not wait to retrieve a ball out of play, put another ball into play.
- 17.03.F** Facilitate warm up pitches between innings.

17.04 Players

- 17.04.A** Hustle on and off the field.
- 17.04.B** Know your position in the batting order.
- 17.04.C** Know your assigned position.