

## **NYBA CLASSIC TOURNAMENT**

### **MINORS LEAGUE RULES AND REGULATIONS**

This is a list of rules and regulations that will be in effect for the NYBA In House Minors Classic Tournament. Any situations that are not covered by the NFHS (National Federation of State High School) or on the NYBA website will be determined by the NYBA In House President and the Minors Coordinator

#### **COACHES**

Every coach that is part of the team will need to complete the Trusted Coaches training. All levels of training must be complete. The Minors Coordinator will be responsible for checking a copy of the certificates from every coach on a team prior to the team's first game.

#### **GAME EQUIPMENT**

1. Decisions made by the Umpire regarding equipment are final.
2. No metal spikes
3. Proper helmets must be worn while batting, baserunning and catching in accordance with the NFHS guidelines.
4. Bats with one-piece rubber grip and knob combination are ILLEGAL.
5. Bat Restrictions: **All bats must have the new USA stamp (unless using a -3 BBCOR bat).**
6. Wooden bats are allowed.

#### **PENALTY FOR ILLEGAL EQUIPMENT:**

On the first violation for when the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat the batter is automatically out. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. Also, the head coach shall be restricted to the bench/dugout for the remainder of the game.

On the second and subsequent violation for entering the box with an illegal bat, the batter is automatically out and the head coach shall be ejected.

On detected violations for the use of a damaged helmet, the helmet shall be immediately removed from play.

#### **PLAYING RULES**

National Federation of High School rules shall govern play, except where modified in this booklet.

1. The official schedule is on the NYBA website calendar. It is the team's responsibility to be aware of any changes and to be in the right place at the right time.
2. Responsible adults must supervise teams at all times, on and off the field.
3. Home team is required to rake fields and assist field supervisor between and after games.
4. A 10-minute grace period will be allowed for a team's game before a forfeit is declared.
5. A 10 run rule is in effect throughout the entire season. Games will end at the conclusion of 3 ½ innings (home team) or 4 innings (visiting team) if the score differential is 10 runs or greater.
- 6.. Base Running Rules: (Head first sliding is permitted at any base at any time). Stealing is permitted however a runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner in violation is out. Dropped 3rd strike – Batter is out, runners may advance at their own risk, and ball is live. Must use free substitution and must bat entire bench. **Runners may advance to home on a passed ball.**
7. A courtesy runner will be allowed for the current catcher anytime. This means the catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.
8. Teams can use players from other teams or the Rookies league to substitute if they are short players. These players must play in the outfield and bat last.
9. If a player comes late to a game or leaves early, in a round robin batting order you close the batting order up (eliminate the batting spot if player left) or for the player coming late you open up the batting order (add the batting spot at the bottom of the order). If a player is injured during the game you close the batting order up (eliminate his batting spot). It is not an out when his spot comes up to bat. If a player is ejected in a game then that batting spot is an out each time it comes up. If a batter gets hurt during his at-bat, then the next batter in order will assume his count.
10. **Game Length / Time Limits: 6 innings. No new inning shall begin after 1 hours and 20 minutes.**  
**\*\*In Pool Play games, if the score is tied at the end of regulation and the time limit has not expired, the game shall continue. Games may end in a tie in pool play once the time limit is reached. When the time limit is reached after an**

**inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.\*\* \*\*There is no time limit in bracket play. \*\***

11. Only players listed on the team roster may occupy the team bench. One batboy and one scorekeeper may occupy the bench in addition to team coaches. Any adult that is on the bench must have taken the Trusted Coaches training. The NYBA In-house President reserves the right to limit the number of coaches per team.

**12. NEW for 2018 Bracket play pitch count -- 120 pitches per tournament / 80 pitches per day max\*\*\*\***

VIOLATION of pitch count restrictions will result in the Head Coach being ejected for the remainder of the game and the team will forfeit the game of infraction. The pitcher in violation of rule will be ejected for the game of infraction and the next game.

13. Trips to the Mound: Two trips to the mound are allowed PER PITCHER, PER GAME. On the second trip the pitcher must be removed from the pitcher position for the remainder of the game, (This is also considered "removed by rule").

14. Legal Pitches: the following pitches are legal, fastballs, straight changeups, palm balls and knuckleballs. All other pitches, including but not limited to curve balls, knuckle curves, sliders, etc. shall be considered illegal. 1st offense – warning; 2nd offense pitcher and head coach are disqualified for the remainder of that game.

15. Balks: A balk may not be called unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base.

16. Ejections:

Any coach, parent or spectator ejected from a game will be suspended for the remainder game. These individuals may not be within 200 of the team bench throughout the remainder of the game. Any player ejected from a game will be suspended for the remainder of that game plus the next game. If the suspended party negatively affects the game in any way, they will be removed from the park. If the individual(s) refuses to leave promptly and orderly the police will be called.

17. In the event of inclement weather (or for any other reason) during the game, the In-House President, Minors Coordinator or other NYBA board member in charge reserve the right to do whatever necessary to complete the games, including but not limiting to the changing of the game formats, shortening games, etc. The

decision of a NYBA board member in charge is final.

19. All disputes will be handled on the field.

#### POOL PLAY TIE BREAKER METHODS:

- a. Won-Loss-Tie Record
- b. Head to head
- c. Least number of runs allowed against tied teams
- d. Run differential against tied teams (maximum plus or minus 10 run)
- e. Least number of runs allowed in total pool play
- f. Run differential in total pool play (maximum plus or minus 10 run)
- g. Coin toss

If more than 2 teams are tied, please use examples below:

Example #1: If no teams are tied AFTER applying tie breaker #3 as in Team A = 8 runs allowed, Team B = 10 runs allowed, Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, Team B is #2, and Team C is #3.

Example #2: If two teams are tied AFTER applying the tie breaker #3 and determining the #1 Seed as in Team A = 8 runs allowed, Team B = 12 runs allowed, Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

Example #3: If two teams are still tied AFTER applying the tie breaker #3 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

Win = 2 points

Loss = 0 points

Tie = 1 point