



NBSA House League Baseball Rules

| | Rookie | Coach Pitch | Machine Pitch | H | G | F | E |
|--|--|------------------|---------------|--|-------------------------------------|------------------------|------------------------|
| Governing Rules | PONY: Governed by Major League Baseball Rules | | | | | Per League Rules | |
| Game | | | | | | | |
| Minimum # of Players | A team can play with a minimum of 7 players. In the event that less than 9 players are available for defense, the team may borrow players from the opposing team. Those players should play outfield positions. | | | | | Per League Rules | |
| # of Innings | 6 innings | | | | | 7 innings | |
| Complete Game | 4 innings (3-1/2 innings if home team is winning) | | | | | | |
| | Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game</u> - <u>suspended games are not allowed</u> . If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied. | | | | | | |
| Game Time Limit | 60 minutes | 75 minutes | 90 minutes | 2 hours | | Per League Rules | |
| | New inning cannot begin after time limit. New inning begins immediately after third out of the previous inning. During weather delays, the clock is suspended until play restarts. Start time is earlier of first pitch or scheduled game time. | | | | | | |
| Weather | Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, the NFHS rules are in effect. NFHS rules call for a 30-minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin. | | | | | | |
| Mercy Rule | NA | | | 10 runs after 5 innings | | | |
| | If a mercy is reached at the top of an inning, the league encourages teams to allow the home team a final at bat if both coaches and the umpires agree. | | | | | | |
| Maximum Runs/Inning | 5 | | | | | 5 | Unlimited |
| | This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well. | | | | | Last inning unlimited | |
| Tie games allowed | Yes | | | | | | |
| | Extra innings may be played if time limit allows. | | | | | | |
| Reporting of Game Results | No Scores / Standings Recorded | | | Scores: Winning team is responsible for reporting scores. | | Per League Rules | |
| Pitching | | | | | | | |
| Format | Coach Pitch or T | Coach Pitch or T | Machine Pitch | 3 innings machine / 3 innings kid pitch | | Kid Pitch | |
| Walks | No | | | 3 BB per inning. After 3rd walk inning becomes "no walks". HBP does not count as BB. | | Yes | |
| Balk Warnings | NA | | | Unlimited - Educational per umpire discretion. | | 1 Per Pitcher Per Game | 1 Per Pitcher Per Game |
| Fake to 3B – Throw to 1B | Balk | | | | | | |
| Hit Batter Limitation | For all NBSA games a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion. | | | | | | |
| Maximum # Outs Pitched | NA | | | 2 innings per pitcher per game per day. | 9 Outs Per Pitcher Per Game Per Day | Per League Rules | |
| | | | | A pitch thrown during an inning counts as a full inning. No partial innings | | | |
| Pitcher cannot pitch in consecutive games | | | | | | | |
| Exceeding the maximum outs allowed in the case of a double or triple play shall not be counted against the pitcher. Once a pitcher is removed from pitching, he/she cannot pitch again in current game regardless of number of outs pitched. If it is determined that a pitcher has exceeded the maximum # of outs pitched, the pitcher shall be immediately removed from the pitching position. | | | | | | | |



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| Base Running | | | | | | | |
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| Sliding | For all NBSA games, High School Rules will apply. Refer to NFHS rules Sections 2-32 & 8-4-2b which is published at the end of these rules. NOTE: A runner is NOT required to slide. If the runner does slide, it must be a legal slide (see rule below). If the runner doesn't slide, he must avoid interfering with the play. Ejection of the runner is the umpire's discretion if malicious intent is determined. | | | | | | |
| Lead-off | No. One warning per team. Runner will be called out if leading off. | | | | Maximum of 5 feet | Yes | Yes |
| Stealing | No | | Machine Pitch innings- None; Kid Pitch innings - 3rd base only. Ball must cross plate before leaving base. Runner may not advance home on missed throw down. One base limit on all other overthrows. | Yes | Yes | Yes | |
| Stealing Home | No | | | | Limited 1 maximum per inning as a result of a steal or pitcher- catcher exchange (wild pitch, passed ball, catcher to pitcher toss) | No limitation | No limitation |
| G Clarifications: 1) If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty. 2) If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt. | | | | | | | |
| Equipment | | | | | | | |
| Pitching Machine | For Boys Machine Pitch, the team batting will provide a coach to work the pitching machine. | | | | | | |
| Bat Restrictions: | USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards. Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF mark. Older big barrel bats will not be allowed. Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF mark as well. Also, BBCOR-certified and solid (one-piece) wood bats are legal. | | | | | | |
| Spikes/Shoes | Rubber or Plastic Cleats Only (No Metal) | Rubber or Plastic Cleats Only (No Metal) | Rubber or Plastic Cleats Only (No Metal) | Rubber or Plastic Cleats Only (No Metal) | Rubber or Plastic Cleats Only (No Metal) | Metal, Rubber or Plastic Cleats Allowed | Metal, Rubber or Plastic Cleats Allowed |
| Speed Up | | | | | | | |
| Courtesy Runner for Pitcher and/or Catcher | NA | Optional | Optional | Optional | Optional | Optional | Optional |
| For purposes of this rule, the position of pitcher or catcher is determined by the player's position in the previous defensive half inning. For the first half of the first inning, the position is determined by the roster. The courtesy runner is the player that made the previous out, either batted or on bases. If an improper substitution is made, the correct substitution will be made upon notification of the improper substitution. | | | | | | | |
| Field Dimensions | | | | | | | |
| Pitching Distance | NA | | 46' 0" | 50' 0" | 54' 0" | * | |
| Base Distance | | | 60 | 70' 0" | 80' 0" | * | |
| Batter | | | | | | | |
| 3rd Strike Rule Applies? | No. On a dropped 3rd strike, the batter is out and the ball is live. | | | | | Per League Rules | |
| Infield Fly Rule | No | | | | Yes | | |



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| Roster/Player: | | | | | | | |
| Minimum/Maximum Roster Count | Min 10 / Max 15 | | | | | | |
| Minimum/Maximum # of Hitters in Line-up | All Uniformed Players Hit | | | | | | |
| | Continuous batting order for G-League and younger | | | | | | |
| Minimum Defensive | 6 Outs in the infield | | | | | | |
| Playing Time | Player/Game | | | | | | |
| | This rule applies to all NBSA games including those ending in a tie, by mercy or time limit. Coaches must manage this to insure that all players play a minimum of six (6) defensive outs in the infield regardless of the length of the game. | | | | | | |
| 4 th Outfielder | Yes | | | For G only: If both managers agree prior to the game, a 4 th outfielder may be used. If used, this additional player may only be positioned in the outfield. | | | |
| Time Out | NA | The umpire will award time once the ball is in possession of an infielder within the infield area. Once time is called, runners that have not advanced beyond the halfway point between two bases will be sent back to the previous base. The umpires judgement is final -no arguing will be tolerated. | | NA | | | |
| Late Players | Late players should be inserted at the bottom of the lineup. Late players are not required to play 2 innings in the infield. | | | | | | |
| Governing Rules | <p style="text-align: center;">PONY</p> Governed by Major League Baseball Rules | | | | | Per League Rules | |
| Absent Without Injury or Illness | For all NBSA games, if a player becomes absent during the game for a reason other than injury or illness the player will be skipped in the lineup without penalty. A player who leaves the game early is not required to play 2 innings in the infield. | | | | | | |
| Ejected Players, Coaches and Managers | Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next NBSA game. Additional suspensions and/or disciplinary actions may be enforced pending the NBSA board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. Failure to report a suspended player, coach or manager will be grounds for additional suspensions | | | | | | |