



NATIONAL YOUTH BASEBALL CHAMPIONSHIPS

2021 RULES

1) NYBC TOURNAMENT INFORMATION

- a) Tournament Gate Admission:
 1. Weekly passes available for \$40.
 2. Ages 17 & above: \$10 per person (daily)
 3. Ages 12-16: \$5 per person (daily)
 4. Senior citizens (over 65): \$5 per person (daily)
 5. Players, coaches (4 coaches per team) and Children under 12: Free
 6. Military: Free (Must have valid ID)
- b) Pool Play / Tie Breaker Criteria: Once advanced to the next tiebreaker criteria, do not return to previous criteria.
 1. Teams receive:
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
 2. If two (2) teams are tied: Head to Head (vs. each other)
 - i. Skip this tiebreaker if more than 2 teams are tied.
 3. Points Allowed – Ascending
 4. Points Scored – Ascending
 5. Coin Flip

NOTE: Forfeits will be scored 7-0.
- c) The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues.
- d) NYBC will be a five (5) game guarantee (weather permitting) and will consist of four (4) pool play games that go into single elimination championship and silver bracket play.
- e) The use of sunflower seeds or chewing gum is strictly prohibited on the premises of Baseball Heaven and our offsite fields.
- f) There is no alcohol / tobacco (of any kind) allowed on the premises at Baseball Heaven or offsite fields.
- g) No infield warm up practice unless each team has enough time to take infield between games. Please respect each facility's rules regarding hitting / soft toss into the fences as well as any batting cages rules.
- h) Rule Amendments – The NYBC Committee may review the rules set forth at any time during the year and make changes they deem necessary.

2) PLAYER / TEAM ELIGIBILITY

- a) A player may only play on one team during the NYBC.
- b) NYBC uses age-based divisions with limited grade exception players. Teams are allowed up to five (5) grade exception players on their roster.

Age Based with Grade Exceptions Divisions:

10U Division

Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade (Grade Exception Players are limited to three per team). Also, any player turning 12 prior to September 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

11U Division

Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade (Grade Exception Players are limited to three per team). Also, any player turning 13 prior to September 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12U Division

Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade (Grade Exception Players are limited to three per team). Also, any player turning 14 prior to September 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

13U Division

Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade (Grade Exception Players are limited to three per team). Also, any player turning 15 prior to September 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.

14U Division

Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade (Grade Exception Players are limited to three per team). Also, any player turning 16 prior to September 1 will not be eligible. Players who are 14u are eligible for this division regardless of grade.

1. Each Head Coach must present copies of player birth certificates at check-in and have them on hand at every game. Teams shall be prepared to present birth certificates to the Tournament Director upon request. Coaches not being able to produce a birth certificate will result in a forfeit of that game for the team.
 2. All grade-based players must present a copy of their birth certificate AND current report card, official school ID with grade or any official government document stating the grade.
 3. Teams cannot change their roster after the deadline.
 4. Passports will also be accepted.
- c) A team's players must be in the same uniforms and all present players must have numbers. No duplicate numbers will be allowed.
- d) Molded cleats, tennis shoes or turf shoes must be used on portable mounds and turf fields. No metal spikes are to be worn on all portable mounds and all turf fields. Baseball Heaven and other off-site complexes are all turf fields. Absolutely no metal spikes, sunflowers seeds or chewing gum is allowed!
1. If a player is caught wearing metal cleats on turf or portable mound, the player must change shoes immediately. If no other shoes are available, the player will be removed from the playing field until the shoes are replaced. If this occurs, a player on the bench will act as a substitute for that player. If no substitute is available, the player will be skipped and an out recorded if the player's shoes haven't been changed.
- e) All coaches must be in full uniform to participate in a broadcast game. No exceptions.
- f) All coaches must wear protective helmets while coaching on the field during all games. No exceptions.
- g) Rosters and Insurance

1. Rosters are limited to 18 players per team.
2. Insurance copy must be brought to check-in for each team.
 - i. Team must list "Steel Sports Inc., 100 Somerset Corporate Blvd, Bridgewater, NJ 08807" and "Baseball Heaven Inc., 350 Sills Road, Yaphank, NY 11980" as additional insured.
- h) Final NYBC rosters must be submitted by July 12, 2021 at 5 p.m. ET.

3) RULES OF PLAY

Any rule not specifically mentioned below will follow Major League Baseball's [Official Rules](#).

a) **Pool Play Time Limits:**

11U-12U will play six (6) innings and have a time limit of 1 hour & 50 minutes.

13U will play seven (7) innings and have a time limit of 1 hour & 50 minutes.

1. No new inning may start after the time limit elapses.
2. If the home team is ahead when time expires, the game will be declared final immediately.
3. When the time limit has been reached (in a POOL PLAY GAME) and both teams are tied, that game will end in a tie.
4. If a game ends in a tie with time left, the result is a tie.
5. Coin flip will determine home / visiting team during pool play.
6. Official game time will start at the end of the plate meeting. Umpires will announce to the home team's scorekeeper the official start time. Please have teams ready to go after the plate meeting is over.
7. The Tournament Director reserves the right to modify time limits at any time.

b) **Championship and Silver Bracket Playoff Time Limits**

11U-12U will play six (6) innings and have a time limit of 1 hour & 50 minutes.

13U will play seven (7) innings and have a time limit of 1 hour & 50 minutes.

1. No new inning may start after the time limit elapses.
2. If the home team is ahead when time expires, the game will be declared final immediately.
3. In all divisions, when the time limit has been reached (in a BRACKET GAME) and both teams are tied, the teams will play one (1) extra inning.
4. If still tied after the extra inning, the game will go into the tiebreaker rule: Last batted out on second base, no outs, no count on batter.
5. Semifinal and Championship games will have no time limit.
 - i. If a game is still tied after nine innings, the game will go into the tiebreaker rule: Last batted out on second base, no outs, no count on batter.
6. Mercy rule applies to all bracket games.
7. Team with the better seed will be the home team during bracket play.
8. Official game time will start at the end of the plate meeting. Umpires will announce to the home team's scorekeeper the official start time. Please have teams ready to go after the plate meeting is over.
9. The Tournament Director reserves the right to modify time limits at any time.

c) **Batting Order and Extra Players**

FOR NON-BROADCAST GAMES: 11U-13U teams will have the option to bat 9, 10 or 11 players with the option for a Designated Hitter (DH) and up to two Extra Hitters (EH). The Head Coach will declare his choice of batting order to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a choice is made, it cannot be changed for that game. Lineup cards must be exchanged at the plate meeting between opposing teams. Substitutes must be listed on the lineup cards.

1. Nine (9) players in the batting order and listed on the lineup card. Designated hitter (DH) allowed. (All other players are substitutes). Starter may re-enter once.

2. **Extra Hitter(s):** Ten or Eleven (10-11) players in the batting order and listed on the lineup card. Designated hitter (DH) allowed. Free substitution (defensive players) among the ten/eleven (10-11) players listed on the batting order.
 - i. NOTE: For all BROADCAST GAMES, teams are allowed one (1) extra hitter.
3. **Starter Re-Entry:** Starters must re-enter at the same place in the batting order. Once removed, a starting pitcher may not re-enter as a pitcher.
4. Once a pitcher leaves the mound, that player may not re-enter as a pitcher.

A team can start with 8 players. The 9th position will be an automatic out until that position can be filled. If a player is injured and a team falls to 8 players then an out will be recorded each time that player comes up in the order. If a team falls to 8 players due to ejection, then the team will take an out each time when that batter comes to turn. If a team falls to 7 players, the game is considered a forfeit.

1. You cannot intentionally walk a player to get to the 3rd out if only 8 players are present. It is the home plate umpire's judgment if he believes the pitcher is trying to "pitch around" the batter to walk him and will not be allowed.

d) **Bat Restrictions**

1. **11U-12U:** Bats must be BPF 1.15, USABat, BBCOR or wood.
13U: Bats must be BPF 1.15, USABat, BBCOR or wood with a length-to-weight ratio maximum of -5 (5 ounces).
2. PENALTY: Penalty for an illegal bat will be the result of the play or an out. The coach will be warned. If any player uses the bat again, the player will be out and the coach will be ejected. The bat will remain with the Tournament Director until the end of the tournament.
3. See Addendum for additional bat regulations.

e) **Base / Pitching Dimensions & Field of Play**

1. **11U-12U:** 50' pitching and 70' bases
13U: 60'6" pitching and 90' bases.
2. For 12U on Fields 5 & 6, a batted ball going over the net will be a home run. Any ball hit off the net in fair territory will be a live ball.

f) **Mercy Rule**

15 runs after 3, 10 runs after 4 innings and 8 runs after 5 innings. (Equal at-bats are required)

1. If a team goes up by 20 runs at any time after two (2) innings, the game will be declared final (drop dead).

g) **Courtesy Runners**

Courtesy runners are optional at any time for the pitcher and catcher only. The courtesy runner shall be the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the last person in the lineup will be the courtesy runner.

h) **Injuries**

If a player becomes injured and is unable to continue playing, his spot in the batting order shall be skipped (if no substitute is available) and an out will be recorded each time his position comes to bat. Once an injured player leaves the batting order, he is done for the remainder of that game.

i) **Official Game Called Due to Weather or Field Conditions**

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed:

1. 6-inning game = 3 innings or 2 ½ (if home team is leading), will constitute a completed game.
2. 7-inning game = 3 innings or 2 ½ (if home team is leading), will constitute a completed game.

If a game is not official as described above, the Tournament Director will either:

3. Suspend the game and arrange to have it resumed where it left off, or
4. Cancel the game such that it does not count toward tournament standings.

Should a Championship game be interrupted by weather, darkness or unplayable field conditions, and is not an official game per the above Rule, then the score at the end of the last full-completed inning will determine the Championship team. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.

j) **Tag Play – Slide Rule**

Whenever a tag play is apparent, a runner must slide or attempt to avoid contact with the fielder and / or catcher. Attempting to jump, hop or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. No fake tags allowed. Malicious contact shall supersede all obstruction penalties.

1. PENALTY: The runner shall be called out and may be ejected from the game at the umpire’s discretion.
2. COMMENT: When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

k) **Force Play – Slide Rules**

NFHS slide rule will be enforced. On all plays, the base runner should avoid contact. S/he cannot interfere with a fielder making a play. If the runner slides, the slide must be on a direct line between the bases. A runner is not required to slide but if a runner elects to slide, the slide must be legal. On the violation, the ball is dead, and the runner and the batter-runner are out. If an umpire decides a player’s approach to a base or home plate is malicious, the base runner may be ejected from the game. **NOTE:** This is an umpire’s judgment call. Because it is a judgment call it cannot be argued or protested.

l) **Manager / Coach Mound Visits**

This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning.

1. A second (2nd) visit to the same pitcher in the same inning will cause this pitcher’s automatic removal from the pitching position. A manager or a coach is considered to have concluded his visit to the mound when he leaves pitching circle surrounding the pitcher’s rubber.
2. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.

m) **Pitching Restrictions – MLB Pitch Smart**

Steel Sports and the NYBC have adopted the MLB Pitch Smart Guidelines.

| Age Division | Daily Max Pitches | 0 Days Rest | 1 Day Rest | 2 Day Rest | 3 Day Rest | 4 Day Rest |
|--------------|-------------------|-------------|------------|------------|------------|------------|
| 11U-12U | 85 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 13U | 95 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |

1. Coaches will monitor pitch counts for their team and the opposing team. After each half inning, coaches must notify each other and the plate umpire the number of pitches thrown that ½ inning. The home plate umpire will settle any disputes on field regarding pitch counts each ½ inning. If the home plate umpire does not settle any disputes, a formal protest must be filed per Rule 4 b.
 2. Pitches thrown in a game that ends in a forfeit will be counted towards their pitch count for that day.
 3. EXCEPTION: If a pitcher reaches the limit imposed for his/her division age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher's pitch count will revert back to the previous limit.
 - i. Example 1: Player is at 19 pitches and a new batter is up. The pitcher throws 3 pitches to the batter and he strikes out. The pitcher is then replaced and the pitches recorded for that inning will only be 20 pitches.
 - ii. Example 2: Player is at 16 pitches and a new batter is up. The pitcher throws 4 pitches (to reach 20) and the batter hits a single. The pitcher throws to the next batter 1 pitch (to reach 21) and he pops up. That pitcher is ineligible to pitch the next day.
 - iii. Example 3: Player is at 17 pitches. The batter has a good at bat and is fouling off pitch after pitch. 11 pitches later, the batter hits a home run. The pitcher is removed and is only charged for pitching 20 pitches.
 4. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game
 5. It shall be the responsibility of each team manager to challenge Pitch Count Limit violations by notifying the Umpire-in-Chief and then filing a Protest with the Tournament Director. A protest may be filed at any point after the player in violation throws a pitch beyond any Pitch Count Limit(s) AND while the player in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play
 - i. PENALTIES: For a first offense, the pitcher will be immediately removed and ejected from the game (they can remain in the dugout), and they will be ineligible to pitch for the remainder of the tournament. The head coach will be ejected, must leave the field, and will face a mandatory one-game suspension (not including the current game).
(a) Second offense: The team will forfeit the game.
 6. No player can appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- n) **Intentional Walks**
 Teams can call for intentional walks without throwing four (4) balls. The Head Coach must notify the umpire of the intentional walk. The four balls will not count toward a player's pitch count.
1. Teams can call for intentional walks in the middle of an at-bat, however, any pitches thrown up to that point will count toward the player's pitch count. The remaining balls to achieve the walk will not count.
- o) **Balks**
 In all divisions, balks will be called with no warnings given.
1. The fake to third, throw to first move is ILLEGAL per MLB rules. See MLB Rule 8.05(c).

- p) **Dugouts**
During pool play, dugouts are first come, first serve. During bracket play, the team with the higher seed gets first selection of dugout.

4) PROTESTS

- a) Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the plate umpire and then to the Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest must be filed prior to the umpires leaving the field of play. No protest will be allowed following the game. Tournament officials will rule on all protests and their decisions shall be final.
- b) Any protest fee is \$300 cash. If the protest is upheld, the fee shall be returned.

5) SPORTSMANSHIP & EJECTIONS

- a) All players, coaches, managers and spectators are expected to conduct themselves in a sportsmanlike manner at all times.
- b) Any player, coach, manager or spectator whose conduct is inappropriate or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the Tournament Director.
- c) Coaches will be responsible for their fans. If a fan is not conducting themselves in a sportsmanlike manner the fan and / or the coach will be ejected from the game.
- d) Any player, coach, manager or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight or altercation shall be immediately ejected from the game and may be banished / suspended from the NYBC and other future NYBC, Steel Sports or Baseball Heaven Tournaments.
- e) Any player, coaches, managers and spectators that are ejected will be removed for the remainder of that game plus one additional game. It is at the Tournament Director's discretion if they want to uphold the plus one game removal and allow the player only to participate in the next game.
- f) Any player ejected from a game will immediately be confined to the dugout area for the remainder of the game. If the Umpire / Tournament Director deems necessary, the player can be asked to leave the vicinity of the playing field.
- g) Any coach, manager, sponsor or spectator ejected from a game shall immediately remove him/herself from "sight & sound" of the playing field for the remainder of the game. Additional penalties may be assessed at the discretion of the Tournament Director.
- h) Throwing of equipment can result in an automatic ejection. This is the umpire's discretion.
- i) Abusive language or cursing will not be tolerated and will result in an automatic ejection.
- j) All persons ejected may be asked to leave the park and / or venue at the discretion of the Tournament Director.
- k) **Tobacco Rule:** There will be NO FORM of ANY tobacco products on the field of play. If found, this will lead to an automatic ejection and a minimum of a one (1) game suspension.
- l) If necessary, a team may be forced to forfeit a game and / or be removed from the tournament.

6) BASEBALL HEAVEN PARK POLICIES

[Click Here to review the BBH Park Policies](#)

ADDENDUM BANNED BATS

The following is a list of bats that do not comply with the 1.15 BPF standards and are banned from competition during all play at the National Youth Baseball Championships. Withdrawn bats that have been retooled by DeMarini to meet the 1.15 BPF standards are allowed. These bats will have a high-visibility, orange end cap, new approval marking and a new model code: CBZR-17 or CBRR-17.

| Manufacturer | Model | SKU |
|------------------|--|---|
| DeMarini | 2017 CF Zen Balanced (-8) 29"/21 oz | WTDXCBR 2129-17 |
| DeMarini | 2017 CF Zen Balanced (-8) 30"/22 oz | WTDXCBR 2230-17 |
| DeMarini | 2017 CF Zen Balanced (-8) 31"/23 oz | WTDXCBR 2331-17 |
| DeMarini | 2017 CF Zen Balanced (-8) 32"/24 oz | WTDXCBR 2432-17 |
| DeMarini | 2017 CF Zen SL 2 ¾" (-10) 28"/18 oz | WTDXCBZ 1828-17 |
| DeMarini | 2017 CF Zen SL 2 ¾" (-10) 29"/19 oz | WTDXCBZ 1929-17 |
| DeMarini | 2017 CF Zen SL 2 ¾" (-10) 30"/20 oz | WTDXCBZ 2030-17 |
| DeMarini | 2017 CF Zen SL 2 ¾" (-10) 31"/21 oz | WTDXCBZ 2131-17 |
| DeMarini | 2017 CF Zen SL 2 ¾" (-10) 32"/22 oz | WTDXCBZ 2232-17 |
| DeMarini | 2017 CF Zen Zero Dark 2 ¾" (-10) 29"/19 oz | WTDXCBZ 1929-17F1 |
| DeMarini | 2017 CF Zen Zero Dark 2 ¾" (-10) 30"/20 oz | WTDXCBZ 2030-17F1 |
| DeMarini | Custom 2017 CF Zen 2 ¾" (-10) | WTDCCBZ17V |
| DeMarini | Custom 2017 CF Zen Balanced (-8) | WTDCCBR17V |
| Marucci | Cat5 MCB2 33"/30 oz BBCOR | |
| Nike | BT0636 CX2 | |
| Dirty South Bats | Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only) | |
| Easton | Ghost X (30/20 only) – USABat | YBB18GX10 30/20 LL18GHX 30/20 (Japanese) |