



BASEBALL
New Brunswick/Nouveau-Brunswick

Baseball NB Competitive 13U League Rules and Regulations
2023

1. Game Procedures

- 1.1 In addition to the Baseball NB Game Procedures, the following amendments will be included for all competitive league games: between inning time limit of 90 seconds.
- 1.2 Teams shall arrive at the designated playing field at least forty-five (45) minutes prior to the scheduled starting time of the game. Starting 25 minutes before the designated time of the game, the home team shall have the field for 10 minutes for infield/outfield practice. The visiting team shall then have the field for ten (10) minutes for infield/outfield practice. A meeting at home plate among the Head Coaches and the umpires shall follow this.
- 1.3 It is encouraged that all games declare a winner.
- 1.4 The starting lineup, including all available substitutes listed, shall be given the official scorer at least 15 minutes prior to the start of the game. The list shall include the surname of each player, coach, and manager with his/her usual first name and his/her uniform number. The uniform number is to be listed to the left of each name and the playing position of the starting players listed to the right of each name.
- 1.5 Twenty minutes prior to turning over the official line-up cards to the umpire, team managers will indicate to each other if they plan "left" or "right" handed pitcher to start the game.
- 1.6 In the event that a player is injured during league games and a team has no other players available for selection OR in the event of an ejection, the game would proceed with the remaining players, without forfeit. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit.
- 1.7 To ensure the enforcement of the official rules of the game as adopted by Baseball New Brunswick, the playing rules as set out in the current Baseball Canada Rule Book shall apply for all classifications. All members shall conduct themselves in a manner considered to be in the best interests of the game.

2. Team Registration and Eligibility

- 2.1 Any team registered with a Baseball NB Competitive League must be affiliated with an association registered with Baseball New Brunswick.
- 2.2 All member teams of the Federation are required to register annually with the Federation on or before May 12th of the playing year to be eligible to participate in provincial playoff in that playing year.
- 2.3 Any community without an association must register their players and teams with Baseball New Brunswick.
- 2.4 Each team is authorized to have a minimum of 1 manager, 1 head coach and 2 assistant coaches to be indicated at the time the team is registered. Complete address, including postal code, telephone number, and NCCP number must be reported to the League Coordinator and Baseball NB Executive Director at the same time.
- 2.5 All coaches registering with Baseball New Brunswick must complete "a consent for disclosure of criminal record" at the time of registration and each Association must follow through with obtaining information, as required.
- 2.6 The proper Baseball New Brunswick roster forms must be complete in accordance with the provisions of Section 3.0 in the Baseball NB By-laws and must be forwarded on or before June 30 to the Baseball NB Executive Director. The names and complete email addresses of all officers, officials and players of the registered team must be indicated on the roster form. All roster forms must be submitted electronically.
- 2.7 Any coach not properly certified in the Baseball NCCP program will not be permitted to participate in the league. The qualifications are as follows:
 - 2.7.1 All 13U Head coaches are required to have courses 1 through 8.
 - 2.7.2 All additional 13U coaches are required to have courses 1, 2, and 3.

2.7.3 Course list:

1. Coach initiation in Sport – online
2. Initiation in Baseball Fundamentals – online
3. Safe Sport
4. Planning Clinic
5. Absolutes Clinic
6. Teaching and Learning Clinic
7. Pitching and Catching
8. 13U Video Package

3. League Schedule

- 3.1 The schedule will begin each year at the discretion of Baseball New Brunswick.
- 3.2 All teams will be provided with a schedule template that will include weekly matchups. Home and away teams will be identified within the schedule template. Coaches and managers will need to determine amongst themselves the exact time, date and location the games are to be played.
- 3.3 Coaches will be provided with login information to access the team website through RAMP. Coaches/managers must input their home schedule into the website, as well as the results from their home games. Standings will then be reflected on the Baseball NB website.
- 3.4 All teams must meet their schedule requirements to be eligible to participate in Baseball NB provincials, and/or Baseball Atlantic Championships.
- 3.5 All postponed games must be rescheduled within 3 days of the original date of the postponed game. The rescheduling will be run through the league coordinator to assure both teams are able to attend the rescheduled date.
- 3.6 Any team needing to cancel or reschedule a game must notify the opposing team 24 hours in advance of the start time of the scheduled game. After notifying the opposing team, the League Coordinator is to be informed of the cancellation.
- 3.7 All games are encouraged to be completed in full. In instances of a tie game, extra inning procedures (found below) are to be followed.

4. Rules

- 4.1 The length for all 13U Baseball NB Competitive league games shall be 7 innings. Games shall be considered complete if 4 innings have been played, should the game be called for weather/unsafe playing conditions.
- 4.2 After 2 hours of play (starting at first pitch), no new inning shall be started. Innings that are in progress may be completed.
- 4.3 13U A level games must come to a hard stop 2 hours and 15 minutes after first pitch.
- 4.4 All teams' players must bat in their lineup. Teams do not have the option to reduce their order to the same size as the opposing team.
- 4.5 Teams have unlimited substitutions for all defensive positions.
- 4.6 A player must be registered on the starting defensive line up when he/she is present, at least one game out of two. (An equitable usage of players is recommended – e.g., if in two games a team plays 14 innings in defence, a player should play a minimum of 7 innings over these two games).
- 4.7 Innings Runs limits:
 - 4.7.1 13U AA – 5 offensive runs per inning. Except the last inning, which is an open inning.

- 4.7.2 13U A – 3 offensive runs per inning. Except the last inning, which is an open inning.
- 4.7.3 If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs even if the total runs go over the limit.
- 4.8 A ten-run mercy rule shall apply after the 5th inning or 4.5 innings if the home team is ahead.
- 4.9 When all players are placed in the batting order, in the event of an injury/ejection, the team shall skip over the injured/ejected batter turn at bat and proceed to the next batter in the batting order.
- 4.10 The minimum standard of baseball to be used in league play is a 65CC Rawlings baseball. Mizuno baseballs are also approved for play.

5. Pitch Count Rules

0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest	2 Day Maximum	4 Day Maximum
0-30	36-45	46-60	61-75	76-85	85	120

- 5.1 A pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined do not exceed the 0 days rest threshold. If the pitcher's day 1 plus day 2 pitch counts exceed the 0 days rest threshold, they require at least one day rest.
- 5.2 When a pitcher reaches the maximum number of pitches allowed for a day's rest threshold (see table above), he/she may complete the at-bat without the penalty on days of rest, as long as he/she does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.
- 5.3 The coach or manager must acknowledge this to the umpire prior to the next pitch (the pitch that will break the threshold). The umpire would then notify the scorekeeper.
- 5.4 Once a player assumes the position of pitcher, they cannot catch for the remainder of that calendar day.
- 5.5 A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.
- 5.6 Any violation of any part of the pitch count rules will result in infractions and sanctions. Please refer to the Infractions and Sanctions Guidelines.

6. Equipment Guidelines

- 6.1 Bat: Aluminum bats are permitted, up to a -10 rating (length-weight)
- 6.2 Shoes: Shoes with metal cleats or "spikes" are prohibited. Rubber molded cleats on running shoes are permitted.
- 6.3 Religious headgear that is consistent with Baseball Canada safety and recognized uniform code requirement is permitted.

7. Recommended Field Dimensions

The playing field shall conform to the following measurements:

- 7.1 The distance between all bases shall be seventy (70) feet.
- 7.2 The distance between the point of home base and the front side of the pitcher's plate shall be forty-eight (48) feet.
- 7.3 The batter's box shall be rectangular in shape, the size being 6 ft. x 3 ft. & shall extend to the front from the centre of home plate, 3 ft and an equal distance of 3 ft to the rear. The inside line shall be four (4) inches from the plate.

- 7.4 The pitcher's mound shall be raised to a gradual slope at a height of 6 inches above the levels of the base paths. Optional for league play but it is mandatory for all Inter-Provincial play.
- 7.5 The coaches' box shall be 8x12 feet & not closer than ten (10) feet to the base path.
- 7.6 The backstop (behind home plate) shall NOT be less than 25 feet nor MORE than 40 feet from home plate.
- 7.7 The following outfield fence distances are recommended: Left and right field foul line (180 feet min., suggested 200 feet), (Centre field 200 feet min., suggested 225 feet).
- 7.8 The use of safety bases is permitted at this division but not mandatory.

8. Extra Inning Procedure

If the game is tied at the completion of regulation (7 innings), the following procedures will be implemented during extra innings for all league games:

- 8.1 Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs (see example below to confirm who is on first and second).
- 8.2 The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended (see example below to confirm who is at bat).
- 8.3 The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.
- 8.4 Example: If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins with the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base. With the exception of beginning the inning with runners on first and second base with no one out, all other "Official Baseball Rules" and "Canadian Rules" will remain in effect during extra innings required to determine a winner.

9. Infractions and Sanctions Guidelines

Type of Offense	Offender	First offense	Second offense	Third offense
VERBAL ABUSE AND INAPPROPRIATE GESTURES				
Inappropriate gestures at an umpire and or other	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 2 games	Ejection from game + 3 games
Inappropriate comments directed at an umpire (prior / during / post game)	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 2 games	Ejection from game + 3 games
Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from the game + 2 games	Ejection from game + 3 games
Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting (Warnings issued)	Head Coach / Manager	Ejection from game + 1 game	Ejection from game + 2 games	Ejection from game + 3 games
Verbal Abuse - balls / strikes / safe / out / balks	Player / Coach / Manager or other	Ejection from game	Ejection from game + 1 game	Ejection from game + 2 games
Prolonged arguing after point of ejection	Player / Coach / Manager or other	An additional 1 game	An additional 3 games	An additional 5 games
Threatening an umpire, before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or other	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 32 games
Threatening an opponent, before, during or after a game. (I.E. not limited to) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or other	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 32 games

Any person who behaves in a manner deemed to be objectionable based on race, religion, country of origin, disability, sexual orientation or some other factor.	Player / Coach / Manager or other	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 32 games
INAPPROPRIATE CONDUCT AND ACTIONS				
Restrained from confronting umpire / player	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Not leaving dugout after ejection	Player / Coach / Manager or other	Additional 1 game	Additional 3 games	Additional 5 games
Returning to playing field / dugout after an ejection	Player / Coach / Manager or other	Additional 3 games	Additional 5 games	Additional 10 games
Returning to playing field / dugout after an ejection - participation in fight or bench clear	Player / Coach / Manager or other	Additional 5 games	Additional 10 games	Additional 32 games
Leaving the dug-out to participate in fight or dispute an umpire call	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Contact rule (non-Intent to Injure)	Player	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Charging the mound (not fighting)	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Actions causing benches to empty	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Actions during bench clearing (not physical Violence)	Player / Coach / Manager or other	Ejection from the game + 1 game	Ejection from the game + 3 games	Ejection from game + 5 games
Throwing equipment/debris onto field from dugout	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Ejection from game from 5 th inning on	Player/coach / Manager	Additional 1 game	Additional 3 games	Additional 5 games
Ejection from game at end of the game	Player/coach Manager	Additional 2 games	Additional 4 games	Additional 6 games
Wilful violation of pitching rule	Player/Coach	Player and coach ejected from game + 2 game suspension	Player and coach ejected from game + 6 game suspension for coach	Player and coach ejected from game + Indefinite suspension

		for coach		for coach
Displaying bad sportsmanship (not specifically covered by this policy)	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Team playing an ineligible player, Suspended or player not on official roster	Coach/ Manager/ Or other	Loss of game + Ejection + 3 games	Loss of game + Ejection + 5 games	Loss of game + Ejection + 10 games
Team having an ineligible coach (Knowingly)	Coach/ Manager	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Causing a forfeit game	Player / Coach / Manager or other	one (1) game	Three (3) games	Five (5) games
ACTIONS AND CONDUCT WITH INTENT TO INJURE				
Intentional throwing at batter in the head area (no Warnings Issued)	Pitcher	Ejection from game + 1 game	Ejection from the game + 3 games	Ejection from game + 5 games
Intentional throwing at batter in the head area (no Warnings Issued)	Head Coach / Manager	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Intentional throwing at batter in the head area (Warnings Issued)	Pitcher	Ejection from game + 5 games	Ejection from game + 10 games.	Ejection from game + 32 games
Intentional throwing at batter in the head area (Warnings Issued)	Head Coach / Manager	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Intentional throwing at batter (No Warnings Issued)	Pitcher	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Intentional throwing at batter (No Warnings Issued)	Head Coach / Manager	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Intentional throwing at batter (Warnings Issued)	Pitcher	Ejection from game + 4 games	Ejection from game + 8 games	Ejection from game + 15 games
Intentional throwing at batter (Warnings Issued)	Head Coach / Manager	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Charging the mound (fighting)	Player / Coach / Manager or other	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 15 games
Fighting (shoving or fighting)	Player / Coach / Manager or other	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games

Fighting (aggressive fighting - intent to injure)	Player / Coach / Manager or other	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 32 games
Instigator of a fight	Player/Coach Manager or other	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 32 games
Intent to injure	Player / Coach / Manager or other	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Throwing equipment / debris in opponent's direction	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Actions during bench clearing (physical Violence)	Player / Coach / Manager or other	Ejection from game + 3 games	Ejection from the game + 5 games	Ejection from game + 10 games
Leaving position to participate in a fight	Player / Coach / Manager or other	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Violently throwing equipment	Player / Coach / Manager or other	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Throwing equipment / debris in umpire's direction	Player / Coach / Manager or other	Ejection from game + 4 games	Ejection from game + 8 games	Ejection from game + 18 games
Contact rule (Intent to injure)	Player	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Contact with an umpire (by accident non-violent)	Player / Coach / Manager or other	Ejection from game + 4 games	Ejection from game + 8 games	Ejection from game + 16 games
Contact with umpire (Physical contact by bumping, pushing, tripping, punching, shoving, spitting on, or striking an umpire with equipment / debris)	Player / Coach / Manager or other	Ejection from game + 10 games	Ejection from game + 20 games	Ejection from game + 32 games
CONDUCT AND ACTIONS IN CONTRAVENTION TO PROVINCIAL RULES POLICIES AND/OR REGULATIONS				
Consumption of illegal drugs/narcotics by a minor	Player/coach Manager	Ejection from game + 5 games	Ejection from game + 10 games	Ejection from game + 15 games
Ejection for alcohol during a game.	Player / Coach / Manager or other	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Contravention of BNB policies	Player/ Coach/ Manager	Minimum of 1 game	Minimum of 3 games	Minimum of 5 games

Frequent incidences of ejections by a team (3 occurrences)	Coach	Ejection from game in 4 th occurrence + 1 game	Ejection from game in 4 th occurrence + 3 games	Ejection from game in 4 th occurrence + 5 games
Use of altered bat or glove	Player	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Foreign substance / doctored baseball	Player	Ejection from game + 1 game	Ejection from game + 3 games	Ejection from game + 5 games
Travesty of the game	Player/Coach Manager	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Deliberate disregard of the rules and regulations	Player/Coach Manager	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Activities not listed which endanger the safety of others	Player/Coach/ Manager	Ejection from game + 3 games	Ejection from game + 5 games	Ejection from game + 10 games
Ejection for tobacco use (includes smokeless and e-cigarettes, cannabis)	Player / Coach / Manager or other	1 additional game	3 additional games	5 additional games