



**BASEBALL**  
*New Brunswick/Nouveau-Brunswick*

Baseball NB Competitive 18U 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 12<sup>th</sup> 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 18U head coaches are required to have courses 1 through 10.
  - 2.7.2 All additional 18U 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. Absolutes Clinic
5. Planning Clinic
6. Teaching and Learning Clinic
7. Strategies Clinic
8. Pitching and Catching Clinic
9. Skills Clinic
10. 16U+ 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 scheduled commitment 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 18U 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 18U A league games must come to a hard stop 2 hours and 15 minutes after first pitch.
- 4.4 An offensive inning ends when three outs are recorded or when the offensive team scores the maximum runs per inning amount. 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. However, there is no run limit during the last inning of play.
- 4.5 Each team must have 10 players in their batting order, one player placed in the extra hitter position. See section 9 for extra hitter rules.
- 4.6 Teams have free substitutions for all defensive positions.
- 4.7 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).

#### 4.8 Innings Runs limits:

4.8.1 18U AA – No limit

4.8.2 18U A – 3 offensive runs per inning.

4.8.3 If there is a homerun outside the playing field limits (over the fence), all runs shall be counted even if the total exceeds the inning runs limit.

4.9 A ten-run mercy rule shall apply after the 5<sup>th</sup> inning or 4.5 innings if the home team is ahead.

4.10 The minimum standard of baseball to be used in league play is an 80CC 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
0-40	41-55	56-70	71-85	86-105	105	150

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: Only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include and bat that has any metallic component.

6.2 Shoes: Shoes with metal cleats or "spikes" 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 ninety (90) feet.
- 7.2 The distance between the point of home base and the front side of the pitcher's plate shall be 60 feet six inches. (60.5) 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 use of safety bases is permitted at this division but not mandatory.

## 8. Extra Inning Procedure

- 8.1 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:
  - 8.2 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).
  - 8.3 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).
  - 8.4 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.
  - 8.5 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. Extra Hitter

- 9.1 The Extra Hitter must be used in 18U league play.
- 9.2 An Extra-Hitter (EH) shall be placed on the lineup card (a 10th hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats throughout the game. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.
- 9.3 The EH may be interchanged with any other position during the game and can be changed multiple times. For example, the SS could become the EH and the EH become the SS.
- 9.4 In the event that a player is injured, and the team has no eligible substitutes available, Re-entry Rule (currently 2.1.8 b) would apply, and the team would continue to bat ten players. If the team had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit. A player removed due to injury or ejection in this circumstance is not permitted to re-turn to the game. Any further loss of players would result in a forfeit.