**NORTHERN VALLEY BASEBALL LEAGUE ("NVBL")**

**2016 Knickerbocker League Rules**

**League Philosophy -** To foster the true spirit of the game, where managers, coaches and parents encourage and support the social fabric of the game, the fun and enjoyment in playing the game of baseball, teaching the kids sportsmanship, to be team players, to be schooled in the fundamentals and to be enthusiastic and confident.

**Player Eligibility** -Every team can have a rosters of players only from the towns of Closter, Demarest, Haworth, Harrington Park, Northvale, Norwood, Old Tappan. Players will be of the ages 13 and 14 and will not be eligible if they turn 15 by May 1st.

**Exceptions:**

15 year old players in the 8th grade may participate.

High school freshman, age 14, can participate but cannot pitch.

Allowances will be afforded to a player who has a unique circumstance or hardship.

Out of town residents attending an in town private or parochial school.

Team coaches should notify the town administrator if any of the above exceptions exist.

**Rules:**

1. High School Federation rules apply in all aspects unless mentioned specifically in the league rules.
2. Bat Requirements:
   * Difference between weight in ounces and length in inches may not exceed negative 5. (For reference, high school rules require a negative 3 ratio)
   * The bat barrel size may not exceed 2 5/8" (2 ¾" barrels strictly prohibited)

**Game and Field Rules:**

1. Batting Rosters:

If both teams have 12 or more players, or both teams have less than 12 players at the time of the first pitch, then both teams shall bat all players, adding late arriving players to the bottom of the batting order.

However, if one team has less than 12 players and the other team has 12 or more players at the time of the first pitch, then both managers shall have the option to bat 10 players and play with substitutions or bat all players. Late arriving players must be added to the team's bench of players if playing by substitution method or at the bottom of the batting order if hitting everyone.

1. Call up players can be brought up from the 6th grade to fill a roster to 10 players. The 6th graders must bat last and play less or equal to the 7th and 8th graders. Call up players cannot pitch. If a team has a 6th grader in the game a late arriving 7/8th grade player must replace the 6th grader. Teams can use players from the other 7-8 teams that they are playing against. But the game will be counted as loss for the team using the players from the other 7th/8th grade team.
2. Game day minimum field roster – 8 (to have a game) 6th graders can be the last player
3. Player participation – every player on each team’s roster must play a minimum of 2 innings per game in the field No Less!!
4. Free Substitution – is allowed for all players excluding pitchers. Once a pitcher is removed from his position he cannot return as a pitcher.
5. Mercy rule – no mercy rule is in effect for this league.
6. Darkness call at the umpire’s discretion. No arguments
7. Time limit per game – no inning is to start after 2 hrs and 15 mins of game play. Inning must be completed if already started.
8. **MAKEUP GAMES**- Make every effort to promptly schedule makeup games the same week your game was cancelled. Any postponed game must be made up within 7 days of the cancelled game. The home team will offer the visiting team 3 dates to makeup the game within 48 hours of the cancelled game. Your respective Director should also be emailed with these same dates. These days should be a weekday other than a day when that level will be playing. If no agreement can me made then the both teams should try to play on a Saturday or Sunday. If the visiting Team refuses to play within the rescheduling game rules, results will be a forfeit and a win for the team that abides by the rules.
9. ***Standings will be kept and updated daily.*** Winning team will email scores and pitchers used and innings pitched for both teams to [jjotto98@aol.com](mailto:jjotto98@aol.com) within 48 hours of completed game. Any issues with game, IE “the umpire did not show up”. Games not reported by the winning team within 48 hours will be marked as a forfeit.

Reporting a Score- - THE WINNING TEAM'S COACH SHOULD FOLLOW THE BELOW GUIDELINES FOR REPORTING SCORES:

1. Date of the original scheduled game, or the date that the game was played.  
2.The 2 teams who played  
3. The score  
4. The name of the pitchers who pitched on both teams and the innings they threw.

**A typical e mail report should read like this:**

Date : June 15th game played on June 21st

Score: Closter 4  
 Old Tappan 6

Pitchers: Old Tappan - Smith 3, Jones3  
 Closter - Green 3, White 3

**PITCHING:**

1. Pitchers can pitch a maximum of 4 innings per game.

Rest Rules: 1-2 innings 1 day rest (If pitch on Mon cannot pitch until Wed)

3 innings 2 days rest (If pitch on Mon cannot pitch until Thur)

4 innings 3 days rest (If pitch on Mon cannot pitch until Fri)

(Rest is measured in calendar days)

1. The status of each pitcher for a given game should be part of the pre-game review with the umpires.
2. A manager/coach shall be allowed 2 visits per pitcher per game; on the 3rd visit in a game that pitcher must be removed. An injury timeout shall not constitute a visit. The umpire will deem whether an injury timeout is allowed.
3. Until May 1 there will be 2 balk warnings per pitcher. A balk will be called on the 3rd pitch. After May 1 there will be 1 balk warning per pitcher, a balk will be called on the second pitch. In the playoffs there will be NO balk warnings, balks will be called from the first pitch.

# ADDITIONAL GAME RULES

1. Sliding – Head first is not permitted except when returning to a base. All base runners advancing shall slide feet first at all bases. Any other slide is an automatic out.
2. Regulation game – if weather, darkness or time limitation interferes with play so that the game is called (ended) by the umpire prior to completion, the following rules apply:

It’s an official regulation game, after (4) four innings, unless the Home Team is leading after 3 1/2 innings.

After four innings, you revert back to the previous completed inning to determine a winner if the game is called due to weather or darkness.

If a game is called before it’s a regulation game or it’s a tie game, you resume play from the exact point that the play was halted until it becomes a regulation game..

A tie game will be counted as a tie for both teams

1. If there is a tie after 7 innings, extra innings will be allowed if the game is under time limit, otherwise game will end in a tie.
2. During the regular season a tie will stand as the final score.

1. All playoff games must be played until a winner is determined, upon weather or darkness game will follow continuation rule. *The time limit restriction will not apply to playoff games.*
2. Continuation Rule – Game will be resumed exactly where it left off. All records including pitching shall be counted.
3. Players leaving a game early - There is no penalty for players leaving the games early. The spot in the lineup will be skipped
4. Speed Up Rule – If a team chooses to use a courtesy runner for a catcher with two outs, the catcher is defined as the player who caught the inning prior to the time on base and is scheduled to catch the defensive inning immediately after he is removed for a courtesy runner. The courtesy runner must be the last batted out.
5. Infield Fly Rule – applies to all games.
6. Warm Up – Prior to games, the visiting team shall have a 15 minute window to warm up and practice on the opposing team’s field.
7. Home Teams – are responsible to supply 5 game balls (Babe Ruth BRO)
8. Umpire payment: Umpire fee is **$60** per umpire if there are two umpires at the game. If only one umpire handles the game, that umpire's fee is **$85.00**. The fee is split by both teams.

**Players Code of Conduct:**

1. Umpires have the sole authority and discretion to warn, discharge and suspend a player whose conduct on the field is contrary to the spirit of “fair play” and to league philosophy.
2. These infractions involve but are not limited to:
3. Profanity or abusive language
4. Throwing of equipment in the dugout or on the field
5. Act of violence or intent to injure a player
6. Arguing with umpires or players
7. Willful acts or behavior in delaying a game
8. Childish behaviors in the dugout or on the field so as to taunt, bait, discredit and make fun of a player (race, religion and origin)
9. Purposely obstruct or hinder a player from making a play, running bases or any routine play
10. Personal actions to incite spectators or demonstrations
11. Entering the area behind the catcher while the pitcher and catcher are in their respective position
12. Be outside the designated dugout or bullpen area if not a batter.

**Players Dress Code:**

1. All players should be in the same color matching uniforms all inclusive from hat, shirt, pants and socks with the exception of call ups
2. All player’s uniform shirt’s should be tucked in their pants at all times during the game.
3. Metal spikes are allowed
4. No player is allowed to wear jewelry, earrings or any ornamental body piece during the game.

**Managers and Coaches Rules:**

“Special Code of Conduct”

1. No smoking, tobacco chewing, spitting are allowed in the dugout or on the field.
2. Profanity, abusive language or continuous yelling and harassment should not be directed toward any player on either team in the dugout or on the field.
3. A manager or coach who deems winning the game the only reason for his or her involvement, should stay out of our league program and watch the game outside the field boundaries along with the rest of the spectators.
4. Arguing with umpires is prohibited; accept the umpire’s call and play. The umpire is incidental to the game, not a major symbol for debate.
5. No coach shall physically assist a runner during play.
6. Coaches shall stay within the boundaries of the coaching boxes.
7. Ejections from any game will be that game plus the next. This rule applies to all coaches. A second ejection in the season of any coach will be handled on an individual basis by the 7 league directors for each town.

**Playoffs:**

Top Four TEAMS QUALIFY FOR THE PLAYOFFS:

Seeding for the playoffs will be determined by a team's record as of June 3rd with a minimum required play of 10 games. Each team will be awarded points as follows:

3 – Win 2- Tie 1 – Loss 0 - forfeit

If any team has played less than 10 games, a forfeit loss will be applied to bring the teams total to 10 games. Playoffs must be complete by June 11th

Tie breakers will be as follows:

A) Points

B) Head to head competition against the team you are tied with.

C) Coin Flip with the team you are tied with.

**League Safety Code:**

1. Responsibility for safety procedures should be that of an adult member of the league.
2. Arrangements should be made in advance of all games and practices for emergency medical services.
3. Managers, coaches and umpires should have some training in first aid. First aid kits should be available at the field.
4. No games or practice should be held when weather or field conditions are not playable, particularly when lighting is inadequate.
5. Play area should be inspected frequently for holes, damage, stones, glass and other foreign objects.
6. Dugouts on-deck circles and bat racks should be positioned behind the screens and/or fences.
7. Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
8. Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose.
9. Procedure should be established for retrieving foul balls hit out of the playing area.
10. During practice games all players should be alert and watch the batter on every pitch.
11. During warm up drills players should be spaced so that no one is endangered by wild throws or missed catches.
12. Equipment should be inspected regularly.
13. Batters must wear protective helmets during practice, as well as during games.
14. Catchers must wear catcher helmet, facemask with throat guard (if available), long model chest protector, shin guards and protective supporter (cup) at all times.
15. Catchers must wear catcher helmet, facemask and throat guard while warming up pitchers. This applies between innings and in bullpen practice.
16. Bases should be of the breakaway type that separate upon impact versus the strapped down base that does not move on impact, causing injury.
17. At no time should “horse play” be permitted on the field.
18. Parents of players who wear glasses should be encouraged to provide “safety glasses”.