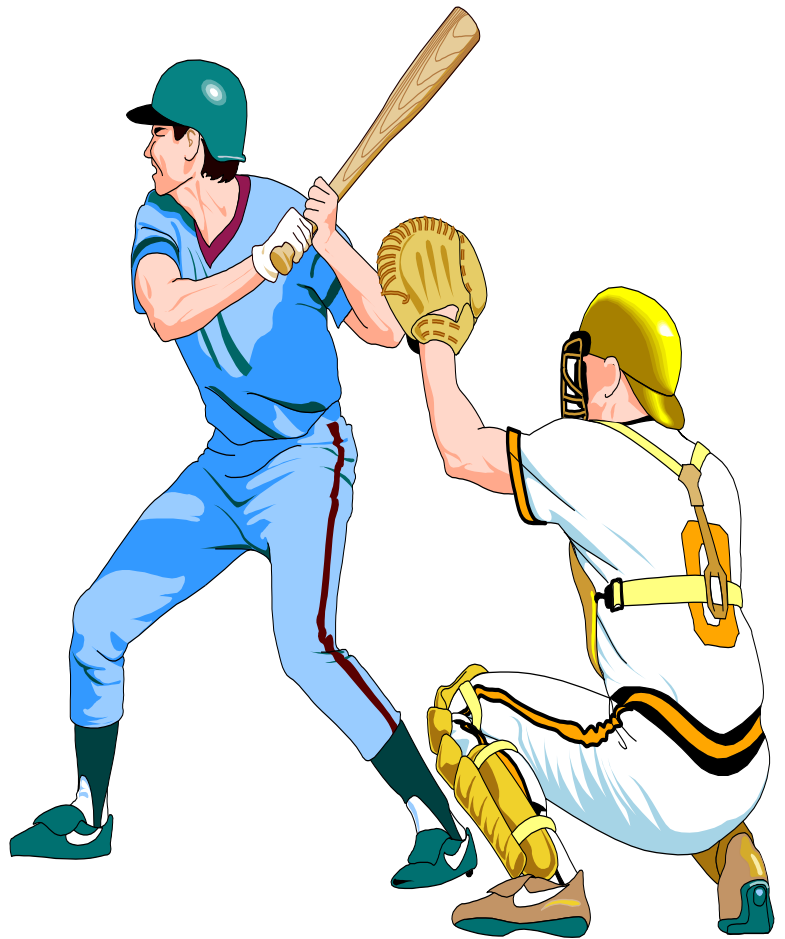


2020 NORTHWEST BOARD OF RECREATION BASEBALL



BASEBALL SUPERVISORS: Rick Meinking
Elizabeth Ewers 582-4785
Craig Rolfes 367-5905
Jason Holtman 375-1054

AREA SUPERVISORS:

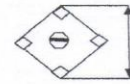
Colerain	Jason Holtman	jasonh@colerainsports.org	375-1054
Delhi	Eric West	ericwest14@gmail.com	823-1200
Harrison	Craig Rolfes	hjbaseball@gmail.com	367-5905
Monfort Heights	Elizabeth Ewers	ewers@lindengroveschool.org	582-4785
Pleasant Run farms	Mathew Heller	hellermj@fuse.net	295-1808
TCYO	Jeremy Anderson	jeremytcyo@gmail.com	609-1385
Three Rivers	JJ Clark	jclark@mthcs.org	307-5908
White Oak	A.J. Nieman	baseball@woac.org	851-5588

Rick Meinking rick.meinking@fuse.net

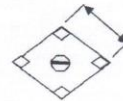
WEBSITE: www.nwbrbaseball.com

BASEBALL FIELD LAYOUT

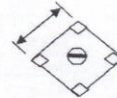
MEASURE FROM POINT OF HOME PLATE TO OUTFIELD CORNER OF 2ND BASE.



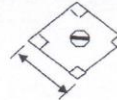
MEASURE FROM 1ST BASE FOUL LINE TO LEFT FIELD SIDE OF 2ND BASE.



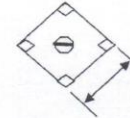
MEASURE FROM RIGHT FIELD SIDE OF 2ND BASE TO FOUL LINE.



MEASURE FROM POINT OF HOME PLATE TO LEFT FIELD SIDE OF 3RD BASE.



MEASURE FROM POINT OF HOME PLATE TO RIGHT FIELD SIDE OF 1ST BASE.



MEASURE FROM POINT OF HOME PLATE TO FRONT EDGE OF PITCHING RUBBER.



	<u>BASES</u>	<u>HOME TO SECOND</u>	<u>PITCHING RUBBER</u>
D1	60'	84' 9"	42'
D2	65'	91' 9"	44'
C1	70'	99'	46'
C2	75'	106' 1"	48'
B1	80'	113' 1"	52'
B2	80'	113' 1"	54'
A	90'	127' 3 3/8"	60' 6"

UMPIRE COORDINATORS

<u>AREA</u>	<u>COORDINATOR</u>	<u>PHONE NUMBER</u>
Harrison	Dan Heil	410-1071
COLERAIN	Mike Miller	503-5703
DELHI	Eric West	823-1200
MHAA	Greg Gervers	335-2137
PLEASANT RUN	John Curso	305-0617
TCYO	Jeremy Anderson	609-1385
WHITE OAK	Kyle Flynn	405-8767
THREE RIVERS	JJ Clark	307-5908

2019 UMPIRE PAYING

- Each organization is responsible for paying umpires for their team's home games
- Home games are designated by the schedule, not by what field the game is played at.
- Umpires will receive a show up fee if game is rained out after it has started, or before a legal game. Each organization will decide on the fee.
- Umpire Coordinator is responsible for all home game umpires.
- Umpires must be 2 years older than the age they are umpiring.
- Umpires must be at least 12 years old.

PAY SCHEDULE:

D-1	\$20.00/Plate	\$10.00/Bases	\$20.00/One Umpire
D-2	\$20.00/Plate	\$10.00/Bases	\$20.00/One Umpire
C-1	\$20.00/Plate	\$15.00/Bases	\$25.00/One Umpire
C-2	\$25.00/Plate	\$17.00/Bases	\$30.00/One Umpire
B-1	\$25.00/Plate	\$17.00/Bases	\$30.00/One Umpire
B-2	\$25.00/Plate	\$17.00/Bases	\$30.00/One Umpire
A-Minor	\$30.00/Plate	\$22.00/Bases	\$40.00/One Umpire
A-Major	\$50.00/Plate	\$50.00/Bases	\$80.00/One Umpire

NOTE: In A-Major games, **EACH TEAM** pays an umpire. The **SCHEDULED HOME TEAM** pays for the plate umpire and the **SCHEDULED VISITING TEAM** pays the base umpire. In the event there is only 1 umpire, each team pays \$40.00.

NOTE: This rule book is subject to change at any time by majority vote of the NWBR baseball supervisors. Interpretations of these rules by the NWBR baseball supervisors are final.

The Northwest Board of Recreation, Baseball program will be played in accordance with Major League baseball rules with the following exceptions

AGE LIMIT: See pg. 23 for limits of birth dates for each class.

D1 through B2 teams are permitted to have two players play down born before June 1st without being voted on by league supervisors, but they **may not** pitch unless ok'd by the supervisors.

A1 through A2 teams are permitted to have five players play down without being voted on by league supervisors, they are allowed to pitch.

A Major players may not play down unless voted on, but they may not pitch.

Players may play up with the approval of their area supervisor.

TEAM ROSTER: Team rosters are for the 2020 baseball season and the NWBR post season tournaments. Each player and their parent/guardian must have signed an area registration card before the player can participate in an N.W.B.R. game. A player may play on only one N.W.B.R. team and may not play for another team except for a school team or CYO. Once a player signs up with an organization he must play for that organization for that season. All players on a team must be listed on an N.W.B.R. team roster, signed by the manager and area supervisor. This roster must be submitted to the league supervisor on or before March 1, 2020 for classes D-1 through A-2 and April 2, 2020 for A-Major and A-Minor. Any team who does not submit a roster by the deadline will not be added to the schedule. No team will be scheduled for tournaments without a roster.

NEW & RETURNING PLAYERS: No new player/s may be added to a roster after May 8, 2020 for D-1 through A-1, and June 5, 2020 for A2 and A Major.

NOTE: If five or more returning players have played on the same team and/or in the same league outside the N.W.B.R. during their absence, all cannot be placed on the same team without board approval. No team may return intact.

MANAGERS AGREEMENT TO RESPONSIBILITIES: The official team manager, along with the area baseball supervisor, will be held accountable for the correct birth date and permanent address of his players as shown on the team roster. Manager and team using an ineligible player will be penalized by forfeiture of all games in which the ineligible player participated.

PLAYER'S OPTIONS: Any youth who played or registered to play in a given area within the league for a season, must finish the season for that year. The player may transfer the next season to another area without a signed release from the past area's baseball supervisor. Once a player has registered and circumstances arise that cause that player to leave that organization and wants to go to another organization, it will go under review by both supervisors and the head of the board before the player can transfer.

INELIGIBLE PLAYER: A roster protest may be made at any time during the playing season against a team carrying an ineligible player as previously defined. This clause may not be invoked after the N.W.B.R. league supervisors have certified the final standings at the end of the regular season. A \$75.00 protest fee will be assessed, birth certificates may be requested, and tournament play will be at the discretion of the N.W.B.R. supervisors.

LEGAL TEAM: A legal team shall consist of not less than 11 or more than 15 players, except A-Major, which may carry 22. All players are to be placed without regard to the player's athletic ability through a face up or face down draw at the time of the teams original formation. This must be done in the presence of the area supervisor and the managers.

N.W.B.R. TEAM LEGALITY: A team will not be permitted to participate in the league unless it is associated with one of the area organizations listed on the front page and agrees to abide by the rules as set down by the area as well as the N.W.B.R. rules. Any new or combined teams without a prior record will be placed in the red division.

RECRUITING: Any manager, coach, or interested party connected with an N.W.B.R. team found by the Northwest Board to be recruiting players from another team or another area's team shall be penalized in the following manner. The team in violation shall be permitted to play all of its scheduled league games, but will not be allowed to participate in any league post season play. If the offending team is the division winner, the second place team shall be declared the winner. The individual responsible shall be indefinitely suspended pending a board hearing. The decision of the N.W.B.R. baseball supervisors will be final and binding.

MANAGER'S GAME RESPONSIBILITIES: Each manager is responsible for the total conduct of every game in which his team participates, including the conduct of the team's fans, coaches, and players. The umpires have the authority to enforce all league rules. However, if they experience unexpected difficulties, it is mandatory that the managers assist the umpires in every way possible in maintaining the control and conduct of the game. **Manager must carry roster of players with him at all times.**

No one will stand or sit directly behind the backstop (30' minimum distance unless there are fixed bleachers) and interfere in any way with the umpires or players at any time. There will be no foul language used and no fighting allowed by anyone connected with the league. No player or coach is permitted to use tobacco or alcohol in any form during a game. It is the manager's job to police this rule. Under no circumstances should alcoholic beverages be taken onto any public school field. After umpire warning, any manager or coach who allows continuous harassment of opposing teams or players by any member of his/her coaching staff, team, or followers will be liable for indefinite suspension, pending hearing before area supervisors. In the event of any type of unsportsmanlike conduct, the umpires have the authority to clear the bench, playing area, and/or spectator's area of all offenders.

PENALTY: GAME MAY BE FORFEITED AND GUILTY INDIVIDUALS SUSPENDED.

MANAGER'S SUBSTITUTE: If, for any reason, the home team manager cannot conduct his game on a scheduled playing date and wishes to turn the game over to an assistant, the manager is to notify the umpire coordinator and the opposing teams manager at least one week in advance so that the umpires can contact his replacement. During the tournament, the tournament coordinator is to be contacted.

PERSONNEL ON THE PLAYING FIELD: Only the official manager, the designated coaches and participating players shall be allowed on the field of play and/or in the vicinity of the players' benches during the progress of an officially scheduled game. Failure to comply may result in ejection and possible forfeiture by the offending team, and an indefinite suspension, pending N.W.B.R. baseball supervisors hearing.

STARTING TIMES: Saturday games will begin at the times listed. **Weeknight games will begin at 6:15 p.m. unless otherwise noted.** Umpires will limit the warm-up time on the field to 5 minutes for each team and, if starting time has passed, no warm-up time will be allowed. The games must start on time.

STARTING THE GAME: Home team managers are responsible for laying out the field. The umpires must certify that the base and pitching distances are correct. Prior to the start of the game, ground rules will be established by the umpires with the counseling of both managers. Once it is agreed as to when the ball is out of play, the umpire will award bases as outlined in rule 7.05 F, G, H and I of the Major League rules of professional baseball.

GAME RECORDS: Both managers shall record their starting batting order on the chief umpire's score card prior to the start of the game. In Class A-Major, all substitutions and/or pitching changes must be reported to the umpires. In Class A-Minor and B, the starting pitcher should be noted, and if he is not in the batting order, his name should be listed at the bottom of the card. Any changes in the batting order or pitching changes should be reported. Other defensive changes need not be reported. In Class C and D games, only pitching changes need to be reported to the umpire.

EJECTION/FIELD CONDUCT: Any individual (player, manager, coach or spectator) ejected from the game ***must leave the field area and conduct themselves in a quiet and orderly manner.*** They are also automatically suspended for the next N.W.B.R. game their team participates in. He/she must not be within visual sight of the field during the subsequent game while under suspension (including warm-ups before the game). Any attempt to play, manage, coach, or be a spectator while under suspension will result in a forfeit by the offending team and an indefinite suspension for the offending individual. Any suspension of a player, manager, coach or spectator for a second time in a season will enact an immediate indefinite suspension, pending a hearing before area baseball supervisors. Any individual ejected for fighting will be suspended for the next two N.W.B.R. league games. Players ejected from the game will also be an out in the lineup if there are no players to substitute. Teams that choose to continuous bat will skip that player in the lineup and will be an out in the lineup.

PROTESTS: Any protest made during a league game must be made to the umpires before the next legal pitch is made. The umpires will then notify the other manager that the game is being played under protest. The game situation (batter, runners, outs, score, count and inning) will be noted by the umpire on the back of his card to be signed by both managers at that point in time. A \$75.00 protest fee is to be paid to the umpire at the time of the protest. No information or basis for the protest is to be written on the card. The game will continue at that point. The area supervisor is to notify the baseball league supervisor who will then notify the other area supervisors, within 24 hours after the scheduled game time, that he has received the protest. The money must be forwarded to the Area Supervisor of the home team listed on the cover of this book. A protest board made up of not less than three impartial area supervisors, directed by the league supervisors, will judge on the protest within seven days of the game. No action will be taken unless the entire procedure is followed to the letter. If the protesting manager wins his protest the \$75.00 will be returned to him and the game will start again at the point it was protested. If the protesting manager wishes to appeal the ruling of the protest board, he may then request a formal hearing by the Northwest Board of Recreation by forwarding an additional \$50.00 to the League Administrator with a note requesting such.

NOTE: ANY JUDGMENT CALL, SUCH AS SAFE, OUT, BALL, STRIKE, ETC., HAS NO BASIS FOR PROTEST. ONLY MISAPPLIED RULES OR INELIGIBLE PLAYERS MAY BE PROTESTED.

POSTPONED GAMES: Any manager wishing to postpone a game must notify the **AREA SUPERVISORS seven days prior to the rescheduling of the game. Only school functions making it impossible to field nine players will be allowed.** High school baseball programs are a valid reason for postponement due to the extension of the A level season. These requirements must be followed to the letter to be considered. Games that are rained out are not bound by these restrictions.

Thunder and Lightning: If a Lightning flash or the sound of thunder is observed, the game shall be suspended. The game is suspended for 30 minutes from the last Lightning flash or sound of thunder.

RAINED OUT GAMES: In the event of a rain-out game. The home team manager will call the umpires for that game and the visiting team manager, once it is determined by the Home Area Supervisor, or his designee, that the field is unplayable. If the umpires are not notified and come to the designated field, the home team area will be charged with a show-up fee. **The home team manager must reschedule the game within one week.** If there is not an attempt to schedule the game within one week, **both managers should contact their area supervisor.** The baseball supervisors may reschedule the game at their discretion. **A forfeit can only be declared by mutual consent of the affected areas baseball supervisors.** To obtain umpires for a rain-out, do not make your own arrangements. Call your umpire coordinator at least 48 hours in advance of such a game. **DO NOT CALL AFTER 11:00 P.M. ON ANY EVENING.** In the event a game gets rained out after it has started and it is not a complete game, the game will be rescheduled and start over from the beginning.

REPORTING GAME RECORDS: The winning team shall enter the scores to the website within 3 days from the date the game was played. If the game is rained out the home team should enter the date the game is going to be made up. If you do not enter the game on the website within the allotted time, all affected games will be counted as “Game Not Played” for the winning team. The game for the losing team will still count as a loss. If you are having trouble entering the game on the website call your area supervisor to report the results of the game within the allotted time.

DETERMINING LEAGUE CHAMPION: The league champion shall be determined by the highest number of points a team accumulates in a season. Points are awarded based upon the following formula:

EVENT	NUMBER OF POINTS EARNED
A WIN	3
A TIE	2
A LOSS	1
GAME NOT PLAYED	0

LEAGUE TIE BREAKERS - This procedure applies to all situations in which a tie will affect functions of the league (i.e. league championship, who will play in the World Series, etc.)

FIRST TIE BREAKER - If two teams are tied, then the head to head won/loss record of the teams shall determine the winner (i.e. if team 1 beat team 2 in head to head competition, then team 1 is the winner). If more than one team is tied, then the total points of the teams for games played head to head with the other teams tied shall be calculated. The team with the highest number of points on this basis shall be declared winner.

SECOND TIE BREAKER - If the teams evenly split games played against each other, then the winner shall be determined by the total number of points the teams to which the teams breaking a tie lost (i.e. team 1 lost a team(s) with 20 points and team 2 lost to team(s), with 30 points, then team 2 would be the winner).

THIRD TIE BREAKER - If the first and second tie breakers do not determine a winner, then the NWBR Board of Baseball Supervisors shall determine a winner by a method of their choosing.

TEAM DIVISION CATEGORIES ARE AS FOLLOWS:

1st Division - National
2nd Division - American
3rd Division - Continental

EXCEPTION: In D-1 teams are not seeded as to their previous year's record.

CONCESSION STANDS: Teams should not bring drinks or food to games played on fields with concession stands. Income from this source helps to defray the cost of maintaining these fields. Those fields with concession stands and their locations are listed in the rear of this booklet.

Please encourage your teams to patronize the concession stand rather than going off site (i.e. to an ice cream stand close by.)

APPROVED EQUIPMENT AND GAME RULES

LEGAL GAME: Each team must field nine roster players for a game to be an official game. The game may start with no less than eight players. If a team cannot field nine roster players, the game is declared a forfeit after the grace period has expired regardless of score. The grace period shall consist of two official innings (**6 outs per team**). Upon arrival, the ninth player must bat last in the batting order and shall not count as an out if absent when the ninth batter position is due to bat during the grace period. In the event that the game is started legally and because of injury, illness, or family business, a team cannot field nine players at some time during the game, the game will continue. A game cannot be started with injured or very sick players (umpires' judgment) who are not capable of playing without risk to him or others. A manager may not arbitrarily bench a player (his ninth and only) without forfeiture. (Players wearing casts may not play.)

GAME LOGISTICS:

<u>Class</u>	<u>Official Game</u>	<u>Legal Game</u> (Inn. Comp.)	<u>Base Distance</u>	<u>Pitching Distance</u>
A	7 innings	4 1/2* middle of 5th	90 feet	60 feet - 6 inch
B-2	6 innings	4 1/2* middle of 5th	80 feet	54 feet
B-1	6 innings	4 1/2* middle of 5th	80 feet	52 feet
C-2	6 innings	4 1/2* middle of 5th	75 feet	48 feet
C-1	5 innings	3 1/2* middle of 4th	70 feet	46 feet
D-2	5 innings	3 1/2* middle of 4th	65 feet	44 feet
D-1	5 innings	3 1/2* middle of 4th	60 feet	42 feet

* PROVIDED HOME TEAM IS LEADING GOING INTO THE BOTTOM OF THE INNING

RUN RULE: Teams leading by ten runs or more after a legal game, as specified in the game logistics, will be declared the winner.

FOR D1 & D2 GAMES ONLY: No new inning may begin after 1 hour and 45 minutes of game play (excluding weather delays). Any inning in progress at the 1 hour and 45 minute mark shall be completed. If the score is tied at the conclusion of the inning, the game will be recorded as a tie. If the game is tied after an official game but not yet reached the time limit you can continue to the next inning.

FOR C & B GAMES ONLY: No new inning may begin after 2 hour and 15 minutes of game play (excluding weather delays). Any inning in progress at the 2 hour and 15 minute mark shall be completed. If the score is tied at the conclusion of the inning, the game will be recorded as a tie. If the game is tied after an official game but not yet reached the time limit you can continue to the next inning.

FOR A GAMES ONLY: No new inning may begin after 2 1/2 hours of game play (excluding weather delays). Any inning in progress at the 2 1/2 hour mark shall be completed. If the score is tied at the conclusion of the inning, the game will be recorded as a tie. If the game is tied after an official game but not yet reached the time limit you can continue to the next inning.

A game called because of darkness or rain which has reached legal game status shall be declared complete, even in the event of a tie. If the home team is losing when the game is called the score shall revert back to the end of the last full inning played.

A ball stuck in the fence, all base runners will be awarded 1 base.

BATTING ORDER:

CLASSES C AND D - Continuous batting order will be used. The manager must submit a continuous batting order consisting of all roster players present. Players arriving after the start of the game will bat after the last batter in the original order. There are no pinch hitters and/or runners. If a player must leave the game due to injury, illness or emergency, he will be skipped in the batting order. This will **NOT** be an out. C and D-ball requires 2 innings of defense (Official game or legal game) and has free re-entry.

Class C-1 ---- Dropped 3rd strike batter is automatically out. This includes dropped 3rd strike when there are 2 outs.

BI THRU A-MAJOR - The manager may choose to use an ADDITIONAL HITTER (AH) in the batting order. The manager has the option of submitting a batting order of either nine or ten players OR CONTINUOUS BATTING ORDER OF ALL PLAYERS. The manager must declare this option to the umpire in chief prior to the start of the game. The option declared at the start of the game will be in effect for the entire game. B-1 to A-2 each player must bat 1 time before the end of an official game or a legal game.

RE-ENTRY RULE:

CLASSES B THRU A-MAJOR - Teams in these classes have unlimited substitution on defense with the exception of the pitcher, who must follow normal pitching restrictions outlined in the pitching rules. Each manager has the option to bat 9 batters, 10 batters or roster bat. Any one of the starting 9 batters may be removed from the game and re-enter one time providing such batter occupies the same batting position in the lineup. A substitute that enters the lineup and then taken out can no longer be put back in the lineup. A pinch runner is considered to have entered the line-up for the player for whom he is running as a pinch runner and is not considered in the lineup as a batter. If a player has to leave due to an injury, illness or emergency, and cannot be replaced because all substitutes have been played, the player is to be skipped in the batting order and will not be an out. Defensive substitutes may be made only during the half inning with the exception of the pitchers, injuries or illness. **All players must play at least two innings on defense (Official game or legal game). This is the responsibility of the managers.**

PITCHING CONFERENCES: National League rules apply for Classes A, B and C. Two trips in an inning require a pitching change. ***Any attempt to bypass the rule will result in a charged trip to the mound.*** Class D may make two trips to the mound. The third trip must result in a pitching change. Time limit for **ALL** trips is one minute.

THE PITCHER: No player will be permitted to pitch in more than one game (including practice games, any NWBR games, and any other organized games) without two complete nights of rest between pitching assignments (the night of the day pitched is counted as a night. Ex if a player pitches on Mon, he is eligible to pitch again on Wed). This rule may not be waived by anyone. A player that is removed as a pitcher may not pitch again in the same game. In Classes A, B and A-Major, no pitcher will be permitted to pitch a greater than that which is an official game. (Six innings means 18 outs for class B, Seven innings means 21 outs for Class A) EXCEPTION: Pitchers in the A classes may pitch a total of 21 outs over any two day period. Once the Class A pitcher reaches his limit over any two day period, he must then have two nights rest. Pitchers in the C-2 Class cannot pitch more than 12 outs in any one game. Pitchers in the C-1 and D Classes cannot pitch more than 9 outs in any one game. No warnings may be given for balks. If a balk is committed, the umpire shall call a balk and issue the penalties as stated in the major league rules.

Guidelines to Prevent injuries in young pitchers:

<u>Type of pitch</u>	<u>Age to start</u>
Fastball	Any age
Change Up	10 yrs old
Curveball	14 yrs old
Knuckleball	15 yrs old
Slider	16 yrs old
Forkball	16 yrs old
Screwball	17 yrs old

Number of pitches mandatory with 2 days rest in between games pitched:

D-1	54 pitches per game or 9 outs whichever comes first
D-2	54 pitches per game or 9 outs whichever comes first
C-1	60 pitches per game or 9 outs whichever comes first
C-2	66 pitches per game or 12 outs whichever comes first
B-1	72 pitches per game or 18 outs whichever comes first
B-2	78 pitches per game or 18 outs whichever comes first
A-1	84 pitches per game or 21 outs whichever comes first
A-2	90 pitches per game or 21 outs whichever comes first
A-M	100 pitches per game

When pitch count is reached the pitcher may finish the batter. **Each score keeper must compare pitch counts after each inning. Home score keeper counts if discrepancy.**

SLIDING BASE RULE: If a runner slides into a base on a legal slide and the base moves, and the runner makes *no attempt* to advance, the runner is **NOT** in jeopardy of being put out. If a runner does not go into a base on a legal slide, such as standing up, and drags or knocks that base more than its width, the runner must get back to the original spot of the base or they may be tagged out. When a base is knocked out of line, all following runners can either go to the original spot of the base or to where the base is without being in jeopardy of being tagged out. **NOTE: ALL THE ABOVE SITUATIONS ARE ENTIRELY IN THE JUDGMENT OF THE UMPIRE.**

Home Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				
Home Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				
Home Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				
Visiting Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				
Visiting Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				
Visiting Pitcher #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Inning totals	1		2		3		4		5		6		7		8		9			
Managers initials																				

BASE CRASHING: Base crashing will not be allowed. Player in violation will be called out and possibly ejected from the game. Base crashing includes hurdling over the full body torso. This is also an UMPIRE JUDGMENT CALL. **Rule 7.08 (B) or any attempt to dislodge ball or cause bodily harm.**

LEGAL SLIDES: A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.

ILLEGAL SLIDES: A slide is illegal if : **A)** the runner uses a rolling, cross-body or pop-up slide into the fielder. **B)** the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position. **C)** the runner goes beyond the base and then makes contact with or alters the play of the fielder. **D)** the runner slashes or kicks the fielder with either leg or the runner tries to injure the fielder. **E)** the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

COURTESY RUNNER: A courtesy runner may replace the Pitcher and catcher at any time during the inning at the discretion of the offensive manager. The courtesy runner will be the last recorded out.

BAT AND HELMET SLINGING: UNINTENTIONAL bat or helmet slinging can result in the batter being called out (umpire's judgment). **INTENTIONAL slinging (umpire's judgment) will result in ejection for the offending player.**

COACHING AREA: Umpires have the right to establish these areas (3 steps back from the base and no further than 10 feet down the line at the time of the pitch). After one warning to his/her team, the offending coach will be removed from the coaching boxes.

DISPUTED PLAYS: Only the official manager of the team may address the umpire(s) on any disputed play during the progress of the game. He may not enter the field of play, or leave the coaching box, to dispute a call without being granted permission by the umpire-in-chief. **PENALTY:** The offending individual will be ejected from the game.

BATS: Wood bats are allowed. Bats made of aluminum or magnesium must have a grip of tape, rubber or cork. Slippery tape may not be used. The grip must extend a minimum of 10 inches but not more than 18 inches from the handle end of the bat. Effective for the 2008 N.W.B.R season, A-class player/s are restricted from using bats exceeding a -3 rating. **1st offense the batter is out. 2nd time same game batter is out and batter and coach ejected from game. Both coach and player ejected for that game only. Any unaltered commercially manufactured bats used in the NWBR must have the following stickers: 1.15 BPF or BBCOR on the bat. If the bat is not marked it must be approved by the manufacture. You will need a copy of the approval manufactures letter.**

UNIFORMS: All players must have matching uniform (shirts, hats and pants, **and baseball socks**) with numbers (at least 2½ inches) that are visible at all times. **All exceptions to the uniform are at the umpire's discretion.**

SPIKES: No steel/metal or sharp plastic spikes will be allowed in any class except class A.

EQUIPMENT CONTROL: It is each manager's responsibility to see that all equipment is kept behind the player's bench and out of the field of play.

PROTECTIVE EQUIPMENT: The batter and all runners must wear a double-ear helmet while batting and running bases. Any intentional violation will result in the batter and/or runner being declared out immediately, unless time has been called. This action does not make the ball dead nor does it remove a force play. Catchers are required to wear a chest protector, mask, shin guards, throat protector and headgear covering the top of the head. The umpire(s) will not allow the game to start or continue unless the catcher is properly protected. It is recommended that male catchers wear an athletic supporter with a cup. **ANY PLAYER WARMING UP THE PITCHER AT THE PLATE OR OFF THE FIELD OF PLAY AT ANY TIME MUST WEAR A MASK.**

PITCHING RUBBER: Pitching rubbers are mandatory for all classes. There is no option to pitch off to one side or behind. The pitcher must be in contact with the front or top of the rubber with 2/3 of his pivot foot. For Classes A and B, a 24 inch rubber must be used. For Classes C and D, an 18 inch rubber should be used.

THE FOLLOWING RULES APPLY FOR ALL CLASS D GAMES

Continuous batting order will be used. See BATTING ORDER rule.

TIME LIMIT: For D games only, no new inning may begin after 1 hour and 45 minutes of game play (excluding weather delays). Any inning in progress at the 1 hour and 45 minute mark shall be completed. If the score is tied at the conclusion of the inning, the game will be recorded as a tie.

SUBSTITUTIONS: There is free substitution in the field. Substitutions may be made only during the half inning with the exception of pitching substitutions, injuries or illness. ***All players must play at LEAST two innings on defense.*** This is the responsibility of the managers.

THE PITCHER: A pitcher is allowed to pitch a maximum of 9 outs in one game. Once a pitcher is replaced, he may not pitch the remainder of the game.

NINE MAN RULE: When the ninth batter of the inning is up, the manager must announce this fact. This will be the last batter of the inning. The ninth batter must have at least 2 strikes called before he can walk. After 2 strikes have been called, ball 4 may be pitched and the batter will walk.

EXCEPTION: If the ninth batter is hit by a pitch, he must advance to first base immediately. Runners that are forced to advance by the ninth batter being walked or hit by a pitch may advance one base only. The inning ends when the batter and runners that are forced to advance, advance one base.

If the batter hits the ball, there are 2 outs at that point. Any out is the third out of that inning and the inning is over at that point. An out may be completed by any infielder (includes pitcher and catcher) stepping on home plate while in control of the ball. Rules for scoring follow regular baseball rules when the third out of an inning is made.

BATTING/PITCHING: No balk will be called. If the pitcher balks, the umpire will call the ball dead. No infield fly rule will be called. No hidden ball plays will be allowed. There is no running on a dropped third strike. There are no restrictions on the type of fielding glove used, whether out in the field or on the mound.

BASE RUNNERS: There is no stealing and no pickoff attempts. The ball is dead unless hit or bunted. The runner may take a six-foot leadoff. The six-foot lead-off must be marked on the field and the runner's entire body must be to the base side of the mark. The runner may not run until the ball is hit or bunted. **PENALTY:** After one warning to his team, the offending runner will be called out.

EXCEPTION: Class D-2: **D-2 pickoffs are permitted by the pitcher from the stretch position** to any base, the ball is live once the pitcher throws the ball and the runners may advance. The runner is not out if the pitcher picks off the runner and commits a balk in the process.

POST SEASON TOURNAMENTS

CHAMPIONSHIP SERIES/JIM BOYLE WORLD SERIES: An entry fee will be charged for each team in the Championship Series and Jim Boyle World Series Tournaments to cover both umpire costs and trophies. Home team provides game ball and bases. All teams must carry extra balls for tournaments.

Tournament play is encouraged and any team wishing to participate must be entered by June 23, 2019. The tournaments will start approximately June 25, 2019. Teams must pay tournament fees prior to their first game.

PROTEST FORMAT: For all post season N.W.B.R. tournament play, to make a formal protest, the manager of the team must notify the tournament director or his/her designee at the time of the disputed play. All protests shall be settled on the spot by the tournament director or his/her designee. The tournament director or his/her designee's decision is final.

TOURNAMENT FORMATS: Both the Championship Series and the Jim Boyle World Series Tournament will be double elimination format. For every game of a tournament besides the Championship game/games, the team with the higher seeding shall be the home team. In all Championship games, coin flip will determine home team with the highest seed making the call. If 2nd game is required in Championship play, the team who was the home team in the 1st game will be visitor in the 2nd game.

CHAMPIONSHIP SERIES: The following teams will qualify for participation:

Class D-1: 1st place team from each division, if less than 4 divisions than 2nd place teams will be added according to there records.

Class D-2: 1st and 2nd place team from the Red Division and the first place team from the Blue and Green Divisions.

Class C-1 through A-Minor: 1st, 2nd and 3rd place teams from the Red Division and the 1st place team from the Blue Division.

These teams may only enter the Championship Series, not the Jim Boyle World Series Tournament. If one qualifying team should elect not to enter this series, the next place team in that division shall be eligible.

ELIGIBLE PLAYER: To be eligible to play in any post season tournament, a player must be on the original roster and have played in a minimum of two regular season games. There will be a mandatory roster check before each tournament game by the tournament director or their designee. Team will forfeit tournament if they have an illegal player.

JIM BOYLE WORLD SERIES TOURNAMENT: All teams that do not qualify for the Championship Series will be eligible to participate. In those classes where the number of teams make it possible, multiple divisions will be formed, based on league records. Seeding will be accomplished to afford each team the best opportunity to win the tournament in which they are entered.

In tournaments, all games will follow league rules except the finals. The finals will be played in its entirety. If a game is stopped because of darkness, rain or lightning, it will be picked up from that point. Extra effort must be used in order to get these games played. Each area must have fields in shape, to allow play to remain on schedule.

POST SEASON TOURNAMENT FEES WILL BE ANNOUNCED PRIOR TO THE END OF THE REGULAR SEASON:

DUTIES AND AUTHORITY OF LEAGUE SUPERVISORS: The League/Area Supervisor has the authority to intervene in:

1. Approval and maintenance of the area rosters
2. Scheduling and rescheduling of home games
3. Assignment of umpires
4. Playing field conditions
5. Conduct of coach's participating in NWBR

PROGRESSION OF SUPERVISORS: The three League Supervisors will be assigned by area. One supervisor will serve two consecutive years according to the progression, to obtain the necessary training and experience to assume the duties of the second year.

The following is the progression that will be followed:

2013: TCYO, St. Johns and **Morgan Ross**

2014: Monfort Heights, CCAA and **TCYO**

2015: Pleasant Run Farms, Three Rivers, and **CCAA**

2016: White Oak, Colerain and **Pleasant Run Farms**

2017: TCYO, and **White Oak**

2018: Three Rivers, Colerain, and **TCYO**

2019: Monfort Heights, Harrison, and **Colerain**

2020: Pleasant Run Farms, and **Monfort Heights**

2021: TCYO, Three Rivers, and White Oak

COACHES CODE OF ETHICS

1. Know the rules of the game and teach them to your players.
2. Abide by the rules of the game and N.W.B.R. rules.
3. Treat the officials (umpire) with respect, no matter what the call.
4. Exhibit exemplary conduct at both practice and games. Team discipline reflects on the coach's attitude 100%.
5. Coach clean, skillful, honest sportsmanlike.
6. Stress good sportsmanship. The Coach is responsible for the conduct and attitude of the players.
7. Help maintain a climate of enjoyment among spectators by discouraging negative remarks or harassment of players, officials and other spectators.
8. Work at team moral as hard as game skills and tactics. Stress individual skill development. Have fun playing the game.
9. In dealing with team members, maximize praise, minimize criticism. Make corrections slowly and calmly in a manner tailored to the individual.
10. Refrain from profanity or vulgar language. Remember, you are helping to mold the character of your players.
11. Coach talented and non-talented players with equal vigor.
12. Welcome feedback from players and parents alike, concerning problems and ways to improve.
13. Alcohol usage prior to a game is prohibited. Alcohol and tobacco usage during a game is prohibited. No smoking in dugout, on the field, or anywhere around the field.
14. Show respect for opposing coaches, team members and spectators.

CONDUCT

THE FOLLOWING ARE EXAMPLES OF UNSPORTSMANLIKE BEHAVIOR WHICH WILL RESULT IN PENALTIES TO BE ISSUED BY LEAGUE SUPERVISORS OR THE N.W.B.R.

1. Use of profanity or abusive language directed to an official, player or fan.
2. Use of threatening actions or words towards an official, player or fan.
3. Aggressive physical contact with an official, player or fan. Example: Grabbing the arm, turning the individual around, poking, bumping, pushing, striking, etc.
4. Entering the field of play without consent of the umpire in chief.
5. Refusing to leave the playing area when instructed to do so by an official.
6. Constant and excessive heckling and harassing of an official, player, coach or fan.
7. Instructing or allowing players to play in a dangerous, illegal or unsportsmanlike manner.
8. Knowingly violate rules pertaining to team rosters.
9. Using or under the influence of alcohol during a game.

<i>CODE</i>	<i>FIELD NAME</i>	<i>PHONE</i>	<i>LOCATION</i>
AOH	* Arches Oak Hills	574-8832	6453 Bridgetown Road -- 45248
BFP	Boldface Park		3060 River Road 45204
BM	Bridgetown Middle		Race Rd. / Glenway
BP	Bosken Park		5260 Leona Drive 45238
CC	* CCAA		Springdale or Struble & Hamilton (fields 1 thru 4)
		825-0236	2175 Springdale (fields 5 thru 9)
CD	Covedale School		5130 Sidney Road 45238
CFH	Monfort Heights		Cheviot Field House 3729 Robb Ave. Close to Bridgetown Rd and Robb Ave.
CG	* Clifford George		Forester and Mill.
CHS	Colerain Sr. High		Cheviot & Poole Rds.
CL	Clippard Park		Struble to Pottinger to Dewhill or Springdale to Season to Pottinger to Dewhill
			<u>PLEASE NOTE THERE IS A CHARGE TO PARK -THIS IS A COLERAIN TOWNSHIP CHARGE</u>
CLP	Cleves Park		State Rt 128 S to Rt 50, Left on 50, Right on Mt. Nebo,Right on Miami view to Cleves Community Park. <u>PLEASE NOTE THERE IS A CHARGE TO PARK -THIS IS A VILLAGE OF CLEVES CHARGE.</u>
CP	* Colerain Park		Corner of Poole and Springdale <u>PLEASE NOTE THERE IS A CHARGE TO PARK -THIS IS A COLERAIN TOWNSHIP CHARGE</u>
DHP	Dunham Park		4356 Dunham Lane 45238
DMS	Delhi Middle School		5280 Foley Road 45238
DP	Delhi Park		5125 Foley Road 45238

<i>CODE</i>	<i>FIELD NAME</i>		<i>PHONE</i>	<i>LOCATION</i>
DR	Monfort Heights Bicentennial Park			2885 Diehl Rd. Close to Shepherd Creek Rd. Zip Code 45211
DUL	Dulles Elementary			6481 Bridgetown Rd. Cincy 45238
EL	Elda Elementary			Ross: Rt. 128 just west of Rt. 27
FF	* Farwick Fields	353-1900		Miamitown: I-74 & Rt. 128 on Furlong Dr.
GB	* Groesbeck Field			Claire Ave. off Galbraith, behind Groesbeck Library
<u>PLEASE NOTE THERE IS A CHARGE TO PARK -THIS IS A COLERAIN TOWNSHIP CHARGE</u>				
HB	* Haubner	385-1840		White Oak Dr. off Cheviot Rd.
HP	Heritage Park			North on Colerain, left on Old Colerain Old Colerain turns into E. Miami River Rd, Park is on the right
<u>PLEASE NOTE THERE IS A CHARGE TO PARK -THIS IS A COLERAIN TOWNSHIP CHARGE</u>				
JM	* St. James	385-4802		North of St. James School on Cheviot Rd
KC	* Northside K of C	923-3144		Blue Rock Rd. - west of Colerain
KP	* Kuliga Park	574-8832		6453 Bridgetown Road -- 45248
LF	* Little Flower	541-3106 588-8186 (Rainout No.)		Little Flower Dr. - off Kirby & Colerain behind Little Flower Church
MA	* Mt. Airy Elem. School	588-8186		Colerain Ave. behind school or off Kipling
MG	* Morgan School	738-8100		3427 Chapel Rd. Okeana, Ohio 45053. 27N To Ross exit / L on 128 / R on 126W or Cincinnati Brookville / L on Chapel Rd / School is on the right
MT	Monfort Heights			Miamitown (old Goodtimers 7958 Harrison Ave. Close to E Miami River Rd & Harrison Top Field
MP	Mount Healthy Park			Hastings Drive east of Hamilton ½ block south of Adams

CODE	FIELD NAME	PHONE	LOCATION
MW	Miami Township west park		4063 East Miami River Road. Cleves Ohio 45002
NW	Northwest High School		Pippin Rd. North of Struble.
OE	Oakdale Elementary		Virginia Ct.
OC	* Olympian Club	825-2501	10054 Pippin Rd Cincy 45231
OK	Oskamp Fields		5644 Glenway Ave 45238
RH	Ross High School		Ross - Rte 128 just east of Rte 27
S	Schottelkotte Park		Fields 3 & 4 Ruth Ave off Roosevelt - one block west of Hamilton ½ mile south of I-275 Fields 1 & 2 ¼ mile south of a Roosevelt on Hamilton to main park entrance on right
SP	Springmyer Elementary		4179 Ebenezer Rd. Cincy 45248
TRMS	Three Rivers Middle School		8575 Bridgetown Road Cleves, Ohio 45002
WP	* Wurzelbacher Flds	738-8100	2679 Chapel Rd. Okeana, Ohio 45053 27N to Ross Exit / L on 128 / R on 126W or Cincinnati Brookville / R on Chapel Rd / Park on the left

* CONCESSION STANDS AVAILABLE

CONCESSION STANDS AVAILABLE, **WEEKENDS ONLY**

MANAGERS AND PARENTS: The concession stands help to defer the cost of athletic programs, so **PLEASE** support them. **DO NOT bring any food or drinks to fields with concession stands.**

CLASS

A-MAJOR	YOUTH BORN ON/ BETWEEN 6/1/01 And 5/31/04 AGES 16, 17 & 18
A-2	YOUTH BORN ON/ BETWEEN 6/01/04 AND 5/31/05 AGE 15
A-1	YOUTH BORN ON/ BETWEEN 6/01/05 AND 5/31/06 AGE 14
B-2	YOUTH BORN ON/ BETWEEN 6/01/06 AND 5/31/07 AGE 13
B-1	YOUTH BORN ON/ BETWEEN 6/01/07 AND 5/31/08 AGE 12
C-2	YOUTH BORN ON/ BETWEEN 6/01/08 AND 5/31/09 AGE 11
C-1	YOUTH BORN ON/ BETWEEN 6/01/09 AND 5/31/10 AGE 10
D-2	YOUTH BORN ON/ BETWEEN 6/01/10 AND 5/31/11 AGE 9
D-1	YOUTH BORN ON/ BETWEEN 6/1/11 AND 5/31/12 AGE 8
Ponyball	YOUTH BORN ON/ BETWEEN 6/1/12 AND 5/31/13 AGE 7
T-BALL	YOUTH BORN ON/ BETWEEN 6/1/13 AND 5/31/16 AGES 4,5,& 6