

# 2026 Neobaseball Rec League Rules

Revised 11/1/25



# 2026 Neobaseball Rec League Rules

Revised 11/1/25

## Table of Contents

<b>1. Official Game(s):</b> .....	3
d. Suspended Games: .....	3
e. Mercy Rule:.....	3
f. Run Limit: .....	3
g. Time Limits:.....	3
h. Batting & Pitching Time: .....	3
<b>2. Substitution(s):</b> .....	4
<b>3. Pitching:</b> .....	4
a. Pitching Distance: .....	4
b. Pitching Limits:.....	4
v. Tracking Outs/Innings Pitched:.....	4
c. Day/s Rest: .....	4
g. Balks: .....	5
iii. Disengagement Violation:.....	5
<b>4. Batting/Playing Requirements:</b> .....	5
<b>5. Baserunner(s):</b> .....	5
b. Leadoffs: .....	5
c. Courtesy Runner: .....	5
<b>6. Equipment:</b> .....	6
a. Bats: .....	6
b. Game Ball(s): .....	6
<b>7. Field(s):</b> .....	6
a. Field Preparation: .....	6
b. Base Path Distances: .....	6
<b>8. Umpires:</b> .....	6
<b>9. General Rules:</b> .....	7
a. Rule Changes: .....	7
b. Strike Zone:.....	7
c. Ejection Rule:.....	7
d. Dropped Third Strike: .....	7
e. Infield Fly Rule: .....	7
f. Ball Out of Play:.....	7
g. Lighting/Thunder: .....	7
<b>10. Reschedule(s):</b> .....	8
c. Reschedule Policy: .....	8
<b>11. Player/Team Eligibility:</b> .....	8
a. Team Registration: .....	8
b. Roster: .....	8
c. Age Cutoff:.....	8
d. Age Verification: .....	8
e. Residency/School Rule: .....	8
g. DOUBLE ROSTERED PLAYERS .....	9
h. TRAVEL/SELECT PLAYERS & TEAMS .....	9
k. <b>Illegal/Ineligible Player Penalty:</b> .....	9
<b>12. Managers/Coaches:</b> .....	10
<b>13. Regular/Spring Season:</b> .....	10
<b>14. Fall Season:</b> .....	10
<b>15. End-of-season Tournaments:</b> .....	11
<b>16. Sportsmanship/Behavior:</b> .....	11
<b>17. Protests/Appeals:</b> .....	11
<b>18. All-Star Game/s:</b> .....	11
<b>19. Insurance:</b> .....	11
<b>20. Waiver:</b> .....	12

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

## 1. Official Game(s):

- a. **Any items not addressed within these rules will revert to current Official Major League Rules**
- b. **Please review the respective Supplemental Rules for Tee-ball, Coach-Pitch and Farm/8U**
- c. Required Innings:
  - i. Games are six innings for 12U and younger divisions (13U & 14U games will be seven innings).
  - ii. If both managers agree, additional full inning(s) can be played if the 6<sup>th</sup> inning ends in a tie (7<sup>th</sup> for 13U & 14U)
  - iii. A game can end at any point beyond 3 completed innings and still be official if both acting team managers agree
  - iv. Do NOT revert to a previous inning's score once a new inning has started (can't undo game play).
- d. Suspended Games:
  - i. If a game is suspended due to darkness, rain/inclement weather, field conditions, etc. and can't resume within 1 hour of the delay then the game can be ruled official if four or more innings have been completed with same number of at bats (minimum of five complete innings for 13U & 14U), or a minimum of 3 ½ innings if the home team is ahead (4 ½ if home team is ahead in 13U & 14U)
    1. DO NOT revert to a previous inning's score if an inning is partially completed.
    2. 9U-12U End-of-Season Tournament games must play a full 6 innings (Full 7 innings for 13U & 14U).
    3. 8U and younger Championship games must play a full 6 innings
  - ii. All other games (even if due to inclement weather) will be considered suspended/incomplete
  - iii. Suspended games should resume at the exact point the game left off
    1. Due to roster batter requirements, any additional rostered players should be inserted in the bottom of the batting order if available when the game resumes even if they weren't present initially. If a player is not available for the rescheduled game, an out will NOT be recorded unless the team drops to 8 players.
    2. The total maximum number of allowable innings pitched per player per game and the no re-entry rule are still recognized (the # of days rest required is based on the most recent game).
    3. If managers agree (an ump declared) prior to the start of an inning that it would be the final inning due to darkness/inclement weather/etc. AND the game is suspended prior to the end of the declared final inning, then only that inning needs to finish when the game resumes for it to be official (Not applicable at tournaments).
- e. Mercy Rule:
  - i. 12U and younger, an official game shall be declared if at the end of four (or more) full innings, the visiting team is ahead by 10 or more runs, or if at the end of 3 ½ innings (or more) the home team is ahead by 10 or more runs, the game shall be official and can end
  - ii. 13U & 14U mercy rule is 15 runs or more after four complete innings (3 ½ innings if home team is ahead) or 10 or more runs after five innings (4 ½ innings if home team is ahead)
  - iii. Teams can continue to play past the mercy rule, but the game is officially complete once mercy limit is met (no further scores will be recorded if game continues to play)
- f. Run Limit:
  - i. There shall be a maximum of 5 runs per inning per team for 10U and younger through the 5<sup>th</sup> inning. NOTE: There will be unlimited runs in the 6<sup>th</sup> inning & additional ONLY (An umpire cannot declare an inning as unlimited prior to the 6<sup>th</sup>).
  - ii. There shall be a maximum of 7 runs per inning per team for 11U & 12U through the 5<sup>th</sup> inning. NOTE: There will be unlimited runs in the 6<sup>th</sup> inning & additional ONLY (An umpire cannot declare an inning as unlimited prior to the 6<sup>th</sup>).
  - iii. There shall be a maximum of 10 runs per inning per team for 13U & 14U through the 5<sup>th</sup> inning. NOTE: There will be unlimited runs in the 6<sup>th</sup> inning, 7<sup>th</sup> inning, & additional innings (An umpire cannot declare an inning as unlimited prior to the 6<sup>th</sup>).
- g. Time Limits:
  - i. **ALL AGE GROUPS: No new inning shall start after 2 hours of gameplay** (official start time shall be when umpire declares "play ball" prior to first pitch. An inning ends when the 3<sup>rd</sup> out is recorded). If two rounds of games are played the same day (like the first Saturday of spring tournaments) then both rounds will be 1 hour 45 minutes no new inning time limits.
  - ii. The time limit rule supersedes the required # of innings rule (but there should be at least 3 completed innings).
  - iii. Games can end in a tie during season if time limit is met (additional innings will be played in tournaments). The last completed at bat (batter) from the previous inning will be placed on 2nd base for each team at start of the extra inning/s.
  - iv. Spring "GOLD" bracket Championship games only will not have a time limit (time limit will remain for all other games).
  - v. See the "Fall Season" section for fall time limits.
- h. Batting & Pitching Time:
  - i. The batter has 8 seconds to enter the batter's box, once warned by umpire, or an automatic "strike" can be called by umpire.

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- ii. Once the batter is set, the pitcher should deliver a pitch within 10 seconds with the bases empty (or 20 seconds with runner/s on), or pitcher may be charged with an automatic “ball”.
- iii. This is an internal count by umpire only (no formal clock is required) and the umpire may allow for additional time if necessary, depending on the situation.
- iv. Automatic balls/strikes do not count towards the pitch count for required days rest.

## 2. Substitution(s):

- a. All attending players must play a minimum of two innings in the field by the 4<sup>th</sup> inning (free substitutions). Exception: Player does not have to play two innings if being disciplined, but the opposing coach should be notified prior.
- b. 12u and younger - each player available for a game will be inserted into the batting order and will bat even though he may not be playing in the field (continuous batting order for regular season games). 13/14U can choose to match batting during season or the team manager can choose to bat the entire roster (normal substitution rules apply if batting less than full roster).
- c. 9U and older TOURNAMENTS ONLY: If the team with the higher # of players matches the opposing team’s # of batters available, subs are linked in the batting order - SEE BATTING SECTION.
- d. If a team has more than 9 players, then a player that arrives late can be added to the bottom of the batting order without an out being recorded in their batting position, assuming they arrive by the 3<sup>rd</sup> inning (late players cannot be added to the order after the 3<sup>rd</sup> unless an out was recorded during their position at bat). If the late player is the team’s 9<sup>th</sup> player, then an out would need to be recorded in the 9<sup>th</sup> position if the player is not available to bat.

## 3. Pitching:

- a. Pitching Distance:
  - i. Shall be 40’ for the 8U player-pitchers
  - ii. Shall be 46’ for 9U & 10U
  - iii. Shall be 50’ for 11U & 12U
  - iv. Shall be 54’ for 13/14U
- b. Pitching Limits:
  - i. **8U (Farm) – 55 pitches per day or 6 outs (2 innings) per game, whichever occurs first**
  - ii. **9U & 10U – 65 pitches per day or 9 outs (3 innings) per game, whichever occurs first**
  - iii. **11U & 12U – 75 pitches per day or 9 outs (3 innings) per game, whichever occurs first**
  - iv. **13U & 14U – 85 pitches per day or 12 outs (4 innings) per game, whichever occurs first**
  - v. Tracking Outs/Innings Pitched:
    1. A pitcher shall be charged with pitching a complete inning if run limit is scored before three outs are made
    2. If not all 3 outs are made (if the team gave up the run limit, etc.):
      - a. If more than 2 pitchers are used in an inning, that pitcher who pitched to the greatest number of batters shall be charged with 2/3 of an inning, and the lesser 1/3
      - b. If 3 pitchers are used, then each pitcher shall be charged with 1/3 of an inning
  - vi. Pitchers can only exceed the daily pitch limit if they are finishing a batter, but the total day(s) rest shall be based on the total number of actual pitches thrown (regardless if finishing a batter or not)
  - vii. No Re-entry Rule: Once a player-pitcher is removed from the mound, they can’t re-enter as a pitcher at later innings of the same game
  - viii. Spring Tournaments: Each pitcher shall be allotted 15 total “free” pitches on the day throughout spring tournaments (For example: If a pitcher throws 55 pitches, it will be treated as throwing 40).
- c. Day/s Rest:
  - i. 1-25 pitches: (0) calendar days rest (players can pitch next game and/or day without penalty)
  - ii. 26-40 pitches: (1) full calendar days rest (players can pitch in another game in two days)
  - iii. 41-55 pitches: (2) full calendar days rest (players can pitch in another game in three days)
  - iv. 56-70 pitches: (3) full calendar days rest (players can pitch in another game in four days)
  - v. 71 or more pitches: (4) full calendar days rest (players can pitch in another game in five days)
  - vi. Spring Tournaments: Due to the 15 total “free” pitches rule (3.b.viii.), when there are two games on the day pitchers can throw up to 40 pitches in game one and still pitch in game two (the total pitches thrown on the day in both games minus the 15 free pitches on the day will determine days rest required for them to be able to pitch again).

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- d. **EACH PLAYER'S PITCH COUNT MUST BE ENTERED ONLINE PRIOR TO THE START OF THE FOLLOWING GAME, or the following game can result in a forfeit, if protested prior to the start of the following game. FOR TOURNAMENTS: Pitch counts must be posted with games results to the Team Manager's group chat post on SportsEngine app.**
- e. Age exception players are NOT permitted to pitch (they can still catch and play other positions if applicable).
- f. Travel exempt players are NOT permitted to pitch or catch.
- g. Balks:
  - i. Balks should be discussed at pregame ground rules with managers & umpire.
  - ii. Balks will be called at umpire discretion for 11U to 14U divisions.
    - 1. 11U and 12U balks should be called after one warning per pitcher (11U & 12U balks will be called on first violation in tournaments).
    - 2. 13U & 14U balks can be called on first violation during season and in tournaments.
  - iii. Disengagement Violation:
    - 1. Pitchers are limited to two disengagements (pickoff attempts or step-offs) per plate appearance. However, the limit is reset if a runner or runners advance during the plate appearance.
    - 2. A third disengagement, or disengagement violation, will result in a balk. (For example, if a third pickoff attempt is made, the runner automatically advances one base if the pickoff attempt is not successful).
    - 3. Mound visits, injury timeouts and offensive team timeouts do not count as a disengagement.
- h. The pitcher must be removed from the mound at the 2nd charged coach's trip to the mound in the same inning.
- i. 8U-14U: If a pitcher hits 3 batters in an inning, they must be removed from the mound (the umpire still has the discretion to remove a pitcher at any point if they believe there is a safety concern).
- j. Intentional walks will only be permitted by announcement from pitcher, catcher, or team manager (no pitching required)

#### **4. Batting/Playing Requirements:**

- a. All players present for a game must be inserted into the batting order (Roster batting - No Matching Rosters regular season 12U and younger). All available players should participate in the field (defensively) a minimum of 2 innings (inserted into the field by the 3<sup>rd</sup> inning so they get their minimum 2 innings of playing time by the end of the 4<sup>th</sup> inning).
  - i. For tournaments only (and 13/14U throughout season), the team with more players can match the team with less players
    - 1. Remaining players must be substituted by the 3<sup>rd</sup> inning (2 inning minimum playing requirement rule still applies)
    - 2. Only one re-entry per player, per game
    - 3. Once subbed, those two players are linked at that position in the batting order and can't bat in another position
- b. If players are removed from the game due to injury, illness, or discipline no out will be recorded at their position in the batting order (unless the total # of participating players drops to 8)
- c. Teams are permitted to play a game if only 8 players are available (An out will be declared in the 9<sup>th</sup> position of the batting order) – if a team has 7 or less players at any point, the game will result in a forfeit.
- d. Players that are removed from the batting order (skipped) due to injury cannot reenter the same game.

#### **5. Baserunner(s):**

- a. No malicious contact rule is in effect (umpire's discretion). However, defensive players must position themselves to receive the ball as not to impede the runner's progress. Malicious Contact Penalty: runner is out (if deemed flagrant, player can be removed from game). Malicious Contact and Fielder Obstruction are umpire judgment calls
- b. Leadoffs:
  - i. Leadoffs are permitted in 11U-14U divisions (No leadoffs for 10U and younger divisions)
  - ii. 9U-10U divisions:
    - 1. Stealing is only permitted after the ball reaches home plate when thrown by pitcher
    - 2. Runners must return to base once the pitcher has control of ball at or near the mound (since there are no leadoffs at 9U & 10U, runners should be on base if the pitcher is getting ready to deliver another pitch).
    - 3. Overthrow of pitcher and/or throw to a base from catcher is still played as a live ball so runners can advance with risk of getting out by the fielders.
    - 4. 9U only: Runners can't advance home on a passed ball (a passed ball for this rule is any pitched ball that goes beyond the catcher).
- c. Courtesy Runner:
  - i. Can be used at any time for the catcher only (it must be used to gear up the catcher entering the game defensively next inning)

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- ii. Should be the player that was the last out recorded or run last scored if out not recorded (or the linked substitute player, if applicable).
- d. Continual Walks (when a batter is walked to 1<sup>st</sup> base and rounds to 2<sup>nd</sup> base) are permitted 9U and older only. If the batter-runner stops after acquiring 1<sup>st</sup> base, then they should return to 1<sup>st</sup> base unless the pitcher or fielder attempts to make a play on them.

## 6. Equipment:

- a. Bats:
  - i. 12U and younger divisions: Bats shall be a maximum of 2 ¾ inches barrel, no drop size limit.
  - ii. 13U & 14U divisions shall be -5 maximum differential (can't exceed -5 drop limit).
  - iii. Authorized USSSA 1.15BPF or USA certification is required for composite or alloy baseball bats (BBCOR certification is also acceptable for 13U & 14U).
  - iv. Only solid, one-piece wood baseball bats are permitted without the above certification.
  - v. No softball or tee-ball bats 8U and older.
  - vi. Bats must be free from defects, damage, and/or excessive wear.
- b. Game Ball(s):
  - i. Only Diamond (DOL-1, DOL-A) or Rawlings (RLLB1, ROLB1) baseballs shall only be used at 8U-14U. Fall Ball and 2026 Spring season only DOL-2 baseballs may be used 8U-12U.
  - ii. Home Team supplies the game balls for regular season games.
  - iii. For tournaments, each team shall provide at least 1 new game ball and 1 good used ball (additional good used game balls must be provided by teams equally as needed).
- c. All offensive (batting) players must have a helmet on while in the field of play
- d. Teams must wear full matching uniforms with the player's number clearly visible on the shirt
- e. No metal spikes for 12U and younger divisions (13U & 14U divisions: metal spikes are permitted)
- f. Catchers must be properly equipped.
- g. Coaches must wear proper attire (similar coach shirt) and have closed-toe shoes if within the field of play.
- h. No jewelry is permitted to be worn by players in the game or dugout.
- i. Any pertinent medical equipment/devices should be discussed in ground rules.
- j. Pitchers cannot have a white sleeve on their forearm area of their throwing arm, while on the mound.

## 7. Field(s):

- a. Field Preparation:
  - i. Home team is responsible for field preparation/lining prior to game (1/2 hour or more prior is preferable)
  - ii. Tournament game fields will be prepped/lined by the hosting community
  - iii. Coaches box (even if not lined) shall be no closer than 5' from the baseline (boxes should be 7' from the baseline if field size allows) and 15' long starting from 1<sup>st</sup>/3<sup>rd</sup> base and running towards home plate.
  - iv. Batter's boxes:
    - 1. Coach-Pitch and 8U should be 3'x6'
    - 2. 9U-14U must be 4'x6'
    - 3. Make sure boxes are squared to pitcher (2<sup>nd</sup> base) and that the inside of the chalk line is exactly 6" from home plate.
- b. Base Path Distances:
  - i. 10U and younger shall be 60' bases
  - ii. 11U & 12U shall be 70' bases
  - iii. 13U & 14U shall be 80' bases
- c. Managers should agree on infield practice, allowing for equal time for both teams prior to the game (remembering to allow for ground rules at least 5 minutes prior to the scheduled game time).
- d. Portable/removable pitching mounds are NOT permitted, even if commercially manufactured and in safe condition, regardless of division

## 8. Umpires:

- a. Home team is responsible to schedule and pay for an experienced umpire for regular season games (for tournaments, each team shall pay half the total umpire fee prior to game)
- b. Home plate umpires should be a minimum of 14-yrs-old for the 8U division, 15 for 9U & 10U, 16 for 11U & 12U, and 17 for 13U & 14U divisions.

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- c. Umpires should have proper umpire attire, protective gear, etc.
- d. Umpire judgment should not be argued and cannot be protested (see “17. Protests/Appeals”)

## 9. General Rules:

- a. Rule Changes:
  - i. Changes/modifications to rules can be proposed and voted on by participating community representatives at the regularly scheduled representative meeting/s after season (See Schedule of Events).
  - ii. One vote per active local association/community in attendance, Neo U-I-C, and Neobaseball president/director (At least 60% is required to implement proposed changes).
  - iii. Rules may be clarified (expanded) during season by Neobaseball as needed.
- b. Strike Zone:
  - i. Shall be the umpire’s discretion (younger divisions should have a larger strike zone than the older divisions)
  - ii. Can’t be appealed or protested.
- c. Ejection Rule:
  - i. First time ejection of coaches/players/etc. could result 0-2 game suspension depending on the situation and severity.
  - ii. 2<sup>nd</sup> ejection in one season will result in a minimum of a 2-game suspension.
  - iii. Coach/player will be removed for remainder of season or longer if ejected 3 times or if the offense is severe.
- d. Dropped Third Strike:
  - i. Drop Third Strike will apply to the 10U-14U divisions only
  - ii. No dropped third strike rule at 9U and younger (Batter is out 3<sup>rd</sup> strike whether the catcher drops the ball or not)
- e. Infield Fly Rule:
  - i. Infield Fly Rule is in effect for 10U-14U only (No infield fly rule for 9U and younger divisions).
  - ii. Infield fly occurs when (all the following occur):
    - 1. A fair fly ball can be caught with “ordinary effort” by an infielder (this is umpire judgment and cannot be challenged)
    - 2. Runners occupy first and 2<sup>nd</sup> base; or first, second, and third base at start of the pitch
    - 3. There are less than two outs (so it only applies when there are no outs or there is one out)
    - 4. Umpire verbally declares “infield fly” when the ball is in the air (can’t retroactively declare “infield fly” after play)
  - iii. When infield fly is declared:
    - 1. The batter is automatically “out”.
    - 2. The ball remains live (infield fly is not a “dead ball” situation).
    - 3. Baserunners can advance at their own risk (Runners must tag up if an infield fly ball is caught. Runners do NOT need to tag up if an infield fly ball is NOT caught).
  - iv. If the batted “infield fly” ball is not caught and lands in fair territory, then the batter is “out” regardless (even if the ball hits the ground untouched in fair territory and then rolls foul before passing first or third). If the batted “infield fly” ball is not caught and lands in foul territory, then it is a “foul ball” even if “infield fly” was declared (it is preferred that umpires declare “infield fly, if fair” when the fly ball is near the foul line to help minimize potential confusion).
- f. Ball Out of Play:
  - i. Each runner including the batter-runner may, without liability to be put out, advance:
    - 1. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence
    - 2. Two bases when a thrown ball goes into the stands, or into a bench, or over or under or through a field fence. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
    - 3. One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher’s plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw
- g. Lighting/Thunder:
  - i. In cases of lightning, game play should be stopped, players should be removed from field of play and seek shelter

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- ii. Game can resume 30 minutes after last occurrence

## 10. Reschedule(s):

- a. Only “rain-out” games or games lacking players due to school related functions can be rescheduled
- b. Postponed/Suspended games (rainouts) must be rescheduled within 48 hours to be played within 14 days of the original game date (and/or prior to tournament seeding, whichever is first)
- c. Reschedule Policy:
  - i. Home team shall provide three dates that the rescheduled game can be played, and the visiting team shall choose one of the dates provided
  - ii. If the visiting team is not able to commit to playing one of the dates provided, then the home team shall contact a NeoBaseball representative immediately so they can set a date for the rescheduled game
  - iii. If the home team does not have a suitable field available within 14 days of the original game date, the game shall be rescheduled to be played at the visiting team’s field or a neutral facility. (Note: The home and away teams shall remain as originally scheduled)
  - iv. Failure to play the game as scheduled may result in a forfeit
  - v. It is the home team manager’s responsibility to contact the Assignor to cancel/request the Umpire

## 11. Player/Team Eligibility:

- a. Team Registration:
  - i. Team registration & fees are due at the scheduled registration meeting (See Schedule of Events)
  - ii. All team fees are non-refundable
- b. Roster:
  - i. Must be entered by the roster cutoff date prior to season (See Schedule of Events)
  - ii. Must include all participating players and managers/coaches (see Mangers/Coaches requirements). Teams may be removed from games and/or tournaments for rule violations.
  - iii. The current Neobaseball method of submittal and/or roster template must be used. Teams don’t submit using the correct method/form will be excluded from tournaments (and potentially remaining games if other violations occur). Effective 2026 Spring season, there will be an online roster registration link available on the Neobaseball webpage.
- c. Age Cutoff:
  - i. April 30<sup>th</sup> age cutoff (player’s age on April 30<sup>th</sup> is their roster age) - For example, a child who is 10 years old before May 1<sup>st</sup> should be placed on a 10U team or 11U team (NOT a 9u team).
  - ii. 9U and older divisions: A player may be rostered up to two years above their actual roster age, even though it is not suggested (for example: a 12-yr-old may be rostered in 13U or 14U, but an 11-yr-old as of April 30<sup>th</sup> can’t be rostered in 14U). See supplemental rules for the younger age divisions.
  - iii. Exception: With approval, up to two “age exceptions” may be permitted per team
    - 1. Age-exception players can be no more than 1 year older than the rostered age division.
    - 2. Age exception players are not permitted to pitch.
    - 3. For 14U, a 15-yr-old exception will only be permitted if they are in 8<sup>th</sup> grade (a 14-yr-old age-eligible H.S. player is permitted on roster after the H.S. season ends).
    - 4. Age exceptions are only suitable when the player is not on par with the other players at their correct age group or there is not a team available for the local area in their correct age division. Age exception players may be used to help balance the number of players on teams in two age groups assuming either the youngest or least skilled players are selected as the age exceptions (skilled players should be not play down for teams to gain a competitive advantage).
    - 5. Age-exception players cannot be double-rostered (if they can play in their correct age group for the local area, then they should only play in that age group).
    - 6. Age-exception players must be disclosed by the Scorekeeper when the lineup is provided to the opposing team and announced by the Team Manager at ground rules prior to game.
- d. Age Verification:
  - i. The manager should have legible copies all players’ birth certificates on hand prior to start of season
  - ii. If player eligibility verification is requested, the team manager (or community representative) must produce a legible copy of the player’s birth certificate within 24 hours
- e. Residency/School Rule:
  - i. Teams shall consist of players from within the community and/or school system

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- ii. No more than **one** player per team shall be from another school system and/or community (local association) participating within the league.
  - 1. A 2<sup>nd</sup> out-of-area player may be approved by Neobaseball with written approval if the 2<sup>nd</sup> out-of-area player has played for the requesting team for 3 or more years prior (in spring season, not fall) and then moved to another area/school.
  - 2. Multiple out-of-area players may be approved by Neobaseball if a local area has players registered but not enough to field a team at their age division and the area isn't able to place them in another age division (this request must be initiated by the area looking to find a team for the players that doesn't have a team available).
- iii. An authorized *Player Release and Disclosure* is required prior to roster approval for all out of area players
- iv. Any exceptions (multiple player releases from a community when no team is available) must have written approval from Neobaseball. Unapproved/Violation of these rules shall result in 1–2-year(s) suspensions of coach(es) and/or representative.
- f. **No less than 10 players and no more than 16 players shall be permitted on a team roster (please read all the player requirements).**
- g. **DOUBLE ROSTERED PLAYERS**
  - i. Players can be rostered in two different age divisions within the league only, but they can only pitch in ONE of the divisions. Double Rostered Players CANNOT be rostered on two teams in the same age division.
  - ii. If double rostered, it must be immediately adjacent divisions. For example: Can be both 8U & 9U but can't be 8U and 10U).
  - iii. Age-exception Players cannot be double rostered (if they can play in their correct age group, then they should only play in that age group and not down as an age-exception).
  - iv. There can be no more than three (3) double rostered players listed per team. If more than (3) are listed on roster and participate in a game during season, then they will be treated as Illegal/Ineligible players.
- h. **TRAVEL/SELECT PLAYERS & TEAMS**
  - i. Travel and/or Select Players (and teams) are not permitted to participate in recreational league spring season or tournament games.
    - 1. Players can participate in similar type recreational leagues and/or local All-Star type tournaments, but not compete in "travel" level competition.
    - 2. Rec teams should not be handpicked or have tryouts to eliminate the potentially lower caliber players (handpicked teams should participate in the "Select" Division).
  - ii. Up to TWO community-based Travel Player Exemptions may be permitted per team if all the following provisions are met.
    - 1. A Travel Exempt Player:
      - a. Must have **written Neobaseball approval** prior to registering and/or rostering the player (see Travel Player Exemption form) – verbal approval is NOT adequate.
      - b. Must live within that community/town and/or attend school currently at that school system (no out-of-area travel players will be permitted) and he/she must have played for a spring recreational team at that community prior (a travel player should not be added that has not played for that team/area previously).
      - c. Must be in the appropriate age division (A travel exempt player cannot be an age-exception player).
      - d. Cannot pitch or catch during the spring season on an Neobaseball rec team (if an approved Travel Exempt player pitches or catches in an Neobaseball spring rec game, they will be removed from all remaining games that season and will be treated as an Illegal/Ineligible Player).
      - e. Must participate in **75%** of the team's scheduled games to be eligible to participate in the end-of-season tournaments (they are not permitted to play in the tournament if they didn't play in at least 75% of the schedule games, which is 11 out of the normal 14-game schedule or 12 out of 15).
      - f. Can be on ONE Neobaseball roster per season.
    - 2. The Scorekeeper must note the Travel Exempt Player when the lineup is provided to the opposing team, and the player must be declared/announced by the Team Manager at the ground rules prior to game.
- i. Regular season teams can participate in games versus travel teams if it's at community-based tournaments, but not complete in tournaments advertised specifically as being geared towards travel teams (open roster).
- j. Communities with more than one team in an age group should attempt to create fair and balanced teams (draft when possible) – "Stacked" or hand-picked teams are against the intent of the recreational community-based league structure. Teams believed to be stacked/handpicked, even in part, may be excluded from tournaments.
- k. **Illegal/Ineligible Player Penalty:**
  - i. 1<sup>st</sup> offense - Team will forfeit all games the illegal/ineligible player(s) participated in.
  - ii. 2<sup>nd</sup> offense – team will be removed from remaining game schedule and there may be manager/coach and/or local representative suspensions/bans depending on severity and circumstances.

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

## 12. Managers/Coaches:

- a. All managers/coaches must have approved national background screenings/checks (NCSI), concussion awareness training certificates (NFHSLearn and/or CDC), and complete Lindsay's Law: Sudden Cardiac Arrest requirements.
- b. Shall be required to adhere to current Ohio Health Department mandates for baseball regarding COVID-19
- c. No more than 1 team manager and 4 assistant coaches (5 total) are permitted in the dugout and/or on the field per game
- d. A representative from each team must attend the pre-season coaches & scheduling meeting/s
- e. Winning team should enter the game score within 24 hours of completion (player pitch count should be entered by both teams)
  - i. If roster, game results, and/or pitch count are not entered in the proposed timeframe, then the following game may result in forfeit if protested.
  - ii. PLEASE REPORT YOUR PITCH COUNTS, GAME RESULTS, & ENTER YOUR ROSTER.
- f. See rule 7.a.iv. for coach boxes size (base coaches must remain in the coach boxes during play). Coaches are not permitted on field during game play (coaches should NOT be on the field coaching from ball buckets).

## 13. Regular/Spring Season:

- a. Regular (spring) season shall consist of around 14 games (Coach-Pitch may be 12-14 games).
- b. Shall run from mid-April to late June
- c. Teams must complete at least 78% of the scheduled games to compete in end-of-season tournaments.

## 14. Fall Season:

- a. Fall Season shall consist of 7 games for coach-pitch and 8 games for all other age divisions.
- b. Fall Season shall run from August to early October (see current Schedule of Events)
- c. Fall Official Game(s):
  - i. **The current Neobaseball regular season (spring) rules (and supplemental rules for coach-pitch or 8U, if applicable) shall apply except for the additions and/or modifications listed below that are specific adjustments for the summer/fall season.**
  - ii. Fall Timed Games:
    1. Fall Time Limit:
      - a. 12U and younger divisions: No new inning shall start after 1 hour 15 minutes of game time in fall.
      - b. 13/14U: No new inning shall start after 1 hour 30 minutes of game time in fall.
    2. Any inning that starts shall finish (both home/away should both bat unless otherwise noted).
    3. If the last (3rd) out in the bottom of the inning is recorded at 1 hour 14 minutes, then a new inning shall start, and it will be the final inning (1 hour 29 min for 13/14u). Games should NOT be preemptively declared as final based on the approaching time limit – either the time is exceeded and no new inning is started, or the time limit is not hit, and another inning should be played (umpires can still declare an inning as final if it's due to impending darkness or inclement weather, just shouldn't be due to an approaching time limit).
    4. If your game is the final game on that field for the day, an additional inning can be played for extra practice if both team managers and the umpire agree (final score shall remain as when time expired, if applicable).
    5. The official time should start when umpire states "play ball" (just prior to first pitch). The time limit should be reevaluated as ending (being met or exceeded) once the 3rd out is recorded at the bottom of an inning.
- d. Fall Pitching:
  - i. 8U-12U pitchers shall not pitch more than 2 innings per one game, 3 innings total per day, and 6 innings per week. (Note: a week shall run Monday through Sunday). 13/14U pitchers shall not pitch more than 3 innings per one game, 4 innings total per day, and 7 innings per week. (Adjustment to rule 3b)
  - ii. 8U/Farm games will be all kid-pitch, so there will not be any coach-pitch innings. (Adjustment to Farm/8U rule 4c). Pitching distance remains 40'.
  - iii. Due to time limits, no more than 5 warmup pitches between innings (please have catchers ready to go or a coach should warm up the pitcher).
- e. 9U fall teams will play by 10U spring rules:
  - i. Rule 5.b.i.4 is not in effect for 9U fall (So 9U fall baserunners CAN advance home on a "passed ball")
  - ii. Rule 9.d.ii is not in effect for 9U fall (So 9U fall will allow for "drop 3rd strike")
  - iii. Rule 9.e.ii is not in effect for 9U fall (So 9U fall will allow for infield fly to be called by umpires)
- f. Fall Umpires will be provided (Adjustment to rule 8a).
- g. If applicable, reschedules shall be scheduled through the league (Adjustment to rule 10).

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

- h. Residency/school requirement is not in effect for Fall Season (Adjustment to rule 11e).
- i. Travel and/or Select Players are permitted to participate in Fall Season (Adjustment to rule 11i).
- j. At least (1) new game ball will be provided by the league to the umpire per game (Adjustment to 6b) – all balls should be returned to the umpire at the end of the game.
- k. Neobaseball league representatives will notify Team Managers of any other rule clarifications or modifications as required during season.
- l. Fall rainout notification will be sent via Managers' group chat (SportsEngine)
- m. Failure to play games as scheduled could result in game forfeits and/or removal of the team from the remainder of fall season.
- n. There will be a \$30 rescheduling fee per game change requested after August 2<sup>nd</sup> (This applies to requested reschedule dates or time adjustments only - This fee won't apply to rainout reschedules required, if applicable).

## **15. End-of-season Tournaments:**

- a. Single elimination tournaments shall take place for each age division (except tee-ball) at the end of June to beginning of July for spring season, and end of September to beginning of October for fall season (see schedule of events)
- b. Shall be seeded based on points
  - i. 3 for win, 2 for tie, 1 for loss, and no points awarded for games not played (and incomplete game)
  - ii. Run Differential shall be used for a head-to-head split (one team wins one game and the other wins the 2<sup>nd</sup> game). – (Overall Runs Allowed may be used if RD is tied).
  - iii. Run Allowed and/or blind draw may be used as the points tie breaker if head-to-head is not available or if there is a tie in seeding points between three or more teams and a decisive winner can't be determined
  - iv. Final seeding will be declared by the Neobaseball league director and cannot be protested.
- c. Higher seed is considered home team and will bat 2<sup>nd</sup>
- d. Shall be hosted by areas/communities within the league and assigned by Neobaseball director (see hosting requirements document).
- e. Age classifications with 16 or more teams may be divided into "gold" & "silver" brackets.

## **16. Sportsmanship/Behavior:**

- a. Teams are responsible for completing all games as scheduled - Failure to play the games will result in a forfeit, and possible removal of the team from the tournament and/or league.
- b. Noisemakers and/or excessive noise (particularly intended to distract pitcher/s) will not be permitted.
- c. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
- d. Coaches, players, parents, spectators, etc. shall be removed and/or shall be banned from future events for inappropriate activities (ie. Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, any type of harassment, etc.)

## **17. Protests/Appeals:**

- a. An **appeal** can be made to an umpire during game only by the Team Manager requesting time and then making the appeal directly to the umpire prior to next play. Only rulings or rules interpretations (and not judgment items) should be appealed. If there is a two-umpire system, an appeal on judgment items (like out/safe) may be made assuming the umpire that made the call allows it (a judgment appeal can be denied).
- b. A protest committee (of up to four) shall be chaired and appointed by the league president/director yearly, prior to start of season, to assist in addressing regular season/spring rules, questions, protests, and appeals.
- c. Games may be played "under protest" and completed if declared to the umpire immediately upon the disputed rule infraction. Notify U-I-C and/or Neobaseball president immediately (or within 2 hours of the game's completion if it's a game ending ruling).
- d. Umpire Judgment (e.g., strike zone) can't be protested (only incorrect umpire rulings or team/player eligibility may be protested).
- e. Appeals and/or Protests must be specific (the specific rule violation must be specified).

## **18. All-Star Game/s:**

- a. After the end-of-season tournament, an All-Star game may be held for each of the 9U, 10U, 11U, and 12U age divisions (see the current All-Star Games document and Schedule of Events for complete details)
- b. If held, each team will have the option to send two players to participate in the All-Star game, unless otherwise noted

## **19. Insurance:**

- a. All teams/participants must have liability insurance (minimum of \$1 million per occurrence) in place with secondary medical coverage (minimum of \$100,00 participant accidental medical limit)
- b. Coverage may be available on a NeoBaseball League policy for an additional fee, or teams/areas can purchase coverage elsewhere (Neobaseball must be listed as certificate holder and additionally insured)
- c. Participation in league related events is consent for any necessary medical treatment required

# 2026 Neobaseball Rec League Rules

Revised 11/1/25

## **20. Waiver:**

- a. Physical activities & sports include potential risk of physical injury, and most in-person events increase risk of infection/spread of COVID-19 and other illnesses. Parents/guardians, managers/coaches, participants, spectators, etc. agree to assume the risk of injury to their child/participant, or to them, resulting from their attendance and/or the child's participation in this program.
- b. Participation and/or attendance is acknowledgment that all league related claims shall be waived and released.
- c. The waiver and release extend not only to Neobaseball, local communities, and any other league/parent organization, but all sponsors, volunteers, officers, owners, occupiers of land upon which the activities may take place.
- d. All fees are non-refundable (even if players/coaches/team are removed for behavior, rule violation, and/or other reasons).