

NORTHERN VALLEY BASEBALL LEAGUE

2008 Knickerbocker League Rules

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

Participating Towns and Administrators

OLD TAPPAN	GARY GARRAN	201-358-1817
HARRINGTON PARK	STEVE PACCIO	917-363-3938
NORTHVALE	PETE MAZUREK	201-615-7029
NORWOOD	MICHAEL SCHEURING	201-286-5772

Player Eligibility -Every team can have roster players only from their own town. Players will be of the ages 13 and 14 and will not be eligible if they turn 15 by August 1st.

Exceptions:

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

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

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

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

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

Rules:

1. High School Federation rules apply in all aspects unless mentioned specifically in the league rules.
2. Bat Requirements – Difference between weight in ounces and length in inches may not exceed 5. For reference high school rules require a -3 ratio if you want to prepare your 8th graders.

Game and Field Rules:

1. Batting Rosters:

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

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

2. Call up players can be brought up from the 6th grade to fill a roster to 10 players. The 6th graders must bat last and play less or equal to the 7th and 8th graders. Call up players cannot pitch. Can not use players from other 7-8 teams.
3. Season; consists of the months of April, May and June
4. Roster minimum size – 12 players
5. Roster maximum size – discretion of manager
6. Batting order – minimum 12 batters in the order, if field roster is less, every player must bat
7. Game day minimum field roster – 8 (to have a game) 6th graders can be the last player
8. Player participation – every player on each team's roster must play a minimum of 2 innings per game, No Less!!
9. Free Substitution – is allowed for all players excluding pitchers. Once a pitcher is removed from his position he cannot return as a pitcher.
10. Mercy rule – no mercy rule is in effect for this league.
11. Time limit per game – no inning is to start after 2 hours of game play. Inning must be completed if already started.
12. Make up or rescheduling of games – Home teams are responsible for arranging make up games. The games must be made up and played within 5 days or as a result both teams will forfeit the game. Please contact your town's director if you are having difficulty with rescheduling a game.

PITCHING:

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

Rest Rules: 1-2 innings 1 day rest (If pitch on Mon cannot pitch until Wed)
3 innings 2 days rest (If pitch on Mon cannot pitch until Wed)
4 innings 3 days rest (If pitch on Mon cannot pitch until Fri)
(Rest is measured in calendar days)
2. Charged conferences: 3 max during a 7 inning game, injury timeout not charged.
3. The status of each pitcher for a given game should be part of the pre-game review with the umpires.
4. A manager/coach shall be allowed 2 visits per pitcher per game; on the 3rd visit in a game that pitcher must be removed. An injury timeout shall not constitute a visit. The umpire will deem whether an injury timeout is allowed.

5. Until May 1 there will be 2 balk warnings per pitcher. A balk will be called on the 3rd pitch. After May 1 there will be 1 balk warning per pitcher, a balk will be called on the second pitch. In the playoffs there will be NO balk warnings, balks will be called from the first pitch.
6. The pitching week will begin on Sunday and end on Saturday.

ADDITIONAL GAME RULES

1. Sliding – Head first is not permitted except when returning to a base. All base runners advancing shall slide feet first at all bases. Any other slide is an automatic out.
2. Regulation game – if weather, darkness or time limitation interferes with play so that the game is called (ended) by the umpire prior to completion, the following rules apply:
 - A full 4 innings has been played or:
 - If both teams have not had an equal number of at bats, the score shall be the same as it was at the end of the last completed inning; except if the home team is in its half of the incomplete inning and scores a run or runs which equal or exceed the opponents score then the final score shall be recorded when the game is called.
 - (If the game is stopped before it is an official the game it will be restarted. The losing team must bat 4 times)
3. If there is a tie after 7 innings extra innings will be allowed if under time limit otherwise game will end in a tie.
4. During the regular season a tie will stand as the final score with no tie breaker.
5. All playoff games must be played until a winner is determined, upon weather or darkness game will follow continuation rule.
6. Continuation Rule – Game will be resumed exactly where it left off. All records including pitching shall be counted.
7. Players leaving a game early:

If a player has to leave a game prior to conclusion here are the various conditions to his spot in the order:

If the team is batting the full lineup there should be no penalty. The spot will be skipped over in the order.

If a team is only playing nine players then that player leaving's spot should be an out the next time around unless a substitute is available and then no penalty.

8. Speed Up Rule – Only with 2 outs a team can elect the last batted out will be used. Intent is to quicken the game, not gain an advantage.
9. Infield Fly Rule – applies to all games.
10. Warm Up – Prior to games, the visiting team shall have a 15 minute window to warm up and practice on the opposing team's field. (Weekday games; 5:40pm – 5:55pm, Saturday 11:40am – 11:55am, etc.)
11. Home Teams – are responsible to supply 6 game balls
12. Umpire payment: (2). Umpire fee is \$50.00 per umpire. (1) Umpire - \$75.00. The fee is split by both teams. Each team gives out a \$50.00 check or cash. If only 1 umpire each team gives out a \$37.50 check or cash.

Players Code of Conduct:

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

Players Dress Code:

1. All players should be in the same color matching uniforms all inclusive from hat, shirt, pants and socks. No exceptions will be tolerated.
2. All player's uniform shirt's should be tucked in their pants at all times during the game.
3. Baseball shoes with rubber or metal spikes and/or sneakers are the only acceptable footwear to be worn by the players in the game.
4. No player is allowed to wear jewelry, earrings or any ornamental body piece during the game.

Managers and Coaches Rules:

"Special Code of Conduct"

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

Playoffs:

ALL TEAMS QUALIFY FOR THE PLAYOFFS:

Seeding for the playoffs will be determined by a team's record as of May 31 with a minimum required play of 12 games. If any team has played less than 12 games, a loss will be applied to bring the teams total to 12 games. Playoffs must be complete by June 11th to allow for summer play to begin as scheduled on June 12th.

Tie breakers will be as follows:

A) Teams win %.

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

C) Runs allowed, head to head, with the team you are tied with.

Sample Playoff Format:

First Round- Higher Seed is Home Team

Top Five Teams get bye

Game 1 - #11 Seeded Team versus #6 Seeded Team

Game 2 - #10 Seeded Team versus #7 Seeded Team

Game 3 - #9 Seeded Team versus #8 Seeded Team

Quarterfinals - Higher Seed is Home Team

Game 4 - Highest Seeded Winner from 1st Round versus #1 Seeded Team

Game 5 - Second Highest Seeded Winner from 1st Round versus #2 Seeded Team

Game 6 - Third Highest Seeded Winner from 1st Round versus #3 Seeded Team

Game 7 - #5 Seeded Team versus #4 Seeded Team

Semi-Finals - Higher Seed is Home Team

Game 8 - Winner Game 4 vs. Winner Game 7

Game 9 - Winner Game 5 vs. Winner Game 6

Finals – Norwood Host Finals

Game 10 - Winner of Game 8 vs. Winner of Game 9

League Safety Code:

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

18. Parents of players who wear glasses should be encouraged to provide “safety glasses”.
19. Screen out at the time of tryouts those ball players whose lack of coordination or physical handicap might make them susceptible to injury.