

# 2025 NYSA Tee Ball Rulebook



**CHANGE 1: March 10<sup>th</sup>, 2025**

**Current as of February 11, 2025**

This document supersedes all previous versions of the same content and is subordinate to NYSA Regulations.

## SECTION 1 -- EQUIPMENT

- 1.1 The ball shall weigh no less than four ounces (4 oz.) nor more than five ounces (5 oz.). It shall measure not less than nine inches (9") nor more than nine and one fourth inches (9 1/4") in circumference.
- 1.2 The bat must be a baseball bat which meets the USA Baseball Bat standard (USA Bat) as adopted by Tee Ball Baseball. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USA Bat). Under the USA Bat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com). For Tee Ball Baseball, bats shall be no less than twenty-four inches (24") nor more than twenty-six inches (26") in length. The barrel of the bat must not exceed two and three-fourth inches (2-3/4") in diameter.
  - 1.2.1 *PENALTY:* The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box. The use of the illegal bat must be protested prior to the first swing of the next batter.
- 1.3 Players may wear any type clothing in local league play that is approved by NYSA. This clothing shall include shoes, but not shoes with metal cleats. Players should always be in uniform which includes hat, shirt, pants, and socks. Shirts should be tucked in and hats worn with the bill facing the front.
- 1.4 Helmets must be worn by batters, base runners, on-deck batters, catchers and batboys. The batter's helmet shall be made of ultra-high impact plastic. The shell shall be of one-piece construction. The helmet shall have pieces for the ears and full protection for the head and temples. The padding shall be of heavy rubber or similar material. Helmets that are not designed to stay on without a chin strap must be worn with a chin strap.
  - 1.4.1 *NOTE:* It is important that helmets stay on while players are sliding or running the bases.
- 1.5 All other equipment that is used in the TEE BALL BASEBALL program, such as gloves, hats, uniforms, shoes, and umpires' equipment shall be the choice of NYSA.
- 1.6 All pitchers must wear a pitcher's face mask for protection. The league will provide facemask to be used by the players or the player can provide his/her own mask at his/her own cost. A batting helmet with an attached facemask is also approved.

## **SECTION 2 -- PLAYER AGE LIMIT AND VALIDATION**

2.1 The date of May 1<sup>st</sup> will be used to regulate a player's official age and eligibility. Whatever a player's age is on May 1<sup>st</sup> determines if he/she will play 4U or 6U Tee Ball. Additionally, May 1<sup>st</sup> will be used to determine a child's eligibility for All-Star tournament competition.

2.1.1 The NYSA portal during registration will only show the division your player is eligible for based on the player profile's birthdate.

2.1.2 If it is discovered that parents are purposely forging a birthdate in order to have their player in an age bracket they would not otherwise be eligible for, the player will be removed from registration. Parents will need to be willing to provide official documentation (school record, birth certificate, etc) should a question of a player's age be inquired of. This inquiry can come only from the Tball commissioner.

2.2 If a player is 4 years old, he/she will play in the 4U Player Developmental League. Players in 4U can expect a minimum of 2 events per week. If a player is 5 or 6 years old, he/she will play in the 6U Competitive Tee Ball League. Players in 6U can expect 2-3 events per week.

## **SECTION 3 -- SELECTION OF PLAYERS**

3.1 At NYSA, each league shall determine its own method of selecting players to form a team roster. For Tee Ball, a player tryout will be held for 6U with a draft to follow. Players will be evaluated for throwing, catching, and hitting by the designated head coaches or commissioner/committee members. Following the evaluation, each coach or commissioner/committee member will rack and stack the players appropriately in preparation of the draft. The player's draft will be held at a time determined by the Tee Ball Commissioner. Additionally, the draft will be hosted and overseen by the Tee Ball Commissioner as well.

3.1.1 Given the assumed first year experience level of 4U players and lesser competitive nature of this age group, the Tball commissioner/committee will divide and assign players to teams without the need for an in-person tryout.

3.1.1 All efforts will be made to level the experience levels across the 6U league. An enjoyable experience is more important than an undefeated season. So certain criteria and restrictions (age, previous experience, gender, etc) will be placed as quotas in an effort to ensure equitable distribution of talent.

3.1.2 Aside from the criteria mentioned above, there is no method to guarantee a certain player ends up on a certain team or with a certain coach (aside the provisions of 3.4). In order to ensure fairness in the process, when it comes time for a coach to draft a player, there are no restrictions on their ability to select from those available.

3.1.2.1 In order to better facilitate a family's time/practice schedule, siblings will be drafted as a pair unless parental request is received prior to the draft.

3.1.3 In keeping with each coach/team getting an equal chance at drafting their team, preference cannot be given to practice times and a player's availability. Should a player be drafted on to a team that is assigned practice times that are not achievable due to work, family, or other existing priorities, this will be taken up at the Tball commissioners' level and is not at the purview of individual coaches to make a 'trade.' Coaches are not allowed to trade players, regardless of the reason; this is a process held at the commissioner's level and will be executed only when all other options are exhausted and only prior to uniforms being purchased and is never guaranteed.

3.2 If a registered player is unable to make the tryout, they will either assigned by the commissioner to a team that best fits that players profile (age, experience, etc) or will be drawn at random by coaches still in need of players. Regardless of the reason, a player is ineligible to be drafted in the normal process if all coaches are not given the same opportunity to evaluate their skill level.

3.2.1 If all required fees are not paid in full prior to the players turn to tryout, this player will be put at the bottom of the wait list and will be assigned a team in accordance with paragraph 3.2. There is no guarantee that all, or any or the waitlist will be utilized, so failure to pay fees prior to tryout seriously jeopardizes a player's chances at playing.

3.2.1.1 Should registration fill up and a waitlist be needed, players still on the waiting list at the time of tryouts will not be required to tryout and will be assigned a team in accordance with paragraph 3.2.

3.3 Once the draft is completed, coaches are not authorized to drop a player from a team without first receiving approval from the Tball Commissioner. Should a parent elect to withdraw from a team after the draft is complete they may, but depending on whether uniform items have already been purchased, the ability to receive a refund may be limited or eliminated entirely. Except under highly unusual circumstances, once a parent removes a player from a team, they will be ineligible to re-enter the division on a different team, and only with the Tball commissioners' approval.

3.4 In the spirit of keeping the competition fair, coaches are not allowed to "freeze" a player. (Freezing is practice of preselecting players prior to the draft). However, each headcoach and two assistant coachs will be allowed to coach their own children. Additional assistant coaches' players will need to be drafted in the normal process. (The presumption/hope is that a parent volunteering to assistant coach will be willing to coach regardless of the team.) Players who do not have a parent/guardian volunteering their time to coach are ineligible to be pre-selected onto a team.

3.4.1 If a head coach is coaching without a player in the division, they may allocate this player position to a 2<sup>nd</sup> or 3<sup>rd</sup> assistant coach.

## SECTION 4 -- GENERAL INFORMATION

(Commissioners Note: For this age player, many of whom have never played before, it is important that they feel included and be given an equal chance to play. No player is going to determine a future 1<sup>st</sup> round draft pick out of Tball, but a player being relegated to 'last batter' and left field could sour them on the game and reduce the chances of them wanting to continue playing in future years. As such, the rules of this paragraph are designed to ensure an equitable playing chance of all players even though by doing so otherwise lowers a teams chance of winning the game otherwise. "Winning" the game is NOT the priority of this age of play.)

4.1 The following rules are applicable to only in-season play. Please see Section 5 for Playoff and All-Star rules of play.

4.2 Starting line-ups (defensive positions) shall consist of 10 players but no less than 8 players. With 10 players, 6 will play infield and 4 will play outfield. When only 9 players are accounted for, the team will omit the catcher's position. When only 8 players are accounted for, the team will omit the catcher's position and an outfielder's position. A team failing to field at least 8 players within fifteen minutes after the scheduled game time shall forfeit the game. The score shall be entered in the record book as 6-0 in favor of the winning team. However, the game can still be played under the forfeit without keeping score with both coaches concurrence.

4.3 The fielding positions will be split into two sections: A-which includes the infield positions (minus the catcher) and B-which includes the 4 outfielders+the catcher.

4.3.1 Prior to the start of the game, a players starting fielding category will be included with the batting order and provided to the opposing head coach and the umpire.

4.3.2 Players taking the field must alternate each inning between category A and B. (For example, a player starting at first base in the first inning must play an outfield position in the 2<sup>nd</sup> inning. A player starting at center field will play an infield position in the next inning.)

4.3.2.1 If an odd number of players exists, a player may play a category A position 2 innings in a row provided their position is not repeated in either of the pitcher or 1<sup>st</sup> base positions). At the start of the 3<sup>rd</sup> inning, this player must rotate to a B position.

4.4 During a game, it is the responsibility of the head coach to ensure all players participate in 50% of the game on defense. If a team fields more than 10 players, all players on the bench who sat the bench in a given inning must be given a chance to play in the next inning.

4.4.1 If a player sits the bench, they will reenter the game at the next inning in the opposite category they played last. Sitting the bench does not count toward resetting the categories.

4.5 Coaches found to subverting the rules outlined above will be given 1 warning and the chance to correct the issue on the spot. Continued infractions for other than honest lineup errors will result in a suspension of scoring for the game and a win recorded for the opposing team.

4.6 The batting order will be set prior to the start of the game and provided, along with the defensive starting category, to the opposing team and umpire.

4.6.1 Players who plan to be present for the game but are unable to make the start on time may be included in the batting order.

4.7 All players will bat every inning regardless of the outs recorded while at bat. See paragraph 4.13 regarding in-play rules, outs, and scoring. The first inning will start with the top of the line up. The 2<sup>nd</sup> inning will start with the 5<sup>th</sup> batter, run through the end before continuing from the top. (Example of a 2<sup>nd</sup> inning 11 player lineup 5,6,7,8,9,10,11,1,2,3,4). The 3<sup>rd</sup> inning will start with the 9<sup>th</sup> batter and follow the same process. Should a game reach a 4<sup>th</sup> inning, the line up will begin again at the top.

4.7.1 Should a player be absent or unwilling to bat at their turn, an out will be recorded and the lineup will continue with the next batter. The absent batter may reenter the line up for this inning only as “last batter” and rejoin their regular batting position during the next at bat.

4.8 All batters must remain inside the dugout while waiting to bat except the on-deck batter who may wait in the on-deck circle. The batting coach shall remain outside the batter’s and catcher’s box and will accompany the batter to the batter’s box only for the purpose of adjusting the tee and giving hitting instructions. He must then return outside the batter’s and catcher’s box immediately.

4.9 All players will be given 5 swings (attempts) at the ball. Each contact with the tee, swing and miss, or foul ball counts as an attempt. A player may strike out on the 5<sup>th</sup> attempt provided it does not result in a foul ball, in which case an additional attempt is allowed. The infield fly rule is not in effect. There are no walks, intentional or otherwise, permitted in Tee Ball Baseball.

4.9.1 In order to ensure a timely game, players are not allowed more than 1 practice swing per batting attempt and not more than 2 during the entire at bat. Practice swing in Tball is defined as the slow calibration of the bat to the ball making only minor or no contact with the ball. On the 2<sup>nd</sup> attempt in a row or 3<sup>rd</sup> attempt overall, the player will receive a warning. Additional attempts will result in loss of that attempt.

4.9.2 Coaches may adjust the tee at any point during the at-bat, but this does not reset the total attempts allowed at a players at bat.

4.10 During an at bat, the umpire will be responsible for placing the ball on the tee and calling ready for each batting attempt. The batting teams coach will be responsible for the position of the batter and their bat (it is suggested that the batting coach hold the top of the batters' bat until the umpire calls ready)

- 4.11 Bunting is not permitted. Chopping down on the ball, even though the batter swings through the ball, may be considered as an attempt to accomplish the same thing as a bunt. If the ball however reaches an infielder, the umpire has the discretion to rule it a non-bunt and let the play stand.
- 4.12 Base stealing is not permitted. A baserunner must be in contact with his base at the time the ball is hit by the batter.
- 4.13 On a fair ball, play is stopped once the ball is either A: held at any base, or B: an honest attempt was made to throw the ball to a base.

4.13.1 “A” is further defined as a player fields the ball and successfully throws the ball to any base or runs to a base and makes no further action. At the completion of this action, the umpire will call time. A base runner forced to move due to a ‘force out’ following a ground ball may leave their bag (and be called out if applicable). When time is called, any player still in contact with a base must stay at that base. If a player is already in motion to another base when time is called, the fielding team may make an attempt at that out, but regardless of actions made by the fielding team, no further base advancement by other baserunners may take place and the player in motion may not continue past the base they are approaching. (Example: a player is on first when a ground ball is hit to the 3<sup>rd</sup> basemen. The 3<sup>rd</sup> basemen runs, touches 3<sup>rd</sup>, and holds the ball. The umpire calls ‘time’ but the runner on 1<sup>st</sup> has not made it to 2<sup>nd</sup> yet. The fielding team may attempt to throw the ball to 2<sup>nd</sup> to tag out the runner, but in the event of an overthrow, neither base runner may then advance.)

4.13.2 “B” Is further defined as when either:

4.13.2.1 Any infielder makes an honest attempt to throw the ball to any base

4.13.2.2 An outfielder not throwing to a ‘cut-off’ man AND with skill enough to have made an honest attempt to make a throw to a base (ie: a center fielder not just throwing as hard as they can towards the infield)

4.13.2.3 When either of the two above scenarios take place, the umpire will call “time” when ball generally passes the overthrown base. When time is called players in contact with a bag may not proceed further. Players already en route to the next base may proceed to that base but no further regardless of additional fielders actions. The fielding team may attempt to get the out on a player finishing toward a base after time is called but the base runners may not take any additional bases regardless of fielders actions. (Example: a runner is on 2<sup>nd</sup>. The ball is hit to the 2<sup>nd</sup> basemen as the runner on 2<sup>nd</sup> departs for 3<sup>rd</sup>. The throw is overthrown to 1<sup>st</sup> and time is called before either runner reaches 1<sup>st</sup> or 3<sup>rd</sup>. “Time” being called allows the runner from 2<sup>nd</sup> to 3<sup>rd</sup> to continue, but does not allow the runner approaching first to go to 2<sup>nd</sup>. The fielding team may make a play on the runner approaching 3<sup>rd</sup>, but regardless of the attempt, the runners may not continue due to this action.)

4.14 If the ball is struck hard enough to roll past the ten-foot foul circle in front of home plate, it is a fair ball. If the ball is hit, lands in fair territory and rolls back across the foul strike line, it is a foul ball. If it stops on the foul strike line, it is a fair ball.

4.14.1 *NOTE:* The batter must make contact with the ball, NOT just the tee.

4.15 *PENALTY:* Slinging the bat: For the first offense, the batter shall be given a warning for slinging the bat, runners returned to their bases, and the warning recorded in the scorebook. For the second and subsequent offenses in the same game, the batter shall be called out. A slung bat is the release of the bat in a dangerous fashion that is part of the initial motion of the swing.

4.16 A team on defense is afforded no more than two time outs per inning. Exception - injury to a player or other emergency.

4.17 The entire lineup of the team at bat will bat regardless of the number of outs recorded during the inning. After 3 outs, the inning will continue, but no further runs will be recorded. At 'last batter' the play will conclude as it would with any other batter in the line up, but players left on base prior to the 3<sup>rd</sup> out after 'time' is called will not be recorded as runs.

4.18 Should there be a disparity between two teams with the number of batters in the lineup, all batters will bat, however, runs will not be counted each inning, regardless of the number of outs, after the same number of players through the line up as the team with fewer players has. (Example, Team A fields 11 players, Team B fields 13. When Team B bats, all 13 will bat, but no runs will be counted after the 11<sup>th</sup> batter in that inning regardless of the number of outs)

4.18.1 This reduction in the available runs:batter ratio is relevant only to the starting line up. Should a player have to leave the game due to injury, ejection, illness or any other reason, the number of available scorable batters per inning will not be further adjusted. (Example using 4.18 Teams A&B. If after play begins, Team A loses a player to injury and can only bat 10 every inning, team B will still allotted the original 11 scorable batters without having to adjust down to the new 10 Team A is now fielding).

4.18.2 Should a team lose a player for any reason after the start of play and this player will not be returning to the game, their place in the lineup will be skipped rather than be counted as an out as noted in para: 4.7.1. Additionally, if this reduction reduces the number of players below the minimum of 8, the game may continue and be scored normally. However, the team with a lower number of players will still only bat once through the lineup.

4.19 On defense, the pitcher must remain inside the ten-foot diameter circle until the ball is hit. All other players shall assume normal baseball positions with six players in the infield and four players in the outfield.

4.20 On defense, a chalk line will be drawn from the pitcher's circle to the 10-foot foul line



located in front of home plate. Any ball hit to the first base side of the chalk line, the pitcher may tag the runner out. Any ball hit to the third base side of the chalk line, the pitcher must make a throw to first base (or may attempt to rundown any non-first base bound runner). If the pitcher successfully attempts to run the batter down when a ball is hit to the third base side of the chalk line, the runner will be declared safe.

- 4.21 It is suggested that in local league play the infielder not play any closer than 35 feet from home plate when the younger/less talented batters are hitting.
- 4.22 A defensive player may not change defensive positions once an inning has started. Should a player need to leave the game due to injury, bathroom, or other reason, this position will be backfilled first from the bench. If no players are available on the bench, players from within the the same playing category (A or B as described in paragraph 4.3) can be first reshuffled to fill the vacancy and the catchers position can be used to then backfill the newly vacated spot. Should the player who left the field of play be available to return later and a player from the bench was not used, they may do so at the now vacant catchers position. Players will return to their normally scheduled (A/B) pattern at the next fielding as this temporary backfill will not affect normal rotation.
- 4.23 The primary purpose of this age division is NOT winning and scoring. As such, coaches will be responsible for the actions and attitudes of players and families in attendance of these games. While it is understood that families will disagree with calls made by umpires behind the plate and direction by the opposing teams' coaches, any verbal disagreements with these actions by fans should NOT rise to the volume that it can be observed or understood by players in the dugouts or the on the field. Modeling sportsmanship is of higher and longer lasting effect than whether a player was safe or out. After receiving a warning from the umpire who will relay that warning to the coaches, any fan continuing in behavior not modeling sportsmanship may be asked to depart the field.
- 4.23.1 Coaches on the field of play or volunteers in the dugouts will be held to a higher standard, and when disagreements on calls by the umpire or interpretations of the rules by the opposing team are at play, ONLY the head coach may address these with the umpire. At NO point should a head coach directly address a suspected rules violation directly and initially with the other team. These must first go through the umpire. If further violations are suspected, the game may be challenged according to section 6.
- 4.24 Players, managers, or coaches may be removed from the game for unsportsmanlike conduct after the offending person has been warned one time. If at anytime unsportsmanlike conduct is performed by multiple parties (to include fans, parents, coaches, or players), becomes egregious, or extremely flagrant, the umpire has the right to declare the game a "no contest." After doing so, the umpire will depart the field. The game will not count as an official game, and it will not be made up at a later date. Nevertheless, the teams are still provided the opportunity and encouraged to complete the game amongst themselves so that recreational baseball is not taken away from the players.

4.25 Due to the inherent distractions they may cause, the use of drones to record the game, or audio played through speakers while not be prohibited except as provided for in 4.30.1.

4.25.1 “Walk up” songs will be allowed for players but must be silenced by the time the player reaches the batters box. Between innings, the team up to bat has priority on music being played.

4.26 A regulation game shall consist of 2 innings or 60 minutes of play, whichever occurs first. A game called because of rain, darkness, etc., shall be considered a regulation game after 1 complete inning.

4.26.1 60 minutes of play is based exclusively on the umpires' time, not the scheduled start time. Players having their teams ready for the start of play will help ensure an on-time first at bat.

4.26.2 The umpire reserves the right to start the 60 minute clock if after 10 minutes past the scheduled start time (and the delay is not due to factors beyond the control of either team such as a late finishing first game) both teams are equally not ready to play ball.

4.26.3 In order to facilitate the time the entire full batting lineups, a game will be considered complete at the completion of the 2<sup>nd</sup> inning allowing for 4.26.3.1 & 4.26.3.2:

4.26.3.1 If less than 15 minutes are remaining on the 60 minute game timer, game play may continue with the top half of the next inning, however the final score (even if a tie) will be recorded at the end of the 2<sup>nd</sup> inning. Play will continue until the completion of 60 minutes.

4.26.3.1.1 This additional playing time may not allow the home team the opportunity to bat and play may cease prior to 3 outs of the full line up at the conclusion of the umpires 60 minute time.

4.26.3.2 If more than 15 minutes are remaining at the conclusion of 2 innings, a 3<sup>rd</sup> scorable inning may be started. The Home team will be allowed to bat should they be losing at the conclusion of the top of the 3<sup>rd</sup> inning but will continue batting past 60 minutes only until they take the lead or bat through then entire line up, whichever comes first.

4.26.3.2.1 If the game must be called for any reason prior to the conclusion of this additional scorable inning, the score recorded at the end of the 2<sup>nd</sup> inning will be recorded as the final score.

4.27 Games that result in a tie score after regulation will be ruled a draw.

4.28 A game called for any reason before it is official shall be declared "no contest" and shall be replayed in its entirety at a later date unless this game was itself was a makeup game.

- 4.29 If there is time on the clock and a team refuses to take the field because they are ahead, then the team refusing will be penalized by forfeiting the game. If both coaches agree to conclude the game with time remaining on the clock, then the game will officially end.
- 4.30 Scoring will take place by the home team through the free “Game Changers” app and will automatically be relayed to the commissioner at the conclusion of the game. Should scoring not be possible through the app, the home team will be responsible for manually keeping score and relaying this to the Tball commissioner at the conclusion of the game. Two points are awarded for a win. One point is awarded for a draw. Zero points are awarded for a loss. Score and standings will not be kept for the 4U division.
- 4.31 The number of coaches allowed on the field is determined by whether a team is on offense or defense. On offense, one coach is allowed in each of the 1B and 3B batter’s boxes, and a third coach is allowed at the home plate to adjust the tee height and position the batter. If there is a fourth coach, that coach must remain in the dugout. On defense, two coaches are allowed on the field of play in the outfield, not in the infield. The third coach may position himself at the entrance of the dugout or in front of the dugout. If there is a fourth coach, that coach must remain inside the dugout.
- 4.32 At the conclusion of the game, each team will line up on first and third base and will high five the opposing team. Following this, the dugout will be emptied and cleaned prior to any post game coaches huddle/snack.

## **SECTION 5 – PROTESTS**

- 5.1 A protest which involves an umpire's judgment shall not be accepted.
- 5.2 Only the head coach or the acting head coach shall be entitled to file a protest.
- 5.3 The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player.
- 5.4 The protesting head coach on a play situation shall notify the umpire he is protesting before another swing by the batter. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest.
- 5.5 A protest based on a play situation shall be considered only if it is placed in writing by the head coach and submitted to the Tee Ball Commissioner within 24 hours (emailed submissions are acceptable).
- 5.6 At NO point shall videos, pictures, or copies of the rule book be used in game to validate a position to the umpire or the other team of perceived infractions. Use of such ‘proof’ to

another party during a game will forfeit a head coaches right to protest the game and opens them up to ejection at the discretion of the umpire. Videos taken WITHOUT commentary or unedited pictures may be submitted to the Tball commissioner along with a formal protest. Any such digital media shared on any website or shared across other platforms in an effort to blame or discredit an opposing team, an umpire, commissioner, or the NYSA forfeits the right to protest a game and could result in further suspensions for this or future seasons.

5.7 Impartiality or failure to adhere to published rules by the Tball commissioner should be brought to the attention of the NYSA Board.

## **SECTION 6 – PLAYOFF AND ALL STARS RULES OF PLAY**

6.1 While Section 4 outlines amended gameplay to encourage equality of opportunity and fairness across the league, upon entering the Playoffs and into the All Star game, many of these restrictions will be removed to showcase the talents of the players and progress made throughout the season.

6.2 Teams will be ranked in accordance with paragraph 4.35. In the event of a tie, head to head match ups will determine rankings. In the event a tie in rankings still persists, the lower average age of the players on the team to the month or day as required will determine the higher seated team.

6.3 All teams will make the play offs. Year to year, bye's in the first round, or a double elimination first round will be determined based on the number of teams that are fielded (other factors such as weather and time in the season remaining). The Playoffs will assume a single elimination format starting in the 2<sup>nd</sup> round.

6.4 Starting line-ups (defensive positions) shall consist of 10 players but no less than 8 players. With 10 players, 6 will play infield and 4 will play outfield. When only 9 players are accounted for, the team will omit the catcher's position. When only 8 players are accounted for, the team will omit the catcher's position and an outfielder's position. A team failing to field at least 8 players within fifteen minutes after the scheduled game time shall forfeit the game. The score shall be entered in the record book as 6-0 in favor of the winning team. However, the game can still be played under the forfeit without keeping score with both coaches concurrence.

6.5 Coaches may assign players to infield and outfield positions without regard to the A/B categories or restrictions present in the regular season. All players must be afforded to play at least 1 full inning on defense/in the field, but what position is played is no longer mandated.

6.6 All players will exist on the batting order, however after 3 outs the inning will end and the batting order will resume with the next up batter following the 3<sup>rd</sup> out.

6.6.1 The batting order may recycle within an inning as required until 7 runs or 3 outs.

6.6.2 At no point will a team be allowed to score more than 7 runs in an inning. The batter putting the ball in play when the 7<sup>th</sup> run of an inning is scored will be that innings 'last batter' with the next batter in order starting the next inning. Runners still in play after the 7<sup>th</sup> run is scored will not be counted.

6.7 Conclusion of play for time being called by the umpire will follow paragraph 4.13.

6.8 The following paragraphs remain in effect for Playoff/Allstars: 4.14-4.16, 4.19-4.21

6.9 Should a player have to leave the field of play for any reason, they will first be replaced by a player off of the bench and be allowed to return to the field of play at the start of the next inning. If there are no players on the bench available, the existing players on the field can be reshuffled with a vacancy left in the outfield until the start of the next inning.

6.10 The following paragraphs remain in effect for Playoff/Allstars: 4.23 (with an amendment to the relevancy of scoring) through the end of chapter 4.

6.11 The All Stars game will be a separate standalone game played (as weather and time permits) prior to the playoffs. Depending on the number of teams each team will select their ~top 2-3 players to be fielded in a single game. Coaches will be selected based on the top two ranked coaches at the conclusion of the regular season.

6.12 After season non-NYSA hosted tournaments will be selected from the All Star nominated players based on availability and will follow different rules, regulations and normally have additional costs and time requirements associated.

**APPROVED BY: //SIGNED//**

MICHAEL L TUCKER  
NYSA BASEBALL COMMISSIONER  
11 February 2025

CHANGE 1 SIGNED 10 March 2025

SUMMARY OF CHANGES:

CHANGE 1:

Amend: 4.26.3 through 4.26.3.2.1

Add: 4.32

Amend: 5.5