

NXT — Core Rule Categories

1) Governing Rulebook (baseline)

- **Official Baseball Rules (OBR)** a.k.a. “Sporting News rules,” **with NXT modifications below.**

2) Eligibility & Age Cutoff

- **May 1 cutoff** (player may not turn the next age before May 1 of the season).
- Allow **grade exceptions** (max **2 per roster**) with school proof.
- **Docs required at check-in:** roster, birth cert/passport, and (if needed) report card for grade exception. These will be used to verify players’ ages. Failure to produce a birth certificate will lead to the player in question being ruled illegal.

3) Rosters & Multi-Team Play

- **Max 20 players.** Frozen at first pitch of first game.
- Player may **play up** (different age) **but not down; cannot** be rostered on **two teams in the same division.**
- A player may be on two teams in different ages, **but may pitch for only one team** for the entire event. Once he throws a pitch for Team A, he’s ineligible to pitch for Team B that weekend.
- Dual-rostered players must have their coach **declare their “pitching team” at check-in.**
- If a team is found to be playing with an illegal player, the player(s) will be removed immediately, and the team will forfeit any game(s) an illegal player participated in. The reason there is no disqualification is because that would affect other teams in the tournament, costing them games.

4) Uniforms

- Numbers necessary, matching uniforms recommended. Players must use the same uniform number throughout the tournament to help maintain accurate pitching charts.

5) Field Dimensions (by age)

- 7–8U: **40/60**
- 9–10U: **46/65** (use 60’ bases if facility lacks 65’)

- 11–12U: **50/70**
- 13U: **54/80** (or 60/90 if posted)
- 14U: **60'6"/90**

6) Game Length & Time Limits

- **Pool play:**
 - 7–8U: **6 inn, 1:20 NNI** (no new inning), **no drop-dead**
 - 9–12U: **6 inn, 1:30 NNI** (no new inning), **no drop-dead**
 - 13–14U: **7 inn, 1:45 NNI** (no new inning), **no drop-dead**
 - **Ties allowed** in pool.
- **Bracket:** same limits; **ties resolved** (see tiebreaker - 8).
- **Championship:**
 - 7u – 12u: **6 inn, 2:00 NNI**
 - 13u – 14u: **7 inn, 2:20 NNI**

7) Mercy / Run Rules

- **20 after 2, 15 after 3, 10 after 4, 8 after 5.**

8) Seeding & Tiebreakers (pool standings)

- **Order: Record → Head-to-Head (only if 2 teams) → Runs Allowed → Run Differential (cap +7) → Runs Scored → Coin flip.**

9) Extra-Inning/Tiebreaker (bracket only)

- **California TB** — last batted out starts **on 2B**, 0 outs; play a full inning. Repeat until decided.

10) Lineups & Re-entry

- Team may **bat 9, 10 (EH), or entire roster.**
- **Free defensive subs** for anyone in the batting order.
- **Re-entry:** starters may re-enter **once** in original spot.

- **Min players to start:** A team must start with a minimum of 9 players but can finish with less, taking an out in the vacant batting order position(s) *If batting the entire lineup and an injury occurs it will also be an out but only the first time around the batting order.
- **Ejection when roster batting:** ejection = **out** every turn.

11) Courtesy Runners (speed-up)

- For **pitcher & catcher at any time.**
- If roster batting: **last batted out.** If batting 9/10 with bench, use a **legal sub.**
- **Mandatory** for the catcher with **two outs.**

12) Pitching Restrictions

- **Innings per event:**
 - 7U – 12U: **6 innings** max per event; **+1 inning** added starting with team's **5th game.**
 - 13U - 14U: **7 innings** max per event; **+1 inning** added starting with team's **5th game.**
 - **No return to mound** once removed; **one pitch = one inning.**

13) Balks & Pitching Moves

- **7U – 8U: No balks.**
- **9U: One warning per pitcher,** then enforced.
- **10U+ :** balks live/enforced; **no fake-to-third while engaged.**
- **Intentional walks:** Coach or fielder just needs to inform umpire and point to first base. No pitches need to be thrown.

14) Bats & Spikes

- **13U & below: USSSA 1.15 BPF/USA/BBCOR/Wood** allowed. For **13U 54/80, no lighter than -8.**
- **14U+ : BBCOR -3** or **Wood** (single-piece).
- **Penalty (illegal bat):** batter out (choose to take play or penalty); coach **ejected.**
- **Metal spikes: 12U+ only;** never on **portable mounds.**

15) 7U – 8U Kid-Pitch Additional Rules

- **No leadoffs.** Runners leave **after ball crosses the plate.**
- **No stealing home.** Score from 3B only on **batted ball** or **force** (BB/HBP).
- **Dropped 3rd strike: No.**
- **Infield fly: No.**
- **Per-inning run cap: 7 runs** until last inning is declared by umpire; **open** last inning.
- **Ball dead** when pitcher controls it and is on the mound.

16) Mound Visits

- **1 visit per inning per pitcher. 2nd visit for same pitcher in the same inning requires removal.**

17) Safety & Equipment

- **Required:** catcher's **helmet with facemask** and **throat protection** (either a built-in extended throat guard or a separately attached throat guard), **chest protector**, **shin/leg guards**, and **protective cup.**
- **12U–14U note:** the catcher's helmet **must fully cover both ears.**
- **No skull caps** (traditional mask must be paired with a helmet that covers the head/ears).
- **Electronic comms: live in-ear** only for **catcher.**

18) Pace of Play

- **Between innings: 90 seconds** or **5 pitches**, umpire keeps time; autos **ball/strike** for delay.
- **No pregame infield.** Hustle on/off.

19) Home/Away, Dugouts, Scorekeeping

- **Home team: coin flip** in pool; **higher seed** in bracket (unless team chooses AWAY).
- Dugouts: **first-listed = 1B.** Unless a team is playing back to back games, then that team may remain in their current dugout.
- **IGNORE** the (H) and (A) indicators in the Team Snap Tournament app.

- **Both teams keep score** (book or app). **Managers sign** the card with **score & pitchers** post-game.

20) Sportsmanship, Ejections & Fan Conduct

- **Head coach** accountable for players/fans.
- **Ejection = next game suspension** (director may adjust).
- Fans can be **removed**; if they refuse, **forfeit** possible.

21) Protests

- **Rule interpretations only** (not judgment).
- **\$100 cash, immediate** at time of issue; director rules on the spot; refund if upheld.

22) Weather/Format Adjustments & Refunds

- Director may **modify** time limits, formats, or sites to finish the event.
- **Refunds - 0 games = 90% refund, 1 game = 50%, 2+ games = no refund**) or credit option.

23) Not Covered in the Rules

- In the event any item is not covered in these rules, the tournament committee will make the fairest possible ruling and that ruling will be final!
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