



NLBA Maverick Division Rules

A. GENERAL

1. The Maverick division is designed as an instructional league to promote the fundamentals of baseball and have players develop their knowledge and skills for the next level, Pinto.
2. The goal of the Maverick league is to get kids ready for the next level, while remembering the kids are still 6. It is key to keep up the pace of the game, and for team managers to work together to ensure a good experience for all players.
3. Each team is required to have at least 8 uniformed players to start. Any team not able to field 8 players shall “borrow” players from the other team so that there are 8 players in the field.
4. All teams must be ready to start at the designated start time.
5. The batting team can have a first and third base coach, and a coach behind the catcher to help instruct his own batters and to assist with throwing balls back to the pitcher. That coach cannot physically assist his/her batter.
6. All players in the lineup will play defense each inning. 7 players can be on the infield for defense including the catcher and pitcher, 1 of those players being a short center fielder. All other players must be in the outfield grass.
7. No player shall play the same position more than 2 innings in any game. Players shall all be given the opportunity to play infield positions.
8. The entire roster of each team shall bat in order.
9. No out will be given to an injured player that is forced to leave the game. If an injured player misses their turn in the batting order, they cannot reenter the game.
10. When a player is called out on a ball put in play, they must return to the dugout. They cannot remain on the bases to run.

11. There are no umpires in the Maverick Division. Coaches shall act as the umpires. Managers will discuss any questionable calls to arrive at a final decision.

B. GAME LIMITS

1. Maverick games are **3** innings.
2. No Inning shall start after **1 hour and 30 minutes** from the designated start time.
3. Since games are only 3 innings, suspended games (i.e. rain or darkness) shall be considered completed and will not be made up.
4. Any rainout games are not guaranteed to be made up due to limited field availability. Best efforts will be taken to try to get these games played if possible.
5. Official scores and standings are not kept in the Maverick Division.
6. There is no post season play for the Maverick Division.
7. Maverick Transitional Rule – Complete Half Innings
 - a. **For the first 5 games of the season**, each team will bat all players in the lineup every half inning. The last batter of the half inning will run the 4 bases (Homerun!). The team on defense should throw the ball to the catcher and remain on the field and away from home plate.
 - b. **After game 5 of the season**, a half inning will end after 3 outs are recorded OR the hitting team has batted all players in the lineup – whichever happens first.

C. PITCHING - Maverick Transitional Rule

1. **For the first 5 games of the season** the Coach / Manager of the team at bat pitches to his/her own team.
 - c. **6** pitch maximum per batter. After **6** pitches, the batter will be allowed to hit from a tee. (Note: If a hitter is fouling off pitches, it is OK to give them one or two bonus pitches.)
 - d. The player at the pitcher position must wear a batting helmet.
 - e. The player at the pitcher position should be behind the coach and to their right or left, with one foot in the pitcher's mound circle and one foot outside the circle.
2. **After game 5 of the season** introduce Players pitching.
 - f. No player may pitch more than **1** inning per game.
 - g. No player may throw more than **40** pitches per game.
 - h. **There are no walks** in the Maverick Division. After Ball 4, a coach from the batting team will pitch to his/her players and inherit any strikes. The batter will either put the ball in play or strike out. If the batter strikes out, the batter will be allowed to hit from a tee.
 - i. The Coach / Manager pitcher of the team at bat will remain on the field behind the player pitcher, to maintain pace of play. They should also assist the player pitcher.

- j. The player pitcher does not need to wear a helmet (as it will impair their ability to pitch).

Notes: Give all players who want to pitch a chance to do so at some point in the season. Try to have the players pitch from the pitching plate (rubber). If they are unable to throw that distance, it is OK to have them move up a couple of steps, as long as they are a safe distance from the hitter in case of a batted ball.

D. BASE RUNNING

1. There are no Leadoffs in Maverick.
2. There are no stolen bases in Maverick.
3. If an overthrow occurs at any base the runner MAY NOT advance past that base. All other runners on base can advance to the base they were headed for and no more.
4. If the ball leaves the field of play, the runners MAY NOT advance.
5. **For the first 5 games of the season** on any balls hit to the outfield, the runners can only advance 1 extra base, at their own risk. No player shall receive more than a double. Runners on base can also advance 2 bases on the hit.
Note: Teach players to get the ball back to the infield as quickly as possible (i.e. hit the cutoff man / throw to second base).
6. **After game 5 of the season** on any balls hit to the outfield the runners can keep going until the ball is back in the infield. If a throw is made to the infield, any runners not halfway to the next base must return to the previous base.

E. FIELDING

1. Bases are set at a distance of **50'**.
2. Home to Second base distance of **70'**.
3. Pitching rubber set at a distance of **38'**
4. Infield fly rule does not apply in Maverick.
5. The drop third strike rule does not apply in Maverick.

F. HITTING

1. All bat types are accepted (USSSA and USA bats).
2. All bats are to have barrel no larger than 2 1/4".
 - a. If a non-compliant bat is identified prior to the ball being put into play, the bat must be removed and no penalty enforced.
 - b. If a non-compliant bat is identified after the ball is put into play, the bat is removed from play. Additionally the player is called out and all runners on base must return to their previously occupied base.
 - c. If a non-compliant bat re-enters play at any time, the manager is subject to ejection and a 1 game suspension.
3. Bunting is NOT allowed. Only full swings may be taken.

G. SAFETY

1. All players must wear a protective cup, regardless of gender.

2. Batting helmets are to be worn by all players batting, on deck or on the bases.
3. Batting helmets are to be worn any time a player is swinging at bat, including pre-game warm ups and at all practices.
4. Each team will be issued **1** warning for a batter thrown bat. A second occurrence on the same team will result in the batter being ruled out. Any runners that may have advanced on the play must return to their previously occupied base.
5. Players can bring their own helmet and face guards if preferred.
6. Players can wear their own heart guard if preferred.
7. Players can use their own catching equipment provided it is league certified and the manager deems it appropriate.
8. Catchers must wear masks at all times even during pre-game warm ups and getting a pitcher ready in between innings of a game.

H. MANAGER RESPONSIBILITIES

1. Each team is responsible for providing **1** game ball each prior to the start of the game. (Game balls are provided to all managers by NLBA before the start of the season.)
2. Home Team Responsibilities
 - a. Occupies the 3rd base dugout.
 - b. Sets all the bases for the game.
 - c. Stripes the foul lines, batters boxes, on deck circle, and pitchers circle.
 - i. A **10** foot radius circle shall be drawn around the pitcher's mound.
 - d. Obtains rakes from equipment garage.
3. Visitor Team Responsibilities
 - a. Occupies 1st base dugout.
 - b. Returns bases, chalk dispensers and all other equipment to field box and locks the field box.
 - c. Replaces all the base caps.
 - d. Field maintenance
 - i. Rake or Drag infield.
 - ii. Push dirt back into all the holes around mound and bases.
 - iii. Sweep out dugouts and clear of trash.
4. Only plastic "whiffle" balls will be used during any soft toss or tee-batting drills when ball is hit into fences.
5. Pace of play and etiquette:
 - a. Managers are encouraged to hang up a lineup card in the dugout for all of the players to see.
 - b. Managers are encouraged to have the catcher dressed in gear and ready to take the field after batting team has completed their half inning.

- c. Have a couple coaches in the field instructing the kids.
- d. Have someone running the dugout when batting to keep kids ready to bat.
- e. Bring out a few balls when pitching to keep things moving.
- f. Setting up and take down of the field should be a team effort by both teams in order to get the game started on time.
- g. Field maintenance is important. Disciplinary action, such as a (1) one game suspension could be handed down to Managers who are consistently not taking down fields properly after practices or games.
- h. Keep a clean dugout.

I. RAIN OUTS

1. In the event of poor weather, both managers will arrive at the field to inspect field conditions and determine if field is playable or delays need to occur.
 - a. Both managers must agree that the field is not playable.
 - b. Home manager contacts the Division VP to inform them of the agreed upon cancellation.
 - c. Managers shall inform their respective players and families.
 - d. The Division VP is responsible for coordinating with the NLBA VP for rescheduling games. Make up games typically occur on Sundays. (Please do not wait to call in rain-outs or games may not be able to be rescheduled.)