



## Rules of The Game

Playing rules not covered in the Travelball Select Internet version on [www.travelballselect.com](http://www.travelballselect.com) revert to the Official Rules of Major League Baseball by Triumph Books or the online MLB rules at [http://mlb.mlb.com/mlb/official\\_info/official\\_rules/foreword.jsp](http://mlb.mlb.com/mlb/official_info/official_rules/foreword.jsp).

Local and State Directors have the right to adjust rules for local and state play with the approval from Travelball Select.

### A. THE PLAYING FIELD

Table 1 describes the recommended mound height, rubber-to-plate, base-to-base, and fence distances for each age division. The rubber-to-plate distance is measured from the rear of home plate to the front of the pitching rubber or coach's pitching plate.

Table 1. Recommended playing field dimensions

Age Division	Rubber-to- Plate Distance	Base-to-Base Distance	Mound Height	Recommended Fence Distance
4U	44'	55'	0"	150'
5U	44'	55'	0"	150'
6U	44'	60'	0"	180'
7U	40'	60'	0"	180'
8U Kid Pitch	40' 40'	60' 60'	0" 4"	180' 180'
9U	46'	65'	4"	200'
10U	46'	65'	4"	210'
11U	50'	70'	4"	250'
12U	50'	70'	4"	250'
13U	54'	80'	4"	300'
13U	60'	90'	6"	375'
14U	54'	80'	6"	300'

14U	60'	90'	6"	375'
15U-HS Freshman	60'	90'	6"	375'
16U-HS Sophomore	60'	90'	6"	375'
17U-HS Junior	60'	90'	6"	375'
18U-HS Senior	60'	90'	6"	375'



## B. UNIFORMS AND EQUIPMENT

1. Players must be uniformed with proper baseball attire. It is recommended that the numbers are at least 4" in height on all jerseys. Only the director can make rulings on uniform legality. No one can protest uniforms.
2. All offensive players participating in a Nations Baseball event must wear a double ear flapped helmet while on the playing field. This includes bat boys and bat girls while performing their duties. Youth coaches under 18 years of age must adhere to this standard.
3. If the umpire observes any violation of these rules, he or she directs the violation to be corrected.
4. The catcher must wear a head protector, body protector, protective cup, shin guards, and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps, and throat protector can be one piece.
5. Age divisions 12U and below cannot wear metal cleats.
6. Bats must be made of an approved material, and they must be smooth and round.
7. Bats must be certified by the manufacturer to meet a Bat Performance Factor of 1.15 or less.
8. In 14U bats will be restricted to a -5 ratio or heavier. (The weight of the bat in ounces as compared to its length in inches, must be no greater than 5).
9. For age divisions 13U and below, there are no bat size restrictions.
10. High school divisions must use NFHS (National Federation of State High School Associations) bat limitations for size, weight and performance and be NFHS approved. This means all bats used in the high school divisions must be BBCOR approved bats.
11. Penalty – the bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing for the remainder of the game.
12. A batter using an altered bat is declared out, and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box. Any out or outs made during the play stand.



## C. GAME RULES

1. A flip of a coin between the two teams determines the home team for each pool play game. For bracket play games, the highest seed is home team, excluding the championship and "if" game when a coin is flipped to determine the home team.

2. Roster batting:

Teams can bat a nine-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game.

If a team uses a lineup that contains 10 players, the player in the EH position, while not actually playing a defensive position, is treated as such for substitution purposes.

Any team that is not roster batting should declare all eligible substitutes by noting them as such on the official lineup that is exchanged with the opposing team and/or home plate umpire at the beginning of the game. Players not listed as eligible substitutes but appear legally on the online roster will be considered legal substitutes.

If a team chooses to roster bat, then all players other than the nine defensive position players are extra hitters and can move freely in defensive positions.

If a team is batting all present, uniformed players, with no eligible substitutes listed on the lineup card, and the number of players is nine or 10, that team is considered to be roster batting for the purposes of defensive substitutions and courtesy runners, unless the coach has specifically declared otherwise at the pregame plate conference. If additional players arrive after the game has started, those players are placed at the end of the batting order. If the coach declares at the pregame plate conference that he is not roster batting, the late players are listed on the lineup as eligible substitutes. (See Rule C.7)

3. For teams that are not roster batting, starting players can withdraw and re-enter once (including designated hitters, for age divisions that allow them), provided that the players re-enter in their original position in the batting lineup.
4. Teams can start a game with eight players provided they take an out for the ninth player. Teams must have a minimum of eight players to start a game. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
5. Teams having eight players to start a game are automatically the visiting team.
6. If a team's ninth player arrives late to the game, the manager of that team must make an announcement at the plate conference before the game begins and advise both the plate umpire and the opposing team that he or she has a player that will be arriving late. When the player arrives, the player is announced to both the plate umpire and the opposing team and is placed in the ninth position in the batting order. The game resumes as if he or she was there at the start of the game. Until the player arrives, an out is recorded in the ninth position.
7. If roster batting, players arriving after the game has started are added to the bottom of the batting lineup. If batting nine, or ten with an EH, players arriving after the game has started are legal substitutes as provided in rule 2.C above.
8. If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order (subject to rule 9), his place in the lineup will simply be skipped.



9. 9U and above teams batting nine, ten, or the roster that drop below nine players are subject to the following:
  - a) If a team drops below nine players due to illness or injury, no automatic out is recorded.
  - b) If a team drops below nine eligible players due to an ejection or any reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game unless there is an eligible substitute.
  - c) If a team drops below eight players for any reason, the game is ruled a forfeit by the tournament or league director and is not rescheduled.
10. If a player is ejected from a game for malicious contact or any other unsportsmanlike act, the following penalties will apply:
  - a) If roster batting, the ejected player's position in the lineup shall be declared an out
  - b) If batting 9 or 10 with EH, the ejected player may be replaced by an eligible substitute. If there are no eligible substitutes available, the position in the order shall be declared out.
11. A player that has left the game for any reason by missing an at bat cannot return to the game, except under rule C.12.
12. Any player, coach, or umpire who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the player may return. No penalty applies to any missed at bats.
13. The designated hitter rules below apply to High School divisions 15U and older. There is no designated hitter in ages 14U and below.
  - a) A hitter can be designated (not mandatory) for any one starting player and all subsequent substitutes for that player.
  - b) A starting defensive player cannot be listed as the designated hitter in the starting lineup.
  - c) Failure to declare a designated hitter prior to the game precludes the use of the designated hitter during the game.
  - d) The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
    - i. The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits or pinch-runs for the designated hitter.
    - ii. The designated hitter or any previous designated hitter assumes a defensive position.
14. A regulation game consists of six innings for age divisions 12U and below and seven innings for age divisions 13U and over, unless the game is shortened due to time limit, mercy rule, or field conditions or extended by extra innings due to tie.
15. Mercy rules for all six- and seven-inning games include
  - ❖ 15 runs after three innings, or two-and-one-half innings (if the home team is ahead).
  - ❖ 10 runs after four innings, or three-and-one-half innings (if the home team is ahead).
  - ❖ 8 runs after five innings, or four-and-one-half innings (if the home team is ahead).
16. If the home team has run-ruled the visiting team, the game is declared complete, and the winner is named.



17. If eligible, a courtesy runner can be used any time for the pitcher or catcher of record only. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with last the recorded out. The courtesy runner does not have to be a legal substitute, but must be on the online roster and should be listed on the lineup card. The courtesy runner can only run for one player per inning. If batting 9 or 10, a pinch runner is defined as a LEGAL substitution for any runner other than the pitcher or catcher of record. If roster batting, pinch running is not legal as there are no legal substitutes and all players are in the active lineup.
18. In all live pitch divisions, an intentional walk is granted upon request.
19. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
20. If a runner slides, he or she must slide directly into the bag.
21. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
22. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered avoiding contact.
23. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.

**PENALTY:** The player initiating malicious contact is removed from the game. Note: There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is intent.

24. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
25. If a game is called due to weather or other hazardous conditions, it is ruled an official game provided three and one half innings have been completed if the home team is ahead or four innings if the home team is behind for seven-inning games. It is ruled an official game provided two and one half innings have been completed if the home team is ahead or three innings if the home team is behind for six-inning games.
26. All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.



## D. PITCHING RULES AND LIMITATIONS

1. Limitations of pitching are based upon recorded outs while the pitcher is on the mound.
  - a) In all age groups that are scheduled for six innings, a pitcher cannot pitch more than 18 outs in any given day.
  - b) In all age groups 16 and younger that are scheduled for seven innings, a pitcher cannot pitch more than 21 outs in any given day.
  - c) For six-inning games, a pitcher cannot pitch more than 27 outs in three consecutive days, regardless of game guarantee.
  - d) For seven-inning 16U and younger games, a pitcher cannot pitch more than 30 outs in three consecutive days, regardless of game guarantee.
  - e) Any pitcher in the 16U or younger divisions that has pitched three days in a row must rest the 4<sup>th</sup> day regardless of outs recorded.
  - f) In the 17U-18U high school divisions, there are no pitching limitations.
  - g) Pitching limitations stop for the day when the park is shut down for the night and the teams leave.
  - h) When games are suspended and continued the next day, pitching limitations are split between the two days.

**Comments: Outs recorded count for the day they are recorded. When the game resumes from suspension, all outs recorded count for the current day.**

- i) In the case of a double or triple play, there is no penalty for exceeding outs recorded at the time of the play.
  - j) Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
  - k) A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the rubber to begin a new inning. If the pitcher is protested after reaching their limitation after delivering a pitch to the next batter after reaching his pitching limit and prior to recording an additional out exceeding their pitching limit, the pitcher shall be ejected from the game. If the pitcher records an additional out or outs exceeding their pitching limitation, the game shall be ruled a forfeit. An illegal pitcher can be protested anytime during the game. Once the game has ended, the official scorecard has been signed and the umpires have left the field, the game will be considered official & a protest for pitching violation shall not be allowed. Additional penalties, including suspensions and ejection from the event may apply.
  - l) A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).
  - m) When a pitcher takes his or her position at the beginning of each inning, or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight preparatory pitches to the catcher or coach.
  - n) A pitcher removed from the pitching position cannot return to the pitching position during a game, but can re-enter to any other position.
2. Balks
    - a) Balks are enforced in all divisions where there are no restrictions on stealing.
    - b) Nations Baseball uses OBR (MLB) rules for balks. The balk can be a live ball (depending on the situation). The intent is not to penalize the offense.



c) A new rule that MLB posted in their 2013 MLB Rule book will be enforced by Nations Baseball.

If there is a runner, or runners, it is a balk when—

i) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

## E. 8U PLAYER PITCH GUIDELINES AND REGULATIONS

1. There are nine defensive players on the field with three outfielders.
2. 8U player pitch is closed bases.
  - a) There are no lead-offs until the ball crosses the plate.
  - b) No balks are enforced or called.
  - c) Runners must stay on the base when the pitcher is in the pitching position and the catcher is in the catching position. If the runner leaves the base early, the umpire places the runner back on the last base occupied unless the runner was put out. This is not an appealable play. If forced, the runner advances one base ahead of the batter-runner. If the ball is put into play, the defense has the option of taking the play or placing the runner or runners back on base and the batter back in the batter's box.
3. The infield fly rule applies.
4. There is no advancement on dropped third strikes.
5. The runner cannot steal home. The only way the runner can advance from third to home is if batted or forced home. If the defense fields the ball and attempts a play on a runner, the runner MAY attempt to advance home.

## 6U, 7U, & 8U COACH PITCH RULES AND REGULATIONS

1. A regulation team consists of nine players.
2. Teams can use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. For teams using 10 defensive players, four players must play outfield positions.
3. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
4. There is a 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line.
5. Fielders must stay beyond the arc until the ball is hit.
6. There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch.
7. There is a circle drawn with a 10' diameter with the pitching rubber in the middle. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit. If the pitcher





- leaves the circle early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch and ruling of the play as over. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning. If it occurs any time after that by the same player, then he or she is removed from the pitching mound the remainder of the game.
8. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
  9. There are a maximum of seven runs or three outs per inning.
  10. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
  11. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
    - a) The lead runner stops attempting to advance.
    - b) The ball is in the possession of a fielder in the infield.
    - c) No defensive play is imminent.
      - i. Time does not have to be called by the defense for the purpose of this rule.
  12. All teams must roster bat for all games.
  13. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
  14. The catcher must be located in the catcher's box, no more than four feet behind home plate.
  15. There are no
    - ❖ Base on balls
    - ❖ Base awards for hit by pitcher
    - ❖ Infield fly rule
    - ❖ Base stealing
    - ❖ Bunting (players must take a full swing)
    - ❖ Intentional walks
  16. If a player bunts or takes a half-swing, it is a foul ball.
  17. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch.
  18. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally.
  19. Courtesy runners are allowed for the catcher only.

## G. 6U, 7U, & 8U MACHINE PITCH RULES AND REGULATIONS

1. There is a 30-foot safety arc from the back tip of home plate and from the first base line to the third base line.
2. The front of the pitching machine is set at forty-six feet in a straight line directly toward second base.
3. There is a box that extends five feet to either side of the pitching machine and five feet behind the pitching machine. This mark is considered a safety mark for the





- player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.
4. Pitching Machine Speed Recommendations:
    - ❖ 6U & 7U 34-38 MPH
    - ❖ 8U 40-44 MPH
  5. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.
  6. There are a maximum of seven runs or three outs per inning.
  7. A fair batted ball hitting the pitching machine is declared a dead ball and ruled a single. All runners advance one base from their original position.
  8. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
  9. The lead runner stops attempting to advance.
  10. The ball is in the possession of a fielder in the infield.
  11. No defensive play is imminent.
  12. Time does not have to be called by the defense for the purpose of this rule.
  13. All teams must roster bat.
  14. A regulation team consists of nine players.
  15. Teams can use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. For teams using 10 defensive players, four players must play outfield positions.
  16. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
  17. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
  18. The catcher must be located in the catcher's box, no more than four feet behind home plate.
  19. There are a maximum of seven runs per inning or three outs.
  20. There are no
    - Base on balls
    - Infield fly rule
    - Base stealing
    - Intentional walks
  21. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch.
  22. Courtesy runners are allowed for the catcher only.
  23. A team can bunt once in an inning.

#### H. 4U, 5U, & 6U T-BALL RULES & REGULATIONS

1. There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder (pitcher's position in most games). The middle infielder must be



- inside the pitching circle. There are four outfielders who must stay in the outfield area.
2. All teams must have nine players to start a game. A team can finish with eight players due to injuries.
  3. There are five innings.
  4. There is a 15-foot fair ball arc from the back tip of home plate and from the first-base line to the third-base line.
  5. There is a 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line.
  6. All teams must roster bat for all games and use 10 defensive players. Teams can begin a game with nine players, but one player must be a pitcher. The team must take an out for the 10<sup>th</sup> spot until a 10<sup>th</sup> player arrives.
  7. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
  8. There are a maximum of seven runs per inning or three outs.
  9. There are no
    - ❖ Infield fly rule
    - ❖ Base stealing
    - ❖ Bunting (players must take a full swing)
    - ❖ Intentional walks
  10. A base runner is out for leaving the base before the ball is hit. Stealing is not allowed, and
  11. there are no lead offs.
  12. One defensive coach is allowed in the outfield and must coach from that area. Defensive coaches cannot enter the infield at any time unless approved by the umpire or for an injury.
  13. If a player bunts or takes a half-swing, it is a foul ball.
  14. Umpires call time after each play. Players can ask for time, which should be called as soon as the lead runner stops attempting to advance or all runners have stopped. Time does not have to be called by the participants. Players in control of the baseball can ask for time.
  15. On an overthrow, a batter or runner can try to advance only one base. The defense can try to record an out against the runner or batter trying to advance on the overthrow. In the event of a double overthrow, the ball is declared dead by the umpire, and one base is awarded to the runner or batter.
  16. The pitching area is 44 feet from the back point of home plate. The defensive player listed as pitcher cannot leave the pitching area until the ball is hit. It is recommended to draw a 10- foot diagonal line from first to third for the player pitcher to assume his or her defensive position.
  17. A batter is awarded four swings to hit the ball fair or put it in play, or the batter is declared out.
  18. Courtesy runners are allowed for the catcher only.  
If a thrown ball hits a defensive coach, play continues.
  19. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player.



## I. 9U MODIFIED STEALING RULES AND REGULATIONS [OPTIONAL]

States and tournaments can adopt the following regulations if they so choose.

1. Follow all Nations Baseball rules apply except for base stealing.
2. Bases remain at 65 ft.  
There is a 10-ft mark placed off first, second and third base.
4. The runner can take a lead, but cannot cross the 10 foot mark until the ball crosses the plate.
5. The runner is allowed to steal when the ball crosses the plate.
6. If runner gets a running start in an attempt to steal before the ball crosses the plate:
7. The runner is placed back on the base,
8. If the runner is put out on the play, the runner is out.
9. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.
10. If it is a passed ball or wild pitch, the runner does not have to return.
11. If the pitcher attempts a pick-off, the runner can advance to the next base on the play.

The purpose of modified stealing is to

- ❖ Help the young pitcher gain confidence in attempting to learn how to hold runners on base.
- ❖ Help the catcher gain confidence in being able to throw the runner out. The runner still has to go 65 feet to get to the next base.
- ❖ Help the base runner learn how to take a lead.
- ❖ Keeps the game from becoming a track meet while teaching young players the basics of stealing and pitching.



## XI. Guidelines for Participants

The umpires handle unsportsmanlike conduct if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent, the umpire should see the manager of the offending team and have the manager handle the situation. If the manager fails to handle the situation, then the umpire addresses the tournament official.

Nations Baseball expresses the need for sportsmanship before, during, and after all events.

## XII. Guidelines for Protest

If a team protests, the manager must notify the home plate umpire, and the umpire summons the tournament director to the field to address the protest. The protest fee is \$100 in cash. The fee is returned if the protest is ruled in favor of the protesting team. Judgment calls cannot be protested.

## XIII. Guidelines for Ejections

1. When a manager, player, coach, or trainer is ejected from the game, he or she can take no further part of that game.
2. Depending on the conduct of the manager, player, or coach, additional penalties can occur. The tournament official assesses the length of the suspension following the ejection based upon the incidents of the ejection.

Nations Baseball expresses good sportsmanship first and foremost.

## XIV. Guidelines for Suspension and Dismissal

Any member of Nations Baseball behaving in an unsportsmanlike manner can be subject to dismissal or suspension.

1. Any verbal or physical attack on any Nations Baseball participant or member during a Nations Baseball event or following a Nations Baseball event can result in suspension or dismissal.
2. Any player of Nations Baseball receiving compensation for playing in any Nations Baseball event is subject to suspension or dismissal.
3. Any player competing under an assumed name or illegal birth certificate or ID card could result in suspension or permanent dismissal. This rule also applies to coaches and managers who have previous knowledge of such infraction.
4. Submitting an insufficient check to an event director or league official can result in suspension or dismissal of the team if payment cannot be settled within a reasonable time frame.
5. Any suspended member of Nations Baseball is not allowed to participate in any Nations Baseball event until such suspension is lifted. This rule applies to players, umpires, coaches, and directors.
6. All records of suspension must be submitted to all parties involved including Nations Baseball in a timely manner.
7. All suspended or dismissed parties have the right to present evidence and information on the reported infraction on their behalf within 7 days of notification of the suspension or dismissal. This evidence must be reviewed within thirty days by Nations Baseball.