Updated September 2026

Indoor Baseball League Rules

Current ***WNY Premier Baseball Travel*** league rules will be followed with the exceptions below

The objective of our leagues is to provide an opportunity for teams and players to develop and improve their skills during the indoor season. We encourage everyone involved in league-play to have a greater emphasis on player and team development over wins and losses.

1. **Coach/Team Manager Responsibilities:**
   - Ensure all players have registered for their team online prior to participating.
   - Complete team payment

2. **Game Time and Purpose**
   - Total field time is **90 minutes**:
   - 15-minute warm-up
   - 75-minute game
   - The game ends when the buzzer sounds, regardless of the inning or score.

3. **Home and Away Teams**
   - A coin flip will determine the home and away teams.

4. **Batting Rules**
   - Each batter begins with a **1-ball, 1-strike count**, unless both teams agree before the game to use a different count.
   - There is **no dropped third-strike rule**.
   - There is **no infield-fly rule**.

5. **Courtesy Runners**
   - A courtesy runner may be used for the pitcher or catcher.
   - The courtesy runner may be the player who made the team's most recent out.

6. **Ceiling and Net Rules**
   - Balls that hit the ceiling remain live:
   - If the ball is caught before touching the ground, the batter is out.
   - If the ball lands in fair territory, it remains live and playable.
   - If the ball lands in foul territory, it is a foul ball.
   - If the ball becomes stuck in the ceiling, the play is a redo.
   - A ball that hits the side or back net before being caught is **not an out**.
   - Any batted ball that carries into the back net is an **automatic home run**.
   - Any batted ball that hits the side net above the top orange line is an **automatic double**.
   - The automatic home-run and double rules apply even if the ball hits the ceiling first.

7. **Baserunning Rules**
    - **For 9U Games**
        - A runner may score from third base **only on a ball batted into play**.
        - If a runner has not completely cleared the base they are approaching when an infielder gains possession of the ball, the runner cannot advance to the next base.
        - The runner must stop at the base they were approaching.
    - **For 10U Games**
        - Runners may advance at their own risk.
        - A runner on third base may not score when a pitched ball gets past or away from the catcher.
        - A runner on third may attempt to score on any subsequent defensive play, including:
        - A catcher's throw to second base
        - A catcher's pickoff attempt
        - A catcher's overthrow while returning the ball to the pitcher
        - Any other defensive throw or live-ball play

8. **Scoring Rules**
    - There is a maximum of **four runs per inning**.
    - There is **no mercy rule**.

9. **Equipment and Footwear**
    - **USA Baseball-approved bats only.** All bats must display the USA Baseball certification stamp.
    - Only sneakers or turf shoes are permitted on the fields.
    - **NO SPIKES** of any kind are allowed.

10. **Umpires and Fees**
    - One umpire will be assigned to each game.
    - All umpire decisions are final.
    - The umpire fee is **$20 per team, per game**.
    - Each team is responsible for paying its portion directly to the umpire.

11. **Sportsmanship and Conduct**
    - Coaches, players, and spectators must demonstrate appropriate sportsmanship.
    - The ejection of any coach or parent from a game **may result in the entire team being barred from further participation.**