



## **New Palestine Youth League Baseball Rules**

*Click below for a shortcut to your division.*

<b>NPYL Instructional Division Rules</b>	<b>2</b>
<b>NPYL Rookie 6 Division Rules</b>	<b>4</b>
<b>NPYL Rookie Division Rules</b>	<b>6</b>
<b>NPYL Minors Division Rules</b>	<b>9</b>
<b>NPYL Majors Division Rules</b>	<b>12</b>
<b>NPYL Baseball Pitching Appendix (All Divisions)</b>	<b>14</b>



## **NPYL Instructional Division Rules**

### **OBJECTIVE**

Introduce the fundamentals of baseball/softball to four through six-year-old boys and girls. Emphasis will be on sportsmanship, team concepts, and fair play.

### **DIVISION GOALS**

- Provide a great and safe experience for all involved
- Teach key fundamentals and rules about the game
- Players are excited to come each day and continue to play the sport

### **PARTICIPATION RULES**

1. The division is designed for four (4) to six (6) year olds. Exceptions must be approved by the Division Director. At the coach's discretion, a parent/guardian may be required to be on the field with the player. Playing ages are defined as follows:
  - a. Baseball: Any boy four (4) years old on May 1st of the current year and not older than six (6) on May 1st of the current year.
  - b. Softball: Any girl four (4) years old on or before January 1st of current year and not older than six (6), before January 1st of the current year.
2. The Division Director will assign each child to a team dividing evenly those children with previous experience and those children with non-experience.
  - a. Siblings will be put on the same team, unless otherwise requested by their parents.
  - b. No accommodations of any other kind are guaranteed. Other accommodations are at the Division Director's discretion by request only.

### **GAME PRELIMINARIES**

3. Home teams prepare the field for play, such as lining the diamond. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.
4. Coaches are required to provide at least three (3) game balls while their respective team is hitting.
  - a. Both coaches are expected to award game balls at the end of each game to a player(s) on their respective team to provide all players on the roster one (1) game ball in total for the entire season.

### **GAMEPLAY**

5. The Time Limit for each game is sixty (60) minutes with a minimum of four (4) innings.
  - a. The inning begins when the last out occurs or the last batter reaches base in the previous inning.
  - b. No new inning will start after the time limit.
6. A Coach of the team at bat will do all pitching.
  - a. The Coaches will be allowed to pitch any distance from home plate as needed to allow each batter equal chance to hit the ball. We want the child to be given every chance to learn proper hitting fundamentals.
  - b. Boys are encouraged to be pitched to overhand and girls are encouraged to be pitched to underhand.

- c. For shorter boy players, Coaches are encouraged to pitch from a knee to lessen the effect of the height difference
7. Each batter will be allowed six (6) pitches to hit the ball. If batter has not hit the ball fair at the end of six (6) pitches, it shall be placed on the “tee” for the batter to hit. If the batter fowls off the final pitch, an optional pitch may be given at the coach’s discretion.
  - a. There are NO walks allowed.
8. A team’s offensive half shall be terminated when the offensive team bats half of their players.
  - a. If a team has an odd number of players, they will bat an odd number one inning, then even the next, and so on (i.e., 9 players...5 will hit in the 1st inning, 4 in the 2nd inning, then repeat as time allows).
  - b. No player will bat in consecutive innings to accommodate for one team having fewer players than the other. The last batter should be announced to the defensive team as a courtesy.
  - c. The last batter is not a free-for-all, or ‘home run.’ The intent is to play the batted ball as if there are two (2) outs in the inning. Runners should not be cut loose to run until tagged at the plate, as this does not promote proper base-running fundamentals.
9. Outs or runs scored are not recorded throughout the inning. Outs are enforced. Players are sent to the dugout in the event of any out. (Although the inning does not end with three outs.)
10. All runners are limited to one (1) base on overthrows to first base at their own risk, even if additional plays are made by the defense.
11. Play will stop when the lead runner is stopped or the defensive team returns the ball within the area around the pitcher’s mound, approximately a twenty (20) foot circle. The ball does not have to be caught cleanly but must touch the pitcher’s helper inside the circle. Play will stop when the pitcher’s helper touches or is touched by the ball while in the area around the pitcher’s mound.
  - a. Players are not permitted to call ‘time’ to stop play or raise hands as if signaling ‘time’.
12. If a player, in the coach’s opinion, is more than halfway between two bases at the time play is stopped, the player will be awarded the next base.
  - a. Excessive advancement of runners will not be permitted. If sending a runner at a higher level of play would typically result in the runner being put out, then the runner should not be sent. Again, our intent is to promote proper base running fundamentals.
13. All offensive players be in the dugout and are encouraged to be seated on the bench.
14. All players on the official team roster will assume a position on the field during the defensive half of the inning. The infield will consist of five (5) players (P, 1B, 2B, SS, & 3B). All infielders must not be positioned in the baseline. The outfield will contain the remaining players and must be stationed in or at the edge of the outfield grass.
  - a. No catcher’s position. Coach of the batting team will retrieve pitched balls.

## EQUIPMENT

15. Pitchers Helper must wear a face mask (or helmet with face mask) and heart protection.
  - a. Facemasks for infielders are not required but may be worn.
16. Helmets must be worn until the player reaches the dugout.
17. Balls will be safety/soft/squishy/T-ball type for practices and games.
  - a. Baseball: 9-inch class with soft center
  - b. Softball: 10-inch class with soft center
18. Bats are recommended to be T-ball bats.

*Note: The League provides the following equipment for each team at the beginning of the season:*

- *Box of Game Balls*
- *Hitting Tee*
- *Heart Guard*
- *Facemask for Pitchers Helper*



## NPYL Rookie 6 Division Rules

### OBJECTIVE

Reinforce the fundamentals of baseball while introducing the basics of competition to six-year-old boys. Emphasis will be on sportsmanship, team concepts and fair play while learning to deal with the natural failures of the game driven by competition.

### LEAGUE GOALS

- Provide a great and safe experience for all involved.
- Learning key fundamentals and rules about the game.
- Developing initial competitive play.
- Players are excited to come each day and continue to play the sport.

### PARTICIPATION RULES

1. Players shall be six (6) years old based on age as of May 1<sup>st</sup> of the current year. Exceptions must be approved by the division director.
2. The division director will assign each child to a team dividing evenly those children with previous experience and those children with non-experience.
  - a. Siblings will be put on the same team unless otherwise requested by their parents.
  - b. No accommodations of any other kind are guaranteed. Other accommodations are at the league director's discretion by request only.

### GAME PRELIMINARIES

3. Games will be played on NPYL diamonds 4, 5, or 8.
4. Home teams prepare the field for play, such as lining the diamond. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.
5. Coaches are required to provide at least three (3) game balls while their respective team is hitting.
  - a. Both coaches are expected to award game balls at the end of each game to a player(s) on their respective team to provide all players on the roster one (1) game ball in total for the entire season.

### GAMEPLAY

6. The time limit for each game is 60 minutes with a maximum of six (6) innings.
  - a. The inning begins when the last out occurs or the last batter reaches base in the previous inning.
  - b. No new inning will start after the time limit.
7. A coach of the team at bat will do all pitching.
  - a. The coaches must pitch overhand from the pitching rubber. Players should be given every chance to learn proper hitting fundamentals.
  - b. For shorter players, coaches may pitch from a knee to lessen the effect of the height difference.
  - c. If a coach unintentionally touches a live ball, then the ball will stay live and in play. He/she is part of the field of play.

- d. If a coach intentionally touches a live batted ball, the batter will be out. If it is a live-thrown ball, then the lead runner is out. If the coach accidentally catches a hard line drive, the batter will remain at bat with no extra pitch added to his count. This is a do-over.
8. Each batter will be allowed five (5) pitches to hit the ball.
  - a. If a batter has not hit the ball fair at the end of five (5) pitches, it shall be placed on the “tee” for the batter to hit for approximately one (1) swing then will be called out.
  - b. If the batter fouls off the final pitch or the swing off the tee, an additional attempt will be granted until not fouled. There are NO walks allowed.
  - c. As the season progresses, swings at the tee should be reduced or eliminated.
9. Outs will be enforced. Players are sent to the dugout in the event of any out.
  - a. Both teams’ coaches enforce outs. No umpires are utilized.
10. Each half-inning consists of three (3) outs or seven (7) batters.
11. The score is NOT recorded throughout the game.
12. All runners are limited to one base on overthrows to first base at their own risk, even if additional plays are made by the defense.
13. Play will stop when the ball is in control by a designated infielder or pitchers helper.
  - a. Players are not permitted to call “time” to stop play or raise hands as if signaling “time.”
14. If a player, in the coach’s opinion, is more than halfway between two (2) bases at the time play is stopped, the player will be awarded the next base.
  - a. Excessive advancement of runners will not be permitted. If sending a runner at a higher level of play would typically result in the runner being put out, then the runner should not be sent. Again, our intent is to promote proper base running fundamentals.
15. All offensive players should be in the dugout and are encouraged to sit on the bench.
16. All players on the official team roster will assume a position on the field during the defensive half of the inning. The infield will consist of five (5) players (P, 1B, 2B, SS, & 3B). All infielders must not be positioned in the baseline. The outfield will contain the remaining players and must be stationed on or at the edge of the outfield grass.
  - a. No catcher’s position. The coach of the batting team will retrieve pitched balls.

## EQUIPMENT

17. Pitcher’s helper must wear a face mask (or helmet with a face mask) and heart protection.
  - a. Facemasks for infielders are not required but may be worn.
18. Offensive players must wear batting helmets until they reach the dugout.
19. Bats are recommended to be t-ball bats.
20. Balls will be safety/soft/squishy/T-ball type for practices and games.
  - a. Nine (9) inch class baseball with a soft center.

*Note: The league provides the following equipment for each team at the beginning of the season for the head coach.*

- *Box of baseballs*
- *Tee*
- *Heart guard*
- *Face mask for pitcher’s helper*



## NPYL Rookie Division Rules

The governing rules of play will be officially recognized **Cal Ripken Baseball Rules** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the two are in conflict.

### GAME PRELIMINARIES

1. All weekday games will have a scheduled starting time of 6:00 pm with a grace period of 10 minutes for any team-related delay. The Pledge of Allegiance will be 5 minutes before each game. No formal infield practice will occur before any game. For delays not attributable to either team, the appropriate action to be taken will be determined by the league director. His assistant or the officer of the day will determine action if it is not possible to contact the league director. All games under the lights will have a scheduled starting time of 8:00pm.
2. No games will start after 8:00 pm on weekdays and 9:00 pm on weekends.
3. All Saturday games will start at scheduled time with no grace period.
4. Offensive half of the inning will continue until three (3) outs are made or five (5) runs are scored, including the last inning.
5. No inning may begin after 1 hour and 45 minutes from the start of the game. The inning begins with the last out or 5th run scores from the previous inning. If the home team is batting and winning when time expires, the game ends immediately. Otherwise, an inning will be completed. Umpire will give start time when the game begins.
6. If the game is tied at the end of the time limit, the game will be scored as a tie. No new inning will start after the time limit, 8:00 pm during the school year, or after 10:00 PM on weekdays when school is out.
7. During the tournament Championship game the teams will play, a full six (6) inning game will be played. No time limit will be used. If the game is tied after six (6) innings, the California Tiebreaker rule will be used. The last batter out from the previous inning will start on second base when each team begins their half of the inning.
8. Games will end if a team is leading by ten (10) or more runs after four (4) or more complete innings. Games will also end when one team cannot mathematically come back given the run limit (5) per inning. Examples:
  - a. A team is up by 6 runs after the 5<sup>th</sup> inning
  - b. The home team is up by 6 runs when time expires (even if visiting team is batting)
9. Home teams prepare the field for play including lining the field and chalking the 16ft circle. Home team will also be responsible for the official scorebook/Gamechanger. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.
10. The distance from home plate to pitching rubber will be forty (40) feet.
11. Prior to the tournament, two (2) defensive coaches may be stationed in the outfield and must remain in the outfield during a live ball. Failure to stay in the outfield could result in the umpire removing the coach from the field to the dugout. Coaches are highly encouraged to be in the dugout the entire time prior to the first game of the tournament as a progression. During the tournament coaches are NOT allowed in the outfield.

### PARTICIPATION RULES

12. Ages- Players shall be 7 or 8 years old. Player age is based on the child's age on **April 30th** of the current year unless an exception approved by the league.
13. All players on the official team roster will assume a position in the batting order and bat the entire game
14. Each player will play a minimum of one (1) inning in the infield, and one (1) inning in the outfield, by the end of the 4th inning. During the tournament this rule will NOT apply.

15. Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning. The infield will consist of six (6) players. The outfield will consist of four (4) must be positioned in (LF, LC, RC, RF) and must be stationed at relatively the same depth in the outfield grass.
16. Teams must have a minimum of eight (8) players to play a game. Failure of either or both teams to field and maintain (8) players throughout the game will constitute a “forfeit” for the violating team. If injuries occur during the game which causes a team to have fewer than eight players, the game shall be rescheduled from the point it was stopped. Any attempt to abuse this rule will result in the suspension of the head coach. Players who arrive late must be inserted at the bottom of the lineup.
17. If a player is ejected from a game, that player will receive an automatic out in the lineup.
18. Pitching
  - a. Regular Season
    - i. Players will pitch in the first two (2) innings up to five (5) batters per inning
    - ii. After five (5) batters or if walked by a player, then coaches will pitch.
    - iii. Coaches are allowed a five (5) pitch maximum and must pitch from the rubber.
    - iv. Coaches will pitch beginning in the third inning.
    - v. A player removed as a pitcher shall NOT be allowed to return to pitching during the same game.
    - vi. Each pitcher must pitch from either the windup position or the set position as described in the pitching appendix.
  - b. Tournament
    - i. Coaches pitch only.
19. In total, seven (7) year old player(s) and eight (8) year old player(s) must pitch a minimum of one (1) inning per game. Three (3) outs or five (5) batters faced in a single inning shall constitute a full inning pitched. Coaches are strongly encouraged to use multiple pitchers throughout the season.

## **ON-FIELD RULES**

20. Base Running
  - a. Runners are not allowed to lead off.
  - b. If a runner is caught leaving the base early, the umpire will call time and all runners will return to original bases.
  - c. Courtesy runners for catchers of the next inning must be used when there are two (2) outs to keep the pace of play moving.
21. No bunting or fake bunting – batter will be out, ball will be dead, no runners can advance.
22. The batter will not be permitted to advance on an uncaught third strike
23. No infield fly rule.
24. For player safety, no headfirst slides unless returning to a base. A team warning will be issued on first offense with the runner immediately called out on subsequent violations.
25. For the safety of players at the “pitcher’s helper” position (when the coach is pitching), a mask or helmets with face masks must be worn along with heart protection. Heart protection must also be worn by the player when pitching.
26. Play will stop when an infielder has control of the ball in front of the lead runner or when the base runner has stopped his/her forward progress and retreats back to the previous base.

27. The following table covers the various pitching scenarios:

Situation	Player Pitching	Coach Pitching
Number of pitches	N/A	5 – Extra pitches for foul balls on final pitch
Swinging strike	Counts as a strike	Counts as a strike
Ball thrown	Add ball to count	Counts against 5-pitch limit
Ball four	Coach comes in to pitch. Batter starts with new count	N/A
Hit batter	Coach comes in to pitch. Batter starts with new count	N/A
Third strike	Batter is out	Batter is out
Does not swing at coach’s fifth pitch	N/A	Batter is out
Catcher’s interference	Batter gets first base	Batter gets first base
Foul ball	Strike – unless third strike	Strike – unless third strike or final pitch. Batter who fouls off fifth (and subsequent) pitch(es) remains at bat

28. When a coach is pitching:

- a. A player will field the pitching position and bat his turn. He must position himself within five (5) feet of the rubber, but not in front of the rubber.
- b. If the coach unintentionally touches a batted ball, the ball remains live and in play. They are part of the field of play.
- c. If a coach intentionally interferes with a live or batted ball, the batter will be out. No runs will be scored if applicable.
- d. If the coach accidentally catches a hard line drive, the batter will remain at bat with no extra pitch added to his count. This is a do-over.

29. Protested games:

- a. Judgment calls by the umpire(s) cannot be protested.
- b. If, in the opinion of the head coach, a rule has been interpreted incorrectly, he must inform the umpire that the game will continue under protest. This notification of intent to protest must be made and recorded in the official score book (HOME TEAM) prior to delivery of the “pitch”, following the said infraction. The official email protest must be delivered to the League and Baseball Directors not more than 24 hours after the game being protested. The specific rule must be stated in the protest. Board decisions on protests are final.

**EQUIPMENT**

30. The table below contains legal bats. Any bat may be no longer than 33”.

- a. T-ball bats are not permitted and will be replaced when noticed with no additional penalty.

Type	Barrel Size	Length	Weight
Wood	Up to 2 ¾”	33” Max	-12 oz. max
USA Baseball	Up to 2 ¾”	33” Max	-12 oz. max
USSSA BPF 1.15	Up to 2 ¾”	33” Max	-12 oz. max

*Failure to follow the above rules will result in a warning, forfeit, or suspension of head coach, as the board decides.*





## NPYL Minors Division Rules

The governing rules of play will be officially recognized **Cal Ripken baseball rules** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the two are in conflict.

### GAME PRELIMINARIES

1. All weekday games will have a scheduled starting time of 6:00 pm with a grace period of 10 minutes for any team-related delay. The Pledge of Allegiance will be five (5) minutes before each game. No formal infield practice will occur before any game. For delays not attributable to either team, the appropriate action to be taken will be determined by the league director. His assistant or the officer of the day will determine action if it is not possible to contact the league director. All games under the lights will have a scheduled starting time of 8:00pm.
2. No games will start after 8:00 pm on weekdays and 9:00 pm on weekends.
3. All Saturday games will start at scheduled time with no grace period.
4. Offensive half of the inning will continue until three (3) outs are made or five (5) runs are scored, including the last inning.
5. No inning may begin after 1 hour and 45 minutes from the start of the game. The inning begins with the last out (or 5<sup>th</sup> run scoring) of the previous inning. If the home team is batting and winning when time expires, the game ends immediately. Otherwise, an inning started will be completed. Umpire will give start time.
6. If still tied at the end of the time limit, the game will be scored as a tie. No new inning will start after 8:00 pm during the school year and after 10:00 PM on weekdays when school is out.
7. During the tournament Championship Game only the teams will play tournament play, a full six (6) inning game will be played. No time limit will be used. If the game is tied after six (6) innings, the California Tie-Breaker rule will be used. The last batter out from the previous inning will start on second base when each team begins their half of the inning.
8. Games will end if a team is leading by ten (10) or more runs after four (4) or more complete innings. Games will also end when one team cannot mathematically come back given the run limit (5) per inning. Examples:
  - a. A team is up by 6 runs after the 5<sup>th</sup> inning
  - b. The home team is up by six (6) runs when time expires (even if visiting team is batting)
9. Home teams prepare the field for play, such as lining the diamonds. Home team will also be responsible for the official scorebook/Gamechanger. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.

### PARTICIPATION RULES

10. Ages- Players shall be 9 or 10 years old. Player age is based on the child's age on **April 30th** of the current year unless an exception approved by the league.
11. All players on the official team roster will assume a position in the batting order and bat the entire game. All players must play a minimum of nine (9) defensive outs and enter the game at or before the start of the third inning, unless:
  - a. The game is terminated by the umpire prior to the completion of a regulation game.
  - b. A player is under disciplinary action. In such a case, the opposing manager and umpire must be advised prior to the start of the game.
  - c. The player arrives late or elects to leave early.

12. Each player will play a minimum of one (1) inning in the infield and one (1) inning in the outfield, by the conclusion of the 4th inning. During the tournament this rule will NOT apply.
13. Failure of either or both teams to field and maintain eight (8) players throughout the game will constitute a “forfeit” for the violating team. If injuries occur during the game which causes a team to have fewer than eight (8) players, the game shall be rescheduled from the point it was stopped. Any attempt to abuse this rule will result in the suspension of the head coach. The missing 9<sup>th</sup> player is an automatic out. Players who arrive late must be inserted at the bottom of the lineup.
14. If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming the team still has nine (9) or more players). The injured player can return later in the game assuming his spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
15. All pitching assignments will be defined in the NPYL rules on web with these exceptions:
  - a. The calendar week goes from Monday to Sunday. A pitcher shall be limited to pitching 85 pitches per week. Please review the pitching appendix for defined rest periods.
  - b. A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.
  - c. Any protest of total pitches in a game will go through the NPYL Board of Directors, whose decision is final.
  - d. Each pitcher must pitch from either the windup or set position as described in the pitching appendix.
16. In attempt to develop young pitchers:
  - a. Each team must allow a JUNIOR age player to pitch a minimum of three (3) defensive outs or (5) runs in each game. This must be satisfied within the same inning. This must be accomplished before or during the third inning. Teams unable to meet this criterion will forfeit the game.
17. All pitch counts will NOT be erased for the Championship Game.

## **ON-FIELD RULES**

18. Balks will be called but not enforced during the regular season. During the post season tournament, all balks will be awarded according to the rule.
19. Coach is allowed three (2) mound visits per inning before the pitcher must be removed.
20. The batter will not be permitted to advance on an uncaught third strike
21. Bunting is allowed. Fake bunt/swings (e.g., slash bunts, butcher boys, etc.) are not permitted under Cal Ripken rules. A player who attempts this (contact is not needed) is out, the ball is dead, and no runners may advance. Once a player presents bunt they cannot swing.
22. Courtesy runners are encouraged for the catcher when there are two (2) outs so that they can put equipment on and maintain speed of game play. The last batted out will be the replacement. Note: The player replaced must be used in the catcher position during the next inning.
23. For player safety, no headfirst slides unless returning to a base. The runner will immediately be called out. The play will continue so the defense can record more outs.
  - a. For close plays the players must slide feet first at 2nd, 3rd or Home plate.
24. Runners are not allowed to lead off. Baserunners can only steal when the pitch crosses home plate. A baserunner can steal multiple bases on one (1) pitch. When the baserunner stops his/her forward progress, they must return to the previous base. If a base runner leaves early, then the play is dead immediately, and the baserunner must return to his/her earned base. No delayed steals.

25. The table below contains legal bats. Any bat may be no longer than 33".
- a. T-ball bats are not permitted and will be replaced when noticed with no additional penalty.

<b>Type</b>	<b>Barrel Size</b>	<b>Length</b>	<b>Weight</b>
Wood	Up to 2 3/4"	33" Max	-10oz. max
USA Baseball	Up to 2 3/4"	33" Max	-10oz. max
USSSA BPF 1.15	Up to 2 3/4"	33" Max	-10oz. max

26. Protested games:
- a. Judgment calls by the umpire(s) cannot be protested.
  - b. If, in the opinion of the team manager, a rule has been interpreted incorrectly, he must inform the umpire that the game will continue under protest. This notification of intent to protest must be made and recorded in the official score book (HOME TEAM) prior to delivery of the "pitch", following the said infraction. The official email protest must be delivered to the League and Baseball Directors not more than 24 hours after the game being protested. The specific rule must be stated in the protest. Board decisions on protests are final.

***Failure to follow the above rules will result in a warning, forfeit, or suspension of head coach, as the board decides.***



## NPYL Majors Division Rules

The governing rules of play will be officially recognized **Cal Ripken baseball rules** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the two are in conflict.

### GAME PRELIMINARIES

1. All weekday games will have a scheduled starting time of 6:00 pm with a grace period of 10 minutes for any team-related delay. The Pledge of Allegiance will be five (5) minutes before each game. No formal infield practice will occur before any game. For delays not attributed to either team, the appropriate action to be taken will be determined by the league director. His assistant or the officer of the day will determine action if it is not possible to contact the league director. All games under the lights will have a scheduled starting time of 8:00pm.
2. No games will start after 8:00 pm on weekdays and 9:00 pm on weekends.
3. All Saturday games will start at scheduled time with no grace period.
4. Offensive half of the inning will continue until three (3) outs are made or six (6) runs are scored, including the last inning.
5. No inning may begin after 1 hour and 45 minutes from the start of the game. The inning begins with the last out or 6<sup>th</sup> run scoring of the previous inning. If the home team is batting and winning when time expires, the game ends immediately. Otherwise, an inning started will be completed. Umpire will give start time when the game begins.
6. If the game is tied at the end of the time limit, the game will be scored as a tie. No new inning will start after the time limit, 8:00 pm during the school year, or after 10:00 PM on weekdays when school is out.
7. During the tournament Championship game the teams will play, a full six (6) inning game will be played. No time limit will be used. If the game is tied after six (6) innings, the California Tie-Breaker rule will be used. The last batter out from the previous inning will start on second base when each team begins their half of the inning.
8. Games will end if a team is leading by ten (10) or more runs after four (4) or more complete innings. Games will also end when one team cannot mathematically come back given the run limit (6) per inning. Examples:
  - a. A team is up by seven (7) runs after the 5<sup>th</sup> inning.
  - b. The home team is up by seven (7) runs when time expires (even if home team is batting).
9. Home teams prepare the field for play, such as lining the diamonds. Home team will also be responsible for the official scorebook/GameChanger. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.

### PARTICIPATION RULES

10. Ages- Players shall be 11 or 12 years old. Player age is based on the child's age on **April 30th** of the current year unless an exception is approved by the league.
11. All players on the official team roster will assume a position in the batting order and bat the entire game. All players must play a minimum of nine (9) defensive outs and enter the game at or before the start of the third inning, unless:
  - a. The game is terminated by the umpire prior to the completion of a regulation game.
  - b. A player is under disciplinary action. In such a case, the opposing manager and umpire must be advised prior to the start of the game.
  - c. The player arrives late or elects to leave early.
12. Failure of either or both teams to field and maintain eight (8) players throughout the game will constitute a "forfeit" for the violating team. If injuries occur during the game which causes a team to have fewer than eight (8) players, the game shall be rescheduled from the point it was stopped. Any attempt to abuse this rule will

- result in the suspension of the head coach. The missing 9<sup>th</sup> player is an automatic out. Players who arrive late must be inserted at the bottom of the lineup.
13. If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming the team still has nine (9) or more players). The injured player can return later in the game assuming his spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
  14. All pitching assignments will be defined in the NPYL rules on web with these exceptions:
    - a. The calendar week goes from Monday to Sunday. A pitcher shall be limited to pitching 95 pitches per week. Please review the pitching appendix for defined rest periods.
    - b. A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.
    - c. Any protest of total pitches pitched in a game or week will go through the NPYL Board of Directors, whose decision is final.
    - d. Each pitcher must pitch from either the windup or set position as described in the pitching appendix.
  15. In attempt to develop young pitchers:
    - a. Each team must allow a JUNIOR age player to pitch a minimum of three (3) defensive outs or six (6) runs within one (1) inning of a game. This must be accomplished before or during the third inning. Teams unable to meet this criterion will forfeit the game.
    - b. After the completion of the 3<sup>rd</sup> inning, opposing managers will meet with the umpire to make sure pitching obligations have been met. There is no protest that can be filed after the conclusion of the game.
    - c. During the post-season tournament championship game, all pitchers will NOT have their pitch count reset to ensure the most competitive game.

**ON-FIELD RULES**

16. Courtesy runners are encouraged for the catcher when there are two (2) outs so that they can put equipment on and maintain speed of game play. The last batted out will be the replacement. Note: The player replaced must be used in the catcher position during the next inning.
17. For player safety, no headfirst slides unless returning to a base. The runner will be immediately called out. The play will continue so the defense can record more outs.
18. Fake bunt/swings (e.g., slash bunts, butcher boys etc.) are not permitted under Cal Ripken rules. A player who attempts this (contact is not needed) is out, the ball is dead, and no runners may advance
19. Each pitcher will be given a warning on his first balk. Subsequent balks will be called and penalized as normal.
20. The table below contains legal bats. Any bat may be no longer than 33".
  - a. T-ball bats are not permitted and will be replaced when noticed with no additional penalty.
  - b. The league recommends a -8 oz. bat or heavier to prepare players for Jr/Sr league.

Type	Barrel Size	Length	Weight
Wood	Up to 2 ¾"	33" Max	-10 oz. max
USA Baseball	Up to 2 ¾"	33" Max	-10 oz. max
USSSA BPF 1.15	Up to 2 ¾"	33" Max	-10 oz. max

21. Protested games:
  - a. Judgment calls by the umpire(s) cannot be protested.
  - b. If, in the opinion of the team manager, a rule has been interpreted incorrectly, he must inform the umpire that the game will continue under protest. This notification of intent to protest must be made and recorded in the official score book (HOME TEAM) prior to delivery of the "pitch", following the said infraction. The official email protest must be delivered to the League and Baseball Directors not more than 24 hours after the game being protested. The specific rule must be stated in the protest. Board decisions on protests are final.

***Failure to follow the above rules will result in a warning, forfeit, or suspension of head coach, as the board decides.***



## NPYL Baseball Pitching Appendix (All Divisions)

Age	Total # pitches per week	Daily pitch and rest	Daily pitch and rest	Daily pitch and rest	Daily pitch and rest
<b>9-10</b>	85	1-40 0 days	41-65 1 day	66-84 2 days	85+ 3 days
<b>11-12</b>	95	1-40 0 days	41-65 1 day	66-94 2 days	95+ 3 days
<b>13-18</b>	105	1-45 0 days	46-75 1 day	76-104 2 days	105+ 3 days

The pitcher shall pitch while facing the batter from either a windup position or a set position. The position of his feet determines whether he will pitch from the windup or the set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher’s plate. The pitching regulations begin when he intentionally contacts the pitcher’s plate. Turning the shoulders to check runners while in contact with the pitcher’s plate in the set position is legal. Turning the shoulders after bringing the hands together during or after the stretch is a balk. He shall not make a quick-return pitch to catch a batter off balance. The catcher shall have both feet in the catcher’s box at the time of the pitch. If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed pitcher or right-handed pitcher, but not both.

For the **windup** position, the pitcher is not restricted as to how he shall hold the ball. A pitcher assumes the windup position when his hands are: (a) together in front of the body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand is at his side. The pitcher’s non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher’s plate. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off the pitcher’s plate with his pivot foot first. After the pitcher has placed his pivot foot clearly behind the plate, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but he shall not otherwise lift either foot.

For the **set** position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non-pivot foot in front of a line extending through the front edge of the pitcher’s plate and with his pivot foot in contact with or directly in front of and parallel to the pitcher’s plate. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and his glove at or below his chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting as outlined in 6-2-4 and 2-28-5, or he may lift his pivot foot in a step backward off the pitcher’s plate which must be in or partially within the 24-inch length of the pitcher’s plate. To change to the wind-up position, he must first step clearly backward off the pitcher’s plate with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly behind the plate, he then has the right to throw or feint to a base the same as that of any other infielder.