

NPYL Minor Division Rules

Boys 9 & 10 years of age

Revised February 2016

The governing rules of play will be officially recognized **Cal Ripken** baseball rules with the following exceptions and/or local rules adopted.

1. 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 defensive outs. All players must 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 so advised prior to the start of the game.
 - c. The player arrives late or elects to leave early.
2. Failure of either or both teams to field and maintain (8) players throughout the game will constitute a “forfeit” for the violating team. In the event of injuries occurring during the game causing a team to have fewer than eight players, then the game may be rescheduled from the point it was stopped. Any attempt to abuse this rule will result in the suspension of the manager. The missing 9th player is an automatic out.
3. Offensive half of the inning will continue until three outs are made or five (5) runs are scored, including the last inning.
4. Games will end if a team is leading by ten (10) or more runs after four (4) complete innings.
5. Ages- Players shall be 9 or 10 years old. Player age is based on the child’s age on **May 1st** of current year.
6. Pitchers may be warmed-up by a manager, coach or player. Players warming the pitcher must wear a facemask. A maximum six (6) pitches shall be allowed prior to any inning.
7. For the safety of the players, helmets must stay on until the batter reaches their dugout. If a player removes their helmet before reaching their dugout, a team warning will be given and the next infraction will be an out.
8. No Balks will be enforced.
9. Dropped third strikes will not apply.
10. Infield fly rule will apply.
11. All pitching assignment will be defined in the Cal Ripken rule book with these exceptions:

- a. The calendar week goes from Monday to Sunday. A pitcher shall be permitted to pitch a maximum of three (3) innings in a game. One (1) pitch during an inning will constitute a full inning. This applies to regular season and post-season tournament games. In the post-season tournament championship game, all pitchers will have their innings pitched erased to ensure the most competitive game.
- b. A player removed as a pitcher shall be allowed to return to that position once during the same game.
- c. A player is not allowed to pitch more than (9) innings during the calendar week. Players participating on the Blaze competitive team will be allowed to pitch a total of 12 innings during the calendar week.

12. In attempt to develop young pitchers:

- a. Each team must allow a junior and senior age player or players to pitch a minimum of one (1) inning or three (3) defensive outs or five (5) runs in each game. This must be accomplished before the end of the fourth inning. If a junior or senior player is not meet and this by fifth inning, the game is a forfeit and play stops.
- b. After the completion of the 3rd inning, opposing managers will meet with the umpire to notify the pitching situation from Rule 12a. 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 have their innings pitched erased to ensure the most competitive game.

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14. A pitcher will be required to be replaced if he hits two (2) batters in one inning. That pitcher may return to pitch in a later inning, provided he has eligible innings remaining. If the same pitcher hits a third batter, he will be removed from pitching for the rest of the game.

15. The umpire has the authority to call a time out once the lead runner has been stopped (Intent: to eliminate cat and mouse game, especially for runners on third base, and speed up play). Once the pitcher has the ball on the rubber, all runners will return to base.

16. 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. For delays not attributable to either team, the appropriate action to be taken will be determined by the league director or his assistant. All games under the lights will have a scheduled starting time of 8:00pm. No game will start after 9:00pm.

17. All Saturday games will be played as stated above except for the scheduled starting time. The starting time will be scheduled by the Scheduling Manager for any games not scheduled prior to the start of the season.

18. Duration of games will be:
 - a. Completion of regulation game.
 - b. Termination of game by the umpire.
19. No inning may begin after 1 hour and 45 minutes from the start of the game. The inning begins when the last out of the previous inning.
20. The umpire will give the starting time of the game after the first pitch is made.
21. If still tied at the end of the 6th inning, game will be scored as a tie. When time permits, an additional inning(s) can be played until time expires. There will be no ties during tournament play or play-off games. No inning will start after 8:00 pm during the school year and after 10:00PM after school is out during the week.
22. 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 violated, 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 umpire is required to notify the officer of the day when a game is under protest.
 - c. 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 violated must be stated in the protest.
23. In case there is a tie in the division standings at the end of the season, the tie will be broken by the following criteria (listed in priority order):
 - a. Wins are worth two points and ties are worth ½ point.
 - b. The winner of the head to head contest(s) during the season will be placed in the higher position.
 - c. Provided the tying teams have completed the same number of games, then refer to "d" below. If they have not, then the schedule must be completed so that each team will have completed the same number of games. If for some reason, this would not be possible, the League Director will name the tying teams as Co-Champions.
 - d. The teams involved in the tie will meet in a one game playoff to determine the winner.
24. A free substitution is allowed with two outs to replace the runner if catching or pitching in the next inning.

25. No mandatory slide will be in effect. However, the runner may be called out for interference or for intentionally initiating contact with a defensive player. Likewise, the defensive player may be called for obstruction if he positioned as such to impede the path of the runner while not attempting to make a play. This call will be based on the judgment of the umpires. Plays at home plate will be governed by Contact Rule 6.05 (pg. 26) in the official rules of NPYL, which prevents collisions at the plate. Sliding is still not mandatory but intentional contact is not permitted and may result in ejection from the game. The intent of this rule is to prevent injuries.
26. No head first slides unless returning to a base. (The runner will be called out if he or she violates this rule.)
27. Throwing bats will result in a warning to the player for a first infraction and being called out for any additional infractions.
28. Home teams prepare the field for play, such as lining the diamonds. Home team will also be responsible for the official scorebook. Home team will be in the third base dugout.
29. There are no infield warm ups before any game. The infield will be lined by the home team each game.
30. The pledge to the flag will start 5 min. before each game.
31. Each player will play a minimum of 1 inning in the infield, and 1 inning in the outfield, by the end of the 4th inning. During the tournament this rule will NOT apply.
32. Bunting will be permitted (i.e. sacrifice, safety squeeze, push, drag). However, players may not show any form of bunt and then attempt a swing at the pitch (i.e. fake bunt and slap). A dead ball will be called if the hitter fakes a bunt and attempts a swing at the ball and the hitter will be called out. Judgment is at discretion of the umpires.
33. Cal Ripken bat rules: The bat may not exceed 33" in length, and the bat barrel may not exceed 2¼" in diameter. Only 2¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed.

Player Call-up System

Replacements for absent members may be obtained only through the following procedure:

1. A listing of players eligible for call-up will be submitted by the Baseball Director to the player agent.
2. Rookie 8 Managers will submit the names of three (3) top players on their team to the Division Director for call up to the Minor League. Replacement players will be announced to the Division Director and the opposing coach. Once a Rookie 8 call up player is announced they must play in the game.
3. Lateral call-ups will be used as a last resort. In the event a lateral call-up is used, the name of the player must be submitted to the Division Director. If the Division is directly involved with the game, then he shall remove himself and have the Baseball or League Director.
4. All players called up must play a minimum of two complete innings.
5. No player may be called up more than once until all other players in the call up system have been contacted to have the opportunity to play. The boys Division Director shall keep the call-up assignment listing and players already used listed on the bulletin board.
6. A team can only call up a player if they have eight (8) or fewer players. Nine (9) players will be the maximum players allowed with a call up player.
7. The opposing manager has the option of correcting a "call up" violation. The opposing manager can correct the violation at any point while the violation is in process. Any runs/outs that were made before the violation was corrected will stand. Once the correction is made the game will resume as normal. There is no protest that can be filed after the conclusion of the game. If they do not correct the violation then the outcome of the game will stand. No protest will be allowed.
8. All call up players can ONLY play the outfield.
9. All call up players will be placed at the bottom of the batting order.
10. Only players signed-up for NPYL will be allowed to sub in a game.

Failure to follow the above rules could result in forfeit or suspension of Manager.