

NPYL Major Division Rules

Boys 11 & 12 Years of Age

Revised January 2017

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 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 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. 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 manager. The missing 9th player is an automatic out.
3. Games will end if a team is leading by ten (10) or more runs after four (4) complete innings.
4. Offensive half of the inning will continue until three (3) outs are made or six (6) runs are scored, including last inning.
5. Ages- Players shall be 11 or 12 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. Balks will be in effect. Each pitcher will receive one balk warning per game.
9. Leadoffs and stealing are in effect.
10. A dropped third strike is a live play if 1st base is open. It is also a live play when there are two outs, regardless base runner position.

11. All pitching assignments will be defined in the NPYL rule's on web 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 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.
13. With a runner on third and foot on rubber, there is no false move or fake throw to third. This will be a called a balk.
14. As a safety rule, 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 after the lead runner has been stopped. (Intent to eliminate cat & mouse game and speed up play.)
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, or officer of the day if it is not possible to contact league director. All games under the lights will have a scheduled starting time of 8:00pm. No games 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 with 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 10:00 PM when 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 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. A free substitution is allowed with two outs to replace the runner if catching or pitching in the next inning. The last out will be the replacement.
24. No mandatory slide will be in effect on any close play. The runner will be called out for blatant obstruction on a close play at any base. This will be a call based upon the judgment of the umpires. The runner will not be required to slide if the defensive team attempts to put the runner out away from the immediate area of the base. The intent of this rule is to prevent injuries.
25. For player safety, no head first slides unless returning to a base. (The runner will be called out if he or she violates this rule.)
26. Throwing bats will result in a warning to the player for a first infraction and being called out for any additional infractions.

27. 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.
28. There are no infield warm ups before any game. The infields foul lines will be lined by the home team each game.
29. The pledge to the flag will start 5 min. before each game.
30. 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. Minor League Managers will submit the names of three (3) top 10 year old players on their team to the Division Director for call up to the Major League. Replacement players will be announced to the Division Director and the opposing coach. Once a Minor 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 director is directly involved, he will remove himself and have the Baseball or Division Director handle.
4. All players called up must play a minimum of two complete innings.
5. A team can only call up a player if they have eight (8) or fewer players. Nine (9) players will be the max they can play with a call up.
6. 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.
7. All players called up must play a minimum of one complete inning. Two innings will be the maximum allowable playing time in the field unless fewer than nine (9) of the regular team members are present. If more than one player is called up by a given team for a single game, each must have an equal playing time.
8. All call up players can ONLY play the outfield position.
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.