NPYL GIRL'S SOFTBALL LEAGUE RULES
8 and UNDER

Revised February 2016

The governing rules of play will be the official NPYL fastpitch rules with the following exceptions:

1. Game Time and Duration

A. All weekday games will have a scheduled starting time of 6:00pm 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.

B. All Saturday games will be played as stated above except for the regular season scheduled starting time which shall be no earlier than 9:00am with succeeding games starting at every 2 hour intervals.

C. Duration of games will be:

1) Completion of regulation game

2) Termination of game by the umpire

3) Completion of inning in progress when one hour and forty-five minutes of playing time limit has expired. If a tie exists before the time limit has expired, the game will continue using the Softball Tie Breaker Rule. If still tied at end of time limit, the game will be scored a tie. No ties during tournament play or playoff game.

2. Re-entry Rules

In 8 under League, 10 under and 12 under, a player who, in the umpire's judgment cannot continue due to illness or injury, may sit out until ready to resume play. In 14 under and 16 under, an injured defensive player may be replaced by a player currently not playing defense with no penalty for the injured player's failure to bat. The batting order will remain unchanged throughout the game. Pitching rules will have precedence over injured player rules.

3. Call-up Rules

A. Division Director will compile a list of eligible players.

B. The list will be composed of the oldest girls in each division.

C. 8 under League will be a lateral call up. 10 under, 12 under, 14 under and 18 under must **only** call up players from the Division

immediately below, first (Example: 14 under uses player(s) from 12 under). Lateral call-ups may also be used as a last resort.

D. A team will be eligible for call-ups when the number of players is 9 or fewer. The team may be brought up to a maximum of 10 players.

E. In order to receive call-up players, a Coach or his representative must call the Division Director or Softball Director, in that order, in advance.

F. If a call-up situation arises at game time, the Division Director, the Softball Director, or the Officer of the Day, in that order, will try to find a call-up player at the field. If this is not possible, the team will play with the number of players it has unless they decide to forfeit. Coaches are not permitted to find their own call-up players.

G. Lateral call-ups for 8U must be for a similar ability player to the player being substituted. No player may be a call-up for consecutive games for the same team. The Division Director/Softball Director should ensure that all players have had a chance to play as a lateral call-up prior to using any player as a lateral call-up a second time.

H. An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up.

I. All call-up players will play in the outfield only in all Divisions.

J. All players “called up” must play a minimum of one complete inning. If more than one player is “called up” by a given team for a single game, each must have equal playing time.

K. If a regular player arrives late, she will be entered into the game at the next half inning.

L. A call-up player must be placed at the end of the batting order.

M. First failure to adhere to these rules will constitute a forfeit. Second failure will constitute a forfeit and suspension of next scheduled game.

4. League Divisions

League Divisions will be established according to the following age and ability guidelines:

Division	Age
8 under League	7 – 8
10 under League	9 – 10
12 under League	11 – 12
14 under League	13 – 14

18 under League 15 – 18

A girls “league age” will be determined by her age on December 31st of the calendar year preceding the current league year.

Players will be allowed to move up or down a division due to extenuating circumstances at the discretion of the Director of Softball.

5. Intra-Divisional Tournament

A. A double elimination tournament will be played following the regular season. In the event of time or weather delay this tournament may be changed to a single elimination tournament or be cancelled at the discretion of the League Director and the Director of Softball. Regular season rules will be in effect.

B. All teams within a Division will participate.

C. Tournaments will consist of coach pitch only.

6. Playing Rules and Points of Emphasis for All Divisions

A. Helmets must remain on until the player reaches their dugout. If a player removes her helmet before reaching her dugout, a team warning will be given and the next infraction will be a team out.

B. Offensive players, including the on-deck batter, or players acting as coaches in the coach’s box, must properly wear double earflap batting helmets WITH faceguards.

C. NPYL Softball prohibits the use of all tobacco products including smokeless tobacco for both local league and tournament competition.

D. Glass buttons, polished metal or any exposed jewelry of any kind shall not be used. Hair barrettes are not considered jewelry and are allowed unless adjudged by the umpire to be dangerous. (Rule 1.11 Part f)

E. During a live ball situation, when a player becomes injured, and in the umpire’s judgment requires immediate attention, the umpire shall call “Dead Ball” and award any bases that would have been reached.

F. Contact Rule - The runner may slide, jump over the top of the defender, go around the defender—within 3 feet, or return to the previous base touched. The runner will be called safe if the base is blocked by a defender before possession of the ball.

G. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third

base in the belief that she either had left the base before a caught fly ball or missed third base. (Rule 5.06)

H. Coaches or other bench personnel shall not be outside the designated bench dugout area except as justified by the umpire. Bench area coaches cannot stand between the dugout and fair territory. The designated bench dugout area is defined as the area in foul territory no closer to home plate than the entry/exit point of the dugout. The first offense is a team warning, second offense requires the team member to remain in the dugout at all times and a third offense shall result in that team member being removed from the playing field.

7. 8 under League teams will ideally consist of 11 players. Each player on the official roster will play the entire game unless:

A. A player is injured or becomes ill.

B. A player is under disciplinary action. The opposing manager and the umpire must be notified before the start of the game.

8. The infield will consist of 6 players with all other players assuming defensive positions on the outfield grass. Infielders (including pitchers helper) must be positioned behind a 35' arc until the ball is hit.

9. 11-inch softball will be used.

10. There will be a maximum of 4 adults in the dugout.

11. "Dropped third strike" and "infield fly" rules will not be employed.

12. For the safety of the kids, helmets must stay on until the player reaches their dugout. If a player takes their helmet off before reaching their dugout a team warning will be given and the next infraction will be an out.

13. No base on balls will be awarded. A coach of the offensive coaching staff will pitch 5 pitches to achieve a fair-batted ball. A pitch is a ball or swinging strike. Foul balls will be treated as normal. Three strikes and the batter is out. Failure to achieve a fair-batted ball in 5 pitches will also constitute an out. However, if the fifth pitch is hit FOUL, the batter would receive a pitch for each subsequent foul ball.

A. A defensive pitcher's helper will be in the pitching circle with the offensive coach. The defensive player may not stand in front of the coach, but may stand along side the offensive coach. <u>Both feet must be in the 16 ft. pitching circle.</u>

B. The Pitcher from the offensive staff must start the pitch with at least one foot on the rubber.

C. The Pitcher from the offensive staff must not interfere with the defenses ability to play the ball. If, in the judgement of the umpire, interference occurs, the ball will be dead and the batter will be called out. All runners will return to the base occupied at the time of the pitch.

D. The Pitcher from the offensive staff may not coach the batter or the runner(s) once the ball has been pitched and must vacate fair territory without affecting the play.

E. Pitcher's helper must wear a mask or helmet with facemask and a heartguard.

14. 8 under pitchers will pitch from the 35ft rubber (proper pitching mechanics should be encouraged but not enforced). 8 under pitchers will pitch to the first 4 batters of the first 3 innings. At least one league age 7 and one league age 8 must be used. Pitching will continue until the batter strikes out, puts the ball into play, or walks. If a walk occurs, rule 13 will be applied. The player/pitcher will remain the pitcher's helper when the offensive coach enters. Coaches are strongly encouraged to use multiple pitchers throughout the season.

15. All players will play at least two defensive innings in the infield. The catcher's position will be considered an infield position. One of the mandatory defensive innings must be completed by the end of the 3rd inning.

16. No base runners may leave a base until the pitched ball crosses the plate. If the ball is not hit, the base runners must return to the base. Each team will receive one warning per game before the runner is called out for leaving the base early. 'NO PITCH' will be declared when a base runner has left early.

17. The distance from home plate to the pitcher's rubber will be 35 feet, measured from home plate point that is nearest the catcher to the front edge of the pitching rubber.

18. The offensive half of the inning will continue until 3 outs are made, or until 5 runs have scored.

19. Six innings will constitute a regulation game. A 10 run rule after 4 innings will be in effect. Four innings will constitute an official game if shortened by time limit, weather, darkness, or called by the umpire.

20. Hash marks will be placed between 1st and 2nd, 2nd and 3rd, and 3rd and home. These will be used to control base runners. If any part of the runner's body is beyond the hash mark when time is granted, the runner is granted the base.

21. Play will stop when the umpire judges any defensive player has control of the ball in front of the lead runner. At this point the play is considered dead and rule 20 is in effect. The umpires will recognize the play as a dead and not require a time out to be called. The coaches will also recognize the play as dead without the need for time out to be called by a player or umpire and play will stop. Umpires will not acknowledge a player calling time, or raising hands as if signaling time, as a legal stoppage of play.

22. Play will stop when the pitcher/pitcher's-helper has control of the ball with two feet inside the 16' circle. At this point the play is considered dead and rule 20 is in effect. Control is umpire's judgment. If, in the umpires judgement, any player is attempting to make a play causing them to run across the circle will not meet the requirements of this rule. Ball cannot be put back in play once these requirements are met until prior to the next pitch.

23. Continuous batting order will be used.

24. No bunts or steals will be allowed.

25. Two defensive coaches may be stationed in the outfield and must remain in the outfield during a live ball. Base coaches and defensive coaches are not permitted to contact any players during a live ball.

26. If the first play from a batted ball is an overthrow to first base, all runners may advance a maximum of 2 bases from their position at the time of the pitch, at their own risk. Base runners may NOT advance beyond the maximum 2 bases even if additional defensive plays are attempted. (Ex-Runner is on First when ball is hit. After the overthrow occurs, the base runner cannot advance beyond third and the batter could not advance beyond second for any reason!) The play ends as usual when the defensive infielder stops the advance of the lead runner. Hash marks are called as usual. Once the play ends the umpire will make sure that each offensive player advanced a no more than the maximum of 2 bases. INTENT: To develop defensive throws to first base. There is no advance limit on throws to second, third, or home.