



NPYL All-Star Softball Shootout Tournament Information July 6th – 10th, 2016

General Information:

- Tournament dates are July 6th - July 10th
- Any questions about our tournament, please call either:
Chris Owens - Tournament Director at 317-847-5267 or chrisowens@npyl.com
Andrew Commons – Umpire in Charge at 317-379-1840 or andrewcommons@npyl.com
- Each team guaranteed 4 games, 3 pool play followed by single elimination tournament format. **(unless weather prohibits)**
- In age groups with 8 or more teams, the top half of each pool will go into a Gold bracket and will play in a single elimination tournament. The lower half of each pool will go into a Silver bracket and play a separate single elimination tournament. These brackets will NOT meet.
- 1st and 2nd place trophies or medals will be awarded for each age for both brackets.
- Championship games for each bracket of every age group will have an MVP award given by each team to one player on the opposing team during award presentation.
- Each team is limited to 15 players on their official roster.
- Age of player is defined by age as of December 31st prior to the tournament year.
- Entry fee is \$375.00 - \$325.00 early entry by June 6th, 2016 (first paid first entered) payable by cash or check. (Payable to NPYL) (Ask about multiple team discounts)
- 8U, 10U, 12U and 14U teams welcome. Hurry, over 40 teams joined us in both of the past two years.
- Teams must originate and be sponsored by a recreational league. (NO FULL TRAVEL TEAMS ALLOWED)
- 2 umpires per game.
- Tournament Director reserves the right to refuse entry with or without cause.
- Visit our website for registration info and directions at www.npyl.com
- Pool drawing Tuesday July 5th, 2016 at 6:30pm at NPYL ballpark.
- All teams need to furnish Birth Certificate copies for all players and have proof of team insurance along with their team rosters.
- Teams should check in at least ½ hour before first game. There will be a check-in table at the concession stand area to check in prior to first game.
- Two teams of the same age group from the same league will be placed in opposite brackets.
- The official score book will be kept by the home team with home teams determined by coin flip prior to game start. Any disputes regarding scores will be determined by the home team score book. Scores should be verified between team scorekeepers after each half inning of every game.

General Rules for all Divisions:

- All Tournament Games will have 90 minute time limit with no inning starting after 90 minute mark. Teams will be allowed to finish the inning being played if time has expired.
- Pool Play Games will have a 60 minute drop dead time limit.
- For both Pool Play and Tournament games, time starts at the end of the coaches meeting at home plate.
- If needed, for tournament games only, extra innings will be played using the International Tiebreaker Rule (Last batted out starts on 2nd base) until a winning outcome is reached.
- The batting order will consist of all team members.
- Free substitutions.
- On a close play at any base (umpire judgment) the runner must avoid contact.
- An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up. A team will be considered forfeited with less than 8 players at the listed start time of the game.
- Babe Ruth rules will be upheld with the following exceptions.

14U Division Specific:

- Complete game will be 7 innings (or 6 ½ if the home team is leading) or time limit which ever happens first.
- Defense will consist of 9 players. The infield will consist of 6 players with 3 players assuming defensive position on the outfield grass.
- No pitching limitations for 14U Division.
- Base runners may steal or advance to any base including home plate. Base runners may not leave their base until the pitched ball leaves the pitcher's hand. A "No Pitch" will be called and the runner will be called out for leaving too soon. No warning will be given.
- No Coach shall touch or assist a player during a play. This action will result in an out.
- Infield fly rule IS in effect
- Drop third strike IS in effect.
- Look back rule IS in effect.
- Offensive half of inning will continue until three outs are made. No limit on the number of runs per inning. A 10 run mercy rule after 4 innings will be in effect
- The pitching distance from home plate is 43 feet measured from home plate point that is nearest the catcher to the front edge of the pitching rubber.
- Courtesy runner – The pitcher and/or catcher may have a courtesy runner each time they reach base. Each courtesy runner used must be the player preceding them in the batting order and not already on base. Each courtesy runner can only be used once per inning. (last out made)

12U Division Specific:

- Complete game will be 6 innings (or 5 ½ if the home team is leading) or time limit which ever happens first.
- Defense will consist of 10 players. The infield will consist of 6 players with 4 players assuming defensive position on the outfield grass.

12U Division Specific (continued)

- No pitcher in 12U play shall be allowed to pitch in more than nine (9) innings in any two (2) consecutive games. One pitch in an inning is counted as one inning pitched.
- Base runners may steal or advance to any base including home plate. Base runners may not leave their base until the pitched ball leaves the pitcher's hand. A "No Pitch" will be called and the runner will be called out for leaving too soon. No warning will be given.
- No Coach shall touch or assist a player during a play. This action will result in an out.
- Infield fly rule IS in effect
- Drop third strike IS in effect.
- Look back rule IS in effect.
- Offensive half of inning will continue until three outs are made. No limit on the number of runs per inning. A 10 run mercy rule after 4 innings will be in effect.
- The pitching distance from home plate is 40 feet measured from home plate point that is nearest the catcher to the front edge of the pitching rubber.
- Courtesy runner – The pitcher and/or catcher may have a courtesy runner each time they reach base. Each courtesy runner used must be the player preceding them in the batting order and not already on base. Each courtesy runner can only be used once per inning. (last out made)

10U Division Specific:

- Complete game will be 6 innings (or 5 ½ if the home team is leading) or time limit which ever happens first.
- Defense will consist of 10 players. The infield will consist of 6 players with 4 players assuming defensive position on the outfield grass.
- Pitchers will not be able to pitch more than six (6) innings in two consecutive games. One pitch in an inning is counted as one inning pitched.
- Helmet with face mask when batting is mandatory.
- Base runners may steal or advance to any base including home plate. Base runners may not leave their base until the pitched ball leaves the pitcher's hand. A "No Pitch" will be called and the runner will be called out for leaving too soon. No warning will be given.
- No Coach shall touch or assist a player during a play. This action will result in an out.
- Infield fly rule IS in effect
- Drop third strike NOT in effect. However, runners may advance at their own risk.
- Look back rule IS in effect.
- Pitching distance is 35 feet.
- 5 runs per inning per team.
- A 10 run mercy rule after 4 innings will be in effect.
- Courtesy runner – The pitcher and/or catcher may have a courtesy runner each time they reach base. Each courtesy runner used must be the player preceding them in the batting order and not already on base. Each courtesy runner can only be used once per inning. (last out made)
- You do NOT have to play each player in the infield.

8U Division Specific:

- Complete game will be 6 innings (or 5 ½ if the home team is leading) or time limit which ever happens first.
- Defense will consist of 10 players. The infield will consist of 6 players with 4 players assuming defensive position on the outfield grass.
- Face Protection (Game Face or Batting Helmet) is mandatory for pitchers-helper.
- Helmet with face mask when batting is mandatory.
- Pitchers-Helper must have both feet inside the Pitching Circle before the ball is pitched.
- All infielders (including pitcher-helper) must be positioned no closer than the pitching rubber and may not advance forward until the ball is hit.
- Dead ball occurs when advancement of the lead runner, by any defensive player, is stopped. The defensive player should be in front of the lead runner. Dead ball also occurs when the ball is returned to and controlled by the pitchers-helper with both feet inside the Pitching Circle. If a runner(s) has not made it to the halfway mark, then the runner(s) must return to the previous base(s). (Time out or stoppage of play and placement of runners is determined by the umpire).
- 6 pitches unless the last pitch is fouled. For each last pitch that is fouled, the batter will be given an additional pitch until they make an out or put the ball in play.
- No bunting allowed. Slap hitting is allowed. However, the batter must clearly strike at the ball to put the ball into play (umpire's judgment) Penalty for bunting: dead ball, strike on the batter. If on 6th pitch the batter is out.
- Coach pitches from 35 feet with at least one foot on the rubber when the pitch is released.
- The coach-pitcher must avoid contact with the batted ball and defensive players when the ball is in play. When a batted ball occurs the coach-pitcher must leave fair territory immediately (if possible) without interference. Unintentional interference with defensive player results in delayed dead ball with defensive manger having option of no pitch or result of play. Unintentional interference with batted ball will result in dead ball/no pitch. Intentional interference will result in dead ball and lead runner being called out.
- The coach-pitcher cannot direct any player in any way after the pitch has been made or while the ball is in play.
- No Coach shall touch or assist a player during a play. This action will result in an out.
- 5 runs per inning per team.
- A 10 run mercy rule after 4 innings will be in effect.
- When on defense, two coaches may be positioned in the outfield behind all defensive players.
- Courtesy runner – The pitchers-helper and/or catcher may have a courtesy runner each time they reach base. Each courtesy runner used must be the player preceding them in the batting order and not already on base. Each courtesy runner can only be used once per inning. (last out made)
- A runner may leave their base once the pitched ball reaches the plate
- No infield fly rule.
- No drop third strike.
- You do NOT have to play each player in the infield.