**NPYL 12U Softball Rules**

**11 and 12**

**Revised January 2021**

The governing rules of play will be officially recognized **Babe Ruth softball rules** (available to purchase online). Below are highlighted rules and exceptions to the official rules. This document supersedes the rule book when the 2 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 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 league director. All games under the lights will have a scheduled starting time of 8:00pm.
2. No games will start after 9:00pm.
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 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 6th 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 game begins.
6. If still tied at the end of the 6th inning (or time limit), game will be scored as a tie. When time permits, additional inning(s) will be played under Softball Tie Breaker Rules. There will be no ties during tournament play. No inning will start after 8:00 pm during the school year and after 10:00 PM on weekdays when school is out.
7. 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:
	1. A team is up by 6 runs after the 5th inning
	2. The home team is up by 6 runs when time expires (even if visiting team is batting)
8. 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. The visiting team is responsible for raking the field after play.
9. A 12inch softball will be used
10. The distance from home plate to pitching rubber will be forty (40) feet.
11. Only 4 adults are permitted in the dugout.

**Participation Rules**

1. Ages- Players shall be 11 or 12 years old. Player age is based on the child’s age on **December 31st** of previous year unless exception approved by league.
2. All players on the official team roster will assume a position in the batting order and bat the entire game
3. The infield will consist of 6 players with 4 players assuming positions on the OF grass.
4. All defensive players will enter the game at or before the 3rd inning. Each player will play a minimum of 9 defensive outs (unless game shortened by weather or run rule, players arriving late or becoming sick/injured and not subject to this rule).
5. 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. Players who arrive late must be inserted at bottom of lineup.
6. If a player leaves the game due to injury, her spot in the lineup will be skipped without penalty (assuming team still has 9 or more players). The injured player can return later in the game assuming her spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
7. All pitching assignments will be defined in the NPYL rule’s on web with these exceptions:
	1. The calendar week goes from Monday to Sunday. A pitcher shall be permitted to pitch in a maximum of three (3) innings in a game. One (1) pitch during an inning will count towards this maximum. 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.
	2. A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.
	3. A player is not allowed to pitch in 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.
		1. Any protest of total innings pitched in a game will go through the league BOD whose decision is final
8. In attempt to develop young pitchers:
	1. Each team must allow junior and senior age players to pitch a minimum of three (3) consecutive defensive outs or allow (6) runs within one inning of a game. This must be accomplished before the end of the fourth inning. Teams unable to meet this criterion will forfeit the game.
		1. Example 1: A team brings in a junior pitcher to pitch the 2nd inning. He gives up 6 runs before getting an out. *The team has met their obligation.*
		2. Example 2: With 2 outs in the 3rd inning a team brings in a junior pitcher who gets the last out. In the 4th inning, a different junior pitchers gets 2 outs before being lifted. *The team has met their obligation* – multiple junior pitchers can work to meet the criteria, and this happened consecutively.
		3. Example 3: After giving up 2 runs, a manager replaced his senior pitcher with a junior pitcher. The junior pitcher gives up 4 more runs and gets no outs. *The team HAS NOT met their obligation as the junior pitcher did not pitch a “whole” inning 3 consecutive outs or allow 6 runs*.
	2. After the completion of the 3rd 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.
	3. During the post-season tournament championship game, all pitchers will have their innings pitched erased to ensure the most competitive game.

**On-Field Rules**

1. Stealing – A base runner may not leave her base until the pitched ball has left the pitcher’s hand. The runner will be called out for violating this rule. No warning will be given. NO PITCH will be declared if they leave the base early.
2. The “Look Back” rule will be in effect when the ball is live for all runners and the pitcher has possession and control of the ball within the pitcher’s circle. The pitcher is considered to be in the pitcher’s circle when both feet are on or within the lines. A runner who rounds the base toward the next base may stop, but then must immediately without stopping return to the last base touched or attempt to advance non-stop to the next base. If the runner does not move non-stop back to the last base touched or non-stop toward the next base, then the ball is dead and the runner is out. If two or more runners are off their bases when one is called out, the ball is dead and the other runners are returned to the last base touched. Only one runner may be called out. The runner will not be declared out if a play is made on the runner or the pitcher is “in the act” of making a play on the runner (a fake throw is considered a play)
3. For player safety, no head first slides unless returning to a base. The runner will immediately be called out. The play will continue so the defense has the opportunity to record more outs
4. Protested games:
	1. Judgment calls by the umpire(s) cannot be protested.
	2. If, in the opinion of the team manager, a rule has been interpreted incorrectly, they 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.

 **Call Up Rules**

* 1. Division Director will compile a list of eligible players.
	2. The list will be composed of the oldest girls in each division.
	3. 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.
	4. A team will be eligible for call-ups when the number of players is 8 or fewer. The team may be brought up to a maximum of 9 players.
	5. 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.
	6. 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.
	7. 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.
	8. An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up.
	9. All call-up players will play in the outfield only in all Divisions.
	10. 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.
	11. If a regular player arrives late, she will be entered into the game at the next half inning.
	12. A call-up player must be placed at the end of the batting order.
	13. In the event four or more players must be called up to fill in for one team, the board will review and make final decision.

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