

NPYL Minor Division Rules

Boys 9 & 10 years of age

Revised January 2022

The governing rules of play will be officially recognized **Cal Ripken baseball 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 five (5) 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 5th 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 after first pitch.
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. 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 (5) per inning. Examples:
 - a. A team is up by 6 runs after the 5th inning
 - b. 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.

Participation Rules

9. Ages- Players shall be 9 or 10 years old. Player age is based on the child's age on **May 1st** of current year unless exception approved by league.
10. 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.
11. Each player will play a minimum of 1 inning (3 consecutive outs or 5 consecutive runs in the infield) and 1 inning (3 consecutive outs or 5 consecutive runs in the outfield) in the outfield, by the conclusion of 4th inning. During the tournament this rule will NOT apply
12. 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.
13. If a player leaves the game due to injury, his 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 his spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
14. 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 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.
 - b) A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.
 - c) 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 in 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
15. In attempt to develop young pitchers:

- d) Each team must allow **Junior** age player to pitch a minimum of three (3) defensive outs or (5) runs in each game. This must be satisfied within the same inning. This must be accomplished before the end of the fourth inning. Teams unable to meet this criterion will forfeit the game.
 - a) 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.
 - b) During the post-season tournament championship game, all pitchers will have their innings pitched erased to ensure the most competitive game.
16. 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 is eligible. A pitcher who has hit (2) batters satisfies the requirement of a junior/senior pitched inning. If the same pitcher hits a third batter, he will be removed from *pitching* for the rest of the game.

On-Field Rules

17. Balks will not be enforced. If a pitcher balks, the umpire will call time and reset play. The balk will be disregarded (and the play will stand) if the pitch was hit by the batter and he and all baserunners advanced at least one base on the play.
18. The batter will not be permitted to advance on an uncaught third strike
19. Fake bunt/swings (e.g. slash bunts, butcher boys, etc.) are not permitted under Cal Ripken rules. A player who attempts this (contact is not needed) is out, the ball is dead, and no runners may advance
20. Courtesy runners will be allowed with 2 outs for the pitcher and catcher. For purposes of this rule, the pitcher and catcher are the players who played in the last defensive inning at that position (or in the 1st inning, the starter). The last batted out will be the replacement.
21. 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
22. Runners are not allowed to lead off. Rules covering base runner obligations in terms of leading off are listed on page 12 under "Special Base Running Rules". A summary is as follows:
- a. Runners cannot leave their base until the ball reaches the plate
 - b. Once the catcher has the ball secured and the runner stops forward progress, he must return to his base (no delayed steals). He can advance if the catcher plays on him or throws wild to pitcher

- c. A runner who leaves early on a steal will return to their base unless thrown out by the defense
- d. If a runner leaves early and the batter hits the ball in the infield, no run will score under any circumstance. If the batter reaches, then all runners can only advance one base if forced. If the bases were loaded, the runner on third leaves the base WITH NO RUN SCORED. Any outs on the play stand with all runners returned to their original base (unless occupied, then they move up one base).
- e. If the runner leaves early and the batter hits the ball to the OF. After play is over, the umpire will place the runner(s) back on their original base if possible. If that base is occupied they will move to the next base. Any outs on the play stand.
- f. In all circumstances, when a runner leaves early, the ball remains alive until all action stops.
- g. In all circumstances, the runner is not out merely for leaving the base early

23. The table below contains legal bats. Any bat may be no longer than 33"

- a. T-ball bats are not permitted and will be replaced when noticed with no additional penalty.

Type	Barrel Size	Length	Weight
Wood	Up to 2 ¾"	33" Max	-12oz max
USA Baseball	Up to 2 ¾"	33" Max	-12oz max
USSSA BPF 1.15	Up to 2 ¾"	33" Max	-12oz max

24. 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 interpreted incorrectly, 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 must be stated in the protest. Board decisions on protests are final.

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. 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.
11. Only players signed-up for NPYL will be allowed to sub in a game.

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