

# NPYL Rookie Division Rules

## Boys 8 & Under

Revised 12/31/2021

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 two 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 5<sup>th</sup> 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 the game is tied at the end of the time limit, game will be scored as a tie. No new inning will start after the time limit, 8:00 pm during the school year, or after 10:00 PM on weekdays when school is out. If time permits or during Tournament play, additional inning(s) will be played under the following time breaker rules until a winner is declared.
  - a. Runner on second (Last batted out from previous inning)
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 5<sup>th</sup> 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 including lining the field and chalking the 16ft circle. 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. The distance from home plate to pitching rubber will be forty (40) feet.
10. Prior to the tournament, Two defensive coaches may be stationed in the outfield and must remain in the outfield during a live ball. Failure to stay in outfield could result in umpire removing coach from the field to the dugout. Coaches are highly encouraged to be in the dugout the entire time prior to the first game of the tournament as a progression.

## **PARTICIPATION RULES**

11. Ages- Players shall be 7 or 8 years old. Player age is based on the child's age on **May 1st** of current year unless exception approved by league.
12. All players on the official team roster will assume a position in the batting order and bat the entire game
13. Each player will play a minimum of one (1) inning in the infield, and one (1) inning in the outfield, by the end of the 4<sup>th</sup> inning. During the tournament this rule will NOT apply.
14. Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning. The infield will consist of six (6) players. The outfield will consist of four (4) must be positioned in (LF, LC, RC, RF) and must be stationed at relatively the same depth in the outfield grass.
15. Teams must have a minimum of eight (8) players to play a game. 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. Players who arrive late must be inserted at bottom of lineup.
16. If a player is ejected from a game, that player will receive an automatic out in the lineup.
17. Pitching
  - a. Regular Season
    - i. Players will pitch in the first two (2) innings up to five (5) batters per inning
    - ii. After five (5) batters or if walked by a plyer, then coaches will pitch.
    - iii. Coaches are allowed a five (5) pitch maximum and must pitch from the rubber.
    - iv. Coaches will pitch beginning in the third inning.
    - v. A player removed as a pitcher shall NOT be allowed to return to pitching during the same game.
  - b. Tournament

- i. Coaches pitch only.

18. In total, seven (7) year old player(s) and eight (8) year old player(s) must pitch a minimum of one (1) inning per game. Three (3) outs or five (5) batters faced in a single inning shall constitute a full inning pitched. Coaches are strongly encouraged to use multiple pitchers throughout the season.

## **ON-FIELD RULES**

19. Runners are not allowed to lead off, steal or advance on passed balls/wild pitches. Rules covering base runner obligations in terms of leading off are listed under “Special Base Running Rules” A summary is as follows:

- a. Runners cannot leave their base until the ball reaches the plate
- b. If a runner leaves early and the batter hits the ball in the infield, no run will score. If the batter reaches, then all runners can only advance one base. If the bases were loaded, the runner on third leaves the base WITH NO RUN SCORED. If the runner who left early is put out on the play, the out stands
- c. 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
- d. In all circumstances, when a runner leaves early, the ball remains alive until all action stops.
- e. In all circumstances, the runner is not out merely for leaving the base early
- f. Courtesy runners will be allowed with 2 outs for the catcher. The last batted out will be the replacement

20. No bunting or fake bunting – batter will be out, ball will be dead, no runners can advance

21. The batter will not be permitted to advance on an uncaught third strike

22. No infield fly rule

23. For player safety, no head first slides unless returning to a base. A team warning will be issued on first offense with the runner immediately called out on subsequent violations. The play will continue so the defense has the opportunity to record more outs

24. For the safety of players at the “pitchers helper” position (when coach is pitching), a mask, or helmets with face masks must be worn along with heart protection. Heart protection must also be worn by the player when pitching.

25. Play will stop when an infielder has the ball in the infield, is making no other play, and is facing the lead runner AND/OR the lead runner has stopped running. At that point, time will be called and no further advancement will be made on the bases. If a runner has stopped or not made a reasonable distance towards his next base (1/4 or less), he will be forced to return to the last occupied base. This is umpire judgement not subject to protest or argument. Umpires will be trained to aggressively call time to limit unwanted advancement. Example plays:

- a. Runner on 2<sup>nd</sup> base and a ground ball hit to SS. As the SS throws to first, the runner is rounding 3<sup>rd</sup> and heading home. The 1B catches the ball and looks for the base. By the time he makes the out, the runner is half way home. THE RUN STANDS. EVEN THOUGH BALL NEVER LEFT INFIELD, THE FIELDER NEVER STOPPED THE RUNNER.
- b. Runner on 1<sup>st</sup> as the batter hits the ball to the OF. OF throws the ball to the SS who runs ball into infield. Runner had stopped at 3<sup>rd</sup> and now heads home when SS throws ball to pitcher. RUNNER WILL RETURN TO 3<sup>rd</sup>. SS HAD BALL IN INFIELD AND RUNNER HAD STOPPED.
- c. Runners on 1<sup>st</sup> and 3<sup>rd</sup> and ball hit to SS. He throws to the **Catcher** attempting to get runner and the ball goes to backstop. Catcher cannot find the ball and runner from 1<sup>st</sup> makes it all the way to 3<sup>rd</sup>. RUNNER STAYS. RUNNER WOULD ONLY STOP IF C SECURED BALL AND RETURNED BACK TO THE INFIELD BEFORE RUNNER STARTED FOR THIRD.

26. The following table covers the various pitching scenarios:

Situation	Player Pitching	Coach Pitching
Number of Pitches	N/A	5 – Extra pitches for foul balls on final pitch
Swinging Strike	Counts as a strike	Counts as a strike
Ball Thrown	Add ball to count	Counts against 5 pitch limit
Ball 4	Coach comes into pitch. Batter starts with a new count.	N/A
Hit Batter	Coach comes into pitch. Batter starts with a new count.	N/A
Third strike	Batter is out	Batter is out
Does not swing at coaches 5 <sup>th</sup> pitch	N/A	Batter is out
Catcher's Interference	Batter gets 1 <sup>st</sup>	Batter gets 1 <sup>st</sup>
Foul Ball	Strike – unless 3 <sup>rd</sup> strike	Strike – unless 3 <sup>rd</sup> strike or final pitch. Batter who fouls off 5 <sup>th</sup> (and subsequent) pitch(es) remains at bat

27. When a coach is pitching:

- a. A player will field the pitching position and bat his turn. He must position himself within five (5) feet of the rubber, but not in front of the rubber.

- b. If the coach unintentionally touches a batted ball, the ball remains alive and in play. They are part of the field.
- c. If a coach intentionally interferes with a batted ball, the umpire will determine whatever resolution they feel resolves the interference up to and including calling outs. The ball is dead immediately.
- d. If the coach accidentally catches a hard, line drive, the batter will remain at bat with no extra pitch added to his count. This is a do-over.
- e. If the coach touches a thrown ball (either unintentionally or intentionally), the ball is dead. The runner being played on is out. If the runner being played on is not obvious, then the runner closest to home is out.
- f. Pitch from a legal pitching position.
  - i. Penalty – 1<sup>st</sup> offense warning. 2<sup>nd</sup> offense dead ball, Pitcher must be replaced, Pitcher will be prohibited to return for the game.

28. 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.

## EQUIPMENT

29. 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

## **ROOKIE LEAGUE PLAYER LATERAL CALL SYSTEM (7 YEAR OLDS)**

Replacements for absent members may be obtained only through the following procedure: (Note: there will be no call-up from the instructional league)

1. A list of all players from each Rookie League team will be given to the boys League Director. This list will contain the age and rank (A thru D) of each player and will be used by the boys league Player Agent to determine an appropriate lateral substitute player.
2. No player may be used more than once until all other players in the same age/rank category have been offered an opportunity to play. The Division Director will keep the "lateral call up" assignment listing. The opposing coach and Division Director will be notified of call ups. If the Division Director is involved in the game then the Baseball or League Director will handle.
3. A team can only request a lateral player if they have fewer than nine (9) players. Managers may call up to a maximum of nine (9) players.
4. A manager found to be abusing this system for competitive advantage MAY BE FORCED TO FORFEIT THE GAME IN QUESTION AND OR BE SUSPENDED FOR THE NEXT SCHEDULED GAME AT THE BOARD OF DIRECTORS' DISCRETION.
5. All call up players can ONLY play the outfield.
6. All players called up must play a minimum of two complete innings.
7. All call-up players will be placed at the bottom of the batting order.
8. Only players signed-up for NPYL will be allowed to sub in a game.
9. 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.

## **ROOKIE LEAGUE PLAYER CALL-UP SYSTEM (8 YEAR OLDS)**

Replacements for absent members may be obtained only through the following procedure:

1. A listing of players for the boys League Director from names will compile "call up" submitted to him by each team manager in Rookie-7.
2. Rookie 7 Managers will submit the names of three (3) top players on their team to the League Director for: "call-up" to the Rookie-8 League.
3. USE A LATERAL CALL-UP FROM ANOTHER ROOKIE 8 TEAM OF EQUAL OR LESSER RATING WHEN EXIGENT CIRCUMSTANCES ARISE THAT WOULD DELAY THE START OF THE GAME.

4. 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 Division Director shall keep the "call up" assignment listing and players already used listed on the bulletin board. The opposing coach and Division Director will be notified of call ups. If the Division Director is involved in the game then the Baseball or League Director will handle.
5. 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.
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 call up players can ONLY play the outfield.
8. All players called up must play a minimum of two complete innings.
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.
11. 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.**