



## **New Palestine Youth League Softball Rules**

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## **NPYL Instructional Division Rules**

### **OBJECTIVE**

Introduce the fundamentals of baseball/softball to four through six-year-old boys and girls. Emphasis will be on sportsmanship, team concepts, and fair play.

### **DIVISION GOALS**

- Provide a great and safe experience for all involved
- Teach key fundamentals and rules about the game
- Players are excited to come each day and continue to play the sport

### **PARTICIPATION RULES**

1. The division is designed for four (4) to six (6) year olds. Exceptions must be approved by the Division Director. At the coach's discretion, a parent/guardian may be required to be on the field with the player. Playing ages are defined as follows:
  - a. Baseball: Any boy four (4) years old on May 1st of the current year and not older than six (6) on May 1st of the current year.
  - b. Softball: Any girl four (4) years old on or before January 1st of current year and not older than six (6), before January 1st of the current year.
2. The Division Director will assign each child to a team dividing evenly those children with previous experience and those children with non-experience.
  - a. Siblings will be put on the same team, unless otherwise requested by their parents.
  - b. No accommodations of any other kind are guaranteed. Other accommodations are at the Division Director's discretion by request only.

### **GAME PRELIMINARIES**

3. Home teams prepare the field for play, such as lining the diamond. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.
4. Coaches are required to provide at least three (3) game balls while their respective team is hitting.
  - a. Both coached are expected to award game balls at the end of each game to a player(s) on their respective team to provide all players on the roster one (1) game ball in total for the entire season.

### **GAMEPLAY**

5. The Time Limit for each game is sixty (60) minutes with a minimum of four (4) innings.
  - a. The inning begins when the last out occurs or the last batter reaches base in the previous inning.
  - b. No new inning will start after the time limit.
6. A Coach of the team at bat will do all pitching.
  - a. The Coaches will be allowed to pitch any distance from home plate as needed to allow each batter equal chance to hit the ball. We want the child to be given every chance to learn proper hitting fundamentals.
  - b. Boys are encouraged to be pitched to overhand and girls are encouraged to be pitched to underhand.
  - c. For shorter boy players, Coaches are encouraged to pitch from a knee to lessen the effect of the height difference

1. Each batter will be allowed six (6) pitches to hit the ball. If batter has not hit the ball fair at the end of six (6) pitches, it shall be placed on the “tee” for the batter to hit. If the batter fowls off the final pitch, an optional pitch may be given at the coach’s discretion.
  - a. There are NO walks allowed.
2. A team’s offensive half shall be terminated when the offensive team bats half of their players.
  - a. If a team has an odd number of players, they will bat an odd number one inning, then even the next, and so on (i.e., 9 players...5 will hit in the 1st inning, 4 in the 2nd inning, then repeat as time allows).
  - b. No player will bat in consecutive innings to accommodate for one team having fewer players than the other. The last batter should be announced to the defensive team as a 088.
  - c. The last batter is not a free-for-all, or ‘home run.’ The intent is to play the batted ball as if there are two (2) outs in the inning. Runners should not be cut loose to run until tagged at the plate, as this does not promote proper base-running fundamentals.
3. Outs or runs scored are not recorded throughout the inning. Outs are enforced. Players are sent to the dugout in the event of any out. (Although the inning does not end with three outs.)
4. All runners are limited to one (1) base on overthrows to first base at their own risk, even if additional plays are made by the defense.
5. Play will stop when the lead runner is stopped or the defensive team returns the ball within the area around the pitcher’s mound, approximately a twenty (20) foot circle. The ball does not have to be caught cleanly but must touch the pitcher’s helper inside the circle. Play will stop when the pitcher’s helper touches or is touched by the ball while in the area around the pitcher’s mound.
6. If a player, in the coach’s opinion, is more than halfway between two bases at the time play is stopped, the player will be awarded the next base.
  - a. Excessive advancement of runners will not be permitted. If sending a runner at a higher level of play would typically result in the runner being put out, then the runner should not be sent. Again, our intent is to promote proper base running fundamentals.
7. All offensive players be in the dugout and are encouraged to be seated on the bench.
8. All 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 five (5) players (P, 1B, 2B, SS, & 3B). All infielders must not be positioned in the baseline. The outfield will contain the remaining players and must be stationed in or at the edge of the outfield grass.
  - a. No catcher’s position. Coach of the batting team will retrieve pitched balls.

## EQUIPMENT

9. Pitchers Helper must wear a face mask (or helmet with face mask) and heart protection. a. Facemasks for infielders are not required but may be worn.
10. Helmets must be worn until the player reaches the dugout.
11. Balls will be safety/soft/squishy/T-ball type for practices and games.
  - a. Baseball: 9-inch class with soft center
  - b. Softball: 10-inch class with soft center
12. Bats are recommended to be T-ball bats.

*Note: The League provides the following equipment for each team at the beginning of the season:*

- *Box of Game Balls*
- *Hitting Tee*
- *Heart Guard*
- *Facemask for Pitchers Helper*



## NPYL 8U Division Rules

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 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 of Allegiance 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/her 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. 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
6. During the regular season, if the game is tied at the end of the time limit or after six (6) innings, the game will be scored as a tie.
7. During tournament play, if the game is tied, the Tie-Breaker rule will be used until a winner is declared. The last batted out will begin on second base for each team's half inning with 1 out. The batter starts with 0-0 count.
8. The tournament Championship game will play a full six (6) inning game until a winner is declared. No time limit will be used.
9. 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 six (6) runs after the 5<sup>th</sup> inning
  - b. The home team is up by six (6) runs when time expires (even if visiting team is batting)
10. Home team prepares the field for play including lining the field, placing halfway marks between bases (except between home and first), and chalking the 16ft circle. Home team will also be responsible for the official scorebook/Gamechanger. Home team will be in the third base dugout. The visiting team is responsible for raking the field after play.
11. The distance from home plate to pitching rubber will be 35 feet.
12. Prior to the tournament, two (2) defensive coaches may be stationed in the outfield and must remain in the outfield during a live ball. Failure to stay in the outfield could result in the umpire removing the 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. During the tournament coaches are NOT allowed in the outfield.

**PARTICIPATION RULES**

13. Ages- Players shall be 7 or 8 years old. Player age is based on the child's age on **December 31<sup>st</sup>** of previous year unless exception approved by league.
14. All players on the official team roster will assume a position in the batting order and bat the entire game.
15. 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.
16. Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning. Unless playing with (8) eight or (9) nine players, the infield will consist of six (6) players and the outfield will consist of four (4) must be positioned in (LF, LC, RC, RF) that must be stationed at relatively the same depth in the outfield grass. All players must be behind a 38' arc until the ball is hit.
17. Teams must have a minimum of eight (8) players to play a game. Failure of either or both teams to field and maintain eight (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 (8) 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 head coach. Players who arrive late must be inserted at bottom of lineup.
18. If a player is ejected from a game, that player will receive an automatic out in the lineup.
19. 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 player, 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.
19. As determined by playing age, at least one JUNIOR and one SENIOR player 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**

20. No stealing, delayed steals, or advancing on passed balls.
  - a. No base runners may leave a base until the pitched ball reaches 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.
21. No bunting or fake bunting – batter will be out, ball will be dead, and no runners can advance.
22. The batter will not be permitted to advance on an uncaught third strike.
23. No infield fly rule.
24. For player safety, no headfirst 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 can record more outs.
25. For the safety of players at the "pitcher's 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.
26. Courtesy runners are encouraged for the catcher when there are two (2) outs recorded in the inning. For the purposes of this rule, the catcher is the person playing that position in the next inning. The last batted out will be the courtesy runner.
27. Runners are allowed to advance a maximum of one extra base at their own risk on an overthrow from an infielder to first base that stays within play.
28. Play will stop when an infielder has the ball in front of the lead runner and calls "time", the pitchers helper has the ball in the pitchers circle and calls "time", or when the baserunner has stopped his/her forward progress and retreats back to the previous base and the umpire grants "time".

28. 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 four	Coach comes in to pitch. Batter starts with new count	N/A
Hit batter	Coach comes in to pitch. Batter starts with new count	N/A
Third strike	Batter is out	Batter is out
Does not swing at coach’s fifth pitch	N/A	Batter is out
Catcher’s interference	Batter gets first base	Batter gets first base
Foul ball	Strike – unless third strike	Strike – unless third strike or final pitch. Batter who fouls off fifth (and subsequent) pitch(es) remains at bat

29. When a coach is pitching:

- a. A player will field the pitching position and bat her turn. She must position herself with at least one foot inside the pitching circle, even with or behind 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 her count. This is a do-over. but
- 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 an illegal 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.

30. 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 Softball 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**

31. 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 ¼”	33” Max	-12 oz. max
USA Softball	Up to 2 ¼”	33” Max	-12 oz. max
USSSA BPF 1.2	Up to 2 ¼”	33” Max	-12 oz. max

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



## NPYL 10U Division Rules

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 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 of Allegiance will be five (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 the game begins. 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
6. During the regular season, if the game is tied at the end of the time limit or after six (6) innings, the game will be scored as a tie.
7. During tournament play, if the game is tied, the Tie-Breaker rule will be used until a winner is declared. The last batted out will begin on second base for each team's half inning with 1 out. All batters start with a 1-1 count
8. The tournament Championship game will play a full six (6) inning game until a winner is declared. No time limit will be used.
9. 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 six (6) runs after the 5<sup>th</sup> inning.
  - b. The home team is up by six (6) runs when time expires (even if visiting team is batting).
10. 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.
11. An 11-inch softball will be used.
12. The distance from home plate to pitching rubber is 35 feet.

### PARTICIPATION RULES

13. Ages- Players shall be 9 or 10 years old. Player age is based on the child's age on **December 31st** of previous year unless exception approved by league.
14. 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 (9) 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. The player arrives late or elects to leave early.
15. Each player will play a minimum of one (1) inning (3 consecutive outs or 5 consecutive runs in the infield) and one (1) inning (3 consecutive outs or 5 consecutive runs in the infield) in the outfield, by the conclusion of 4<sup>th</sup> inning. During the tournament this rule will NOT apply.
  16. 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
  17. Failure of either or both teams to field and maintain eight (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 (8) 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 head coach. The missing 9<sup>th</sup> player is an automatic out. Players who arrive late must be inserted at bottom of lineup.
  18. If a player leaves the game due to injury, her spot in the lineup will be skipped without penalty (assuming team still has nine (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.
  19. All pitching assignments will be defined in the NPYL rules on web with these exceptions:
    - a. 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.
    - b. A player removed as a pitcher shall be allowed to return to that position once during the same game if eligible.
    - c. Any protest of total innings pitched in a game will go through the League Board of Directors, whose decision is final.
  20. As determined by playing age, at least one JUNIOR and one SENIOR player must pitch a minimum of one (1) inning per game prior to the end of the THIRD inning. Three (3) outs or five (5) runs allowed in a single inning shall constitute a full inning pitched for this rule. Teams unable to meet this criterion will forfeit the game. Coaches are strongly encouraged to develop and utilize multiple pitchers throughout the season.

## ON-FIELD RULES

21. 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.
22. 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 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 nonstop to the next base. If the runner does not move nonstop back to the last base touched or nonstop 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 (1) 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).
23. The batter will not be permitted to advance on an uncaught third strike.
24. No infield fly rule.
25. Fake bunt swings (slash, butcher boys etc.) are NOT permitted. If attempted (contact not required) the batter is out, the ball is dead, and no runners may advance. For clarity, bunts, slaps, and fake bunts are allowed.
26. If a pitcher commits an illegal pitch, the umpire will call “time” and have the pitcher and batter reset. No penalty will be enforced. If an illegal pitch is put into play and the batter and all runners advance at least one base, the play will stand. If the batter and runner both don’t advance at least one (1) base, the offense will have the choice to take the play or reset.
27. For player safety, no headfirst slides unless returning to a base. The runner will immediately be called out. The play will continue so the defense can record more outs.
28. Courtesy runners are encouraged for the catcher when there are two (2) outs recorded in the inning. For the purposes of this rule, the catcher is the person playing that position in the next inning. The last batted out will be the courtesy runner.

29. Protested games:

- a. Judgment calls by the umpire(s) cannot be protested.
- b. If, in the opinion of the head coach, a rule has been interpreted incorrectly, he/she 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 scorebook/GameChanger (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**

- 1. 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.

<b>Type</b>	<b>Barrel Size</b>	<b>Length</b>	<b>Weight</b>
Wood	Up to 2 ¼”	33” Max	-12 oz. max
USA Softball	Up to 2 ¼”	33” Max	-12 oz. max
USSSA BPF 1.2	Up to 2 ¼”	33” Max	-12 oz. max

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



## NPYL 12U Division Rules

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 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 of Allegiance will be five (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/her 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 6<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 the game begins. 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
6. During the regular season, if the game is tied at the end of the time limit or after six (6) innings, the game will be scored as a tie.
7. During tournament play, if the game is tied, the Tie-Breaker rule will be used until a winner is declared. The last batted out will begin on second base for each team's half inning with 1 out. All batters start with a 1-1 count
8. The tournament Championship game will play a full six (6) inning game until a winner is declared. No time limit will be used.
9. 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 six (6) per inning. Examples:
  - a. A team is up by seven (7) runs after the 5<sup>th</sup> inning
  - b. The home team is up by seven (7) runs when time expires (even if visiting team is batting)
10. 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.
11. A 12-inch softball will be used.
12. The distance from home plate to pitching rubber will be forty (40) feet.

### PARTICIPATION RULES

13. 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.

14. 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 (9) 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. The player arrives late or elects to leave early.
15. 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.
16. Failure of either or both teams to field and maintain eight (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 (8) 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 9<sup>th</sup> player is an automatic out. Players who arrive late must be inserted at bottom of lineup.
17. If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming team still has nine (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.
18. All pitching assignments will be defined in the NPYL rules on web with these exceptions:
  - a. The calendar week goes from Sunday through Saturday. 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.
  - 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 nine (9) innings during the calendar week.
  - d. Any protest of total innings pitched in a game will go through the Board whose decision is final.
19. As determined by playing age, at least one JUNIOR and one SENIOR player must pitch a minimum of one (1) inning per game prior to the end of the THIRD inning. Three (3) outs or five (5) runs allowed in a single inning shall constitute a full inning pitched for this rule. Teams unable to meet this criterion will forfeit the game. Coaches are strongly encouraged to develop and utilize multiple pitchers throughout the season.

## ON-FIELD RULES

20. Stealing – A baserunner 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 the runner leaves her base early.
21. The “Look Back” rule will be in effect when the ball is live for all runners when the pitcher has possession and control of the ball within the pitcher’s circle. The pitcher is 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 nonstop toward the next base. If the runner does not move nonstop to the last base touched or nonstop toward the next base, then the ball is dead, and the runner is out. If two (2) or more runners are off their bases when one (1) is called out, the ball is dead and the other runners are returned to the last base touched. Only one (1) 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).
22. Courtesy runners will be allowed with two (2) outs for the catcher. For purposes of this rule, the catcher is the player who will be playing the next inning. The last batted out will be the courtesy runner.
23. For player safety, no headfirst slides unless returning to a base. The runner will immediately be called out. The play will continue so the defense can record more outs.
24. Fake bunt swings (slash, butcher boys etc.) are NOT permitted. If attempted (contact not required) the batter is out, the ball is dead, and no runners may advance. For clarity, bunts, slaps, and fake bunts are allowed.
25. Protested games:
  - a. Judgment calls by the umpire(s) cannot be protested.
  - b. If, in the opinion of the head coach, a rule has been interpreted incorrectly, he/she 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 scorebook/GameChanger (HOME TEAM) prior to delivery of the “pitch”.

following the said infraction. The official email protest must be delivered to the League and Softball 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**

- 26. 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.

<b>Type</b>	<b>Barrel Size</b>	<b>Length</b>	<b>Weight</b>
Wood	Up to 2 ¼"	34" Max	-12 oz. max
USA Softball	Up to 2 ¼"	34" Max	-12 oz. max
USSSA BPF 1.2	Up to 2 ¼"	34" Max	-12 oz. max

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

## **NPYL Substitute Player Appendix**

Teams without the minimum required players to field a team can utilize substitute players assigned by the Division Director. All Divisions will utilize a lateral substitute player system unless determined by the Division Director to utilize a Call Up from a lower division. Coaches are NOT permitted to find their own substitute players.

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

- S1) Each Division Director maintains the list of eligible lateral substitute players.
  - The Division Director will ensure that all players have had a chance to substitute prior to using any player as a substitute a second time.
- S2) A team will be eligible for substitutes when the number of players is Eight (8) or fewer.
  - Any team may be brought up to a maximum of nine (9) players if utilizing substitutes.
  - Note: In Divisions with Ten (10) players allowed on the field, there will only be Three (3) outfielders, if utilizing a sub
- S3) In order to receive substitute players, the head coach must contact the respective Division Director or League Director, in that order, in advance.
  - Minimum 24 hours notice preferred.
- S4) In the event four or more players must be subbed to fill in for one team, the board will review and make final decision.
- S5) If a substitute situation arises at game time, the Division Director, the League Director, or the Officer of the Day, in that order, will try to find a substitute 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.
- S6) Lateral Substitutes must be for a player with a similar ability to the player being substituted.
- S7) Substitute Player Gameplay Restrictions:
  - All substitute players can ONLY play the outfield.
  - All substitute players must play a minimum of one (1) complete inning.
  - All substitute players will be placed at the bottom of the batting order.
  - If a regular player arrives late, he/she will be entered into the game at the next half inning.
    - If the regular player completes the 9<sup>th</sup> roster spot, the substitute player will be done for the game.

Note, as in any game, an automatic out will be recorded for each batting position when the offensive team is batting less than nine (9) batters in the line-up. But a team can play with Eight (8) players.