

# NPYL Major Division Rules

## Boys 11 & 12 Years of Age

Revised May 2021

The governing rules of play will be officially recognized Cal Ripken baseball rules with the following exceptions and/or local rules adopted.

1. All players on the official team roster will assume a position in the batting order and bat the entire game.
2. Failure of either or both teams to field and maintain (8) players throughout the game will constitute a “forfeit” for the violating team. The missing 9<sup>th</sup> player is an automatic out.
3. Games will end if a team is leading by ten (10) or more runs after four (4) complete innings.
4. Offensive half of the inning will continue until three (3) outs are made or six (6) runs are scored, 6<sup>th</sup> inning is unlimited runs as long as mercy rule is not in effect.
5. Ages- Players shall be 11 or 12 years old. Player age is based on the child’s age on **May 1st** of current year.
6. Pitchers may be warmed-up by a manager, coach or player. Players warming the pitcher must wear a facemask. A maximum six (6) pitches shall be allowed prior to any inning.
7. For the safety of the players, helmets must stay on until the batter reaches their dugout. If a player removes their helmet before reaching their dugout, a team warning will be given and the next infraction will be an out.
8. Balks will be in effect. Each pitcher will receive one balk warning per game.
9. Leadoffs and stealing are in effect.
10. A dropped third strike is a live play if 1<sup>st</sup> base is open. It is also a live play when there are two outs, regardless base runner position.
11. All pitching assignment will be defined in the Cal Ripken rule book with these exceptions:
  - a) Pitchers are allowed to pitch up to 3 innings per game
  - b) A player removed as a pitcher shall be allowed to return to that position once during the same game.
  - c) During the tournament championship game, rule (a) will not apply, rule (b) still applies.

- d) One (1) pitch during an inning will constitute an inning pitched towards your 3 innings maximum per game.
  - e) Pitchers may pitch a maximum of 6 innings per day
12. With a runner on third and foot on rubber, there is no false move or fake throw to third. This will be called a balk.
  13. The umpire has the authority to call a time-out after the lead runner has been stopped. (Intent to eliminate cat & mouse game and speed up play.)
  14. Duration of games will be:
    - a) Completion of regulation game.
    - b) Termination of game by the umpire.
  15. No inning may begin after 1 hour and 30 minutes from the start of the game. The inning begins with the last out of the previous inning is recorded.
  16. The umpire will give the starting time of the game after the first pitch is made.
  17. If still tied at the end of the 6<sup>th</sup> inning in a pool play game, it will be scored as a tie. There will be no ties during tournament play.
  18. A free substitution is allowed to replace the runner if catching or pitching in the next inning. The last batted out will be the replacement.
  19. No mandatory slide will be in effect on any close play. The runner will be called out for blatant obstruction on a close play at any base. This will be a call based upon the judgment of the umpires. The runner will not be required to slide if the defensive team attempts to put the runner out away from the immediate area of the base. The intent of this rule is to prevent injuries.
  20. For player safety, no head first slides unless returning to a base. (The runner will be called out if he or she violates this rule.)
  21. Throwing bats will result in a warning to the player for a first infraction and being called out for any additional infractions.
  22. There are no infield warm ups before any game.
  23. The bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8 " in diameter. The bat must be marked with the "USA Baseball" logo. Solid one-piece wood barrel bats up to 2 5/8" do not require the USA baseball logo stamp. Bats with the USSSA Logo will be allowed at the size of 2 ¼ ONLY.

## SEEDING FOR ALL-STAR SHOOTOUT

1. WINS
2. RUNS ALLOWED
3. RUNS SCORED