

NORTHEAST PEANUT LEAGUE GENERAL RULES For Baseball & Softball

MISSION STATEMENT: The Northeast Peanut League's philosophy of teaching sportsmanship, fundamentals of the sports, and Citizenship has not changed since its inception in 1980. The Board of Directors mandate that all of the children playing the sports will participate in the game, every game, during the entire season. The league is an instructional league, which believes in fairness, having fun, and learning without the "must win at all cost" attitude. The N.E.P.L.'s Board Members put in a lot of time and energy to formulate the programs. The Members believe it is worth every minute to watch kids play, learn, socialize and have fun without stress and abuse.

THE SEASON: The league designed a "split season" format whereby teams play a specified number of games the first half and subsequently are placed into one of three divisions- gold, silver or bronze in the second half of the season. Obviously, those teams with players having the most ability will be placed in the Gold division, those with having moderate ability into the Silver, and those with the least ability into the Bronze. If there are a minimum number of teams in a division, that division may play a straight schedule with no split season. The second half schedule should have teams evenly distributed to be more competitive. All teams will start the second half with a 0-0 record unless you are playing a straight schedule. The league offers six age divisions in Baseball- Tee Shirts (7-8), Pee Wee (9-10), Midgets (11-12), Juniors (13-14), Intermediates (15-16) and Seniors (17-18) and Five Divisions in Softball (7-8), (9-10), (11-12), (13-14), (15-18). At present time the **CYO** Baseball League is the only acceptable League for your team(s) to participate simultaneously with the N.E.P.L.'s conflict with the League's Rules.

MANAGER & COACHES: THERE IS A MAXIMUM NUMBER OF COACHES CARDS THIS YEAR (4) PER TEAM. THE MANAGER WILL BE THE PERSON WHO TAKES GROUNDS RULES AT THE START OF THE GAME. HE WILL ALSO BE THE ONLY ONE WHO MAY QUESTION THE UMPIRE AND WILL BE HELD RESPONSIBLE FOR THEIR TEAM'S ACTIONS! NO ONE WITHOUT A COACHES CARD MAY BE AROUND THE BENCH AREA. **Score keeper counts as one of the coaches.** If for some reason all 4 coaches cannot make the game, the head coach must call and inform the director before the game

COMMENT CONCERNING CODE OF CONDUCTS: The N.E.P.L.'s has been, presently is, and will always be concerned about the lack of discipline and the negative conduct at the league's sporting events. The League will hold the representative(s) of the respective clubs responsible for the Code of Conduct Policy. Forfeiting a game, suspension of a team member, suspending the entire team for the season, and suspending the team's organization from future participation in the League's sporting events are possibilities that will be considered by the League Officials.

NORTHEAST PEANUT LEAGUE CODE OF CONDUCT

Good conduct by players, coaches and SPECTATORS is mandatory at all times on and around the field of play. If any coach, player or spectator becomes abusive or unruly, the umpire will first issue a warning to the MANAGER. If the inappropriate behavior continues, both the MANAGER and OFFENDING PARTY WILL BE EJECTED and must leave the field of play immediately. If abusive behavior continues or offending parties do not leave the field of play, the umpire at this point has the right to terminate the game and award a forfeit to the offending team. Any player, coach or spectator ejected from the game for any reason will be suspended immediately from league play. The NEPL's Sports Director (within 24 hours) or his designee will contact the offending organization's Athletic Director who will have 48 hours in which to conduct an investigation and forward a response in written form to the NEPL's Sports Director. The league will have the Umpire's official report on record. Failure to comply with this directive will result in permanent suspensions for each individual named in the complaint for the remainder of the season. The Northeast Peanut League will reserve the right to determine the length of suspension(s), if any, due on any player, coach or spectator. Any further ejections during the season of that particular individual shall result in a one-year suspension from the NEPL.

PLEASE NOTE: ANY PLAYER OR COACH THAT APPROACHES AN OFFICIAL IN A "THREATENING OR INTIMIDATING MANNER" WILL BE PERMENANTLY BANISHED FROM THE NEPL. THE NEPL ENFORCES A ZERO TOLERANCE POLICY!

Thank you for your cooperation and understanding with this important matter.

UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct by any team member towards any League Official/Representative will result in ejection from the game and a suspension determined by the league.

IN ADDITION: unsportsmanlike conduct will include but is not limited to the following:

- 1) Use of words and actions to incite or attempt to incite a Spectator's demonstration
- 2) Use of Profanity, intimidation tactics, remarks reflecting unfavorable upon any other person.
- 3) Taunting or baiting of any kind that is intended or designed to embarrass, ridicule or demean others under circumstances (race, religion, gender, or national origin, ETC...)

NOTE: Violation of "1" or "3" could result in immediate ejection from the game based on the Umpire's judgment and possible disciplinary action by League Officials.

Code of Conduct Continued

WEAPONS: Any use of a weapon will result in ejection from the game, suspension for the remainder of the season and possibly a lifetime ban from N.E.P.L. participation. In addition, criminal charges may be filed. **NOTE:** Any person authorized to carry a firearm (i.e.: POLICE, PAROLE AGENT ETC...) will not participate in the game with the firearm displayed.

TOBACCO RULE: The use of any form of tobacco by players, coaches and managers while on the field or bench area is prohibited. Any violation of this rule will result in an initial warning by the Umpire followed by an ejection.

ALCOHOLIC BEVERAGES AND ILLEGAL DRUGS: No person will consume or use either of the above prior to or during the game. Managers and coaches will assist the umpire in enforcing this policy. Failure to abide by this rule will result in termination of the game and a report to League Officials.

CANCELLATION OF GAMES: The following situations may cause a sanctioned, scheduled league game to be rescheduled.

- 1) Communions, Confirmations, Graduations.
- 2) Organizations Carnivals, Banquets, Opening Day Events.
- 3) School Dances, Class Trips.
- 4) Mother Nature.

NOTE: No school athletic function will be cause to cancel an N.E.P.L. scheduled game (i.e.: Players on Track team or Soccer team tournament). It is imperative that a club's representatives make contact with neighborhood school to ascertain aforementioned events. The N.E.P.L. must receive this information so that no game is scheduled on that day before they are made. **No game will be canceled between coaches.**

RESCHEDULING OF GAMES: Once the schedule is made, distributed, and the season starts, A team must give (72) hours notice to cancel a scheduled game for one or more dates of the aforementioned events. IF not within the noted time span, the team will take a forfeit. Your DIVISION DIRECTOR MUST BE CONTACTED FOR THIS.

BLOCK-OUT DATES: Each team may request up to six(6) block-out date for the season, if a game is scheduled on your block-out date that team must reschedule that game (72 hours)prior to the scheduled date, if not it will result in a forfeit .

UMPIRES:

- 1) The N.E.P.L. Umpire Association members will be assigned the game.
- 2) Umpire will adhere to the Tobacco Rule policy.
- 3) Umpire fees will be given at Ground Rules, where the Umpire will identify the respective team Manager. Umpires will receive a full fee once the game is determined to be played; half fee if inclement weather prohibits the start of the game. **Should a forfeit occur at the field, the Umpire(s) will take no fee. Umpire(s) are to report the forfeit information to League Representatives. Umpire(s) will check Manager/Coaches & Player Identification Cards at Ground Rule time. No card, no participation in the game.**
- 4) One hour prior to the scheduled to the scheduled start time of the game, if inclement weather exists or obviously pending, the Umpire will contact the Home Team Manager and , if necessary, the Visiting Team Manager, to ascertain whether or not the game will be played. If no contact was made, use common sense judgment whether the game will be played.
- 5) Umpires should be versed on the N.E.P.L. Rules, Official Baseball Rules, And A.S.A Rules
- 6) Ground Rules will be initiated five minutes prior to the start of the game; they must be specific.
- 7) Umpire will sign the Home Team scorebook at the game's conclusion with the Umpire's designated number or name.
- 8) Should a protest be warranted, the Umpire will sign and note the same in the scorebook of the protesting team.
- 9) **BLOOD RULE SCENERIO:** If a player sustains an injury where blood is visible, the game shall be stopped at the earliest possible time and the player is treated immediately. Call the Manager, Coach or the other responsible team member to the injured player.

ALTERNATE UMPIRE: (7-8, 9-10, 11-12 AGE GROUPS)

If no Umpire is available, the team Managers will designate a Coach to share Umpire duties. **In the teenage groups**, there must be at least one umpire present to play the game; otherwise there will be no game played.

ROSTERS: All rosters must be the N.E.P.L. Roster Status Form, which must be stamped “APPROVED” and initialed by a League Official. Any additions to the roster will be permitted up to and including the team’s third scheduled game. The recommended roster is 18 players. Should there be a problem, contact the League’s Division Director. For playoff eligibility, each player must have played a minimum of 50% of team games, unless a legitimate injury can be substantiated. Discipline problems and no shows from a team are not valid toward the 50% eligibility. Managers will exchange line-up sheets. A challenge of any player listed on the sheet can be made at that time. Verification can be made of a player by having the player sign the scorebook and compare to the Team Roster which must be available at game time.

I.D. CARDS: The Manager is responsible to have the team’s I.D. cards available at game time, including player, manager and assistant coaches. **The umpire will check both team’s I.D. cards during Ground Rules.** If a player is not found to have a card at game time, the player will not participate in the game; it applies to the Manager and Assistant Coaches. Should a Manager be unable to produce cards at game times, that team will forfeit the game, and be responsible for full Umpire donations. Once a player is identified without a card, the Manager will inform the umpire, who will note the player’s name and number. **(NO I.D. CARD, NO GAME)**

PROTESTS: Only the Manager can inform the Umpire of a protest and explain. At that point, the Umpire will sign both teams’ scorebooks and will continue playing the game. Subsequently, the Manager will notify the Division Director and follow up within 24 hours with a written statement outlining the protest. Additional time can be authorized by the Director, if necessary. There will be a **\$25.00 Protest Fee** charged by the league, which must accompany the written protest.

NOTE: There are no protests on Umpires judgment calls. (i.e.: Safe/Out, Fair/Foul, Ball/Strike, ETC...)

A Protest over a player’s eligibility is a legitimate example and can be challenged at any time during the game. If a protest is based on misrepresentation on an approved roster, over age, or player is rostered on another team playing in the “A” League, such as the Monco, Department of Recreation, American Legion, the above procedure will apply. Since players must play a minimum of two innings on defense, Managers are responsible to monitor opponent’s adherence. Violations to be brought to Umpire’s attention in the form of a protest.

PRE-GAME PRACTICE TIMES: The Home Team can practice until 20 minutes prior to the schedule start time; Visiting Team has the next 15 minutes, followed by Ground Rules with the Umpire.

BIRTH CERTIFICATES: Required in all divisions.

FINES:

- 1) Team registers, drops out during scheduling period...\$100.00 fines and loss of registration fee.
- 2) Team drops out after schedule is completed...\$175.00 fine and loss of registration fee.
- 3) Team drops out during the season for any reason...\$250.00 fine.
- 4) Team forfeits out of the league...\$300.00 fine.

NOTE: All fees and fines, and forfeit money must be paid in full before future participation is permitted.

SAFETY RULES:

- 1) Managers should emphasize that all players should wear cups; those with braces should have a mouthpiece. **No person under the age of 18 shall be permitted to be a base coach.**
- 2) **Jewelry-** must be removed before entering the game. **Metal cleats are prohibited.**
- 3) **Headgear-** standard ear protective, double flapped helmet will be worn while batting, running bases, and while on deck. If the umpire judges that a runner has removed his/her headgear while play is in progress, the player will be declared out and the ball dead. **(7/8 must have face guard)**
- 4) **Warming up Pitcher-** player must wear a catcher's mask during half inning warm-ups.
- 5) **Catcher-** both genders must wear a facemask with attachable throat guard, safety helmet with earflaps, cup, shin guards and chest protector. Females will wear a special chest protector to protect the breast area.
- 6) **Throwing Bat/Helmet-** the first time will be a team warning and the play will stand; subsequent times, the player will be called out and the ball declared dead. If a batter throws a bat or helmet following a strike out or put on the base, the umpire could eject the player for unsportsmanlike conduct, with possible suspension from the league.
- 7) **Lightning-** With or without rain, the game will stop immediately. If after 15 minutes, and no further lightning the game may then resume.
- 8) **Blood Rule-** Refer to Umpire Section on Page #4, Paragraph #9. In addition, should uniform change be required, the Uniform Rule violation will not be enforced. A Bandage of some type must be used to cover a blood stained area.

Safety Rules Continued.

- 9) **Fake Tag-** First team offense will result in a warning. Further fake tags will result in the fielder being ejected following the play.

EQUIPMENT:

- 1.) **Bat Rule:** There is a “minus-5” bat rule in the **13-14**. The maximum length is 42 inches and the maximum diameter is 2 3/4 inches. A bat may not weigh numerically, more than five units less than the length of the bat. (i.e. – a 36 inch long bat can not weigh less than 31 ounces). (**15-16, 17-18 is a “minus-3 Rule**)

Violation of the above will result in the bat being removed from the game, the batter being declared out, and no advancement by base runners.

A) There will be no Double Wall bats in any age division!

- 2.) **Official Ball:**
- | | |
|-------------------|---|
| 7/8 Division: | Wilson A 1050, Rawlings RCC-J-TB or equivalent |
| 9/10 Division: | Wilson A 1067, Rawlings LLB-I-PM or equivalent |
| 11/12 Division: | Wilson A 1060, Rawlings LLB-I-PM or equivalent |
| Teenage Division: | Wilson A 1030, Rawlings RCC-M-I-J or equivalent |

- 3.) The Home Team is responsible to have two new baseballs and one extra in good condition.

- 4.) The Home Team will supply all the bases, home plate, pitching rubber, and a tarp around the cage. There is a \$25.00 Fine imposed for not having a tarp for the first time, after that, the head coach will be suspended for one (1) game. If the game is being played on a neutral site without a tarp, there will be no penalty imposed. **Note:** There will be joint cooperation between the Managers and the Umpire(s) to insure that no players/spectators are behind or around the sides of cage.

Home Plate in the 7/8 Division will measure 18 ½ inches. The white portion will be 17 inches and the black perimeter will measure 1 ½ inch. Other age groups will have the 17 inch plate.

The Home Team is responsible to have the field lined so that team members and umpire(s) can distinguish the foul lines, which will extend a minimum of 25 feet behind the corner bases.

- 5.) **First Aid Kit:** Teams will have, as a minimum, a standard first aid kit at game time. **No kit, there will be a \$25.00 fine imposed for the first time, after that coach will be suspended for 1 game.**
- 6.) Helmets and Catcher’s Equipment: Refer to Safety Rules.

UNIFORMS: Note – If there is a problem with “a through d” below, the NEPL Baseball Commissioner will be the approving authority.

- a.) Teams will be fully uniformed starting with their first game. The uniform will consist of a shirt, a hat, pants, and regulation socks. No shorts allowed!
- b.) Players will wear the same color shirt with a number, which can not be duplicated by another team player.
- c.) Hats must represent the organization’s LOGO AND COLOR.
- d.) Pants will be around the waistline, with the shirt properly tucked inside at all times.
- e.) Managers and Assistants should wear team hats and shirts.

YO! CHECK IT OUT – If player wears ankle socks, player cannot play or if player wears other than the proper team hat, player cannot play. If, player does not want to keep the shirt tucked inside his pants, player cannot play; if player wants to wear jewelry, player cannot Play.

SPEED-UP RULES:

- 1.) **Intentional Base On Balls** – May be given by having defensive team’s catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball or strike count. The ball shall be declared dead before making the award.
- 2.) **Catcher On Base** -With two outs, catcher may be replaced with a (courtesy) runner, who made the last out. The rule enables the game to flow without delay, as the catcher re-equips.

SLIDE OR SURRENDER RULE:

Runners must slide or surrender to the fielder, provided fielder is at the base and in possession of the ball. A fielder may not block runner’s path without the ball as obstruction may be called. Runners cannot barrel into the fielder. If the umpire judges that runner intentionally injures or attempts same, runner will be called out and ejected from the game. If a player fails to slide and an umpire judges the player should have slid the umpire may call the runner out even if the runner was judged safe. This rule is to protect the players!

APPEAL PLAY:

Missed Base - the Manager/Coach may instruct the pitcher to initiate the appeal. The pitcher, from the mound area (does not have to be on pitcher’s rubber), will throw the ball to the base, where the fielder will catch the ball and tag the base. At this point, the umpire will render a decision.

Continuation Play – the fielder may “IMMEDIATELY” inform the umpire of his appeal, followed by either tagging the runner or the base in question. Umpire will render a decision.

PLAYOFFS: - Teams that do not participate in scheduled NEPL events, such as the All-Star Game, are not eligible to participate in the playoffs. NO QUESTIONS ASKED!

- 1.) All games will have a winner; there are no ties.
- 2.) All games will start at 5:45 pm when scheduled during the week at various times on weekend.
Field lights cannot be used to continue game if umpire(s) call game for darkness.

Playoffs Continued

- 3.) All playoff games will be played in their entirety **unless the Ten Run Rule is applicable**. If a game is suspended due to darkness, inclement weather, etc., the game will be resumed at the point of suspension and played to its completion, respective of age group rules. Umpire(s) will be paid a full fee if the game is continued to another day.
- 4.) If extra innings are required, any player who pitched during the initial 6 or 7 innings can pitch to the maximum number of innings allowed as noted in the respective age group.
- 5.) **If a pitcher has hit (3) batters during the regular game he /she may not return in extra innings. The 3 hit batters rule still applies during extra inning. The count continues from where he left the game. If he has hit (1) he only has (2) before he is removed from the game.**

INFIELD FLY RULE:

A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

The umpire will rule whether the ball could ordinarily have been handled by an infielder – not by some arbitrary limitation such as the grass, or the base lines. Umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been easily handled by an infielder. There is no appeal on an infield fly.

NINTH BATTER RULE: (Does not apply to 13/14 Gold, 15/16 Gold, and 17-18 Divisions)

Only nine (9) batters at the plate per half inning unless batter is hit by the pitch or there is catcher interference. Batter will be awarded first base if either of these situations occurs and a tenth batter will bat under this rule. If tenth batter is hit or catcher's interference happens, the 11th batter will bat, etc.

In the 7/8 and 9/10 Bronze Divisions during the Second Half, if there are six called pitched balls to the 9th Batter, it will be declared a base on balls. Inning will be over when the play is over.

The 9th batter cannot walk (except in above divisions); batter must hit the ball, strike out, get hit by pitch or have catchers interference called.

If there are less than two outs and batter hits ball, play will stop when the catcher has controlled the ball in the area of the plate. If there are two outs, the defense can do the above or make a play at a base for the 3rd out.

TARDY PLAYER(S):

A player not present at the start of the game can be eligible to play provided the player arrives no later than at the conclusion of the 3rd inning. Late arrivals will be added to the bottom of batting order. **This rule does not apply to 17-18 Year Old Senior Division.**

GAME TIME LIMITS (ALL AGE GROUPS):

- 1.) Games played Monday through Friday – 6:00 P.M. start time. Weekend scheduled games will be based on the home team’s field time. There is a fifteen minute “grace period” for starting game due to players and/or team tardiness, etc. At 6:16 PM, the game will be considered forfeit if insufficient players are not present. Umpire will keep, “official” time.
When both teams have at least (8) players at ‘start time,’ the game will be played. Anytime during the game a team has less than (8) players (due to ejection, injury, etc), the game will be declared over and a forfeit charged.
- 2.) No inning will start after two hours from the 1st pitch of the game. Should there be an inning in progress at the time, it will be completed, if necessary.
- 3.) If weather is the cause for the delay or interruption of play, the umpire(s) will decide to start and/or resume play after waiting (15) minutes for lightning and (30) minutes for rain, wind s, etc. If a game is called in the middle of an inning, the score reverts back to the last full inning played.

BATTING ORDER: The NEPL has a “consecutive batter” rule

EVERYONE PLEASE REMEMBER WE ARE HERE FOR THE KIDS- LET THEM PLAY THE GAME

NORTHEAST PEANUT LEAGUE BASEBALL RULES 2007 **TEE SHIRT (7 & 8 YEARS) RULES**

AGE LIMIT

May not be nine years old before May 1st of the current season. All teams should be balanced with an equal number of 7 and 8 year olds. Players can not be on your roster and play on another team and participate in another league.

FIELD MEASUREMENTS

60 feet between bases and 38 feet from the pitching rubber to home plate.

GAME LENGTH

(6) Innings with no extra innings during Regular Season.

LEGAL GAME

If home team is ahead – 2 ½ innings; if visiting team is ahead – 3 innings

First base will be a double bag at First Base in all Divisions The game will be played, the **HOME team Manager, given a warning. The second offense will result in the Manager receiving a (1) game Suspension which will be issued by the NEPL Sports Director.**

The defense must use the white portion and the offense must use the orange portion when there is a play at first base. The exception would be if the throw to first base is coming from foul territory. In this case, the offense should use the white portion and the defense should use the orange portion. If NO PLAY is being made on the batter/runner the player is considered to have touched 1st base if they touch either portion of the base. Please keep in mind that the purpose of the safety base is to eliminate collisions.

BASE RUNNING RULE

- 1.) No stealing is allowed. Leads allowed only after the pitcher releases the ball. If runner is caught leaving base early, umpire issues (1) team warning. Any subsequent leaving early, the umpire will call runner out and a dead ball. No runner may advance on the dead ball call. If there are two outs with the 9th batter at the plate and runner is caught leaving early after team warning, runner is called out and the batter will be first batter in the next inning.
- 2.) The runner on 3rd base comes home on batter's performance **ONLY**. With that being said, if the runner leaves 3rd base toward home because of an overthrow to 3rd by the catcher, runner is subject to being an out as runner must make it back to 3rd. The catcher can not throw behind the runner in order to register an out except when runner is on 3rd base.

PITCHING RULE

- 1.) No player can pitch more than 3 innings or 9 consecutive outs. One out will constitute an inning pitched. Player can not return to pitching position once player is removed. The exception will be an extra inning playoff game. **(Refer Page #8, Playoffs, Paragraph #4)**

7 & 8 Pitching Continued

- 2.) If pitcher hits three batters in the game, pitcher must be removed and can not return to pitching position. Player can play any other position.
- 3.) There are no balks called; batter can not advance on a catcher's dropped third strike; a thrown **bounced ball** by the pitcher that strikes the batter will be **called a ball, not a hit batter**. A thrown pitch, **which does not bounce**, but strikes a batter, will be called a hit by pitch and the batter will be **awarded 1st base**.

OVERTHROW RULE

There will be no advancement other than the base the runner is going to; the ball will be declared dead, play is over. This also includes should a ball be thrown into a dead ball area.

MERCY RULE

Whenever a team is ahead by 10 or more runs, that team can bat only six batters. The 9th Batter Rule will apply to the 6th batter of the inning.

DEFENSIVE COACH

Only (1) coach will be permitted on the field. Coach can set and aid players before the pitch and after a play. Coach cannot direct and/or aid players during a play, or at any time voice an opinion about a play in the field. Should the coach violate this procedure, there will be an umpire warning followed by replacement of the coach for subsequent violations.

9th BATTER RULE

Due to the tenderness of this age group, should the batter perform at the plate, with the ball being hit or thrown into "dead ball area," the runner(s) get the base they are running to. At that point, it will be a dead ball called and the inning over. **NOTE:** Should there be runners on 2nd and 3rd base (example only) and the batter hits a fair ball, which goes out of bounds (dead ball area), it will be an automatic Ground Rule Double. Runners on 2nd and 3rd will score.

In the Bronze Division during the Second Half, if there are six called pitched balls to the 9th Batter, it will be declared a base on balls; inning will be over when the play is completed.

1) The ninth batter cannot be walked to end the game; any coach in violation of the rule will be suspended for 1 game.

MISCELLANEOUS

The Infield Fly Rule does not apply in this division.
This season there will be a

Baseball Rules 2009 Season Approved.
Link <http://www.nepl.net/rules/3009.pdf>

TEN RUN RULE

If a team is behind by 10 or more runs and has batted four times, the game will be declared over by the umpire.

Note: This rule only applies after the home team has batted.



PEE WEE (9 & 10 YEARS) RULES

AGE LIMIT

May not be 11 years old before May 1st of the current season. All teams should be balanced with an equal number of 9 and 10 year olds. All players are to be “B” caliber and can not be rostered on another team and participate in another league, except the CYO Baseball League, as noted on Page #1, Paragraph #3

FIELD MEASUREMENTS

60 feet between bases and 46 feet from pitching rubber to home plate.

GAME LENGTH

(6) Innings with no extra innings during Regular Season.

LEGAL GAME

If home team is ahead – 2 ½ innings; if visiting team is ahead – 3 innings.

10 RUN RULE

If a team is behind by 10 or more runs and has batted (4) times, the game will be declared over.

Note: This rule only applies after the home team has batted.

BASE RUNNING RULE

- 1.) Runners are permitted to steal 2nd and 3rd base only. Leads are permitted ONLY after the pitcher releases the ball. If runner is caught leaving base early, the umpire will issue a team warning. Any subsequent leaving early, the Umpire will call runner out and a dead ball. No other runner may advance on the dead ball call.
- 2.) If 9th Batter Rule is in effect with less than two outs and a runner is called out for leaving base early, runner is called out and batter continues at the plate. If there are two outs, the runner is declared out and the 9th batter will be first batter in the next inning.
- 3.) The runner on 3rd base comes home on batter's performance ONLY. If the runner leaves 3rd base toward home because of an overthrow by the catcher, runner is subject to being called out as runner MUST make it back to 3rd base. The catcher cannot throw behind runner in order to register an out except when runner is on 3rd base.

Batter's Performance – Hits ball, is hit by pitch, walks, and catcher's interference.

9 & 10 Continued

OVERTHROW RULE

There will be no advancement other than the base the runner is going to; the ball will be declared dead, play is over. This also includes should a ball be thrown into dead ball area. The runner can not come home on an overthrow.

MERCY RULE

Whenever a team is ahead by 10 or more runs, that team can bat only (6) batters. The 9th Batter Rule will apply to the 6th batter in the inning.

PITCHING RULE

- 1.) No player can pitch more than 3 innings or 9 consecutive outs. One out will constitute an inning pitched. Player cannot return to pitching position once player is removed. The exception will be an extra inning playoff game. **(Refer to Page #8, Playoffs, Paragraph #4)**
- 2.) If pitcher hits three batters in the game, pitcher must be removed and can not return to said position for the remainder of the game. Player can play any other position.
- 3.) There are no balks called; batter can not advance on a dropped third strike; a thrown bounced pitch that strikes the batter will be called a ball, not a hit batter; a thrown pitch which does not bounce, but strikes a batter will be called a hit by pitch and the batter awarded 1st base.

9TH BATTER RULE

If batter performs and ball is hit or thrown into dead ball area, runners get base they are going to; ball is declared dead; inning over. If runners are on 2nd and 3rd (example only) and the batter hits a fair ball, which goes out of bounds, it is an automatic Ground Rule Double. Runners will score.

MISCELLANEOUS- The Infield Fly Rule does not apply in this division.

MIDGETS (11 and 12 YEARS) RULES

AGE LIMITS

May not be 13 years old before May 1st of the current season. All teams should be balanced with an equal number of 11 and 12 year olds. All players are to be “B” caliber and not rostered on another team playing in another league with the exception of the CYO Baseball League. **“There is NO Limit to the amount of CYO players on a Team and they MAY Pitch”.**

FIELD MEASUREMENTS

75 feet between bases and 50 feet 6 inches from the pitching rubber to home plate.

GAME LENGTH– (7) innings with no extra innings during Regular Season.

LEGAL GAME

If home team is ahead 3 ½ innings; if visiting team is ahead 4 innings.

BASE RUNNING RULE

- 1.) Runners permitted to steal 2nd and 3rd base and are subject to the Official Baseball Rules. Leads are permitted.
- 2.) When runner is on 3rd base, an advancement home is permitted on “batter’s performance” only (batter hits ball, walks, hit by the pitch, catcher’s interference.) Except in the GOLD Division in the second half. If runner fakes going home and catcher and/or pitcher attempts to pick the runner off, runner is subject to being called out unless runner makes it back to 3rd base safely.
- 3.) The **Infield Fly Rule applies** in this division. Coaches are to clearly explain this rule to their players.
- 4.) A dropped third strike is an automatic out **EXCEPT in the GOLD DIVISION**. The Gold Division will play under the Official Baseball Rules except when the NEPL rule(s) is/are applied, thus superseding the Official Baseball rules.
- 5.) **In Gold Division the runner can steal home.**

PITCHING RULE

- 1.) No player can pitch more than 4 innings or 12 consecutive outs. Getting one out will constitute an inning pitched. Once removed from pitching position, player can not return to pitching position except during playoff extra innings. (Refer Page #8, Playoffs, Paragraph #4)
- 2.) If pitcher hits 3 batters in a game, pitcher will be removed and can not return to that position, but can play another position. Balls bouncing in the dirt and hits batter will be called a ball.
- 3.) **All breaking pitches are banned.** First violation – a warning; thereafter – a called ball.
- 4.) **Balks** – two warnings before the official balk violation will be called. Umpire will instruct the Pitcher and explain why a balk was called. No runner(s) may advance on the warning calls. **Each pitcher will receive the warnings.**

10 RUN RULE

If a team is behind by 10 runs or more and has batted 4 times, the game will be declared over by umpire. **Note: This rule only applies after the home team has batted.**

JUNIORS (13 and 14 Years) RULES

AGE LIMITS

May not be 15 before May 1st of the Current Season. All teams should be balanced with an equal number of 13 and 14 year olds. All players are to be “B” caliber. “There is NO Limit to the amount of CYO players on a Team and they MAY Pitch”.

FIELD MEASUREMENTS

90 Feet between bases; 60 feet 6 inches from front of pitching rubber to point of home plate.

GAME LENGTH

(7) Innings with no extra innings during Regular Season, only during playoffs.

LEGAL GAME

If home team is ahead – 3 ½ innings; if visiting team is ahead – 4 innings.

BAGS

Break-Away-Bags or Sliding Bags are permitted in this Division.

BALKS

In the 1st Half there will be two warnings. **In the 2nd Half, the Gold Division will get no warning,** the Silver and Bronze Divisions will get two warnings. On the 3rd infraction, the balk rule will apply. The umpire will instruct the pitcher and explain why a balk was called.

This rule applies to each pitcher getting the noted warnings.

During the warning stage, no runners can advance; should the batter hit the ball after the balk was announced by the umpire, play is dead, batter returns.

10 RUN RULE

If team is behind by 10 runs or more and has batted (5) times, the game shall be declared over by the umpire. **Note: This rule only applies after the home team has batted.**

PITCHING RULE

No pitcher can pitch more than (5) innings or (15) consecutive outs. If pitcher is removed and is placed in another position at the time of removal, pitcher can return once. If pitcher is removed due to the **“trip to the mound rule”** as noted in the Official Baseball Rule Book, pitcher can not return to the pitching position.

Should the pitcher hit (3) batters in a game, pitcher will be removed from said position and can not return. Pitcher can play another position.

During the post season playoffs, extra innings apply, if necessary. Any player, who pitched during the initial seven innings, may pitch up to the maximum number of innings as noted above.

All breaking pitches are prohibited. First violation – warning; there after – a ball call. The umpire will call dead ball and either warn the pitcher or call pitch a ball. Runners can not advance on the umpire’s call.

Baseball Rules 2009 Season Approved.

Link <http://www.nepl.net/rules/3009.pdf>

A pitch that bounces in the dirt and strikes the batter will be called a “ball.”

MISCELLANEOUS: The Infield Fly Rule is applicable

INTERMEDIATE (15-16 YEARS) DIVISION

AGE LIMIT

May not be 17 years old before May 1st of the current season. All teams should be balanced with an equal number of 15 and 16 year olds. All players are to be “B” caliber and can not be rostered on another team playing in another league. “There is a Limit of Four (4) Varsity players on a Team and they may NOT Pitch”. Junior Varsity High School players can pitch and must be identified on the game day line up sheet to both the umpire-in-charge and the opposing manager.

FIELD MEASUREMENTS – Per Official Baseball Rules

GAME LENGTH - (7) innings with no extra innings except during playoffs.

LEGAL GAME - If home team is ahead – 3 ½ innings; if visiting team is ahead – 4 innings.

BAGS – break-a-way or sliding bags will be permitted.

PITCHING RULE

Pitchers may pitch all (7) innings. If pitcher is removed from the position and placed in another position at the time of removal, player may return once to pitch. If pitcher’s removal was due to the “trip to the mound” rule as noted in the Official Baseball Rule Book, pitcher cannot return to that position.

Should pitcher hit three batters in a game, pitcher will be removed from said position and cannot return as a pitcher. Player can play any other position.

During post season playoffs, extra innings apply, if necessary. Any player, who pitched during the initial seven innings, may pitch up to maximum number of innings as noted above.

Balks – One (1) warning per pitcher during the 1st Half; 2nd Half, only the Silver and Bronze Divisions will continue with the one balk warning. **The Gold Division will have no warning.**

10 RUN RULE

If a team is behind by ten (10) runs or more and has batted (5) times, the game shall be declared over.

Note: This rule only applies after the home team has batted.

SENIOR (17-18YEARS) RULES

AGE LIMIT

May not be 19 years old before May 1st.

PLAYING RULES

This Division will play under the **Official Baseball Rules Book**, with the following exceptions:

- 1.) All players must play at least two innings on defense.
- 2.) Manager will have the option to add an Extra Hitter in the line-up, there-by having a ten player batting order. This Extra Hitter will be considered a starter for substitution rule purposes. In addition, the Extra Hitter will be considered as having played the two innings on defense as noted in #1 above.
- 3.) Option to use break-a-way or sliding bags.
- 4.) Safety Rules as noted on Page #5 will apply.
- 5.) The Speed-Up Rule – Slide or Surrender Rule – Appeal Play Rule as noted on Page #7 will apply.
- 6.) Balks: There will be no instruction from the umpire following the calling of a balk, only what the infraction was.

GAME LENGTH – (7) innings with no extra innings except during playoffs

LEGAL GAME – If home team is ahead – 3½ innings; if visiting team is ahead – 4 innings.

PITCHING RULE – Should the pitcher hit (3) batters in a game, pitcher will be removed from said position and cannot return. Pitcher can play another position.