



## Welcome to the Northeast Peanut League

“Still Ain't Nuttin' Like It...ANYWHERE!!”

### **Mission Statement:**

The Northeast Peanut League’s philosophy of teaching sportsmanship, fundamentals of the sport, and citizenship has not changed since its inception in 1980. The Board of Directors mandates that all children playing sports within the Northeast Peanut League will participate in every game during the entire season. The Northeast Peanut League is an instructional league, which believes in fairness, having fun, and learning without a “must win at all costs” attitude.

The League has designed a “split season” format whereby teams play a specified number of games in the first half which are attended and evaluated by the Division Directors. Each age bracket’s Division Directors then evaluate and compare all teams within the age bracket and subsequently place each team into one of three divisions – Gold, Silver, or Bronze, in the second half. Teams having the most ability will go into the Gold, those with moderate ability into the Silver, and those with the least ability into the Bronze. The second half schedule attempts to have all teams evenly distributed, based on their caliber of play, to be more evenly competitive. Every team will start the second half with a “0 – 0” record and play teams more evenly compatible with their ability. Playoff placements will come from within these second half divisions.

The Northeast Peanut League’s Board Members put in a lot of time and energy to formulate and evaluate the programs. The members believe it is worth every minute to watch the kids play, learn, socialize, and have fun without stress or abuse.

**Spectators/Fans:** Come to the game to enjoy yourself and the players. You may witness situations that are unfamiliar to you or that you don’t agree with, such as umpire decisions. These things are part of the game and, if they occur, are the exception not the rule. In the event of questionable umpires’ calls we ask that you allow only the head coach (that being the person who takes the ground rules at that game) to address any questions or concerns to the umpire. The Spectators may not address the umpires during the game, only the head coaches may. If you have questions regarding umpires’ decisions we ask that you address them to your child’s coach after the game, and not to the umpire. Please come to the games to encourage your young players. Treat all participants with respect at all times. Then just sit back, relax, and enjoy the kids playing the greatest game.

**Head Coaches & Assistant Coaches:** THERE ARE A MAXIMUM NUMBER OF COACHES’ CARDS ALLOWED: (4) PER TEAM.

**THE HEAD COACH WILL BE THE PERSON WHO TAKES GROUNDS RULES AT THE START OF THE GAME. HE/SHE WILL ALSO BE THE ONLY PERSON 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.** If for some reason all 4 coaches cannot make the game, the head coach must call and inform the director before the game

**Thank you! Have a great season!**



## **NORTHEAST PEANUT LEAGUE - CODE OF CONDUCT**

### **GENERAL CONDUCT (All Participants)**

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 **HEAD COACH**. If the inappropriate behavior continues, both the **HEAD COACH** 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. This will be strictly enforced. If anyone causes a severe problem that requires involvement with the Philadelphia Police, the NEPL reserves the right to prosecute those individuals.

Any players involved in fighting will result in an automatic ejection from the game and an immediate suspension from league play. Length of said suspension to be determined by the NEPL Board of Directors: suspension may be up to and including suspension for the remainder of the season. A second incident involving the same player will result in that player's automatic suspension for the remainder of the season. Any physical altercations between coaches and/or players towards the umpire will result in immediate ejection from the game and indefinite suspension pending review by the NEPL Board of Directors and could lead to a permanent ban from coaching/playing in the NEPL in any sport.

Any foul language or continuous verbal harassment directed towards the umpire, coach, players, or spectators will result in an immediate ejection from the game, suspension of the party involved and possible forfeiture of game.

Umpire will request to see the ID Card for any player/coach ejected from the game. In the case of a parent being ejected, the umpire will request to see the player's card for a last name for his/her report. Failure by the head coach to produce the player's card at the umpire's request will result in ejection of the head coach and forfeiture of the game. **ID Cards must be made available to the umpire at all times during the game.**

**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 PERMANENTLY BANISHED FROM THE NEPL. THE NEPL ENFORCES A ZERO TOLERANCE POLICY!**

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

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## **COMMENT CONCERNING THE NEPL CODE OF CONDUCT:**

The N.E.P.L. has been, presently is, and will always be concerned about the lack of discipline and negative conduct at the League's sporting events. The League will hold the representative(s) of the respective youth organizations responsible for ensuring that all coaches, players, and spectators abide by the NEPL's Code of Conduct policy. Forfeiture of the game, suspension of a team member, suspension of the entire team for the season, and suspension of the team's organization from future participation in the League's sporting events are all possibilities which will be considered by League Officials. We ask that everyone (coaches, assistant coaches, players and officials) remember to set the standard for our spectators for what is acceptable conduct at NEPL sporting events. It is everyone's responsibility to conduct themselves in a manner that is in accordance with the NEPL's Code of Conduct. Inappropriate behavior will not be tolerated.

## **NORTHEAST PEANUT LEAGUE - CODE OF CONDUCT (Cont'd)**

### **UNSPORTSMANLIKE CONDUCT (defined):**

Unsportsmanlike Conduct / Acts will include, but not be limited to the following:

- a) Use of words or actions to incite or attempt to incite spectator demonstrations.
- b) Use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person.
- c) Taunting or baiting of any kind that is intended or designed to embarrass, ridicule or demean others based on race, religion, gender, or national origin.
- d) Taunting opposing players. (This includes taunting of the opposing team by spectators, which may result in disciplinary action being imposed upon the team) This includes, but is not limited to, banging and shaking fences, negative comments and cheers directed at any player or official. Please remember that it is up to the coaches to control their players, parents and spectators at all times. Failure to do so will reflect negatively on the team.
- e) Use of any language intended to intimidate (vulgar and abusive language)
- f) Behavior in any manner not in accordance with the spirit of fair play.
- g) Throwing of any type of equipment the umpire deems as inappropriate.
- h) Fighting of any kind will result in automatic ejection from the game and an immediate suspension from league play, length and severity of said suspension to be determined by the NEPL Board of Directors; suspension may be up to and including suspension for the remainder of the season.

#### **Note:**

- Violations of "a" through "g" could result in immediate ejection from the game, based on the umpire's judgment, and additional disciplinary action may be imposed by League Officials.
- Violation of "h" will automatically result in *immediate* ejection from the game *and an immediate suspension from league play*. This may be followed by additional disciplinary action such as a suspension for the remainder of the season and/or a permanent ban from coaching or playing in the NEPL in any sport.
- In the event of an incident happening during a game, the head coach must notify their respective club's Athletic Director and/or President immediately following the game.

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## **NORTHEAST PEANUT LEAGUE - CODE OF CONDUCT (Cont'd)**

### **Alcoholic Beverages and Illegal Drugs**

No person will consume or use alcoholic beverages or illegal drugs prior to, or during the game. Head coaches and coaches will assist the Umpire(s) in enforcing this policy. Failure to abide by this rule will result in the termination of the game and a report to League Officials for further action.

### **Tobacco Rule**

The use of any form of tobacco by a player, coach, or head coach 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 ejection for subsequent violations.

### **Weapons**

Any display or use of a weapon will result in ejection from the game, suspension for the remainder of season and, possibly a lifetime ban from NEPL participation. Also, criminal charges may be filed.

*Note: Any person authorized to carry a firearm (i.e.: Police Officer, Parole Agent, etc.) will not participate in the game with the firearm displayed.*



## **BASEBALL & SOFTBALL - RAINOUT PROCEDURE**

If it has been raining during the day, the home team coach is responsible for notifying the visiting coach by (5:00 P.M.) if the game is to be canceled. The assigned umpire will call the home team coach by 5:00 P.M. to see if the game has been cancelled. If there is no answer at the home coach's number, the umpire will call the visiting team's coach. If you have an unplayable field from rain the day before, you must notify your Division Director and the visiting coach no later than 5:00 P.M. on the day of the game. If the above procedure is not followed, the umpire will go to the field and the home team will be responsible for umpire fees.

**Remember:** The away team does not call off any game because of inclement weather. All postponed games must be rescheduled within (72) hours of the game (*this is the home team's responsibility*). The coaches must make arrangements regarding date, time and location for the rescheduled game and submit this information to their Division Director within (72) hours of the originally scheduled game date. The game does not have to be played within (72) hours it only has to be rescheduled within that time. If this procedure is not followed, the NEPL reserves the right to reschedule the game at the next available time (this could mean weekend, evening, or Sundays). As a head coach, your presence at the game should not be a reason for not being able to reschedule a game.



# **GENERAL PROCEDURES – BASEBALL & SOFTBALL**

## **CANCELLATION OF GAMES**

The following situations may cause a League sanctioned, league scheduled game to be rescheduled:

- 1.) First Holy Communion, Confirmations, Graduations (of the players)
- 2.) Organization's carnivals, banquets, opening day events (to be submitted with the team's commitment form)
- 3.) School dances and class trips
- 4.) Mother Nature

**Note:** No school athletic or CYO functions will be cause to cancel an NEPL scheduled game. (i.e.: players on a track or swim team, etc.)

## **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. \*\*\***Note:** Team Picture Days will not qualify as Block Out dates.

It is imperative that a club's representative makes contact with the neighborhood schools to ascertain the dates and alternate dates for any of the aforementioned events. This information must be given to the NEPL at the time the team's commitment form is submitted to the league, so that no game will be scheduled on the date of the event. The NEPL makes every effort to accommodate Block out dates when submitted with the team's commitment form. Any of the above mentioned situations must affect the team's ability to field the minimum number of required players. Games will not be canceled for one or two missing players.

## **RESCHEDULE OF GAMES:**

Once the schedule is made, distributed, and the season starts, a team must give (72) Hour Notice to cancel a scheduled game for one or more of the aforementioned events. If the request is not made within the noted time frame, the team will take a forfeit. Your respective League Division Director will be the contact person. No game may be canceled without prior approval of the Division Director and the Commissioner. If a game reschedule is allowed, the coaches must make arrangements regarding date, time and location for the rescheduled game and submit this information to their Division Director within (72) hours of the originally schedule game date. The game does not have to be played within (72) hours it only has to be rescheduled within that time.

- After (72) hours, if the game has not been rescheduled by the offending coach, the NEPL division director will make their best effort to reschedule the game at a location, date and time of the league's discretion.
- A forfeit may be assessed against the offending team.

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# GENERAL PROCEDURES – BASEBALL & SOFTBALL

## **BIRTH CERTIFICATES**

State issued Birth Certificates are required in all divisions, including the 7/8 Divisions.

## **I.D. CARDS**

The Head coach is responsible to have the team's I.D. cards available at game time. This includes the head coach, all assistant coaches, and players. Head coaches have the right to check opponent's cards during Ground Rules. If a player is found not to have a card at game time, the player will not participate in the game; same applies to the Head coach and Assistant coaches. Should a head coach be unable to produce cards at game time, that team will forfeit the game and be responsible for full umpire donations. Once a player is identified without a card, the head coach will inform the umpire, who will note player's name and number. (NO I.D. CARD, NO GAME)

**The following is the procedure for the umpire checking Player ID cards:**

1. At the same time as the team head coaches are discussing ground rules, each team must line up on the base lines. The home team will form a line from home plate to 1st base, taking up their positions on the first base line, and the visiting team will form a line from home plate to 3rd base, taking up their positions on the 3rd base line.
2. Players are to produce for inspection, their Player ID Card.
3. At the conclusion of the ground rules, the umpire will walk down each team's line and check all Player ID Cards.
4. Any questions regarding player eligibility are to be addressed at this time, to the umpire.
5. If a player's eligibility is contested both coaches, the umpire, and the player are to sign the protesting team's book.
6. The game is to be played, as usual, and the protest will be reviewed by the NEPL.

## Player Eligibility Issues

- a) Older age than stated
- b) Playing for another team in the Northeast Peanut League. No player can play for more than one team in this league. This also means that if a player is rostered on one team within an organization, they may at no time play for any other team in the same organization within the NEPL. ***There is to be no "borrowing" of players at any time, from any team.***
- c) Varsity/Tournament players playing in an inappropriate divisions (See Softball specific rules for full clarification)

**Penalty for INELIGIBILITY:** If a player/team is found to be ineligible, all games in which this player/team has played will be forfeited and all applicable fees paid to the league will apply, as well as suspension of play for the offending team. In addition, players/teams/organizations may be permanently barred from participation in the NEPL. Remember, the burden of proof lies in the party issuing the protest.

**Please keep in mind that this is an official protest, and will be handled in the same manner as any other protest. All protest fees and procedures will apply**

Umpire will request to see the ID Card for any player/coach ejected from the game. In the case of a parent being ejected, the umpire will request to see the player's card for a last name for his/her report. Failure by the head coach to produce the player's card at the umpire's request will result in ejection of the head coach and forfeiture of the game. **ID Cards must be made available to the umpire at all times during the game.**



## **GENERAL PROCEDURES – BASEBALL & SOFTBALL**

### **ROSTERS**

It is mandatory that all teams' rosters, ID cards and birth certificates for players be returned on the date designated by the NEPL. All rosters are to be completed in full and signed by the appropriate players. If they are not received at that time, the coaches will not receive a schedule for their team. The roster is to be certified by the NEPL and a copy is to remain in your scorebook for the duration of the season. All rosters must be on the official NEPL player status form, and must be approved and signed by a League representative. Any additions to the roster will be permitted up to and including the team's third scheduled game. The new player's signature on the roster, ID card, and birth certificate must be submitted to the Division Director at the time of the player's addition to the roster. Any questions regarding additions to a team roster should be directed to the Division Director. In addition, each rostered player must play a minimum of 50 percent of the regular season games, or they are ineligible for playoffs. This counts from the start of the season, unless a legitimate injury can be substantiated. Discipline problems or no shows at games are not valid reasons for playoff eligibility if the minimum 50 percent rule has not been met.

### **GROUND RULES**

Both head coaches only, must discuss ground rules with the umpire prior to the start of the game. Ground rules must be specific and cannot conflict with NEPL rules. The individual who reviews the Ground Rules with the umpire is considered the Head Coach for the game, and is the only person who may question the umpire during the game. Both teams at Ground Rules must produce NEPL ID cards. Anyone unable to produce an NEPL ID card will not be permitted to participate in the game. Coaches will present their ID cards to the umpire at this time.

- **FOUL LINES**

The field is to be lined so that the umpire and players can easily distinguish the foul lines. The umpire should never be unable to judge the dimensions of the field because of poor or non-existing foul lines

- **PLAYING ON ALTERNATE FIELDS**

In the event that a game is played at an alternate field (a neutral field, which is not the normal home field for either team) the tarp and foul line rules will be waived if the "Home" team is unable to provide them. We strongly encourage all teams to make their best effort to provide these materials, but they will not be penalized if they are unable to at an alternate field.

### **SCOREBOOK**

The home team scorebook will be considered the "Official Statistical Book" for the game. The umpire will sign **both** books at the completion of said game with umpire's designated number.

### **FINAL RESULTS**

It is mandatory that all scores be called in to the Division Director within (24) hours of the completion of the game. The winning team must report the score. Please give the ACTUAL score, not an estimate. In the event of a tie, both teams are to call the score in to the director. Directors will not pursue coaches for scores. Lack of reporting scores will cause discrepancies in the standings posted on the division websites. Report your scores - it affects everyone.



## **GENERAL TEAM & EQUIPMENT RULES**

### **UNIFORMS**

- A. **BASEBALL UNIFORMS:** Note – If there is a problem with “a through d” below, the NEPL Baseball Commissioner will be the approving authority.
- Teams will be fully uniformed starting with their first game, unless prior approval has been received from the Division Director and the Commissioner.
  - The uniform will consist of a shirt, a hat, pants, and regulation socks. No shorts allowed!
  - Players will wear the same color shirt with a number, which cannot be duplicated by another team player.
  - Hats must represent the organization’s LOGO AND COLOR.
  - Pants will be around the waistline, with the shirt properly tucked inside at all times.
  - Head Coaches and Assistant Coaches should wear team hats and shirts.

**YO! CHECK IT OUT** – If player wears ankle socks, player cannot play. 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.

### **B. SOFTBALL UNIFORMS:**

- Each team must be fully uniformed by the first game, unless prior approval has been received from the Division Director and the Commissioner.
- A uniform must consist of matching color shirts with similar markings and logo. Each shirt must have a different number on the back. Players with duplicate numbers are ineligible for play.
- Pants and/or shorts must also be the same color and style.
- All players must wear standard baseball/softball socks -NO ANKLE SOCKS ALLOWED
- Hats/Visors are optional. If any player chooses to wear a hat or visor, it must represent the organization’s LOGO AND COLOR.

### **FIELDER GLOVES**

All fielders must have a standard baseball/softball glove.

### **FOOTWEAR**

We recommend the use of molded spikes for play, but tied (or Velcro) sneakers are also permissible. These are the only acceptable forms of footwear. No slip-on shoes or sneakers of any kind will be permitted. No metal spikes or work boots of any kind will be permitted.

### **TARPS**

Home team is to provide a tarp around the batting cage or backstop. If a tarp cannot be provided, the game will be played with the home team being fined \$10.00. No players or spectators are permitted behind or around the cage during the game. The umpire and coaches will assist with this rule. All cages must have tarps, unless the game is being played at an alternate or neutral location.



## **GENERAL SAFETY RULES**

### **JEWELRY**

All outer jewelry must be removed before a player may enter a game (this includes all facial jewelry, necklaces, bracelets, earrings, and rings). Other body jewelry, such as navel piercings must be well covered and the player must wear their jersey tucked into their uniform pants.

### **PLAYING UNDER LIGHTS**

Playing under lights is not permitted in the NEPL. If a field has lights, and in the umpire's judgment, it would be too dark to play if the lights weren't on, the game will be called for darkness and the score will revert back to the last full inning played.

### **THROWING THE BAT**

The first time a bat is thrown by a batter, a team warning will be issued and the play will stand. The second time the same team repeats this act, the player will be declared out. In this event, the ball is declared dead and all runners must return to the base of origin.

### **BASERUNNER'S HELMETS**

All baserunners MUST wear their helmets at ALL times while they are on the field of play (even as they are walking into dead ball territory). The helmet can fall off, but the helmet cannot be taken off or knocked off intentionally by the baserunner. 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 Baseball and ALL Age divisions in Softball** must wear a baserunner's helmet with a protective faceguard.

### **BLOOD RULE**

A player, coach, or umpire who is bleeding or who has blood on his or her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required.

The umpire shall:

1. Stop the game and allow treatment if the injured player would effect the continuation of the game.
2. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.
3. Allow an "ace bandage" to be used to cover any small blood stained area on either arm or leg. Please inform all your players to try and bring extra clothing to be prepared.

### **FIRST-AID KITS**

A First-Aid kit is recommended for each team to carry at all times.

### **LIGHTNING**

In the event of lightning, with or without rain, the game is to stop immediately. There are no exceptions to this rule. The game may resume if after (15) minutes, there has been no reoccurrence of lightning. The determination for continuing the game will be made by the umpire.



## **GENERAL SAFETY RULES**

### **SLIDE, SURRENDER or AVOID**

No runner shall be allowed to barrel into a fielder. The “Slide or Surrender” rule is applicable in all cases and is to be strictly enforced. Any player that intentionally tries to injure a fielder shall be called out and be ejected from the game.

*Note:* This rule is for the safety of the players—If there is a play at a base or the plate, the runner must slide, go around the fielder (within the base lines), or give up or he/she is automatically out. If there is not a play and a fielder is blocking a base or the plate, the runner must slide, go around the fielder (within the base lines), or give up. In this case, the umpire will give a delayed-dead ball signal and after the play has stopped, call obstruction on the fielder and award the runner the base he/she would have reached in the umpire’s judgment had the obstruction not occurred. Incidental contact in this situation will be allowed. However, if in the umpire’s judgment, the runner deliberately runs into the fielder, the obstruction will be waived off and the runner will be declared out.

### **BASE COACHES**

Anytime a player is acting as a base coach, they **MUST** wear a helmet. Players are only allowed to act as base coaches in the 15/18 Softball and the 17/18 Baseball age brackets, and only if wearing a helmet. Otherwise, base coaches must be 18 years old (no kids allowed).

### **PITCHER WARMUPS**

Any player warming up the pitcher must wear a mask with a throat protector.

### **CATCHERS**

Both males and females 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.

### **FAKE TAG**

First team offense will result in a warning. Further fake tags will result in the fielder being ejected following the play.



## **GAME DAY PROCEDURES**

### **PRE-GAME PRACTICE TIMES**

The home team can practice on the field until 20 minutes prior to the scheduled start of the game. The visiting team has the field for the next 15 minutes. In the 5 minutes prior to the start of the game, ground rules will be discussed between the umpires and both head coaches. Head coaches only ~ Mandatory! (The person who takes the ground rules shall be considered the Head Coach for that game.)

- **Note:** Once the umpire says “play ball”, any questions about a call or rule of the game in progress will be addressed to the umpire only by the head coach of the team. Any other member of the team will not question the umpire’s call.

### **PLAYERS ARRIVING LATE**

If a player arrives late to a game, he/she may be entered into the game up until the completion of the third inning. The player is to present their ID card to the umpire and the opposing team is to be notified of the addition of the late-coming player to the bottom of the lineup.

### **PLAYERS LEAVING THE GAME EARLY**

If a player has to leave a game early for any reason, it will NOT be considered an “out” when it is his/her turn to bat. he/she will be crossed off the lineup and cannot re-enter the game. The batting order continues as originally stated, bypassing the player who has left the game. If that causes the batting order to fall below the required minimum number of players (8 players), the game will be declared a forfeit.

- **Note:** The only exception to this rule shall be when a player is ejected from the game for disciplinary reasons. If a player is ejected from the game for disciplinary reasons, an out shall be assessed every time that player comes up in the lineup.

### **PLAYING TIME**

Every player must play a minimum of two (2) innings in the field. In addition, each batter will take a regular turn at bat. Failure to do either will result in a forfeit. The only exceptions to this rule are:

1. If a player gets injured
2. A game that is legal, yet is not played to its maximum number of innings (i.e. darkness, inclement weather)

It is the responsibility of the opposing coach to monitor if all players on the team have played the minimum number of innings. Violations are to be brought to the attention of the umpire in the form of a protest, after which play is to continue.

### **BATTING ORDER**

All players, whether in the field or not, shall bat consecutively. Each coach is to have a copy of their approved NEPL roster taped to the inside cover of their scorebook. After the ID card procedure has concluded, if no player’s eligibility was contested, then no challenge can be made of any player on that line-up, with the exception of any player that arrives after the first pitch has been thrown. The player is to present their ID card to the umpire and the opposing team is to be notified of the addition of the late-coming player to the bottom of the lineup. After the third inning is completed, a player arriving late will not be permitted to play.

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## GAME DAY PROCEDURES

### **EXPEDIENCY (SPEED UP) RULE**

- **INTENTIONAL BASE ON BALLS:**
  - ❖ **Baseball:** May be granted by having the defensive team's catcher or head 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.
  - ❖ **Softball:** May be granted by having the defensive team's **pitcher** or head 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.

### • **PITCHER/CATCHER ON BASE:**

- ❖ **Baseball:** With two outs, the **catcher** may be replaced with a courtesy runner (the batter making the last out). This rule enables the game to flow without delay as the catcher re-equips.
- ❖ **Softball:** Whenever a **catcher and/or pitcher** is on base, she may be replaced with a courtesy runner (the batter making the last out). This rule enables the game to flow without delay as the catcher re-equips or the pitcher begins warm up pitches thereby causing no delays.

### **DELAY OF GAME RULE**

There will be no delay of game between innings. After the defense has left the field, the opposing coach must have his/her team on the field and ready to play within two (2) minutes. The first time a delay of game occurs, the umpire will issue a warning. If the team does not immediately take the field or a delay occurs again, the umpire may declare a forfeit.

### **APPEAL PLAY**

Please see Sport specific rules for clarification and procedure as applied in Baseball or Softball.

### **TEN RUN RULE**

Please see Sport specific rules for clarification and procedure as applied in Baseball or Softball.

### **REQUIRED NUMBER OF PLAYERS**

Under NO circumstances shall any team be permitted to play with less than the required number of players present. NO EXCEPTIONS!

- **Baseball:** Nine (9) player brackets may play with a minimum of eight (8) players.
- **Softball:** Ten (10) player and Nine (9) player brackets may both play with a minimum of eight (8) players.



## **MISCELLANEOUS RULES & PROCEDURES**

### **DIVISION BREAKDOWNS**

Division breakdowns will be determined by a collaboration of the Divisional Directors in each age bracket before the start of the Second Half. The Second Half division breakdowns will then be reviewed and approved by the Commissioner. Directors make every effort to place teams according to their caliber of play before the second half. The coaches' continued feedback regarding their team and other teams in their division to their Division Director is encouraged.

### **PLAYOFF DETERMINATIONS & FORMAT:**

1. The commissioner and the divisional director determine playoff formats and playoff game times.
2. Tiebreakers will be decided by head-to-head competition.
3. The team with the best record will get home field advantage. If the home team cannot get a field, the visiting team may come up with a field, but the team with the best record will be considered the home team.
4. All regular season rules apply except the following:
  - i. All games must have a winner and loser. There are no ties.
  - ii. In the event of a tie at the end of a regulation game, a pitcher can return with the start of the over time inning and pitch the same number of innings she would be allowed as if it were a new game.
  - iii. Only NEPL-sanctioned umpires will be allowed to officiate the games.
  - iv. Any game that is called for weather or darkness that is not yet an official game will be replayed in its entirety.
  - v. Any game that has become an official game and is called for darkness or weather will be suspended and picked up from that point at a time and place designated by the NEPL.
  - vi. If a game is restarted or continued on another date due to the above reasons, the full umpire fee shall be paid to the umpire(s) continuing the game.
5. If a team is found to be not forthcoming with their players, teams, NEPL Code of Sportsmanship, etc. that team will not be eligible for Playoffs.

### **VARSIITY PLAYERS**

Includes players whose High School team competes at the Varsity level on a regular basis (players who "dress" for Varsity games are considered to be Varsity level players). As noted in the PROTESTS/ELIGIBILITY rule, these players must be reported to the division director at the time of the team's roster approval. Any additions must be approved by the 3rd game of the season in writing. Any violations to this rule will result in a forfeit of all games in which the Varsity player played in, as covered under the "penalty" section of the PROTESTS/ELIGIBILITY rule.

### **CHARTER SCHOOL PLAYERS & STATUS**

Charter High School Players shall be considered to be "Varsity" players if the charter school that they play for is registered and competes in either the Philadelphia Public or Catholic Leagues, and competes at the Varsity level of same. Charter High School players whose Charter School team is not yet registered in the Philadelphia Public or Catholic leagues are not to be considered "Varsity" players.



## **PENALTIES, FINES & FEES**

**All fees and penalties will be billed directly to the organization.**

### **A. Team Drop Out (Penalty)**

- **Before schedules are made:** Loss of registration fee for each team
- **After schedules are made:** Loss of registration fee and an additional (\$175.00) penalty will be assessed for each team.
- **After the season begins:** Loss of registration fee and additional (\$250.00) penalty will be assessed for each team. If more than one team is dropped, your league bond will be revoked and forfeited to the NEPL. You will then have ten (10) days in which to replace it with (\$250.00) or league play could be suspended. If continued violations persist, the organization could be placed on probation for one (1) year.

### **B. Imposition Fee**

This penalty will be initiated only if invoices reach past 30 days of receipt. This cost could range from \$10.00 to as much as \$25.00 per billing. We base the fee on past delinquencies of the organization.

### **C. Forfeit Fees**

In the event of a forfeit, the forfeiting (losing) team will repay to the league the Official's fees plus a \$10.00 league fee. If the same team forfeits a second game, there will be a \$25.00 fine plus Official fees. In addition, the third forfeit will result in termination of the season for the offending team and a \$150.00 forfeiting fine, and a suspension of league play to be effective immediately. Every effort must be made to avoid a forfeit! Fines will be doubled during the last two (2) weeks of the season and Playoffs. The umpire will not accept any fees at the game, in the event of a forfeit. All forfeits must be reported to the Divisional Director and the respective club's Athletic Director within 24 hours.

### **D. Conduct Forfeit**

If disorderly behavior is deemed the reason for a game to be stopped while in progress, resulting in the forfeiture of the game, the following will be imposed on the offending team:

- First occurrence (per team) - regular forfeit fine, plus an additional (\$25.00) penalty. Moreover, league probation and investigations conducted by the NEPL for possible player's/coaches' suspensions.
- Second occurrence (same team) - League play is officially suspended! Again, an investigation will take place and a written report will follow. Standard forfeit fines are in effect as well as (\$100.00) penalty will be assessed for behavior not appropriate for youth sports play.
  - ❖ If we have more than one team from an organization forfeiting games due to conduct/behavior, that organization will also be assessed an additional penalty not to exceed (\$100.00) and possible probation for one year.
- **Fighting/Instigator** - Based solely on the NEPL's investigation of an incident, one or more of the following disciplinary rules will be instituted:
  - a) Suspension or expulsion from the league
  - b) Prosecution on criminal charges (PA Code)
  - c) Possible additional monetary penalties



## **RULES REGARDING THE OFFICIALS**

### **UMPIRES**

1. Umpire donations will be given at Ground Rules, where the umpire will identify the respective team Head coaches. Umpires will receive a full donation once the game is determined to be playable. Should a forfeit occur at the field, umpire(s) will take no donation. Umpire(s) are to report the forfeit information to League Representative and file the necessary paperwork. Coaches must report the forfeit to their Division Director immediately following the game.
2. One hour prior to the scheduled start time of the game, if inclement weather exists or is obviously pending, the umpire will contact the Home Team Head coach and, if necessary, the Visiting Team Head coach, to ascertain whether the game will be played. If no contact is made, umpires are to use common sense judgment regarding whether the game will be played.
3. Umpires should be well versed on the NEPL Rules, & the Official Baseball Rules/ASA Rules.
4. Ground Rules will be initiated five minutes prior to the start of the game; they must be specific and cannot conflict with the League's rules.
5. Umpire will sign both teams' scorebooks at game's conclusion with umpire's designated number.
6. Umpire will adhere to the Tobacco Rule policy.

**Umpire(s) will check Head coach's/Coaches & Player's Identification Cards at Ground Rules. Anyone unable to produce an NEPL ID card will not be permitted to participate in the game.**

### **ALTERNATE UMPIRE**

In the case of a "no show" by a league sanctioned umpire, we strongly urge teams to agree to either have one or both assistant coaches umpire the game, or a mutually agreeable alternate may umpire the game. The NEPL does not want a game canceled due to having no official, but if a team feels strongly against using an alternate, they may refuse to play. It then becomes the responsibility of the coaches to reschedule the game. The coaches must make arrangements regarding date, time and location for the rescheduled game and submit this information to their Division Director within one week of the originally scheduled game date. The game does not have to be played within one week it only has to be rescheduled within that time. Only in the case of a playoff game will the game automatically be canceled due to having no league-sanctioned umpire. Please see the Sport-specific rules for further interpretation of this rule.

### **UMPIRE'S DECISIONS**

The NEPL Rules shall supersede the MLB and ASA rules. Any umpire decisions not covered by the NEPL rules will be based on Amateur Softball Association (ASA) or Major League Baseball rules. Please remember, if the umpire makes a judgment call, the decision will stand, no questions asked!

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## **RULES REGARDING THE OFFICIALS**

### **PROTESTS**

Protests will be received and considered only in the following manner.

1. The coach must have in his or her possession a copy of the NEPL rules for that division and, in the case of Softball, a copy of the ASA Rulebook to refer to with the umpire in order to lodge a protest.
2. The only grounds for a protest are:
  - a. Misinterpretation of a playing or ground rule
  - b. Failure of the umpire to impose the correct penalty
  - c. Eligibility regarding a specific player. This can only be challenged at Ground Rules during the verification of players' ID cards. This challenge is a misinterpretation of a player on an approved NEPL roster. No protests will be accepted on player eligibility unless the previously mentioned ID Card procedure has been carried out at Ground Rules.

**Note:** There are no protests on umpire's judgment calls. (i.e.: safe/out, fair/foul, ball/strike, etc.).

### **FILING A PROTEST:**

1. The head coach must notify the umpire that the game is being played under protest, immediately at the point of the incident.
2. The head coach is to call "time", produce a copy of the NEPL (and ASA) Rules, and state their desire to lodge a protest.
3. Both teams will approach the umpire with their scorebooks.
4. The umpire shall circle the point of the protest in both scorebooks, clearly note the word "protest" and sign their NEPL umpire number to both books.
5. At that point play resumes. When informing the umpire of your wish to play the game under protest, it is not necessary to argue. Just state your reason, follow the procedure and have the umpire sign both scorebooks. Your case will not be served if you impede the progress of the game.
6. Afterwards a written protest must be submitted to the Division Director along with a check for \$25.00 within a 24-hour period. If the party issuing the protest cannot "under normal circumstances" submit the action within that time period, an additional 24-hour grace period may be given upon Director approval. There are no other exceptions to this rule. The procedure must be followed or the protest will not be reviewed. A panel of knowledgeable and neutral individuals will be appointed by the NEPL Board of Directors to issue the validity and ruling of all protests. Their decision will be final. Your \$25.00 protest fee will be returned to you if the protest is upheld.



## BASEBALL GENERAL RULES OF THE GAME

### BATS

- There is a “MINUS-5” bat rule in the 13-14 Division. The maximum bat length is 42 inches. The maximum bat diameter is 2 ¾ 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 cannot weigh less than 31 ounces).
- There is a “MINUS-3” bat rule in the 15-16 & 17-18 Divisions. The maximum bat length is 42 inches. The maximum bat diameter is 2 ¾ inches. A bat may not weigh numerically, more than three units less than the length of the bat. (i.e. – a 36 inch long bat cannot weigh less than 33 ounces).

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

- There will be no Composite or Double Wall bats in any age division!

### 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

### HELMETS & CATCHER’S EQUIPMENT

- Refer to General Safety Rules.

### HOME TEAM EQUIPMENT

- The Home Team is responsible to have two new baseballs and one extra in good condition.
- The Home Team will supply all the bases, home plate, pitching rubber, and a tarp around the cage.

### HOME PLATE

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

### TARPS

Home team is to provide a tarp around the batting cage or backstop. If a tarp cannot be provided, the game will be played with the home team being fined \$10.00. No players or spectators are permitted behind or around the cage during the game. The umpire and coaches will assist with this rule. All cages must have tarps, unless the game is being played at an alternate or neutral location.

**Note:** There will be joint cooperation between the Head Coaches and the Umpire(s) to insure that no players/spectators are behind or around the sides of the cage area.

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## BASEBALL GENERAL RULES OF THE GAME

### FOUL LINES

The field is to be lined so that the umpire and players can easily distinguish the foul lines. Foul Lines should extend a minimum of 25 feet behind the corner bases. The umpire should never be unable to judge the dimensions of the field because of poor or non-existing foul lines.

### PLAYING ON ALTERNATE FIELDS

In the event that a game is played at an alternate field (a neutral field, which is not the normal home field for either team) the tarp and foul line rules will be waived if the "Home" team is unable to provide them. We strongly encourage all teams to make their best effort to provide these materials, but they will not be penalized if they are unable to at an alternate field.

### SPEED-UP RULES

- **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.
- **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.

### APPEAL PLAY

- **MISSED BASE** - the Head 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.

### INFIELD FLY.

A fair, fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort. This rule does not preclude outfielders from being allowed the catch.

This rule is in effect provided that prior to the hit:

- there are less than two outs
- 1<sup>st</sup> & 2<sup>nd</sup> base or 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> 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.

The batter will be declared out and the runners may advance at their own risk.

**Note:** If runners advance at their own risk in an infield fly situation, any play on them is not a force out. It is a TAG PLAY

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## BASEBALL GENERAL RULES OF THE GAME

### NINTH BATTER RULE:

Only nine (9) batters will be allowed at the plate per half inning unless the 9<sup>th</sup> batter is hit by the pitcher or there is catcher's interference. The 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 11<sup>th</sup> batter will bat, etc.

- **FIRST HALF**

In all the **7/8 Divisions**, if there are six called pitched balls to the 9<sup>th</sup> Batter, the at bat will be declared a base on balls. Inning will be over when the play is over.

- **SECOND HALF**

In the **7/8 Bronze** and the **9/10 Bronze Divisions**, if there are six called pitched balls to the 9<sup>th</sup> Batter, the at bat will be declared a base on balls. Inning will be over when the play is over.

**Note: The 9<sup>th</sup> batter cannot walk (except in above divisions); the batter must hit the ball, strike out, get hit by a pitch or have catcher's interference called.**

If there are less than two outs and batter hits the ball, play will stop when the catcher has controlled the ball in the vicinity of home plate. If there are two outs, the defense can bring the ball to the catcher at the plate or make a play at a base for the 3<sup>rd</sup> out.

**This rule does not apply to 13/14 Gold, 15/16 Gold, and 17-18 Divisions**

### PLAYERS ARRIVING LATE

If a player arrives late to a game, he may be entered into the game up until the completion of the third inning. The player is to present their ID card to the umpire and the opposing team is to be notified of the addition of the late-coming player to the bottom of the lineup.

### PLAYERS LEAVING THE GAME EARLY

If a player has to leave a game early for any reason, it will NOT be considered an "out" when it is his turn to bat. He will be crossed off the lineup and cannot re-enter the game. The batting order continues as originally stated, bypassing the player who has left the game. If that causes the batting order to fall below the required minimum number of players (8 players), the game will be declared a forfeit.

- **Note:** The only exception to this rule shall be when a player is ejected from the game for disciplinary reasons. If a player is ejected from the game for disciplinary reasons, an out shall be assessed every time that player comes up in the lineup.

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## BASEBALL GENERAL RULES OF THE GAME

### GAME TIME LIMITS (ALL AGE GROUPS):

- 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 sufficient players are not present. Umpire will keep, “official” time.
- 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.
- 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, winds, etc. If a game is called in the middle of an inning, the score reverts back to the last full inning played.

**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.**

### BATTING ORDER

The NEPL has a “consecutive batter” rule. All players, whether in the field or not, shall bat consecutively. Each coach is to have a copy of their approved NEPL roster taped to the inside cover of their scorebook. After the ID card procedure has concluded, if no player’s eligibility was contested, then no challenge can be made of any player on that line-up, with the exception of any player that arrives after the first pitch has been thrown. The player is to present their ID card to the umpire and the opposing team is to be notified of the addition of the late-coming player to the bottom of the lineup. After the third inning is completed, a player arriving late will not be permitted to play.



## (7-8 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be nine (9) 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 may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team). Players may not participate in another league.

### FIELD MEASUREMENTS

- 60 feet between bases
- Pitching Distance: 38 feet from the front of the pitching rubber to the back tip of home plate.

### GAME LENGTH

Six (6) innings, no extra innings except in the playoffs. All games are to be played for a full regulation six (6) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 2 ½ innings, or the visiting team is ahead after the 3rd inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### TEN RUN RULE

- If a team is behind by 10 or more runs and has batted three (3) times, the game will be declared over by the umpire. **Note: This rule only applies after the home team has batted.**

### OFFICIAL BASE

All teams must use orange and white first base safety bags. Any team not using this base will be issued a warning for the first offense. The second offense will result in a (1) game suspension for the Head Coach 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.

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## (7-8 YEARS) SPECIFIC BASEBALL RULES

### PITCHING RULES

- No player can pitch more than 3 innings or 9 consecutive outs. One out will constitute an inning pitched.
- Player may not return to pitching position once player is removed. (The exception will be an extra inning playoff game. **(Refer to Playoff Rules)**)
- If pitcher hits three batters in the game, pitcher must be removed and may not return to the pitching position. The player can play any other position.
- There are no balks called
- Batter cannot 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**.

### BASE RUNNING RULES

- No stealing is allowed.
- Leads are allowed only after the pitcher releases the ball.
- If runner is caught leaving the base early, umpire issues (1) team warning. Any subsequent leaving early, the umpire will call the runner out and declare 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 a runner is caught leaving early after a team warning has been issued, runner is called out and the batter will be first batter in the next inning.
- The runner on 3rd base may come 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 may not throw behind the runner in order to register an out, **except** when the runner is on 3rd base.

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

### PICK OFF ATTEMPTS by the catcher:

- Since there is no stealing in this division, the runner must return to the base of origin unless the ball is hit. If a catcher tries to pick a runner off (i.e. because the lead is too big), then the play will be a TAG play. Runners cannot advance on these plays, but they are liable to be put out. Coaches are not allowed to touch or push runners on base. Such runners will be declared out. The catcher cannot throw behind the runner in order to register an out **except** when runner is on 3rd base.

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## (7-8 YEARS) SPECIFIC BASEBALL RULES

### **OVERTHROW RULE**

- There will be no advancement on overthrows. The runner shall be awarded the base they are going to. The ball will be declared dead, and play is over.
- This also includes a ball be thrown into a dead ball area. The runner shall be awarded the base they are going to. The ball will be declared dead, and play is over.

### **INFIELD FLY RULE**

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

### **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, the ball will be declared “dead” and the inning over.

**FOR EXAMPLE:** Should there be runners on 2nd and 3rd base 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 3<sup>rd</sup> will score.

In ALL divisions in the 1<sup>st</sup> half and in the Bronze Division during the Second Half, if there are six called pitched balls to the 9<sup>th</sup> Batter, it will be declared a base on balls; inning will be over when the play is completed.

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

### **DEFENSIVE COACH**

- Only (1) defensive 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.

### **MERCY RULE**

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



## (9-10 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be eleven (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. Players may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team). Players may not participate in another league, except the CYO Baseball League.

### FIELD MEASUREMENTS

- 60 feet between bases
- Pitching Distance: 46 feet from the front of the pitching rubber to the back tip of home plate.

### GAME LENGTH

Six (6) innings, no extra innings except in the playoffs. All games are to be played for a full regulation six (6) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 2 ½ innings, or the visiting team is ahead after the 3rd inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### TEN RUN RULE

- If a team is behind by 10 or more runs and has batted three (3) times, the game will be declared over by the umpire. **Note: This rule only applies after the home team has batted.**

### BASE RUNNING RULES

- **STEALING** - Runners are permitted to steal 2nd and 3rd base only.
- Leads are 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 declare 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.
- The runner on 3rd base may come 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 may not throw behind the 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.

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## (9-10 YEARS) SPECIFIC BASEBALL RULES

### PITCHING RULES

- No player can pitch more than 3 innings or 9 consecutive outs. One out will constitute an inning pitched.
- Player may not return to pitching position once player is removed. (The exception will be an extra inning playoff game. **(Refer to Playoff Rules)**)
- If pitcher hits three batters in the game, pitcher must be removed and may not return to the pitching position. The player can play any other position.
- There are no balks called
- Batter cannot 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 on overthrows. The runner shall be awarded the base they are going to. The ball will be declared dead, and play is over.
- This also includes a ball be thrown into a dead ball area. The runner shall be awarded the base they are going to. The ball will be declared dead, and play is over.
- Runners may not come home on an overthrow.

### INFIELD FLY RULE

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

### 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.

In **ALL** divisions in the 1<sup>st</sup> half and in the **Bronze Division during the Second Half**, if there are six called pitched balls to the 9<sup>th</sup> Batter, it will be declared a base on balls; inning will be over when the play is completed.

### MERCY RULE

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



## (11-12 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be thirteen (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. Players may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team). Players may not participate in another league, except the CYO Baseball League.

- There is NO Limit to the amount of CYO players on a Team
- CYO players MAY Pitch.

### FIELD MEASUREMENTS

- 75 feet between bases
- Pitching Distance: 50 feet, 6 inches - from the front of the pitching rubber to the back tip of home plate.

### GAME LENGTH

Seven (7) innings, no extra innings except in the playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 3 ½ innings, or the visiting team is ahead after the 4<sup>th</sup> inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### TEN RUN RULE

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

### BASE RUNNING RULES

- Leads are permitted.
- **STEALING**
  - **1<sup>st</sup> Half:** Runners are permitted to steal 2nd and 3rd base and are subject to the Official Baseball Rules.
  - **2<sup>nd</sup> Half:** In the **Gold Division Only**, the runner can steal home.
- The runner on 3rd base may come home on batter’s performance **ONLY**. (Except in the GOLD division in the 2<sup>nd</sup> half). 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.

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

**CONTINUED....**



## (11-12 YEARS) SPECIFIC BASEBALL RULES

### INFIELD FLY RULE

- The Infield Fly Rule IS IN EFFECT in this division. Coaches are to clearly explain this rule to their players.

### DROPPED THIRD STRIKE

- **1<sup>st</sup> Half** – The dropped third strike rule is not in effect. A dropped third strike is an automatic out.
- **2<sup>nd</sup> Half** - 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.

### PITCHING RULES

- No player can pitch more than 4 innings or 12 consecutive outs. One out will constitute an inning pitched.
- Player may not return to pitching position once player is removed. (The exception will be an extra inning playoff game. (**Refer to Playoff Rules**))
- If pitcher hits three batters in the game, pitcher must be removed and may not return to the pitching position. The player can play any other position.
- A thrown **bounced ball** by the pitcher that strikes the batter will be **called a ball, not a hit batter**.
- **All breaking pitches are banned**. First violation – a warning; thereafter – a called ball.
- **Balks** – two warnings will be issued, 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; should the batter hit the ball after the balk was announced by the umpire - play is dead, batter returns.  
**This rule applies to each pitcher getting the noted warnings.**



## (13-14 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be fifteen (15) years old 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. Players may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team). Players may not participate in another league, except the CYO Baseball League.

- There is NO Limit to the amount of CYO players on a Team
- CYO players MAY Pitch.

### FIELD MEASUREMENTS

- 90 feet between bases
- Pitching Distance: 60 feet, 6 inches - from the front of the pitching rubber to the back tip of home plate.

### GAME LENGTH

Seven (7) innings, no extra innings except in the playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 3 ½ innings, or the visiting team is ahead after the 4<sup>th</sup> inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### LEGAL GAME

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

### BAGS

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

### 10 RUN RULE

- If team is behind by 10 runs or more and has batted four (4) times, the game shall be declared over by the umpire.

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

### INFIELD FLY RULE

- The Infield Fly Rule IS IN EFFECT in this division. Coaches are to clearly explain this rule to their players.

### DROPPED THIRD STRIKE

- The dropped third strike rule IS IN effect. All divisions will play under the Official Baseball Rules except when the NEPL rule(s) is/are applied, thus superseding the Official Baseball rules. **CONTINUED....**



## (13-14 YEARS) SPECIFIC BASEBALL RULES

### PITCHING RULES

- No pitcher can pitch more than (5) innings or (15) consecutive outs.
- If pitcher is removed from the pitching position and is placed in another position at the time of removal, pitcher can return to the pitching position once.
- If pitcher is removed due to the “trip to the mound rule” as noted in the Official Baseball Rule Book, pitcher may not return to the pitching position.
- Should the pitcher hit (3) batters in a game, pitcher will be removed from said position and may not return. Pitcher can play any other 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; thereafter – a ball call. The umpire will call dead ball and either warn the pitcher or call the pitch a ball. Runners cannot advance on the umpire’s call.
- A pitch that bounces in the dirt and strikes the batter will be called a “ball.”

### • **BALKS**

#### **1<sup>st</sup> Half:**

- Two warnings will be issued, 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; should the batter hit the ball after the balk was announced by the umpire - play is dead, batter returns.  
**This rule applies to each pitcher getting the noted warnings.**

#### **2<sup>nd</sup> 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. Umpire will instruct the Pitcher and explain why a balk was called. No runner(s) may advance on the warning calls; should the batter hit the ball after the balk was announced by the umpire - play is dead, batter returns.

**This rule applies to each pitcher getting the noted warnings.**



## (15-16 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be seventeen (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. Players may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team).

- There is a limit of four (4) Varsity players allowed per team. Varsity players may NOT pitch.
- Junior Varsity players may pitch. They must be identified on the game day line up sheet and to both the umpire in charge and the opposing coach.

### FIELD MEASUREMENTS

- Per Official Baseball Rules

### GAME LENGTH

Seven (7) innings, no extra innings except in the playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 3 ½ innings, or the visiting team is ahead after the 4<sup>th</sup> inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### LEGAL GAME

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

### BAGS

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

### 10 RUN RULE

- If team is behind by 10 runs or more and has batted four (4) times, the game shall be declared over by the umpire.

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

### INFIELD FLY RULE

- The Infield Fly Rule IS IN EFFECT in this division. Coaches are to clearly explain this rule to their players.

### DROPPED THIRD STRIKE

- The dropped third strike rule IS IN effect. All divisions will play under the Official Baseball Rules except when the NEPL rule(s) is/are applied, thus superseding the Official Baseball rules.

**CONTINUED....**



## (15-16 YEARS) SPECIFIC BASEBALL RULES

### PITCHING RULES

- Pitchers may pitch unlimited innings.
- If pitcher is removed from the pitching position and is placed in another position at the time of removal, pitcher can return to the pitching position once.
- If pitcher is removed due to the “trip to the mound rule” as noted in the Official Baseball Rule Book, pitcher may not return to the pitching position.
- Should the pitcher hit (3) batters in a game, pitcher will be removed from said position and may not return. Pitcher can play any other 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.

### • BALKS

#### 1<sup>st</sup> Half:

- One warning will be issued, before the official balk violation will be called. No runner(s) may advance on the warning calls; should the batter hit the ball after the balk was announced by the umpire - play is dead, batter returns.

**This rule applies to each pitcher getting the noted warnings.**

#### 2<sup>nd</sup> Half:

- The **Gold Division** will get no warning.
- The **Silver and Bronze Divisions** will get one warning. On the 2<sup>nd</sup> infraction, the balk rule will apply. No runner(s) may advance on the warning calls; should the batter hit the ball after the balk was announced by the umpire - play is dead, batter returns.

**This rule applies to each pitcher getting the noted warnings.**



## (17-18 YEARS) SPECIFIC BASEBALL RULES

### AGE LIMIT

Players may not be nineteen (19) years old before May 1st of the current season. Players may not be rostered on more than one team in the NEPL (cannot be on your roster and play on another NEPL team).

### FIELD MEASUREMENTS – Per Official Baseball Rules

### GAME LENGTH

Seven (7) innings, no extra innings except in the playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 3 ½ innings, or the visiting team is ahead after the 4<sup>th</sup> inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

### PLAYING RULES

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

- All players must play at least two innings on defense.
- Head Coach 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 above.
- Option to use break-a-way or sliding bags.
- Safety Rules as noted in the General Rules Section will apply.
- The Speed-Up Rule – Slide or Surrender Rule – Appeal Play Rule as noted in the General Rules Section will apply.

### PITCHING RULES

- Pitchers may pitch unlimited innings.
- If pitcher is removed from the pitching position and is placed in another position at the time of removal, pitcher can return to the pitching position once.
- If pitcher is removed due to the “**trip to the mound rule**” as noted in the Official Baseball Rule Book, pitcher may not return to the pitching position.
- Should the pitcher hit (3) batters in a game, pitcher will be removed from said position and may not return. Pitcher can play any other position.
- **BALKS** – There will be NO warnings issued. There will be no instruction from the umpire following the calling of a balk, only what the infraction was.

### 10 RUN RULE

- If team is behind by 10 runs or more and has batted four (4) times, the game shall be declared over by the umpire.

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



## SOFTBALL GENERAL RULES OF THE GAME

All softball rules as defined by the Amateur Softball Association of America (Current ASA Fast Pitch) are applicable except as modified below:

### WALKS

There are unlimited walks allowed in all age brackets, with the maximum of 9 in the 10 batter brackets (with the exception of the 7/8 bracket - see 10th batter rule); and limitless in our 9 player GOLD brackets where you need three (3) outs to end the inning.

### TENTH BATTER RULE

This rule applies to all divisions in the first half of the season. In the second half, it only applies to the 7-8, 9-10, 11-12 (Silver & Bronze only), 13-14 (Silver & Bronze only), and the 15-18 (Silver & Bronze only) divisions. Ten (10) batters shall be permitted to bat per inning (if only nine (9) players are in the line-up, there will be a maximum of nine (9) batters per inning; if only eight (8) players are in the line-up, there will be a maximum of eight (8) batters per inning). The tenth batter of an inning cannot walk; she must hit or strike out. If only 8 or 9 players are available, the 8<sup>th</sup> or 9<sup>th</sup> batter is subject to the same rule, she cannot walk, and she must hit or strike out. In the 7-8 brackets, only eight (8) batters shall be permitted to bat per inning and the 8th batter can walk. However, if the last batter is hit by a pitch, the coach has the option of having the batter continue the at-bat or take a base. Game situations for the 10th batter rule are in the event that there are less than two (2) outs. When the ball is put in play and there are less than two (2) outs, play is ongoing until the ball is brought to the plate and controlled in all divisions except the 7-8 division where the play will end when the ball is in the vicinity of the pitching rubber (8' radius).

### BASE RUNNING RULES

Continuous walks are not allowed in any divisions except the (9) player GOLD divisions.

### SLIDE, SURRENDER or AVOID

No runner shall be allowed to barrel into a fielder. The "Slide or Surrender" rule is applicable in all cases and is to be strictly enforced. Any player that intentionally tries to injure a fielder shall be called out and be ejected from the game. Note: This rule is for the safety of the players—If there is a play at a base or the plate, the runner must slide, go around the fielder (within the base lines), or give up or she is automatically out. If there is not a play and a fielder is blocking a base or the plate, the runner must slide, go around the fielder (within the base lines), or give up. In this case, the umpire will give a delayed-dead ball signal and after the play has stopped, call obstruction on the fielder and award the runner the base she would have reached in the umpire's judgment had the obstruction not occurred. Incidental contact in this situation will be allowed. However, if in the umpire's judgment, the runner deliberately runs into the fielder, the obstruction will be waived off and the runner will be declared out.

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## SOFTBALL GENERAL RULES OF THE GAME

### REQUIRED NUMBER OF PLAYERS

Under NO circumstances shall any team be permitted to play with less than the required number of players present. NO EXCEPTIONS!

- Nine (9) player brackets may play with a minimum of eight (8) players.
- Ten (10) player brackets may play with a minimum of eight (8) players (limited occurrences)
- In the (10) ten player brackets, a team will only be allowed to play with (8) eight players a maximum of (3) three times. Any game that team plays with only (8) eight players, after the (3) third offense, will result in a forfeit. Umpires will be reporting (8) eight player games back to the league after each occurrence.

### POSITIONS\*\*

1. In the ten (10) player brackets, each team will have players at all ten (10) positions.
2. The outfielders may be positioned as an “Umbrella Field” with all 4 outfielders playing true outfield positions (LF, LC, RC & RF) *or* the outfielders may be positioned with 3 in the outfield (LF, CF, RF) and a short fielder (SF). When choosing to play a short fielder, the player must take her position no less than ten (10) feet behind the base path. Players may not “creep” into the infield.

~ This rule does not apply to the 7/8 bracket.

In the 7/8s, the outfield must play with 4 outfielders (LF, LC, RC & RF). There will be no use of a short fielder (SF) in the 7/8 division.

### APPEAL PLAY

If a runner fails to touch a base, only a coach may make an appeal. This shall be a “Dead Ball” appeal, which will be initiated in the following manner:

1. The coach will inform the umpire of the appeal.
2. The pitcher, from the mound, will throw the ball to the appealed base where the fielder will catch the ball and tag the base.
3. At this point, the umpire will render a decision.

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## SOFTBALL GENERAL RULES OF THE GAME

### TEAM EQUIPMENT

#### **HEADGEAR AND HELMETS**

Protective headgear with earflaps and a face cage is **mandatory** for **batters *and* base runners**. (Must meet the NOCSAE Standard. Further information regarding this standard can be found at [www.nocsa.org](http://www.nocsa.org)). Runners on the base paths must wear a standard protective helmet with earflaps and a face cage.

#### **CATCHER'S EQUIPMENT**

All catchers must wear a standard protective helmet with earflaps (No skullcaps), a mask with a throat guard, shin guards, and a chest protector (women's version recommended) are mandatory. Under no circumstances shall any player be allowed to catch without this equipment (the game will be considered a forfeit).

#### **BATS**

Official softball bats only—No little league or hardball bats are permitted. All bats in the 9/10 through 15/18 age brackets must be stamped “ASA approved.” T-Ball bats are permitted in the 7-8 Division only.

### HOME TEAM EQUIPMENT & RESPONSIBILITY

#### **SOFTBALLS**

Two (2) new softballs - white or yellow only. (Appropriate ball size is listed in each age divisions' individual rules section)

#### **BASES**

All teams will use the double-bag at first base (orange-white safety base). This is mandatory in all age brackets. The defense must use the white portion and the offense must use the orange portion when there is a play at first base. The only exception to this 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. Please keep in mind that the purpose of the safety base is to eliminate collisions.

#### **PITCHING RUBBER**

Official softball rubber (24x6). **Pitching rubber will be mounted for all games.** Mandatory.

#### **HOME PLATE**

Measured 18.5 inches wide (this is the black-bordered home plate).

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## **SOFTBALL GENERAL RULES OF THE GAME**

### **TOURNAMENT, VARSITY & CHARTER SCHOOL PLAYERS:**

**A TOURNAMENT TEAM/PLAYER** includes players and teams who compete in sanctioned tournaments on a regular basis (i.e. entering and playing in multiple tournaments throughout the season). If an NEPL team registers in a tournament, and they only play in one tournament, they are not considered to be violating the TOURNAMENT TEAM/PLAYER rule. If, however, they register for a tournament and have players who play on another tournament team but they did not report them at the time of the team registration or to their director by the 3rd game of the season in writing, they are in violation of the TOURNAMENT TEAM/PLAYER rule. Any violations of this rule will result in a forfeit of all games in which the tournament team/player played in, as covered under the “penalty” section of the PROTESTS/ELIGIBILITY rule above.

**\*\*Please note the following rule change regarding Tournament PITCHERS and Tournament PLAYERS instituted in the 2011 season.**

**This applies to ALL age brackets/all divisions throughout the season.\*\***

**Tournament PITCHERS and Tournament PLAYERS will NOT be allowed to pitch in any age brackets in any division. These players may play any other position, but**

**~NO TOURNAMENT PITCHER/PLAYER MAY PITCH IN THE NORTHEAST PEANUT LEAGUE.~**

### **Varsity PLAYERS**

Includes players whose High School team competes at the Varsity level of the Philadelphia Public or Catholic Leagues on a regular basis (players who “dress” for Varsity games are considered Varsity level players). As noted in the PROTESTS/ELIGIBILITY rule, these players must be reported to the division director at the time of the team’s roster approval. Any additions must be approved by the 3rd game of the season in writing. Any violations of this rule will result in a forfeit of all games in which the Varsity player played, as covered under the “penalty” section of the PROTESTS/ELIGIBILITY rule. Please see the age bracket specific rules for more in depth clarification of these players’ status.

### **CHARTER SCHOOL PLAYERS & STATUS**

Charter High School players shall be considered “Varsity” players if the charter school that they play for is registered and competes in either the Philadelphia Public or Catholic Leagues, and competes at the Varsity level of the same. Any player rostered on a High School Varsity team or a Charter School Varsity team is considered a Varsity player and is subject to the NEPL Rules governing Varsity players.



## (7-8 YEARS) SPECIFIC SOFTBALL RULES

### AGE LIMITS

Players cannot be 9 years old before January 1<sup>st</sup> of the current year.

### OFFICIAL SOFTBALL

Eleven inch (11") white or yellow only.

### OFFICIAL BAT

- A. T-ball bats are allowed in this division only.
- B. Official softball bats only. No little league (boys) or hardball bats are permitted.

### OFFICIAL BASE

All teams must use orange and white first base safety bags. Any team not using this base will be fined \$25.00 for the first offense. Any subsequent offenses will incur the \$25.00 fine and cause the coach to be suspended.

### FIELD MEASUREMENTS

- A. Bases—50 feet
- B. Pitching distance—26 feet from the back tip of home plate to the front of the pitching rubber.

### GAME TIME LIMITS

- A. All night games are to start at 6:00 P.M. Promptly.
- B. No inning will **start** after 8:00 P.M.
- C. All day games—no inning will **start** after 2 hours from the beginning of the game.
- D. No game will start more than 15 minutes after the scheduled start of the game. This will be considered a forfeit unless weather is the cause of the delay. If weather delays the start or interrupts play after the game has started, then a decision to start or postpone the game is to be made 15 minutes after the delay. After 15 minutes, the umpire will make a decision whether or not to continue the game, wait another 15 minutes, or call the game. After 30 minutes, there will be no further delays.

### GAME LENGTH

Six (6) innings, no overtime, except in the playoffs. All games are to be played for a full regulation six (6) innings unless as noted in the termination of the game in play (see below).

**\*\*Legal game:** If home team is ahead after 2 1/2 innings,  
or the visiting team is ahead after the 3rd inning.

**Termination of a game in play:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: If the game is called in the middle of an inning, the score reverts back to the last inning played.

**CONTINUED...**



## (7-8 YEARS) SPECIFIC SOFTBALL RULES

### **BASERUNNING RULES**

Fair play rule: (for instructional training)—if a ball is hit and an attempt is made to throw out a runner and the ball is either dropped or overthrown, the runners cannot advance. We want coaches to encourage these young girls to make the throw to first base and not have to worry about a run scoring. A single is a single. (The infield is that part of the playing field, in fair territory between home plate and the base lines, including the entire portion of the base.)

### **No stealing.**

### **Leads**

- During the first half of the season, no runner may leave a base until the ball is hit. During the second half of the season, a runner may leave a base after a pitcher releases the ball. If a player leaves a base early, there will be one (1) team warning issued and after that all runners in violation of this rule will be declared out and a dead ball will be called. No runner may advance on the dead ball call. If there are two outs with the 8th 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.
- The runner on 3rd base comes home on batter's performance **ONLY**. With that being said, if the runner leaves 3rd base to ward 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 cannot throw behind the runner in order to register an out except when runner is on 3rd base.

### **Pick-off attempts** by the catcher:

- Since there is no stealing in this division, the runner must return to the base of origin unless the ball is hit. If a catcher tries to pick a runner off (i.e. because the lead is too big), then the play will be a TAG play. Runners cannot advance on these plays, but they are liable to be put out. Coaches are not allowed to touch or push runners on base. Such runners will be declared out. The catcher cannot throw behind the runner in order to register an out except when runner is on 3rd base.

### **Infield fly** rule is not in effect in this division.

On any **ball hit to the outfield**, the play ends when the ball re-enters the infield (e.g. a ball thrown to the second baseman) or it reaches the vicinity of the 8 foot radius (ball does not have to be controlled by the pitcher). If a ball that is hit to the outfield is thrown into dead ball territory, the runners get the base they are going to when the ball becomes dead (if a runner is on a base, she stays there unless forced by a runner on her way to that base). There are to be no extra bases awarded on overthrows in the 7/8 bracket. Please remember the intent is to encourage the fielders to throw the ball and attempt to make a play. It is not to teach the girls to take advantage of overthrows and continue running around the bases.

**CONTINUED...**



## (7-8 YEARS) SPECIFIC SOFTBALL RULES

**Overthrows** - There are *no overthrows* in this division.

**Dropped third strike** - batter is out, runners stay.

**Bunting** is not permitted in this division.

**Continuous walks** are not permitted.

### **Modified TENTH BATTER rule:**

In the 7-8 brackets, only eight (8) batters shall be permitted to bat per inning and the 8th batter can walk. However, if the last batter is hit by a pitch, the coach has the option of having the batter continue the at-bat or take a base. Game situations for the 10th batter rule are in the event that there are less than two (2) outs. When the ball is put in play and there are less than two (2) outs, play is ongoing until the ball is brought to the plate and controlled in all divisions except the 7-8 division where the play will end when the ball is in the vicinity of the pitching rubber (8' radius).

### **PITCHING RULES**

1. No pitcher may pitch more than three (3) innings. Any pitcher may be removed from the pitching position and later return to that position no more than once in a game. But she may play any other fielding position. (Any pitch thrown in an inning constitutes an inning pitched. Mid-inning pitching substitutions will be considered as a complete inning pitched.)
2. A pitcher must have both feet in contact with the pitching rubber, before attempting to pitch. All pitching rubbers are to be mounted, so that they do not slide.
3. If a pitcher hits three (3) batters in a game, she will be removed from the pitching position for the remainder of the game.  
Note: A batter must attempt to get out of the way of the ball.
4. If a ball hits a batter after bouncing in the dirt first, it will be ruled a ball.
5. The pitcher cannot wear any white batting or fielding gloves while pitching.
6. Pitchers may not wear long-sleeve white jerseys while pitching.
7. A pitched ball that is thrown completely over the cage will be called a "dead ball" and will result in a "ball" on the batter. Runners on base will not advance.

### **FIELDING RULES**

1. All infielders shall take up their positions at a greater distance from the hitter than the pitching distance (i.e. all players must play behind the pitcher until the pitcher releases the ball).
2. All outfielders (4) shall take up their positions behind the base paths (a minimum of three (3) feet behind the baselines).

### **RUN RULE**

If a team is behind by 9 runs or more after three (3) innings of play, the game shall be declared over by the umpire. This applies to all divisions.

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## **(7-8 YEARS) SPECIFIC SOFTBALL RULES**

### **DEFENSIVE COACH**

Only one (1) defensive coach will be permitted on the field (must stay behind the base paths). The coach may set players into position before an inning and aid players before and after the play. Under no circumstances shall a coach be permitted to direct players during a play in progress, or at any time voice their opinion. If this occurs, the umpire will direct the coach to control their mannerisms or be replaced. **A defensive coach should be a teacher and a motivator, with quality skills.**



## (9-10 YEARS) SPECIFIC SOFTBALL RULES

### AGE LIMITS

Players cannot be 11 years old before Jan. 1<sup>st</sup> of the current year.

### OFFICIAL BALL

Eleven inch (11”) white or yellow only.

### OFFICIAL BAT

Official softball bats only. Bats must be stamped ASA approved. No little league (boys) or hardball bats are permitted. No exceptions.

### OFFICIAL BASE

All teams must use orange and white first base safety bags. Any team not using this base will be fined \$25.00 for the first offense. Any subsequent offenses will incur the \$25.00 fine and cause the coach to be suspended.

### FIELD MEASUREMENTS

- A. Bases: 55 feet
- B. Pitching distance: 32 feet from the back tip of home plate to the front of the pitching rubber.

### GAME TIME LIMITS

- A. All night games are to start at 6:00 P.M. promptly.
- B. No inning will start after 8:00 P.M.
- C. All day games—no inning will start after 2 hours from the beginning of the game.
- D. No game shall start more than 15 minutes after the scheduled start of the game. This will be considered a forfeit unless weather is the cause of the delay. If weather delays the start or interrupts play after the game has started, then a decision to start or postpone the game is to be made 15 minutes after the delay. After 15 minutes, the umpire will make a decision whether or not to continue the game, wait another 15 minutes, or call the game. After 30 minutes there will be no further delays.

### GAME LENGTH

Six (6) innings, no overtime, except in playoffs. All games are to be played for a full regulation six (6) innings unless as noted in the termination of the game in play (see below).

**LEGAL GAME:** If the home team is ahead after 2½ innings, or the visiting team is ahead after the 3rd inning.

**TERMINATION OF GAME IN PLAY:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: if the game is called in the middle of an inning, the score reverts back to the last inning played.

**CONTINUED...**



## (9-10 YEARS) SPECIFIC SOFTBALL RULES

### NUMBER OF FIELD PLAYERS:

- **1<sup>ST</sup> HALF:** All divisions will have ten (10) players in the field.
- **2<sup>ND</sup> HALF:** The **GOLD** division will have nine (9) players in the field. **SILVER** & **BRONZE** divisions will have ten (10) players in the field.

### BASERUNNING RULES

- No stealing is permitted until the second half of the season. Once the second half begins, stealing is permitted with exception of home plate. **A runner may not advance or score on a catcher's overthrow to 2nd or 3<sup>rd</sup> base.**

### PICK-OFF ATTEMPTS BY THE CATCHER:

#### 1st Half:

- Since there is no stealing in the first half, the runner must return to the base of origin unless the ball is hit. If a catcher tries to pick a runner off (i.e. because the lead is too big), then the play will be a TAG play. Runners cannot advance on these plays, but they are liable to be put out. The catcher cannot throw behind the runner in order to register an out except when runner is on 3rd base

#### 2nd Half:

- **3rd Base:** If a catcher tries to pick a runner off at third base, the runner must return to that base but she is liable to be put out. This will be a TAG play. In the event of an overthrow to 3rd base during the pickoff attempt, the runner may not advance to home. She must return to 3rd base. The catcher cannot throw behind the runner in order to register an out except when runner is on 3rd base
- **1st/2nd Base:** If a catcher tries to pick a runner off, the player must either return to the base of origin or advance to the next base when the catcher releases the ball. The runner cannot advance on the catcher's overthrow (i.e. once she commits to 1<sup>st</sup> base, she cannot go to 2nd if the ball is overthrown to 1st).

### LEADS

- No lead until after the ball has left the pitcher's hand. Each team will be given one team warning if this occurs. After the warning, players in violation will be declared out. Coaches are not allowed to touch or push runners on base, such runners will be declared out.

### INFIELD FLY rule is not in effect in this division.

### DROPPED THIRD STRIKE - batter is out. Runners cannot advance.

### CONTINUED...



## (9-10 YEARS) SPECIFIC SOFTBALL RULES

### BUNTING

- Is permitted during the 2nd half of the season. A player is considered to have “offered” at a bunt if they move the bat toward the ball or attempt to hit the ball with the bat. The bat extended over the plate while the ball is passing is not necessarily considered an attempt and may or may not be called a strike. It is at the sole discretion of the umpire whether the pitch was within the strike zone.

### PITCHING RULES

1. No pitcher may pitch more than three (3) innings. Any pitcher may be removed from the pitching position and later return to that position no more than once in a game. But she may play any other fielding position. (Any pitch thrown in an inning constitutes an inning pitched. Mid-inning pitching substitutions will be considered as a complete inning pitched.)
2. A pitcher must have both feet in contact with the pitching rubber, before attempting to pitch. All pitching rubbers are to be mounted, so that they do not slide.
3. If a pitcher hits three (3) batters in a game, she will be removed from the pitching position for the remainder of the game. Note: A batter must attempt to get out of the way of the ball.
4. If a ball hits a batter after bouncing in the dirt first, it will be ruled a ball.
5. A pitcher cannot wear any white batting or fielding gloves while pitching.
6. Pitchers may not wear long-sleeve white jerseys while pitching.
7. A pitched ball that is thrown completely over the cage will be called a “dead ball” and will result in a “ball” on the batter. Runners on base will be awarded one base. If a runner is in between bases at the time that the ball leaves the pitcher’s hand, that runner will only be awarded the base they were headed to. (e.g. runner on 1st takes a lead when the ball is released. Ball goes completely over the cage and the runner simultaneously advances herself to 2nd base on a steal. That runner will only be awarded 2nd base, because the ball is considered “dead” from the time it was released from the pitcher’s hand, at which time the runner had not yet achieved 2nd base.)

### FIELDING RULES

All infielders shall take up their positions at a greater distance from the hitter than the pitching distance, i.e. all players must play behind the pitcher until the ball is released by the pitcher.

- All outfielders (4) shall take up their positions behind the base paths (minimum of 10 feet behind the baselines).

### RUN RULE

If a team is behind by 11 runs or more after three (3) innings of play, the game shall be declared over by the umpire. **This applies to all divisions.**



## (11-12 YEARS) SPECIFIC SOFTBALL RULES

### **AGE LIMITS**

Players cannot be 13 years old before January 1<sup>st</sup> of the current year.

### **OFFICIAL BALL**

Twelve inch (12") white or yellow only.

### **OFFICIAL BAT**

Official softball bats only. Bats must be stamped ASA approved. No little league (boys) or hardball bats are permitted. No exceptions.

### **OFFICIAL BASE**

All teams must use orange and white first base safety bags. Any team not using this base will be fined \$25.00 for the first offense. Any subsequent offenses will incur the \$25.00 fine and cause the coach to be suspended.

### **FIELD MEASUREMENTS**

- A. Bases: 60 feet
- B. Pitching distance: 38 feet from the back tip of home plate to the front of the pitching rubber.

### **GAME TIME LIMITS**

- A. All night games are to start at 6:00 P.M. promptly.
- B. No inning will **start** after 8:00 P.M.
- C. All day games—no inning will **start** after 2 hours from the beginning of the game. This will
- D. No game shall start more than 15 minutes after the scheduled start of the game. This will be considered a forfeit unless weather is the cause of the delay. If weather delays the start or interrupts play after the game has started, then a decision to start or postpone the game is to be made 15 minutes after the delay. After 15 minutes, the umpire will make a decision whether or not to continue the game, wait another 15 minutes, or call the game. After 30 minutes there will be no further delays.

### **GAME LENGTH**

Seven (7) innings, no overtime, except in playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**LEGAL GAME:** If the home team is ahead after 3½ innings, or the visiting team is ahead after the 4th inning.

**TERMINATION OF GAME IN PLAY:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: if the game is called in the middle of an inning, the score reverts back to the last inning played.

**CONTINUED...**



## (11-12 YEARS) SPECIFIC SOFTBALL RULES

### NUMBER OF FIELD PLAYERS

In the second half of the season, the GOLD division will have nine (9) players in the field. All other divisions (SILVER & BRONZE) will have ten (10) players in the field.

### BASERUNNING RULES

Stealing is permitted with the exception of home plate. No runner may advance or score on a catcher's overthrow in the 1st half of the season. When the 2nd half of the season starts, the stealing of home plate will be permitted **and runners can advance on catcher's overthrows**.

**PICK-OFF ATTEMPTS BY THE CATCHER** (if leads are "too big"):

#### 1st Half:

- **3rd Base:** If a catcher tries to pick a runner off at third base, the runner must return to that base but she is liable to be put out. This will be a TAG play. In the event of an overthrow to 3rd base during the pickoff attempt, the runner may not advance to home. She must return to 3rd base. The catcher cannot throw behind the runner in order to register an out except when runner is on 3rd base
- **1st/2nd Base:** If a catcher tries to pick a runner off, the player must either return to the base of origin or advance to the next base when the catcher releases the ball. The runner cannot advance on the catcher's overthrow (i.e. once she commits to 1<sup>st</sup> base, she cannot go to 2nd if the ball is overthrown). The catcher cannot throw behind the runner in order to register an out except when runner is on 3rd base

#### 2nd Half:

- All stealing is permitted, including home plate, and runners can advance on any throw made by the catcher.

### LEADS

- **No lead** until after the ball has left the pitcher's hand. Each team will be given one team warning if this occurs. After the warning, players in violation will be declared out. Coaches are not allowed to touch or push runners on base, such runners will be declared out.

### INFIELD FLY RULE

- The **Infield Fly Rule** is in effect in this division, i.e. runners on 1st and 2nd base or bases are loaded with less than two (2) outs, the batter is declared out and the runners may advance at their own risk. **Note:** If runners advance at their own risk in an infield fly situation, any play on them is not a force out. It is a TAG PLAY.

### OVERTHROW RULE

- Runners take two (2) bases from the time of the throw (the base they are heading to plus one). e.g. If a runner has not yet achieved 1st base at the time the ball leaves the fielder's hand, and the ball is overthrown to 1st base, the runner will be awarded 2nd base – the base they were headed to (1st) plus one (2nd base).

**CONTINUED...**



## (11-12 YEARS) SPECIFIC SOFTBALL RULES

### DROPPED THIRD STRIKE

- This rule will be in effect **2nd half** of season only in the **GOLD & SILVER** divisions. The dropped third strike rule will not be in effect in the **BRONZE** division (the batter is out). If the catcher drops the third strike or the third strike bounces in the dirt before being caught (the third strike must be a clean catch), the Dropped Third Strike rule is in effect:
  - a) The batter is permitted to run only if 1st base is unoccupied at the time of the pitch when there are less than 2 outs.
  - b) The batter is permitted to run anytime there are 2 outs.
  - c) If the bases are loaded with 2 outs, there is a force out at home plate.

### BUNTING

- Bunting is permitted. A player is considered to have “offered” at a bunt if they move the bat toward the ball or attempt to hit the ball with the bat. The bat extended over the plate while the ball is passing is not necessarily considered an attempt and may or may not be called a strike. It is at the sole discretion of the umpire whether the pitch was within the strike zone.

### CONTINUOUS WALKS

- Continuous Walks are permitted in the nine (9) player bracket only (**GOLD** Division).

### PITCHING RULES

1. No pitcher may pitch more than four (4) innings. Any pitcher may be removed from the pitching position and later return to that position no more than once in a game. But she may play any other fielding position. (Any pitch thrown in an inning constitutes an inning pitched. Mid-inning pitching substitutions will be considered as a complete inning pitched.)
2. A pitcher must have both feet in contact with the pitching rubber, before attempting to pitch. All pitching rubbers are to be mounted, so that they do not slide.
3. If a pitcher hits three (3) batters in a game, she will be removed from the pitching position for the remainder of the game. Note: A batter must attempt to get out of the way of the ball.
4. If a ball hits a batter after bouncing in the dirt first, it will be ruled a ball.
  - Except in the 2nd half in the nine (9) player **GOLD** bracket—it is a hit batter.
- **Note:** A batter must attempt to get out of the way of the ball.
5. A pitcher cannot wear any white batting or fielding gloves while pitching.
6. Pitchers may not wear long-sleeve white jerseys while pitching.
7. A pitched ball that is thrown completely over the cage will be called a “dead ball” and will result in a “ball” on the batter. Runners on base will be awarded one base. If a runner is in between bases at the time that the ball leaves the pitcher’s hand, that runner will only be awarded the base they were headed to. (e.g. runner on 1st takes a lead when the ball is released. Ball goes completely over the cage and the runner simultaneously advances herself to 2nd base on a steal. That runner will only be awarded 2nd base, because the ball is considered “dead” from the time it was released from the pitcher’s hand, at which time the runner had not yet achieved 2nd base.)

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## (11-12 YEARS) SPECIFIC SOFTBALL RULES

### FIELDING RULES

All infielders shall take up their positions at a greater distance from the hitter than the pitching distance, i.e. all players must play behind the pitcher until the ball is released by the pitcher.

- All outfielders, four (4), shall take up their positions behind the base paths (a minimum of 10 feet behind the baselines).
- In the **2nd half**, the **GOLD** division will have three (3) outfielders. All outfielders shall take up their positions behind the base paths (a minimum of 15 feet behind baselines).

### RUN RULE

- In ten (10) player brackets, SILVER & BRONZE divisions, if a team is behind by 11 runs or more after four (4) innings of play, the game shall be declared over by the umpire.
- In the nine (9) player GOLD bracket, if a team is behind by (15) runs or more after four (4) innings of play, the game shall be declared over by the umpire.



## (13-14 YEARS) SPECIFIC SOFTBALL RULES

### **AGE LIMITS**

Players cannot be 15 years old before January 1<sup>st</sup> of the current year.

### **OFFICIAL BALL**

Twelve inch (12") white or yellow only.

### **OFFICIAL BAT**

Official softball bats only. Bats must be stamped ASA approved. No little league (boys) or hardball bats are permitted. No exceptions.

### **OFFICIAL BASE**

All teams must use orange and white first base safety bags. Any team not using this base will be fined \$25.00 for the first offense. Any subsequent offenses will incur the \$25.00 fine and cause the coach to be suspended.

### **FIELD MEASUREMENTS**

- A. Bases: 60 feet
- B. Pitching distance: 40 feet from the back tip of home plate to the front of the pitching rubber.

### **GAME TIME LIMITS**

- A. All night games are to start at 6:30 P.M. promptly.
- B. No inning will **start** after 8:30 P.M.
- C. All day games—no inning will **start** after 2 hours from the beginning of the game. This will
- D. No game shall start more than 15 minutes after the scheduled start of the game. This will be considered a forfeit unless weather is the cause of the delay. If weather delays the start or interrupts play after the game has started, then a decision to start or postpone the game is to be made 15 minutes after the delay. After 15 minutes, the umpire will make a decision whether or not to continue the game, wait another 15 minutes, or call the game. After 30 minutes there will be no further delays.

### **GAME LENGTH**

Seven (7) innings, no overtime, except in playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**LEGAL GAME:** If the home team is ahead after 3½ innings, or the visiting team is ahead after the 4th inning.

**TERMINATION OF GAME IN PLAY:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: if the game is called in the middle of an inning, the score reverts back to the last inning played.

**CONTINUED...**



## (13-14 YEARS) SPECIFIC SOFTBALL RULES

### NUMBER OF FIELD PLAYERS

In the second half of the season, the GOLD division will have nine (9) players in the field. All other divisions (SILVER & BRONZE) will have ten (10) players in the field.

### BASERUNNING RULES

Stealing is permitted, including home plate. A runner may score or advance on a catcher's overthrow.

### LEADS

- No lead until after the ball has left the pitcher's hand. Each team will be given one team warning if this occurs. After the warning, players in violation will be declared out. Coaches are not allowed to touch or push runners on base, such runners will be declared out.

### INFIELD FLY RULE

- The **Infield Fly Rule** is in effect in this division, i.e. runners on 1st and 2nd base or bases are loaded with less than two (2) outs, the batter is declared out and the runners may advance at their own risk. **Note:** If runners advance at their own risk in an infield fly situation, any play on them is not a force out. It is a TAG PLAY.

### OVERTHROW RULE

- Runners take two (2) bases from the time of the throw (the base they are heading to plus one). e.g. If a runner has not yet achieved 1st base at the time the ball leaves the fielder's hand, and the ball is overthrown to 1st base, the runner will be awarded 2nd base – the base they were headed to (1st) plus one (2nd base).

### DROPPED THIRD STRIKE

- This rule will be in effect **2nd half** of season only in the **GOLD & SILVER** divisions. The dropped third strike rule will not be in effect in the BRONZE division (the batter is out). If the catcher drops the third strike or the third strike bounces in the dirt before being caught (the third strike must be a clean catch), the Dropped Third Strike rule is in effect:
  - a) The batter is permitted to run only if 1st base is unoccupied at the time of the pitch when there are less than 2 outs.
  - b) The batter is permitted to run anytime there are 2 outs.
  - c) If the bases are loaded with 2 outs, there is a force out at home plate.

### BUNTING

- Bunting is permitted. A player is considered to have “offered” at a bunt if they move the bat toward the ball or attempt to hit the ball with the bat. The bat extended over the plate while the ball is passing is not necessarily considered an attempt and may or may not be called a strike. It is at the sole discretion of the umpire whether the pitch was within the strike zone.

**CONTINUED...**



## (13-14 YEARS) SPECIFIC SOFTBALL RULES

### CONTINUOUS WALKS

- Continuous Walks are permitted in the nine (9) player bracket only (GOLD Division).

### PITCHING RULES

1. No pitcher may pitch more than five (5) innings. Any pitcher may be removed from the pitching position and later return to that position no more than once in a game. But she may play any other fielding position. (Any pitch thrown in an inning constitutes an inning pitched. Mid-inning pitching substitutions will be considered as a complete inning pitched.)
2. A pitcher must have both feet in contact with the pitching rubber, before attempting to pitch. All pitching rubbers are to be mounted, so that they do not slide.
3. If a pitcher hits three (3) batters in a game, she will be removed from the pitching position for the remainder of the game. Note: A batter must attempt to get out of the way of the ball.
4. If a ball hits a batter after bouncing in the dirt first, it will be ruled a ball.
  - Except in the 2<sup>nd</sup> half in the nine (9) player GOLD bracket—it is a hit batter.
5. **Note:** A batter must attempt to get out of the way of the ball.
6. A pitcher cannot wear any white batting or fielding gloves while pitching.
7. Pitchers may not wear long-sleeve white jerseys while pitching.
7. A pitched ball that is thrown completely over the cage will be called a “dead ball” and will result in a “ball” on the batter. Runners on base will be awarded one base. If a runner is in between bases at the time that the ball leaves the pitcher’s hand, that runner will only be awarded the base they were headed to. (e.g. runner on 1<sup>st</sup> takes a lead when the ball is released. Ball goes completely over the cage and the runner simultaneously advances herself to 2<sup>nd</sup> base on a steal. That runner will only be awarded 2<sup>nd</sup> base, because the ball is considered “dead” from the time it was released from the pitcher’s hand, at which time the runner had not yet achieved 2<sup>nd</sup> base.)

### FIELDING RULES

- All infielders shall take up their positions at a greater distance from the hitter than the pitching distance, i.e. all players must play behind the pitcher until the ball is released by the pitcher.
- All outfielders, four (4), shall take up their positions behind the base paths (a minimum of 10 feet behind the baselines).
  - In the 2<sup>nd</sup> half, the GOLD division will have three (3) outfielders. All outfielders shall take up their positions behind the base paths (a minimum of 15 feet behind baselines).

### RUN RULE

- In ten (10) player brackets, SILVER & BRONZE divisions, if a team is behind by 11 runs or more after four (4) innings of play, the game shall be declared over by the umpire.
- In the nine (9) player GOLD bracket, if a team is behind by (15) runs or more after four (4) innings of play, the game shall be declared over by the umpire.



## (15-18 YEARS) SPECIFIC SOFTBALL RULES

### **AGE LIMITS**

Players cannot be 19 years old before June 30th of the current year. No player may turn 19 years old during the season. (This extended cutoff applies only to this division.) There will be NO EXCEPTIONS!

### **ELIGIBILITY**

Players may NOT be rostered on any college team. No team shall carry more than five players who have turned 18 between June 30th of the previous year, and June 30th of the current year. (You may only carry a maximum of five (5) 18-year-old players per team).

### **OFFICIAL BALL**

Twelve inch (12") white or yellow only.

### **OFFICIAL BAT**

Official softball bats only. Bats must be stamped ASA approved. No little league (boys) or hardball bats are permitted. No exceptions.

### **OFFICIAL BASE**

All teams must use orange and white first base safety bags. Any team not using this base will be fined \$25.00 for the first offense. Any subsequent offenses will incur the \$25.00 fine and cause the coach to be suspended.

### **FIELD MEASUREMENTS**

- A. Bases: 60 feet
- B. Pitching distance: 43 feet from the back tip of home plate to the front of the pitching rubber.

### **GAME TIME LIMITS**

- A. All night games are to start at 6:30 P.M. promptly.
- B. No inning will **start** after 8:30 P.M.
- C. All day games—no inning will **start** after 2 hours from the beginning of the game.
- D. No game shall start more than 15 minutes after the scheduled start of the game. This will be considered a forfeit unless weather is the cause of the delay. If weather delays the start or interrupts play after the game has started, then a decision to start or postpone the game is to be made 15 minutes after the delay. After 15 minutes, the umpire will make a decision whether or not to continue the game, wait another 15 minutes, or call the game. After 30 minutes there will be no further delays.

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## (15-18 YEARS) SPECIFIC SOFTBALL RULES

### GAME LENGTH

Seven (7) innings, no overtime, except in playoffs. All games are to be played for a full regulation seven (7) innings unless as noted in the termination of the game in play (see below).

**LEGAL GAME:** If the home team is ahead after 3½ innings, or the visiting team is ahead after the 4<sup>th</sup> inning.

**TERMINATION OF GAME IN PLAY:** The umpire shall determine that the weather conditions or darkness shall prohibit the continuation of play. Please note: if the game is called in the middle of an inning, the score reverts back to the last inning played.

### NUMBER OF FIELD PLAYERS

In the second half of the season, the GOLD division will have nine (9) players in the field. All other divisions (SILVER & BRONZE) will have ten (10) players in the field.

### BASERUNNING RULES

Stealing is permitted, including home plate. A runner may score or advance on a catcher's overthrow.

### LEADS

- No lead until after the ball has left the pitcher's hand. Each team will be given one team warning if this occurs. After the warning, players in violation will be declared out. Coaches are not allowed to touch or push runners on base, such runners will be declared out.

### INFIELD FLY RULE

- The **Infield Fly Rule** is in effect in this division, i.e. runners on 1st and 2nd base or bases are loaded with less than two (2) outs, the batter is declared out and the runners may advance at their own risk. **Note:** If runners advance at their own risk in an infield fly situation, any play on them is not a force out. It is a TAG PLAY.

### OVERTHROW RULE

- Runners take two (2) bases from the time of the throw (the base they are heading to plus one). e.g. If a runner has not yet achieved 1st base at the time the ball leaves the fielder's hand, and the ball is overthrown to 1st base, the runner will be awarded 2nd base – the base they were headed to (1st) plus one (2nd base).

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## (15-18 YEARS) SPECIFIC SOFTBALL RULES

### DROPPED THIRD STRIKE

- This rule will be in effect in ALL 15-18 divisions, throughout the regular and post-seasons. If the catcher drops the third strike or the third strike bounces in the dirt before being caught (the third strike must be a clean catch), the Dropped Third Strike rule is in effect:
  - a) The batter is permitted to run only if 1st base is unoccupied at the time of the pitch when there are less than 2 outs.
  - b) The batter is permitted to run anytime there are 2 outs.
  - c) If the bases are loaded with 2 outs, there is a force out at home plate.

### BUNTING

- Bunting is permitted. A player is considered to have “offered” at a bunt if they move the bat toward the ball or attempt to hit the ball with the bat. The bat extended over the plate while the ball is passing is not necessarily considered an attempt and may or may not be called a strike. It is at the sole discretion of the umpire whether the pitch was within the strike zone.

### CONTINUOUS WALKS

- Continuous Walks are permitted in the nine (9) player bracket only (GOLD Division).

### FIELDING RULES

All infielders shall take up their positions at a greater distance from the hitter than the pitching distance, i.e. all players must play behind the pitcher until the ball is released by the pitcher.

- All outfielders, four (4), shall take up their positions behind the base paths (a minimum of 10 feet behind the baselines).
- In the **2nd half**, the **GOLD** division will have three (3) outfielders. All outfielders shall take up their positions behind the base paths (a minimum of 15 feet behind baselines).

### RUN RULE

- In ten (10) player brackets, SILVER & BRONZE divisions, if a team is behind by 11 runs or more after four (4) innings of play, the game shall be declared over by the umpire.
- In the nine (9) player GOLD bracket, if a team is behind by (15) runs or more after four (4) innings of play, the game shall be declared over by the umpire.

**CONTINUED...**



## (15-18 YEARS) SPECIFIC SOFTBALL RULES

### PITCHING RULES

1. Pitchers may pitch unlimited innings. Any pitcher may be removed from the pitching position and later return to that position no more than once in a game. But she may play any other fielding position. (Any pitch thrown in an inning constitutes an inning pitched. Mid-inning pitching substitutions will be considered as a complete inning pitched.)
2. A pitcher must have both feet in contact with the pitching rubber, before attempting to pitch. All pitching rubbers are to be mounted, so that they do not slide.
3. If a pitcher hits three (3) batters in a game, she will be removed from the pitching position for the remainder of the game. Note: A batter must attempt to get out of the way of the ball.
4. If a ball hits a batter after bouncing in the dirt first, it will be ruled a ball.
  - Except in the 2nd half in the nine (9) player **GOLD** bracket—it is a hit batter.
5. **Note:** A batter must attempt to get out of the way of the ball.
6. A pitcher cannot wear any white batting or fielding gloves while pitching.
6. Pitchers may not wear long-sleeve white jerseys while pitching.
7. A pitched ball that is thrown completely over the cage will be called a “dead ball” and will result in a “ball” on the batter. Runners on base will be awarded one base. If a runner is in between bases at the time that the ball leaves the pitcher’s hand, that runner will only be awarded the base they were headed to. (e.g. runner on 1st takes a lead when the ball is released. Ball goes completely over the cage and the runner simultaneously advances herself to 2nd base on a steal. That runner will only be awarded 2nd base, because the ball is considered “dead” from the time it was released from the pitcher’s hand, at which time the runner had not yet achieved 2nd base.)

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## (15-18 YEARS) SPECIFIC SOFTBALL RULES

### \*\*\*\*\*Special Note regarding Pitchers\*\*\*\*\* \*\*\*\*\*in the 15/18 age bracket\*\*\*\*\*

In the spirit of fair play...If a pitcher is found to be overly talented for our SILVER or BRONZE level of play, yet she is not a “Varsity” pitcher, but is of equal caliber to those pitchers in the NEPL’s GOLD bracket, she can be determined to be eligible to pitch *only* in the GOLD bracket at the discretion of the Division Director. If the talent level of the remainder of the team is not equally competitive with that of their GOLD level pitcher, and placement in the GOLD division would be detrimental to the competitiveness of the team as a whole, the coach may ask to be reconsidered for placement in the SILVER division, based on the rest of the team’s performance. But *the GOLD caliber pitcher may not pitch at all* in the 2nd half or Playoffs. She may play any other position, but she *may not pitch at all* in the SILVER division.

Conversely, if a Varsity pitcher (as defined in the General Rules) is not of a level equivalent to those in the GOLD division, but would not dominate in the SILVER division, and the remainder of her team would not be able to fairly compete at the GOLD level, the coach may ask the Division Director for re-consideration of the team’s placement into the SILVER bracket. These determinations will be made by the 15-18 Division Director and the Softball Commissioner, and must be reviewed and approved by NEPL Sports Director & the NEPL Baseball/Softball Commissioner before the beginning of the 2nd half. Their decision shall be final. If the team is found to be in violation of this decision at any time in the 2nd half or the Playoffs, any game in which the team was in violation shall be declared a forfeit. If a problem arises, these will be defined as eligibility issues. As with all eligibility issues the burden of proof lies with the coach lodging the protest. All protest procedures must be followed. All protest fees will apply. (See NEPL General Rules)