



NEW PROVIDENCE GREEN LEAGUE RULES 2009 SEASON

Please note, the League Announcement which is sent out at the beginning of each season also contains information which may clarify or expand on the following rules. The two documents are intended to be used together.

Point System for Determining Division Winners:

This year, the NPGL is using a “point system” for determining the regular season division winners for all age groups. Teams will be awarded points as follows: 2 points for a win, 1 point to each team for a tie, ½ point for a played loss. The team with the most points at the end of the season will be named the regular season champions for their division. The commissioner reserves the right to award forfeit points. ***“Round Robin” games will be counted as regular season games.***

All age levels:

1. Unless otherwise scheduled, game time is 6:00 p.m. Home team shall have the use of the field from 40 minutes before game time until 20 minutes before game time. Visiting team shall have the use of the field from 20 minutes before game time until game time. Forfeit time shall be ½ hour after game time. If a field has a limit on the length of the game, the home team coach must notify the visiting coach of the time limit before the day of the game.
2. Teams may start games with a minimum of eight players. If players arrive late, they may be added at the end of the batting order. If a team’s batting order contains only eight players, an out shall be recorded each time the ninth place in the order comes to bat.
3. Extra hitters: Teams are entitled (and encouraged) but not required to employ any number of extra hitters (EH) in their batting order. Thus, a team may bat nine or any greater number of players in its order. If a player is required to leave the game, his place in the order shall be skipped and no out shall be recorded so long as at least nine batters remain in the team’s batting order.
4. Re-entry rule. All players, including substitutes, may only bat in their original position in the batting order. Starters and substitutes shall have an unlimited right of re-entry and may freely replace one another so long as they remain in the same position in the batting order. Thus, starters and substitutes may alternate in any combination any time their position in the batting order comes to bat.
5. Free defensive substitution. Teams may make unlimited defensive substitutions (from their entire roster, not just the players in the batting order) except at pitcher. Once a pitcher is removed, he may not return as a pitcher (though he may play any other position).
6. Mercy rule. The league uses a 12 run mercy rule after the losing team has completed its turn at bat in the fourth or any later inning.
7. The infield fly rule is in effect at all age levels.



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8. For determining pitchers' inning limitations, the calendar week shall run from Sunday to Saturday and one pitch in an inning shall constitute an inning pitched. Also, in the case of a player "playing up" in age, coaches should follow innings limitations based on the player's actual age and not based on the age of the division – for example, for a 10 year old playing with a 11 year old team, innings limitations are based on the rule for an 10 year old player.

9. As stated in the league announcement, in order for a player to be eligible to play in the Green League he or she must not be a member of a town's "All-Star," "A" or "tournament" team. For 14 **and 15** year olds, American Legion is considered to be an "A" team. Independent teams based in a town are not considered to be an "A" team for purposes of determining eligibility for the Green league. A team can use such a player in a game in the event that the team has only 7 or 8 players from its own roster available. In this case, the "A" players can not pitch and the team's coach must identify the players to the opponent before the start of the game. In the case of a town with only 1 travelling baseball team in the summer, this rule will be considered to have been waived at the time of their entry into the league.

10. Williamsport Little League rules (and the Official Baseball Rules published by the National Baseball Congress for the 13/14 year old league) apply except as follows:

(a) A number of fields used by teams in the league do not conform to Little League specifications. For example, fields may be unlined, may have short fences or no fences, may have no mound or a mound of incorrect height, etc. All teams shall play on the field provided by the home team even if irregular field conditions exist, as long as the conditions do not create an unsafe playing field.

(b) A double first base bag (white in fair territory, orange in foul territory) is permitted but not required. If a double bag is used on the field, then the entire base, white and orange, is considered "safe" for base runners.

(c) On deck batters may be permitted to prepare for their at bat in an enclosed on deck circle or designated other areas. **Local rules will apply, for example, if at a particular field a town does not allow an on-deck hitter to swing the bat for safety reasons, then no on-deck swinging is allowed. Coaches are responsible for maintaining a safe environment for all players and spectators when allowing an on deck batter to swing a bat.**

(d) Numbered uniforms identical in color are strongly encouraged but not required. Players who are not in uniform may nonetheless play in the game.

(e) Catchers may wear regular fielder's gloves.

(f) Adults may coach both first and third base.

(g) The league does not limit the number of coaches on a team.

(h) Coaches may warm up pitchers and players between innings. ***If a player warms up a pitcher between innings, he must wear a catchers mask or batting helmet.***

(i) Coaches may cross the foul line and go to the mound when visiting the pitcher and may meet with players other than the pitcher and catcher during such visit. A pitcher must be replaced after the second visit.



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As stated in the league announcement, in order for a player to be eligible to play in the Green League he or she must not be a member of a town's "A" or tournament team. A team can use one such player in a game in the event that the team has only 7 or 8 regular opponents available. In this case, the "A" player can not pitch and the team's coach must identify the player to the opponent before the start of the game.

11. In many cases, participating towns have "local" rules which must be respected. An example of this is a time limit on the length of a game. This is common at fields with lights where the town is trying to play multiple games on a field and/or have a lights out curfew. It is imperative that the home coach notify the opposing coach of any such local rules.

12. While the league follows Williamsport rules for purposes of minimum playing time, it is strongly recommended for all age groups that all players present be placed in the batting order.

Age specific rules:

Nine and ten year old leagues:

1. No stealing of home.
2. In the nine-year-old league, base runners may not take extra base when stealing. In the ten-year-old league, base runners may take an extra base when stealing second but not third.
3. Pitchers may pitch 7 innings in a 3 game week, 9 innings in a 4 game week, ***with no more than 3 innings in a game.***
4. No balks.
5. **All players present must be in the batting order.**

Eleven and twelve year old leagues:

1. After 1 warning per pitcher, balk will be called if pitcher stops delivery in mid-motion.
2. Pitchers may pitch 10 innings in a 3 game week, 12 innings in a 4 game week, ***with no more than 4 innings in a game.***

Twelve year old 50/70 league:

The NPGL 12 YO 50/70 league will apply regular High School Baseball rules with the exception of the following modifications:

1. Games will be 6 innings in length in the NPGL 12YO 50/70 league.
2. Balks: All regular season games played through Sunday June 21 balks will be treated as warning only and without base runner being awarded the base advance for a balk. With all regular season games played from Monday June 22 through regular season end, a pitcher will receive TWO (2) warnings per game. Beginning with the third and subsequent balk occurrence for the same pitcher in same game, base runners will be awarded the appropriate base advance. NPGL Playoffs: Balk rule will be enforced without warnings having base runners awarded base advance beginning with first violation.



3. Pitchers may pitch 10 innings in a 3 game week, 12 innings in a 4 game week, with no more than 4 innings in a game.
4. Head First Sliding: Head first sliding is only allowed for base runners that are leading and returning to base of origin. Head first sliding is prohibited in all other situations.
5. On a dropped third strike with no runner on first base and with less than two outs, the batter immediately becomes a runner and may then attempt to reach first base, and must be tagged or thrown out. A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out.

If a dropped third strike should occur with the bases loaded and less than two outs, the batter is automatically out but runners can run at their own risk. With two outs, the catcher with ball in possession needs only to tag home plate with his foot or hand to get the third out since this is a force play.
6. Big Barrel bats are strictly prohibited in the NPGL 12YO 50/70 league. A big barrel bat is a bat with a diameter which exceeds 2 ¼ (two and one-quarter) inch in diameter. Generally all little league approved bats are allowed.
7. Bat size differential is a maximum of -12 for NPGL 12YO 50/70 play.
8. Metal Baseball spikes are prohibited.

Thirteen and fourteen year old league:

1. Games will be seven innings in length. Games **are official once the losing team has batted five times.**
2. Note: Metal spikes are allowed in this league.
3. *Pitchers are limited to 5 innings in a game.*
4. *Bat size differential is a maximum of -9 for 13 year olds and -8 for 14 year olds.*
5. On a dropped third strike with no runner on first base and with less than two outs, the batter immediately becomes a runner and may then attempt to reach first base, and must be tagged or thrown out. A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out.

If a dropped third strike should occur with the bases loaded and less than two outs, the batter is automatically out but runners can run at their own risk. With two outs, the catcher with ball in possession needs only to tag home plate with his foot or hand to get the third out since this is a force play.

Fifteen year old league: - High school rules apply