



# NPYL All-Star Baseball Shootout Tournament Rules 2026

## General Information:

- 2 pool play games followed by single elimination tournament format. **(unless weather prohibits)**
- No gate or admission fee will be charged
- 1st and 2nd place rings will be awarded for each age.
- Championship games for each bracket of every age group will have an MVP award given by each team to one player on the opposing team during award presentation.
- Each team is limited to 13 players on their official roster (maximum number of awards ordered per team).
- Eligible playing age is determined as of April 30, 2026 in accordance with USSSA requirements. (See age [calculator](#))
- All teams need to have the Birth Certificate for all rostered players available upon request and have proof of team insurance along with their full team rosters before the start of their first scheduled pool play game.
- Teams should check in at least ½ hour before their first Pool Play game if their team roster and insurance information has not yet been provided to the Tournament Director. There will be a check-in table at the concession stand area to do so, if needed.
- Tournament seeding tie breaker rules: ([more details](#))
  - Win-Loss-Tie Record.
  - Head-to-Head Record
  - Fewest Runs Allowed for all pool play games
  - Run Differential for all pool play games
  - Highest Run Scored for all pool play games
  - Coin Flip
- If the entire tournament is cancelled due to weather, a 100% refund will be given. If less than one complete game is played, a 50% refund will be provided. Once at least one complete game has been played, then no refund will be provided.

## Facility Rules

- Please remember that these are children playing a game who are trying to learn teamwork and sportsmanship.
- Coaches are responsible for the behavior of their team's players and fans. Any inappropriate verbal or physical conduct towards umpires, opposing coaches, or the opposing team's players will result in a warning. A second violation will result in ejection from NPYL grounds for the offending coach, fan, and/or player.
- Any lightning in the area that is spotted by the umpire, Tournament Director will default to a 30-minute delay from the time of the last lightning strike. All teams will be asked to return to their vehicles until an all clear is issued by the Tournament Director. Weather technology may be utilized to adjust restart times by the Tournament Director
- Alcohol and tobacco products are NOT permitted on NPYL grounds.
- Pets are NOT permitted on NPYL grounds
- NO GRILLS of any type are allowed on property (including parking lots and open grass areas).
- NPYL offers a full concession stand with food and drinks throughout the course of the tournament

## **General Rules for all Divisions:**

1. A complete game will consist of six (6) innings or time-limit.
  - a. Four (4) innings, or 3.5 innings if the home team is ahead, will constitute a complete game if the game is suspended due to weather or darkness.
  - b. If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a completed game, then the result of that game will revert to the previous full inning played.
2. Time Limits are FINISH the inning. The next inning begins immediately upon the last out (or max runs scored) of the previous inning. Time limits can be modified due to weather. (See division specifics)
  - a. Tie-Breaker rules begin for extra innings starting with the 7th inning.
3. For Pool Play games, home team designation will be determined by a coin flip at the beginning of the game. Dugouts are determined on a first come first serve basis, but recommended home team occupy the third base dugout during bracket play.
4. For all Bracket Games, the better seeded team will be the home team, if the teams are the same seed from different pools, Home team will be determined by coin flip.
5. The batting order will consist of all team members. The batting order must be maintained throughout the course of the game. The only exception is if an injury occurs during the course of the game.
6. If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming the team still has nine (9) or more players). The injured player can return later in the game assuming his spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
7. An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up. A game will be considered a forfeit if the team is unable to field at least 8 players from their roster at the listed start time of the game.
8. One representative from the team (Head Coach of record at start of game) will be allowed to speak to the umpire during the course of the game. If there is a question about a play, please have that representative approach the umpire and ask the question. Umpires being subjected to constant questioning/heckling from multiple coaches and/or parents will not be tolerated.
9. The official score book will be kept by the home team. Any disputes regarding scores will be determined by the home team scorebook. Scores should be verified between each team scorekeepers after each half inning of every game.
10. Umpires will have an official scorecard that both head coaches will need to sign at the completion of each game.
11. Games may start up to 10 minutes early, unless prior communication due to weather or both coaches agreement with the Tourney Director.
12. Courtesy runners are encouraged for the catcher when there are two (2) outs to maintain speed of game play. The last batted out will be the replacement. Note: The player replaced must be used in the catcher position during the next inning.
13. No Metal Cleats
14. A batter throwing his/her bat or helmet will be given one (1) team warning by the umpire. A second offense by any batter will be considered an automatic out.
15. Only the batter at the plate & on deck batter shall be on the field of play, all other players must remain in the dugout.
16. On a close play at any base (umpire judgment) the runner must avoid contact, but no mandatory slide rule will be enforced.
17. If not explicitly modified by these NPYL rules, USSSA Baseball Rules will be used as guidelines. Any rule dispute will be decided by the Tournament Directors present at the time, with their decision being final.
18. Bat Requirements
  - a. Wood Up to 2 ¾" 34" max -12 oz. max
  - b. USA Softball Up to 2 ¾" 34" max -12 oz. max
  - c. USSSA BPF 1.15 Up to 2 ¾" 34" max -12 oz. max

## 6U/7U/8U Division Specific Rules

1. Time Limit (Finish the Inning, See General Rule 2)
  - a. All pool play games Time Limit is 75 minutes. Pool play games can end in a tie.
  - b. All Bracket games including the Championship Game Time Limit is 90 minutes.
2. Runs Per Inning / Mercy Rule
  - a. Five (5) run limit per inning for Pool Play and Bracket Play.
    - i. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
  - b. Mercy Rule Pool Play / Regular Bracket Play:
    - i. 15 runs after three (3) innings,
    - ii. 10 runs after four (4) innings,
    - iii. or cannot mathematically come back, will constitute a complete game.
  - c. Championship Game:
    - i. The Mercy Rule for Championship Game will be ten 10 runs after five (5) Innings
    - ii. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
3. Tie Breaker Extra Inning Format for all Bracket Games for Coach Pitch:
  - a. Last batted out starts on 2nd base.
  - b. No outs. No count.
4. Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning.
  - a. Unless playing with (8) eight or (9) nine players, the outfield will consist of four (4) players that must be positioned in (LF, LC, RC, RF)
5. Field Dimensions
  - a. Base Paths: 6U = 50 feet, 7U/8U = 60 feet
  - b. Pitching Rubber: 6U = 35 feet, 7U/8U = 40 feet
6. **COACH PITCH MODIFICATIONS**
  - a. Coaches must pitch *overhand* from the pitching mound with at least one foot in contact with the pitching rubber. If a coach violates this rule one warning will be given with the next infraction resulting in the batter being called out.
  - b. Each batter will receive a maximum of five (5) pitches or three (3) strikes to put the ball in play. If the fifth (5th), sixth (6th) or any subsequent pitch is fouled, the batter gets an additional pitch until the ball is put in play or they do not swing at the pitch.
  - c. No walks.
  - d. The pitching coach must make an effort to avoid interfering with the play. It is strongly suggested after the ball is put in play, the coach proceed to foul territory until the ball is declared dead.
  - e. If a coach unintentionally touches a batted ball, the ball is declared dead and the pitch replayed.
  - f. If the coach interferes (umpire judgement) with any live defensive play, the ball is declared dead immediately, the lead runner is declared out. If there are no runners, the batter is out
  - g. Coaches are NOT allowed to be positioned in the outfield during live play.
  - h. The pitcher's helper must be within five (5) feet of the pitching rubber, but not in front of it. The pitcher's helper must wear a facemask and a heart guard. The pitcher helper's helmet/facemask may not be removed at any given time during live ball play.
7. Bunting is NOT allowed. If a batter squares to bunt, they will be called out immediately.
8. No steals
9. No Infield Fly or Dropped Third Strikes rules apply.
10. For player safety, no headfirst slides. A team warning will be issued on the first offense with the runner immediately called out on subsequent violations.
11. Play will stop when an infielder has the ball in front of the lead runner and calls "time" or when the baserunner(s) has stopped her forward progress and retreats back to the previous base and the umpire grants "time". Note: There is no "circle."

## 9U/10U Division Specific Rules

1. Time Limit (Finish the Inning, See General Rule 2)
  - a. All pool play games Time Limit is 90 minutes. Pool play games can end in a tie.
  - b. Regular Bracket Time Limit is 90 minutes.
  - c. Championship Game Time Limit is 105 minutes
2. Runs Per Inning / Mercy Rule
  - a. Five (5) run limit per inning for Pool Play and Bracket Play.
    - i. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
  - b. Mercy Rule Pool Play / Regular Bracket Play:
    - i. 15 runs after three (3) innings,
    - ii. 10 runs after four (4) innings,
    - iii. or cannot mathematically come back, will constitute a complete game.
  - c. Championship Game:
    - i. The Mercy Rule for Championship Game will be ten (10) runs after five (5) Innings
    - ii. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
3. Tie Breaker Extra Inning Format for all Bracket Games:
  - a. Last Batted Out on Second, 1 out, 1-1 count
4. Field Dimensions
  - a. Base Paths: 9U = 60 feet, 10U = 65 feet
  - b. Pitching Rubber = 46 feet
5. Pitching Regulations
  - a. A pitcher shall be permitted to pitch in a maximum of three (3) innings in a game. One (1) pitch during an inning will count towards this maximum. A player removed as a pitcher shall be allowed to return to pitching once during the same game.
  - b. A pitcher shall be permitted to pitch in a maximum of six (6) innings per day
6. Balks will NOT be enforced.
7. No Infield Fly or Dropped Third Strikes rules apply.
8. Bunts are allowed.
  - a. If a batter shows a bunt, they must either bunt or pull back. No full swing is allowed after showing a bunt (aka slashing). Failure to follow this rule will result in batter being called out.
9. Steals are allowed
  - a. Runners are not allowed to lead off. Baserunners can only steal when the pitch crosses home plate. A baserunner can steal multiple bases on one (1) pitch. When the baserunner stops his/her forward progress, they must return to the previous base. If a base runner leaves early, then the play is dead immediately, and the baserunner must return to his/her earned base.
  - b. No delayed steals.
10. If a runner leaves early and the batter hits the ball in the infield, no run will score under any circumstance. If the batter reaches, then all runners can only advance one base if forced. If the bases were loaded, the runner on third leaves the base WITH NO RUN SCORED. Any outs on the play stand with all runners returned to their original base (unless occupied, then they move up one base).
  - a. If the runner leaves early and the batter hits the ball to the OF, after play is over, the umpire will place the runner(s) back on their original base if possible. If that base is occupied, they will move to the next base. Any outs on the play stand.
  - b. In all circumstances, when a runner leaves early, the ball remains live until all action stops, and the runner is not out merely for leaving the base early

## 11U/12U Division Specific Rules

1. Time Limit (Finish the Inning, See General Rule 2)
  - a. All pool play games Time Limit is 90 minutes. Pool play games can end in a tie.
  - b. Regular Bracket Time Limit is 90 minutes.
  - c. Championship Game Time Limit is 105 minutes
2. Runs Per Inning / Mercy Rule
  - a. Six (6) run limit per inning for Pool Play and Bracket Play.
    - i. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
  - b. Mercy Rule Pool Play / Regular Bracket Play:
    - i. 15 runs after three (3) innings,
    - ii. 10 runs after four (4) innings,
    - iii. or cannot mathematically come back, will constitute a complete game.
  - c. Championship Game:
    - i. The Mercy Rule for Championship Game will be ten (10) runs after five (5) Innings
    - ii. The 6<sup>th</sup> inning of the Championship Game will be unlimited runs
3. Tie Breaker Extra Inning Format for all Bracket Games:
  - a. Last Batted Out on Second, 1 out, 1-1 count
4. Field Dimensions
  - a. Base Paths = 70 feet
  - b. Pitching Rubber = 50 feet
5. Pitching Regulations
  - a. A pitcher shall be permitted to pitch in a maximum of three (3) innings in a game. One (1) pitch during an inning will count towards this maximum. A player removed as a pitcher shall be allowed to return to pitching once during the same game.
  - b. A pitcher shall be permitted to pitch in a maximum of six (6) innings per day
6. Balks: Each pitcher will be given one warning on his first balk. Subsequent balks will be enforced.
7. Infield Fly and Dropped Third Strikes apply.
8. Bunts are allowed.
  - a. If a batter shows a bunt, they must either bunt or pull back. No full swing is allowed after showing a bunt (aka slashing). Failure to follow this rule will result in batter being called out.