



Northshore Little League

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www.northshorell.com



Supplemental Rules for Baseball Divisions T-Ball through Majors

A. Introduction and Sportsmanship

These rules apply to Northshore Little League (“NSLL”) hardball divisions T-Ball through Majors. The objective of Northshore Little League, as stated in its Constitution, is to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. These rules are intended to further this objective and shall be interpreted in a manner consistent with that intent. Participants, volunteers, parents and spectators shall conduct themselves in a manner to further this objective while participating in any Northshore Little League event. Conduct or language that is violent, abusive, or degrading will not be tolerated and will subject persons acting in such a manner to discipline, including suspension or expulsion. Any person asked by a NSLL official, including an umpire, to leave a NSLL event or venue for intolerable conduct shall do so promptly.

Modifications to these rules may be made by the Officers for interleague and post season play.

B. General Supplemental Rules

1. Manager Selection

Managers shall be selected annually and automatically released at the end of every season. No manager retains a right to manage or coach from year to year.

2. Parent Volunteers

Parent volunteers are essential to the successful operation of NSLL. Managers may commence practice after conducting a parent meeting and turning into the Vice President a Parent Volunteer form with accurate names and contact information for all required parent volunteers, including at least two Team Umpires, two Fundraiser parents and a Sponsorship parent.

3. Team Umpires

a. All NSLL umpires are volunteers. Most are parents of current or former players. All persons participating in NSLL events will act in a manner that is respectful and polite towards all umpires. No person participating in any NSLL event shall speak or act in a manner that is disrespectful toward an umpire. Those who do, may be required to leave the event and become subject to other discipline.

b. Managers must identify at least two (2) Team Umpires who shall each (a) complete at least one session of field mechanics training and one session of rules training annually and (b) commit to the Manager to fulfill the Team Umpire obligations for the season.

4. Game Day Responsibilities

- a. Visiting team must provide a plate umpire if one has not been assigned to the game.
- b. Home team must prepare the field for play in a manner to ensure the game may begin at the scheduled time. See local rule 8e for field boundaries.
- c. Both teams must properly dispose of trash in dugouts, spectator areas and field after every game.
- d. After the last game of the day both teams must properly store all equipment and secure the field area. This applies at all fields except City of Bothell fields (Northcreek and Doug Allan).
- e. Managers and coaches are responsible to know and follow the field use restrictions set by the owner of the property on which games are played and shall not take any action that may jeopardize NSLL's ability to utilize such fields.

5. Pitchcount

- a. Little League Regulation VI (d) **Option 1** is adopted for all hardball divisions.
- b. The "Last Batter" rule may be utilized but shall not alter any Little League rule regarding the maximum number of pitches a player may throw in a game.
- c. The home team will provide the official scorekeeper for the game, who shall also maintain the official record of pitch counts.
- d. Managers shall provide each other information about pitcher eligibility at the pre-game meeting. Umpires may facilitate the exchange of information but are not responsible to address eligibility questions.
- e. Violations of pitch count and pitching eligibility rules shall be charged against the manager of the offending team. The first violation will result in a warning. The second violation shall result in a one game suspension. The third violation shall result in discipline up to and including termination.

6. Ejection of Manager or Coach

Any manager or coach ejected from a game must notify the NSLL President and Vice President within 24 hours after the end of the game from which he or she was ejected.

- a. If it is a Manager's or Coach's first ejection there shall be a one (1) game suspension effective upon the next game played.
- b. A second ejection shall result in not less than a three (3) consecutive game suspension beginning upon the next game played, and may result in termination.
- c. A third ejection shall result in immediate termination from the Manager or Coach position.
- d. The Disciplinary Committee may modify sanctions (b) or (c) following a hearing as provided in the NSLL Constitution.

7. Time Limits – Game Termination

- a. The following rules apply to all games except in T-Ball (see local rule E 11)

- i. A game called during an incomplete inning before the end of the sixth inning, shall be ended according to Little League Rules 4.11 (d) (e) and 4.12.
 - ii. A game that is tied after six innings may continue into extra innings if time permits. A game that ends in a tie after six or more innings shall be recorded as a tie.
 - iii. The plate umpire retains sole discretion to call a game due to any safety concern, including without limitation weather or light.
- b. The following apply to games with a game scheduled directly after them on the same field. Both managers are responsible to determine before the game whether this condition exists and to notify the Umpire.
- i. No new inning shall begin more than two hours after the scheduled start time, without regard to when the game actually started.
 - ii. If an inning is in progress at the end of the two hour time limit, play may continue for a maximum of ten additional minutes, after which the game shall be called immediately at the conclusion of the current at-bat. Teams shall quickly vacate the field and dugouts to make them available for the next game.
- c. The following apply to games without a game scheduled directly after them on the same field.
- i. No new inning shall begin more than two hours 15 minutes after the scheduled start time, without regard for when the game actually started.
 - ii. If an inning is in progress at the end of the time limit, play may continue until the sooner of the completion of the inning or an additional 15 minutes, after which the game shall be called upon the conclusion of the current at-bat.

8. Special Game Regulations

- a. Teams shall bat through the game roster regardless of defensive position.
- b. If a player misses a turn at bat due to leaving a game early, an out will be recorded. Exception: If the manager notifies the opposing manager and Umpire before the start of game that a player must leave at a certain time, or if the player misses an at bat due to injury, the at bat is skipped and no out is recorded.
- c. A player who arrives after start of the game may enter the game at the bottom of the batting order.
- d. Free substitution of all players shall be allowed.
- e. **Outfield boundaries** on fields without outfield fences shall be marked with cones set at the following distances, except where field conditions require a lesser distance at some portion of the field: T-Ball and AA shall be **120 feet**, AAA shall be **180 feet**, Majors and Minors shall be **200 feet**. Cones marking the outfield boundaries shall be the fenceline for purpose of determining ground rule doubles and home runs. Ground rule doubles shall be judged according to Little League Rule 6.09.
- f. There is not a 10 run rule. Managers shall exercise discretion and excellent sportsmanship to avoid excessively one-sided scoring.

C. Supplemental Rules for Majors And Minors

1. Player Participation

No player shall sit out more than six outs defensively, except due to injury or player discipline. All players shall play at least three outs each game at an infield position, except due to serious safety concerns.

2. Umpire Requirements

a. All managers shall provide Team Umpires for up to a combination of nine games per season, which games will be scheduled through the Umpire Scheduler under the direction of the Umpire In Chief. The Manager shall be responsible to ensure the assigned games are covered and if assigned games are not covered, may be subject to discipline, including denial of league umpires or suspension.

b. Generally, Majors and Minors division Team Umpires will cover games in the Minor's division.

c. Every reasonable effort should be taken to have games called by NSLL approved umpires who are not a parent of a player involved in the game. But, if the only available umpire is a Team Umpire who is also a parent of a player, the game may proceed by agreement of both managers. A manager refusing to proceed with a Team Umpire who is also a parent of a player, shall be responsible to reschedule the game and secure a field and an umpire at the earliest opportunity.

d. When a game is cancelled for any reason other than stated in the preceding section, the Visiting team manager shall immediately notify the assigned umpire(s) and seek to reschedule those umpire(s) for the make up game.

3. Game Scoring

a. Protests must be resolved before the next pitch.

b. MINORS ONLY: Side retires after three outs or when the sixth run scores (no more than six runs shall be counted in an inning). Exception: scoring is not limited in the sixth or subsequent innings.

c. The manager of the home team shall promptly report game scores and both teams' pitch counts on the NSLL web site within 24 hours after the end of the game but in no case less than three hours before the next scheduled game for either team. The first violation will result in a warning. Subsequent violations will result in a one game suspension.

4. Replacement Players

a. Managers shall promptly notify the Player Agent upon learning that a player will probably not be able to play with the team for the remainder of the season.

b. The Player Agent shall assign a replacement player from the division below (i.e. Majors from Minors; Minors from AAA) after consultation with the replacement player's family and managers involved and approval by the Officers. Alternatively, the replacement player may be drawn from a waiting list if in the Player Agent's discretion (i) the draw is in the best interest of the player and the league, and (ii) there has been no intent by anyone involved to circumvent the draft or gain unfair advantage. The Player Agent's decision shall not be subject to protest or appeal.

c. The replacement must be completed within seven days after learning a player is likely to be lost for the season if the loss will cause the roster to become less than 11 players, except in the final two weeks of the season, when a Manager shall not pull up a player from the division below except by permission of the Player Agent.

D. Supplemental Rules for AAA

1. Player Participation & Special Game Rule Requirements

- a. Every player shall have equal playing time and shall play equal time in the infield and outfield. Unavoidable inequality should be remedied the following game. Exception: The Manager shall not play a player in a position the Manager considers unsafe.
- b. The pitching rubber shall not be moved closer to home plate.
- c. For pitch count, league age 9 - 10 shall be treated as league age 7 - 8.
- d. Defense will field nine players.
- e. Outfielders shall not be positioned to effectively become infielders. (Example: Directly behind a base or an infielder, or on the outer edge of the infield in gaps between the infielders.)
- f. Base stealing will be limited by the following rules in addition to Little League Rule 7.13.
 - i. Stealing is not allowed before the completion of the 3rd league game.
 - ii. A base runner may not attempt to steal more than one base per pitched ball.
 - iii. A base runner may not attempt to steal on a catcher's throw back to the pitcher.
 - iv. A base runner attempting to steal any base may not advance to the next base on an errant throw to that base.
 - v. A base runner on third may attempt to steal home on a wild pitch or passed ball.
 - vi. A base runner may not steal home during an attempt to throw out another base runner attempting to steal second base. This rule shall not apply to games played after May 15.
- g. Managers and Coaches shall not enter the field during play except as allowed by Little League rules.

2. Umpires / Scoring

- a. The visiting team shall provide umpires who shall be Team Umpires or league approved umpires.
- b. NSLL does not maintain official scoring records for AAA but may require reports regarding pitch counts.
- b. A side retires after three outs or when five runs score (no more than five runs shall be counted in an inning). Exception: Scoring is not limited in the sixth inning.
- c. Protests must be resolved before the next pitch.
- d. Balks will not be penalized.

E. Supplemental Rules for AA

1. Player Participation

- a. Every player shall have equal playing time and shall play equal time in the infield and outfield. Unavoidable inequality in a game shall be remedied the following game. Exception: The Manager shall not play a player in a position the Manager considers unsafe.

- b. No player shall sit more than three consecutive outs during a game.
- c. No player should play more than six outs at any one defensive position during a game.

2. Special Game Requirements

- a. Defense will field ten players, including four outfielders. Outfielders shall not be positioned to effectively become infielders. (Example: Directly behind a base or an infielder, or on the outer edge of the infield in gaps between the infielders.)
- b. A League-provided pitching machine will be used to pitch the entire game and will be operated by a volunteer appointed by the offensive manager. The volunteer shall avoid interference with any play and unnecessary communication with the defensive players. Defensive fielding shall be by a player positioned as the pitcher at a spot that is even with or behind the pitching machine, but not obstructed by the volunteer or pitching machine.
- c. A batted ball, which hits the pitching machine or volunteer is live and in play.
- d. Players shall not intentionally bunt. A ball that is intentionally bunted shall be called foul. A ball that is swung at and hit fair shall be a live ball regardless of the distance it travels.
- e. A batter shall not be awarded first base if hit by a pitch.
- f. There will be no called strikes and no walks. **Five** swinging strikes will be a strikeout. A batter who fails to safely reach first base after **seven** pitches will be declared out. Exception: A batter will not be called out on a foul ball unless the ball is caught.
- g. No stealing is allowed. Penalty: return to the base the runner came from before the pitch.
- h. No sliding is allowed. A base runner who slides will be called out. Base runners shall avoid a collision.
- j. A batter will be called out if the Umpire judges that a player has thrown the bat in a dangerous manner.
- k. Managers and Coaches shall not enter the field during play except as allowed by Little League rules.

3. Umpire Requirements / Game Scoring

- a. The Visiting Team shall provide umpires.
- b. The home team will provide a scorekeeper, but there shall be no official scores, standings or protests.
- c. Side retires after three outs or when five runs score (no more than five runs shall be counted in an inning). Exception: Scoring is not limited in the sixth inning or beyond.

F. Supplemental Rules for T-Ball

- 1. Defensively, all players on the game roster shall play each inning. All players shall play a minimum of two innings in the outfield and no more than two innings at any position. Players should play every position during the season. Exception: The Manager shall not play a player in a position the Manager considers unsafe.

2. Six players shall play in the infield in proper baseball positions. All other players shall play in the outfield. The first row of outfielders may be positioned on the edge of the infield/outfield limits (edge of grass).
3. The defensive player at the pitcher position must have a foot on the pitching rubber until the ball is hit.
4. Teams will bat through the game roster every inning regardless of number of outs or runs. The side retires after the last player on the roster has batted and either been put out or scored. The batting order should be rotated every game.
5. All hitting will be from a tee. The batter will continue at the plate until hitting the ball fair. There are no strikeouts.
6. A batted ball must travel at least ten feet from the plate to be judged fair. If the batter hits the ball three times with the ball traveling less than ten feet, the next time the batter hits the ball fair, the batter will run regardless of the distance the ball travels.
7. The batter shall be called out if the Umpire judges the player has thrown the bat in a dangerous manner and has been previously warned.
8. A batter/runner may proceed, at the risk of being put out, as far as possible on a live ball.
9. Runners shall be awarded only one additional base when the ball is thrown out of play.
10. Runners shall not steal or slide. A runner who slides shall be put out.
11. Up to three coaches from each team may be on the field during play to provide teaching.
12. The Visiting Team shall provide a plate umpire who may also help in setting the ball.
13. No score may be kept. Managers and coaches should not advise the players of any score, but rather emphasize individual efforts and achievements.
14. Games shall not exceed four innings. No new inning should be started more than 75 minutes after the scheduled start time for the game. Play shall end not more than 90 minutes after the scheduled start time. Managers may elect to call the game if after 60 minutes of play, they have completed not less than two full innings.

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