



# Northshore Little League

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## Supplemental Rules For Baseball Divisions T-Ball through Majors

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## **A. Introduction**

### **1. Sportsmanship**

Northshore Little League (“NSLL”), exists to help parents 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. Everyone participating in NSLL events must conduct themselves in a manner to further the objectives of NSLL. 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 removal from participation in NSLL events. Any person asked by a NSLL official, to leave a NSLL event or venue for intolerable conduct must do so promptly.

### **2. Application of Local Rules**

These supplemental rules (a.k.a. Local Rules) apply to NSLL hardball divisions T-Ball through Majors and should be read with the current Little League Baseball Official Regulations and Playing Rules a.k.a “Green Book” or “Rule Book.” These Local Rules address many issues outside the Green Book. Umpires are only responsible for Local Rules that directly impact game play. Sections likely to impact game play are marked with the symbol  for convenience only. Modifications to these rules may be made by the Officers for interleague and post season play.

## **B. General Supplemental Rules – Apply to Majors and Below**

### **1. Manager Selection**

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

### **2. Parent Volunteers**

Parent volunteers are essential to NSLL. Teams may start practice after the team Manager delivers to the Vice President of Baseball a Parent Volunteer form with 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. Everyone participating in NSLL events will be respectful and polite towards all umpires. No one participating in any NSLL event may 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 must 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. Evaluations and Team Placement**

All players league age 8 and over must participate in evaluations conducted by the Player Agent to help determine proper division and team placement. Majors and Minors teams will be established by a draft. AAA, AA and T-Ball teams will be established by the Player Agent.

### **5. 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 10(d) for field boundaries.

- c. Both teams must properly dispose of trash from dugouts, spectator areas and field after every game.
- d. After the last game of the day, both teams must rake the pitching mound and batting areas, store all equipment and secure the field area. This applies at all fields except City of Bothell fields (Northcreek, Doug Allan, and Cedar Grove).
- 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 must not take any action that may jeopardize NSLL's ability to utilize such fields.

## **6. Pitch count**

- a. The home team will provide the official scorekeeper for the game, who will also maintain the official record of pitch counts.
- b. Managers must identify all ineligible pitchers on their team at the pre-game meeting. Umpires may facilitate the exchange of information but are not responsible to address eligibility questions.
- c. Violations of pitch count and pitching eligibility rules will be charged against the manager of the offending team. The first violation will result in a warning. The second violation will result in a one game suspension. The third violation will result in discipline up to and including termination.

## **7. Ejection of Manager or Coach**

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

## **8. Head Injury Policy**

All parents and volunteers must learn and follow the NSLL Head Injury Policy, which is available at [www.Northshorell.com](http://www.Northshorell.com) and from the League Safety Officer.

## **9. Time Limits – Game Termination**



- a. Tie Games: A game that is tied after six complete innings will continue into extra innings if time permits. A game that ends in a tie after six or more innings will be recorded as a tie. For games ending or suspended with less than six complete innings, see Green Book Rule 4.11 (d) (e) and 4.12.
- b. Time Limits (Typical Saturday 2hr/10min): The following applies to games **with** a game scheduled directly after them on the same field. Both managers must notify the Umpire at the plate meeting whether this condition exists.
  - i. No new inning will begin more than 2 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 2 hour time limit, play may continue for a maximum of 10 additional minutes, after which the game will be called at the end of the current at bat. Teams must quickly vacate the field and dugouts to make them available for the next game.
- c. Time Limit (Typical Weekday 2hr 15/30Min): The following applies to games **without** a game scheduled directly after them on the same field.
- i. No new inning may begin more than 2 hours 15 minutes after the game started.
  - ii. If an inning is in progress at the end of the time limit, play may continue for an additional 15 minutes, after which the game will be called upon the conclusion of the current at-bat.
  - iii. A game may only continue after the 2 hour 30 minute limit if **at the pre-game plate meeting**, both managers and the umpire expressly discuss and agree to waive time limits and play until the game is completed or called for light or weather.



## 10. Special Game Regulations

- a. Teams will bat through the game lineup regardless of defensive position. Free defensive substitutions will be allowed. See Rule 4.04.
- b. A player who arrives after start of the game will enter the game at the bottom of the batting order regardless of which batter is up next when the player arrives.
- c. Outfield boundaries on fields without outfield fences should 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 are the fence line for purpose of determining ground rule doubles and home runs. Ground rule doubles will be judged according to Little League Rule 6.09.
- d. **The 10 run rule** will be used in Majors, but not any other division. Managers should exercise discretion and excellent sportsmanship to avoid excessively one-sided scoring. See Rule 4.10(e)
- e. A “slug bunt” is when the batter attempts to deceive the defense by showing a bunt before the pitch is delivered and then takes a full swing at the ball. Slug bunts create undue risk for defensive players and Managers are strongly discouraged from allowing their players to utilize the slug bunt. Managers allowing players to use the slug bunt should be reported to the Safety Officer and VP of Baseball for excoriation. There is no Green Book rule prohibiting slug bunts and Managers should make their players aware that slug bunts may be used by opposing teams in interleague and Allstar play.

## C. Supplemental Rules for Majors and Minors

### 1. Player Participation / Game Play

a. Managers must not cause any player to sit out more than six defensive outs, except due to injury or player discipline. All players must play at least three outs each game at an infield position, except due to serious safety concerns.



b. Majors division will utilize Green Book Rule 6.05(b) permitting the batter runner to attempt to reach first base on a third strike that is not caught by the catcher.

### 2. Umpire Requirements

a. Managers must provide Team Umpires for 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 is 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. Umpires should be league approved umpires who are not a parent of a player in the game. But, if the only available umpire is a league approved umpire who is also a parent of a player, the game should proceed by agreement of both managers. A manager refusing to proceed with a league approved umpire who is also a parent of a player, is responsible to reschedule the game and secure a field and an umpire at the earliest opportunity.

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

### 3. Game Scoring



a. Minors Only - 5 Run Rule. See Green Book Rule 5.07 for the 5 Run Rule (i.e. one time through order or 5 runs). The five run rule is suspended in the sixth and later innings.

b. The manager of the winning team must 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 must 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 will 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 is not subject to protest or appeal.

c. The replacement must be completed within seven days after learning a player is likely to be out 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 will not pull up a player from the division below except by permission of the Player Agent.

## **5. Draft**

a. Managers should conduct the draft in a manner to promote parity and strong competition within the division.

b. The draft will be according to the Operation Manual Plan B for Existing Leagues, with the following exceptions:

- i. Draft order will be determined by random draw from a hat.
- ii. Majors Only: If following evaluations, but not less than three (3) days before the draft, the Board determines one or more teams are likely to be at a significant disadvantage due to standard application of the "Son of Manager Option," the Board may require that manager's sons be taken in the round where such player would likely be drafted if the player's parent was not a manager in that division.
- iii. The Board may opt for Operation Manual Plan A in a year when it determines retaining the prior year teams is in the best interest of most returning players.

## D. Supplemental Rules for AAA

### 1. Player Participation & Special Game Rule Requirements

- a. Every player will have equal playing time and play equal time in the infield and outfield. Unavoidable inequality should be remedied the following game. Exception: The Manager should not play a player in a position the Manager considers unsafe.
- b. The pitching rubber must not be moved closer to home plate.
- c. For pitch count, league age 9 - 10 will be treated as league age 7 - 8.
- d. Defense will field nine players.
- e. Outfielders should 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.)



### 2. Preseason Games: Pitching, Stealing.

- a. The first three scheduled games for each team will be designated as “Pre-Season” games. If either team has not yet completed three games, the game will be deemed Preseason. Managers must report scores and pitch counts for Preseason games, but they will not count towards standings.
- b. Runners may not steal during Preseason games.
- c. AAA Preseason No-Walk Rule.
  - i. There will be no walks during Preseason games. When the count on any batter reaches four balls, a coach of the batting team will ask for time out, and once granted will move quickly to the pitching rubber. When time is brought back in, the coach will pitch to the batter until the batter reaches base safely or is put out. The number of coach pitches will be not more than the strikes remaining at the time the batter reached ball four. Example: If the count is 4 balls and 0 strikes, the coach will throw up to 3 pitches. If the count is 4 balls and 2 strikes, the coach will throw 1 pitch.
  - ii. All coach pitches are live and will be called strikes unless put in play – without regard to strike zone, swings, offers, or hit by pitch. The batter will not advance if hit with a coach pitch. Green Book applies to foul balls. A batter that does not reach base safely within the allowed coach pitches will be called out.
  - iii. The defensive team pitcher will remain adjacent to the pitching rubber until the ball is pitched.
  - iv. The purposes of this no-walk preseason rule are to encourage (1) batters to swing at live pitches, (2) pitchers to be aggressive without fear of walks, (b) balls to be put in play and (4) games to move quickly. Managers should use this rule for such purposes and not for tactical advantage.



### 3. Regular Season Stealing.

- a. During regular season, base stealing will be limited by the following rules in addition to Green Book Rule 7.13.
  - i. A base runner may not attempt to steal more than one base per pitched ball.
  - ii. A base runner may not attempt to steal during the catcher’s throw back to the pitcher.

- iii. A base runner attempting to steal any base may not advance to the next base on an errant throw to that base.
- iv. A base runner on third may attempt to steal home on a wild pitch or passed ball.
- v. A base runner may not steal home during an attempt to throw out another base runner attempting to steal second base.



#### **4. Scoring and Standings.**

a. 5 Run Rule. See Green Book Rule 5.07 for the 5 Run Rule (i.e. one time through order or 5 runs). The five run rule is suspended in the sixth and later innings.

b. The manager of the winning team must 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.

c. Regular season standings will be maintained for the purpose of seeding any end of season tournament.



## E. Supplemental Rules for AA

### 1. Player Participation

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

b. No player should 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 should 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 coach appointed by the offensive manager. The coach must avoid interference with any play and unnecessary communication with the defensive players. The defensive player at the pitcher position must set up at a spot that is even with or behind the pitching machine until the pitch is thrown. Pitching machines should be set at power level 5 unless otherwise agreed by all division managers.



c. A batted ball, which hits the pitching machine or coach is live and in play.

d. Players should not bunt. A ball that is intentionally bunted will be called foul. A ball that is swung at and hit fair will be a live ball regardless of the distance it travels.

e. A batter will 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. Managers should teach and instruct base runners to avoid collisions rather than slide at AA and T-Ball because most players are not yet ready to learn to slide safely..

j. Managers must teach and instruct batters to not throw their bats. If a batter throws his bat, the Umpire should warn the player and clearly notify the player's manager that the player will be removed from the game if he throws the bat a second time in a dangerous manner. Umpires should enforce the rule as an instructional opportunity..

k. Managers and Coaches must not enter the field during play except as allowed by Little League rules.

### 3. Umpire Requirements / Game Scoring

a. The home team will provide a scorekeeper, but there shall be no official scores, standings or protests.

b. 5 Run Rule. See Green Book Rule 5.07 for the 5 Run Rule (i.e. one time through order or 5 runs). The five run rule is suspended in the sixth and later innings.

## **F. Supplemental Rules for T-Ball**

1. Defensively, all players on the game roster will play every inning and have equal playing time on the infield and outfield, with no more than two innings at any position. Players should play every position during the season. Exception: The Manager should not play a player in a position the Manager considers unsafe for that player.
2. Six players will play in the infield in proper baseball positions. All other players will play in the outfield. Outfielders may be positioned anywhere behind 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. Managers must teach and instruct batters to not throw their bats. If a batter throws his bat, the Umpire should warn the player and clearly notify the player's manager that the player will be removed from the game if he throws the bat a second time in a dangerous manner. Umpires should enforce the rule as an instructional opportunity..
8. A batter/runner may proceed, at the risk of being put out, as far as possible on a live ball.
9. Runners will be awarded only one additional base when the ball is thrown out of play.
10. Runners must not steal or slide. Managers should teach and instruct base runners to avoid collisions rather than slide at AA and T-Ball because most players are not yet ready to learn to slide safely.
11. Up to three coaches from each team may be on the field during play to provide teaching.
12. The Visiting Team must provide a plate umpire who may also help in setting the ball.
13. No score will be kept. Managers and coaches should not advise the players of any score, but rather emphasize efforts and achievements.
14. Games will not exceed four innings. No new inning should be started more than 75 minutes after the scheduled start time for the game. Play will 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.

END