

North Lake Little League

2024 Supplemental Rules and Procedures

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Introduction

North Lake Little League (NLLL) is administered by a Board of Directors ("The Board") per Little League mandate. The Board is headed by an Executive Board of Directors with a President (one or more), Vice President(s), a Secretary, a Treasurer, and a Player Agent. Other members of the Board include individuals responsible for vital operating functions of NLLL.

It is the intent of NLLL to accommodate any child who wants to play Little League Baseball or Softball, who lives within the registered boundaries of the league and meets the age requirements. No child will be turned away, with the following exceptions: 1) a severe disciplinary reason; 2) roster limitations; or 3) restrictions placed on NLLL by organizations with which NLLL is obligated to cooperate (i.e., Little League International, King County Parks and Recreation Department, and the Northshore School District).

NLLL believes that every child should be given an opportunity to play and participate in all phases of the game. No child should be a permanent tail-end-of-the-batting-order, a last-inning-right-fielder, or a base coach, etc. Little League International strictly prohibits exposing children to abusive language, harassment, severe or injurious discipline, emotional outbursts, or storms of anger by coaches and/or teammates. The NLLL experience we strive for is one that is strictly family oriented for all ages.

These rules and procedures are intended to cover those considerations which the NLLL Board of Directors have found it necessary to implement beyond those outlined in the Little League Baseball and Softball Official Rules and the Little League Operations Manual. Cases of specific conflict should be brought to the attention of any one of the Executive Board of Directors.

Additional information is provided in this document to establish a level of consistency and common understanding across the NLLL. This document can also be used to enhance communication among managers, coaches, umpires, volunteers and parents within NLLL. Managers/Coaches are responsible for the actions of any and all of their players, parents, and fans. Managers/Coaches, by nature of their position, are role models; how they act, how they talk, and how they behave must be exemplary.

The NLLL Executive Board of Directors is dedicated to providing a positive baseball/softball experience for our children.

Remember:

Winning is not everything, but making the effort to win is.

It's fun,

It's teamwork,

It's a learning experience.

Play ball!

1. Levels of Participation

NLLL supports divisions for both boys and girls that range from 4 years to 16 years of age. The ages refer not to actual ages but to League Age, as defined by the Little League Official Regulations. Please note that these are general in nature and that players should be “ready” based on their skill level and understanding of the game to play at a particular level. Players should not “play up” unless they are ready to compete at that level. Players shall play at least one year at a lower division prior to advancing to the next higher division. Safety assessments can be administered solely by a Board Member or a trusted coach designated by the Board to determine if placement outside the defined division for a specific age group is appropriate. Division guidelines are shown below:

Baseball Divisions	League Age	Softball Divisions	League Age
Senior	13-16	Senior	13-16
Junior	12-14	Junior	12-14
Major	9-12	Major	9-12
Minor	9-11	Minor	9-12
AAA	8-10	AA	8-10
Sluggers	6-8	A	7-8
Quickball 2	6-7		
Quickball 1	4-6		

1. Organization

1. Managers and Coaches

Managers must submit a Manager’s Application and Little League Volunteer form. Applications will be reviewed by the Player Agent and Coaches Coordinator, who will provide recommendations for the selection of Managers for the season. These recommendations will be submitted to the Board of Directors for final approval.

1. Selection of Managers and Coaches

In the event that there are more registered Managers for a specific division, the Board will determine recommended coaches based on the following criteria (listed in order of preference):

- 1) Total years managing or Coaching (Assistant) experience within NLLL
- 2) Ratio of positive feedback to negative feedback in the annual coaches surveys as well
- 3) Lesser number of sportsmanship issues or other behavioral issues that have required Board intervention
- 4) Total years managed in the same division to which they have applied in the current year
- 5) Total years service to NLLL otherwise, including but not limited to, umpiring, board participation, volunteer roles for NLLL sponsored events



Coaches (Assistants must submit a Coach's Application and Little League Volunteer form as soon as possible after the formation of teams. Applications will be reviewed by the Player Agent and Coaches Coordinator and submitted to the Board of Directors for final approval. Applications must be submitted and background checks passed prior to any volunteer participating in on field activities in which they have direct interaction with kids (i.e. practices, games).

Managers/Coaches who fail the basic ideal of Little League at any time during the league season may be asked to resign and/or may not be invited back the following year.

All Managers are required to attend training as identified by the Board. All Managers and Coaches (Assistants) shall attend the PCA (Positive Coaches Alliance) online clinic (or an alternate positive coaching course as approved by District 8) once every year.

Managers and Coaches are reminded that NLLL exists to serve the children of the Kenmore/Bothell area. Remember: the objective of NLLL is to implant firmly the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority in the youth of the community so that they may be well adjusted, stronger and happier boys and girls and will grow to be decent, healthy and trustworthy citizens.

2. Selection of All-Star Managers Coaches and Players

Following the regular season play, All Star teams are formed from the Senior, Junior, Major, and Minor baseball and softball teams to compete in the District Tournament games. Teams will be formed as follows:

- 13, 14, 15, 16 year olds (Senior)
- 12, 13 and 14 year olds (Junior)
- Little League team (eligible 10/11/12 year olds from Majors/Juniors)
- 9/10/11 year old team (eligible 9/10/11 year olds from Majors/Minors)
- 8/9/10 year old team (eligible 8/9/10 year olds from Majors/Minors baseball or Majors/AAA softball)

3. Manager and Coach Selection Process and Criteria

1. All interested Managers and Coaches indicate intent and complete an All-Stars application in the first week of April
2. Board members will be asked for feedback on the Managers and Coaches who have applied.
3. The All-Star committee will meet to review the applications and formulate a recommendation to the Board
 - a. The All-Star committee shall consist of: President, VP of Baseball, VP of Softball, All-Star Coordinator, Coaches Coordinator, Players Agent, Scheduler, Treasurer, and Secretary.
 - b. All members of the committee shall offer input regarding any applied coach
 - c. Members of the committee with personal interest for a specific age will recuse themselves from the final discussion and vote for that age. This includes coaches themselves, along with spouses or other close friends.
 - d. The committee will vote to identify a preferred Manager and slate of approved Coaches (Assistants).
4. At least one assistant will be approved as Alternate Manager in the event of the preferred Manager's child not being selected.
5. The Board will vote to approve the proposed Manager slate at the April meeting.
6. The Board approved Manager will be responsible for selecting 3 assistant coaches from among the approved Assistants.

7. Once approved, managers will be notified on the day of approval by the All Star Coordinator of their selection as Manager and asked to respond with their approved Assistants, selected from the slate of approved coaches, within 5 business days.
8. NLLL will field a coaching staff of 1 Manager and 3 Assistants (per game: 2 in-dugout and 1 alternate).
9. Other coaches are encouraged to help with running practice, as available.
10. Criteria to be taken into consideration, not necessarily in order of precedence.
 - a. Years as All-Stars Manager.
 - b. Years as All-Stars Coach.
 - c. Years as NLLL regular season Manager.
 - d. Years as NLLL regular season Coach.
 - e. Years as Manager or Coach of non-NLLL teams. Other relevant experience with and positive influence on NLL player development

According to the Little League Operating Manual the league's All-Star Tournament teams are selected on the basis of ability from among all of the teams in the league. Players are selected solely by the managers of teams in the eligible divisions

Ability is the key to fielding a team. The ability to hit, field, and throw will be considered when selecting the Tournament teams. Additionally, other abilities must also be considered, such as the ability to listen to the Manager/Coach, the ability to work as a member of a team, and the ability to attend all practices and games for the duration of the All-Star Tournament process. The ability to have fun, while trying to win is important as well. All of the above abilities will be considered equally.

2. Players

1. Proof of Age Documentation

All league players are required to present a "Certificate of Live Birth" to the Board of Directors before participating in league play. It may be necessary at times to assemble additional documentation for submission to Little League Headquarters, as outlined in the Little League Official Rules. In such instance, if the player involved has played in the League previously, he/she will be declared ineligible until accepted by Little League Headquarters.

Players will not be eligible to participate in All-Stars without acceptable proof of age prior, even though a birth certificate may have been presented during registration. Note that acceptable proof of age will generally mean the original birth certificate.

2. Selection of Players

Major and Minor teams shall be re-drafted every year. AAA, Sluggers, and Quickball teams shall be re-selected every year and shall be formed by the league Registrar. The first and most important considerations are the assignment of each player to the level for which he/she is best suited to play, and to distribute talent as evenly as possible in order to promote competitive parity.

For Major and Minor teams, the method used to accomplish these objectives is the Evaluation Process (i.e. the "tryout"). The Evaluation Event is held each year during January or February and conducted under the management of the Board of Directors. Each player who has properly registered will be given the opportunity to participate, including children of the managers and coaches. Players wishing to play in Major/Minors shall be required to attend the tryout or they may not be placed on a team. Managers who have applied to NLLL and have been accepted by the Board are required to attend the appropriate tryout and objectively evaluate each player. Managers at draft-level divisions are permitted to bring their Board approved Assistant Coaches to assist in evaluations. Players Agent can assist in the determination of a player's ability to participate at the required level. Players will be assigned to teams as follows:

Team Level	Method of Selection
Senior/Junior/Intermediates Baseball	Draft after Evaluation
Major/Minor Baseball	Draft after Evaluation
AAA Baseball	Largely assigned by school & previous year's team
Sluggers Baseball	Largely assigned by school & previous year's team
Quickball & Quickball 2 Baseball	Largely Assigned by School
Softball Team Level	Softball Method of Selection
Senior/Junior Softball	Draft after Evaluation
Majors/AAA Softball	Draft after Evaluation
AA Softball	Largely assigned by school & previous year's team
A Softball	Largely Assigned by School

Player "trades" may be allowed at the conclusion of the final round of the draft and will be managed by the Player Agent. The league must approve all trades, and all trades must be completed by the end of the draft. The Board will maintain sole authority to move any players after the draft is complete. Any such movement will be based on special circumstances.

Any player registering after the draft is completed will be placed at the discretion of the Executive Board, if roster slots are available (minimum of three Executive Board members must be present).

Any player in a drafted division to withdraw after the draft occurs shall not be granted a refund.

3. Senior/Junior Baseball Draft

Two Levels will be drafted: a Senior level consisting of league age 14 to 16 year old players and a Junior level of league age 13 to 15 year old players. Drafting to fill available positions on Senior Baseball teams will occur first, followed by the Junior draft.

4. Major Baseball Draft

All league age 9- to 12-year-old players can try out for Major/Minor Baseball. Drafting to fill rosters on Major Baseball teams will occur first, followed by the Minor draft.

12 year old players shall be drafted onto a Major Baseball team unless it is determined that the player is considered a safety risk to themselves or others. A waiver must be filed in order for that player to play in Minor Baseball.

The League has adopted the Major Baseball evaluation, placement and draft procedure is as follows:



5. Evaluations ("Tryouts")

All players are evaluated by the Managers and scored.

Managers may use a league provided scoring system or their own scoring system.

6. The Draft

Managers and Coaches are assigned their team name prior to the draft.

The draft order shall be established by random draw and follow a serpentine order (i.e., first team drafts first in first round and last in second round, etc.).

Managers children and preferred assistants children shall be selected in a round of the draft that is mutually agreed by Managers, as facilitated by the Coaches Coordinator and/or Baseball VP.

7. Minor Baseball Draft

All league age 9 to 12 year old players can try out for Major/Minor Baseball. 12 year olds will be allowed at the Minors level only upon request by parents and approval by the Player Agent (subject to a waiver approved by District 8 LL). Such decisions will be made based on player's skill level and/or concerns for that player's or other player's safety.

8. AAA Baseball

Teams will be assigned based on school. 7 year olds and 10 year olds will be allowed at the AAA level by exception only. They must attend a safety assessment to be considered for an exception. 10 year olds must try out for Minors but can be placed in AAA if not selected to a Minors team. Such decisions will be made based on player's skill level and/or concerns for that player's or other player's safety. The placement of the player will be decided by the Player's Agent or a designated Board member.

All 9 and 10 year olds that were not selected in the minors draft will be placed on a AAA team. Coaches are encouraged to take 10 year olds into Minors unless they are deemed a potential safety risk.

9. Roster Vacancies & Replacements

If a player is lost to a team during the playing season, for any of the following reasons:

- The player moves to another city or state too distant to commute for practice and play.
- The player is injured and will not be able to return to play within a reasonable period of time.
- The player has for personal reasons decided to terminate his/her association with the team.
- Any other justifiable reason reviewed and approved by the Board of Directors.

The vacancy may be filled by any player who is registered on the waitlist and who meets the age requirements of the division in question.

3. Protest Process

The NLLL Protest Committee for 2024 Season consists of the UIC, President, Player Agent + Board Member Mandie Neher.

Protesting a regular season game is outlined in Rule 4.19. A league's Protest Committee reviews protests that involve violations or interpretations of a playing rule, the use of an ineligible pitcher, or the use of an



ineligible player. Protest on decisions involving an umpire's judgment will not be considered. The protest committee will make a final decision on all protests.

Coaches and Umpires **must know the requirements** for a proper protest.

The protest must be submitted in writing to the League President within 24 hours. The Umpire-in-Chief runs the Protest Process.

If the committee allows the protest, the game will resume ASAP from the exact point where the infraction incurred.

Protest rules change during end of season tournaments—and will be sent prior.

2. Playing the Game

1. Pitching Rule Violations

- 1) Failure to comply with official pitching limitations as described in the Little League Baseball or Softball Official Rules shall be brought to the attention of the Umpire-In-Chief and to the Board of Directors. The UIC and the Board of Directors will have sole discretion in determining the final penalty. Violation of pitching limitations may be reported to the UIC at any time during the baseball/softball season, March through July (including NLLL tournaments). Managers will be issued a written warning upon the first violation. Subsequent violations may result in the manager being removed by the Board. The Board will subsequently appoint a new manager.
- 2) Any dispute concerning pitching limitations during a game shall be promptly resolved by the umpire(s) present at the game in question to avoid any delay in play. It is the responsibility of the umpire(s) to submit a report of the situation and the game-time resolution to the Board of Directors for review. Further action will be taken at the sole discretion of the Board.

2. Minimum Playing Time Violations

- 1) Failure to comply with minimum playing time requirements shall be brought to the attention of the Player Agent and Board of Directors. The Board of Directors will have sole discretion in determining the final penalty. Violation of playing time rules may be reported to the Player Agent at any time during the baseball/softball season, March through July (including NLLL tournaments). Managers will be issued a warning, **or additional penalty as imposed by the Board**, upon their first violation. Subsequent violations may result in the manager being removed by the Board. The Board will subsequently appoint a new manager.
- 2) Any dispute concerning minimum playing time during a game shall be promptly resolved by the umpire(s) present at the game in question to avoid any delay in play. It is the responsibility of the umpire(s) to submit a report of the situation and its resolution to the Board of Directors for review. Further action will be taken at the sole discretion of the Board.

4. Game Operations

Plate Meeting: Failure to provide a batting order, field position/inning assignments (for AAA), and list of pitcher eligibility to the opposing Manager before the game time shall be brought to the attention of the Player Agent and Coaches Coordinator. Frequent violations will elicit action by the Board of Directors. The purpose of providing field position/inning assignments prior to the game is to ensure that all managers are prepared for each game regarding the minimum playing time requirements.

Music Policy

- Pregame music is allowed but must be stopped 5 minutes before the agreed upon start of the game and/or after the umpire calls the plate meeting.
- Music may be played between innings, not during a pitching change, injury timeout, or umpire conference.
- Walk up music may be played as players walk up to their at bat—by mutual agreement of the managers at the plate meeting..
- Music (speaker) must be aimed towards your team's dugout.
- Please use discretion when selecting music and volume with which music is played. (i.e. no foul language, sexual content, racial slurs or vulgarity.)
- **No music is allowed at any game taking place at Moorlands Park**
- It is at the sole discretion of the umpire with input from any Board Member present if the volume is too loud or if the content of the music is inappropriate. NLLL will take reasonable steps to keep a safe family environment including removing music that is inappropriate.
- Home team = Home team rules. If an NLLL team is playing an away game with a neighboring league that prohibits music, the NLLL team must comply to their rules. If either team does not wish to have music played, no music will be played. Umpires will address this topic pre-game.
- Music is not allowed to be played after the last out of the game.

Field Preparation: The Home team is responsible for field preparation and the Visiting team is responsible for post-game field cleanup including, but not limited to:

- Dragging the fields
- Chalking foul lines and batters boxes
- Installing/Putting away bases and replacing base plugs
- Installing/Putting away pitchers mounds
- Installing/Putting away cones (for home runs, in appropriate divisions)
- Returning all NLLL tools and materials to the sheds and locking the sheds (Forsgren, Moorlands, Bastyr, Logan)

Failure to properly take care of fields will result in rainouts and additional cost to the league, and potentially losing permits to use fields. Penalty for failure to take care of fields:

- a. First offense-Written warning from league officer
- b. Second offense-Written warning, one-game suspension for coach, required all-parent meeting to review requirements
- c. Third offense-Written warning, three game suspension for coach.

Umpires: The Home team is responsible for providing a plate umpire in Juniors, Majors, Minors, AAA baseball, and AA softball; The Visiting team is responsible for providing a field umpire in all divisions starting with AAA baseball and AA softball.

3. League Championships

- 1) No standings will be kept at any level of baseball or softball.
- 2) Major and Minor Championships shall be determined by an end of season round robin tournament with the 2 teams with the best records from round robin play competing in a championship game. If time does not allow, an alternate playoff format may be determined by the board.
- 3) Home team shall be determined by coin flip for each tournament game.



- 4) Once the tournament schedule has been determined, pitching eligibility shall be based on that schedule, regardless of breaks in the tournament due to weather, holidays, or other tournaments.
- 5) The tournament schedule (seeding) for Majors and Minors shall be set by random draw.
- 6) Tie-Breakers: In cases involving teams with identical records, the order of finish will be determined by the following order of precedence.
 - A. Head to Head record during tournament.
 - B. Least amount of runs allowed per inning defended during the tournament (RAID).
- 7) AAA Championship tournament will be a double or triple elimination tournament dependent on the number of teams but NLLL will endeavor to provide a 3 game guarantee for the AAA level tournament.
- 8) **There are absolutely no ties due to weather, time limit or otherwise during the tournaments (except pool play).**

4. League Play Calendar

Since the NLLL season operates during the Spring months, the following is a list of **no play** dates and school functions of which to be aware.

1. Spring Break

No games will be scheduled during the five weekdays of Northshore School District's Spring Break, nor on the weekend following Spring Break. Games will be scheduled on the Saturday just before Spring Break. Please Note: This will only apply to our T-Ball, Rookie, AAA, Minor, and Major baseball levels. Senior/Junior baseball and ALL softball levels may have scheduled games due to Interleague play.

5. Memorial Day Weekend

No games will be scheduled from Saturday through Monday on Memorial Day weekend. Once again, this applies to our T-Ball, Rookie, AAA, Minor, and Major baseball levels. Senior/Junior baseball and ALL softball levels may have scheduled games due to Interleague play.

6. School Camps

Many elementary schools within our boundaries send their fifth graders to a three day camp. Dates will vary by school, so plan ahead if you are coaching either Minor or Major teams and have lots of fifth graders on your roster. The NLLL Tournament shall not be held during days coincident with the camp schedule.

5. Rule Variations

This section identifies the ways in which North Lake Little League playing rules differ from the Official Regulations and Playing Rules for Little League Baseball, commonly known as the "Green Book" or where the league has an option on a rule. References to a specific Little League Official Rule is denoted by LLOR followed by the regulation or rule number, and references to other North Lake Little League Rules in this document are denoted by NLLL followed by the rule number.

1. Rule Variations – General – All Divisions

- a. A player may be suspended from participation in a game by the Manager for various reasons. In this case, the Manager must contact the Player Agent or a member of the Board 24 hours prior to the scheduled game. The date of the request, name of the player and the reason for suspension shall be recorded.
- b. Ejection of two players from the same team in the same game will automatically result in a one game suspension for the Manager of that team, subject to Board review and approval.
- c. An injured offensive player (batter or runner) may be replaced by another eligible player as assigned by the manager for the team of the injured player. The replacement player shall be the player whom has made the last out prior to the injury, or in the case where an out has not been made in that game, a player who is not currently on base, whose position in the batting order is farthest from the injured player. The injured player may return to the game at their next at bat, or in a defensive position upon conclusion of the half inning.

7. Rule Variations – Senior/Junior Baseball

(Provided to the Managers in a separate publication from District 8 or see LLOR)

8. Rule Variations – Major Baseball

- a. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. If for any reason this cannot be accomplished (e.g., 10 run rule), then that player shall start the next game, and play the uncompleted requirement and the requirement for this game before being removed. Managers shall provide "equal" playing time during the regular season. Twelve (12) defensive outs and six (6) defensive outs in the infield is recommended for the regular season.
- b. A player may not sit for 2 consecutive innings.
- c. Time Limit and Curfew: No new inning may start after 2 hours. However, if the result would be a tie game (see LLOR 4.10-4.12), there is sufficient light, and the field is available, then the game may be continued. Games shall not extend beyond 3 hours if no game scheduled behind. No inning shall start after 8:15 on a non-lighted field.
- d. Players of League Age 9/10 may only play Major Baseball with prior approval from Players Agent.
- e. NLLL has decided not to adopt LLOR 4.10 (e) that if after three innings (2 1/2 if it is the home team), the team that is behind by 15 runs must concede the game.
- b. Managers will exchange lineups at the plate meeting. These lineups will include planned defensive alignments for the first 4 innings, in order to validate minimum play requirements. When situations result in changes to the planned alignments, managers will communicate updates at the inning change. Managers are still expected to meet minimum play requirements by the end of the 4th inning, or else be subject to follow-up discipline. In rare cases, such as injuries or pitching issues, a team may not meet MPT by the end of the 4th inning. In these cases, necessary changes must be made before beginning the 5th.

9. Rule Variations – Minor Baseball

- a. Every player on a team roster will participate in each game for a minimum of twelve (12) defensive outs. Every player must play a minimum of 2 innings (6 defensive outs) at an infield position.
- b. A player may not sit for 2 consecutive innings.
- c. Time Limit and Curfew: No new inning may start after 2 hours. However, if the result would be a tie game (see LLOR 4.10-4.12), there is sufficient light, and the field is available, then the game may be continued. Games shall not extend beyond 3 hours if no game scheduled behind. No inning shall start after 8:15 on a non-lighted field.

- d. 3.1) Playoff Modification – in league playoffs, to encourage complete games, no new inning may start after 2 hours and 15 minutes. All other time and curfew rules remain unchanged.
- e. LLOR 5.07 requires that a half inning will end when five (5) runs have scored. NLLL has decided to adopt a new option regarding this rule, whereby the run limit will not apply to the sixth (6th) inning or any subsequent “extra” inning. For the sixth inning or extra innings, the half inning will occur when one of the following occurs: (1) 3 defensive outs are recorded, (2) every batter in the continuous batting order has completed an at bat or (3) the home team has scored more total runs than the visiting team effectively winning the game. Exception: More than 5 runs can be scored if a result of a ground rule double, or a home run which clears the outfield fence (or boundary cones) in the air.
- f. NLLL has decided not to adopt LLOR 4.10 (e) that if after four innings (3 1/2 if it is the home team), the team that is behind by 10 runs must concede the game.
- g. Illegal pitches are to be enforced, although each pitcher will get one warning before the penalty is enforced.
- h. If there is no fence at field, or if the fence is beyond 180 feet from home plate, cones will be placed at 180 feet from home plate.
- i. Any runner that has rounded third and who stops advancing toward home plate and begins retreating back to third base due to defensive actions by the defense on that runner shall not be allowed to advance to home after or **while the ball is being returned to the pitcher unless the ball is overthrown**. Such a runner would be considered to have left early and would be sent back if not put out by the defense
- j. **Delayed steals are not allowed. For example, a runner on 3rd base may not advance to home or make any attempt to show advancement (leaving third base towards home plate) other than a normal lead off once the ball has reached the batter on a pitched ball, advancement (stealing) of home can only occur on a passed ball, an overthrow back to the pitcher or when a play on a runner at any base occurs. Any act by the runner on 3rd for the purpose of distracting either the catcher or pitcher (dancing to entice a throw or distract) is not a normal baseball play at the minor’s level and is not allowed. Such a runner would be considered to have left early and would be sent back if not put out by the defense.**
- k. Managers will exchange lineups at the plate meeting. These lineups will include planned defensive alignments for the first 4 innings, in order to validate minimum play requirements. When situations result in changes to the planned alignments, managers will communicate updates at the inning change. Managers are still expected to meet minimum play requirements by the end of the 4th inning, or else be subject to follow-up discipline. In rare cases, such as injuries or pitching issues, a team may not meet MPT by the end of the 4th inning. In these cases, necessary changes must be made before beginning the 5th.

10. Rule Variations – AAA Baseball

- 1) Every player on a team roster will participate in each game for a minimum of twelve (12) defensive outs. Every player must play a minimum of 2 innings (6 defensive outs) at an infield position.
 - 1. Minimum play requirements must be met by the 4th inning, to account for shortened play times in AAA. In rare cases (e.g., player injury), minimum playing time may extend into the 5th inning, but this can only be done with approval from the umpire and opposing manager. If for any reason this cannot be accomplished, then those players shall start the next game, and play the uncompleted requirement and the requirement for this game before being removed.
 - 2. EVERY occurrence of players not reaching minimum playing time before the end of the 4th inning MUST be reported to the Coaches Coordinator AND included in the post-game game report. A pattern of repeated instances of delayed MPT will be cause for review and possible discipline of the manager subject to Board discretion.

- 2) A player may not sit for 2 consecutive innings.
- 3) Time Limit and Curfew: No new inning may start after 2 hours. However, if the result would be a tie game (see LLOR 4.104.12), there is sufficient light, and the field is available, then the game may be continued. Games shall not extend beyond 2 hours 30 minutes and no inning shall start after 8:15 on a nonlighted field.

3.1) Playoff Modification – in league playoffs, to encourage complete games, no new inning may start after 2 hours and 15 minutes. All other time and curfew rules remain unchanged.

- 4) LLOR 5.07 requires that a half inning will end when five (5) runs have scored. NLLL has decided to adopt a new option regarding this rule, whereby the run limit will not apply to the last inning or any subsequent “extra” inning. Exception 1: In the case where the game time limit is approaching (less than 10 minutes), and only the 4th or 5th inning is about to be started, then the umpire and coaches may declare that inning to be the LAST inning. In this case, the 5 run rule shall be suspended for the declared last inning as if it were the 6th. This decision must be made at the beginning of the declared last inning. Exception 2: More than 5 runs can be scored if as a result of a ground rule double, or a home run, which clears the outfield fence or 150’ cones in the air.
- 5) NLLL has decided not to adopt LLOR 4.10(e) that if after four innings (3½ if it is the home team), the team that is behind by 10 runs must concede the game.
- 6) Illegal pitches shall not be called however an umpire should notify the manager if illegal pitches are occurring so they may coach the player between innings or during the next practice.
- 7) As part of player development, all players that express a desire to pitch shall be given the opportunity to pitch at least one completed inning (3 defensive outs or 5 runs) in a regular season game. Coaches are encouraged to give players multiple opportunities for players who express interest in pitching.
- 8) There is no Infield Fly Rule.
- 9) Runners may “steal” second base only on a “passed ball”. A “passed ball” is defined as any pitched ball that goes behind the catcher. A ball that rebounds off the catcher or umpire so as to be in front of, or parallel to, the catcher (no matter the distance) is not considered a “passed ball.” A pitched ball that rebounds off the fence or backstop is considered a “passed ball.”
- 10) Runners may “steal” third base on any pitch or passed ball, but delayed steals (running when the catcher returns the ball to the pitcher) are not allowed.
- 11) Runners may not “steal” home.
- 12) Runners may not advance on an errant return throw from the catcher to the pitcher.
- 13) Runners may not advance an extra base on an errant throw from the catcher on a steal attempt.
Otherwise, all runners may advance if a play is made in an attempt to make an out.
- 14) Any runner who has attained a base, but is no longer advancing, or has returned back to attained base, may not advance on an errant throw back to the pitcher, the play shall be considered over.
- 15) When the ball/strike count reaches four balls, the Manager or a Coach of the batting team will come to the mound and pitch to the batter. It is preferred the Manager or Coach will pitch from the 46’ rubber, or with their back foot on the front edge of a portable mound, if used. During the Manager/Coach pitching, the opposing pitcher may not take a defensive position nearer home plate than the pitcher’s rubber. The player’s strike count (but not the ball count) will be maintained when the Manager/Coach comes in to pitch. The Manager/Coach will throw up to three pitches plus additional pitches for foul balls on the last pitch (the at bat can’t end on a foul ball). The player will continue to bat until one of three things happens: 1) the ball is hit and put into play; 2) the player

strikes out swinging; or 3) the Manager/Coach throws three or more pitches and the last pitch isn't a foul ball. If the batter swings and misses, it is counted as a strike against them. There are no called strikes by the umpire. If the batter gets a swinging third strike he/she is out. If the last pitch occurs without the ball being put into play, the batter is out, even if the pitch from the coach is unhittable. The batter may not advance to first base if hit by a ball pitched from the Manager/Coach. Steals are not permitted while a coach is pitching.

- 16) Cones shall be placed in the outfield approximately 150 feet from home plate in order to designate the limits of play. A ball hit through the air over the cones will be declared a home run. A batted ball which rolls or bounces through the cones shall be declared a ground rule double.
- 17) No pitcher may pitch for more than **6** defensive outs in one game. Pitchers must adhere to all pitch count regulations in addition to this local rule. Prior to spring break, coaches are encouraged to limit pitchers to 3 defensive outs in one game in order to provide opportunities to all players.
- 18) There is no bunting in the AAA division.
- 19) When a coach is pitching in the field of play, rule 7.11 will be enforced: "The players, coaches, or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. Penalty: Interference shall be called and the batter or runner on whom the play is being made shall be declared out." For purposes of this rule, the coach shall be adjudged to have interfered if they block the childpitcher's act of fielding or throwing. If the adult coach is clearly in the way of the pitcher, interference shall be called even if the player does not finish an attempt to throw the ball.
- 20) Managers will exchange lineups at the plate meeting. These lineups will include planned defensive alignments for the first 4 innings, in order to validate minimum play requirements. When situations result in changes to the planned alignments, managers will communicate updates at the inning change. Managers are still expected to meet minimum play requirements by the end of the 4th inning, or else be subject to follow-up discipline. In rare cases, such as injuries or pitching issues, a team may not meet MPT by the end of the 4th inning. In these cases, necessary changes must be made before beginning the 5th.
- 21) At the completion of the 4th inning, or the end of the game if shortened, Managers will hold a plate meeting to verify minimum play time has been met by each team. Any disputes in playing time will be escalated to the Executive Committee, and may result in discussion, hearing, or discipline.

11. Rule Variations – Sluggers Baseball

- 1) The Visiting team is responsible for providing a field umpire. Umpire shall be a volunteer or a coach who is not actively acting as a coach during the game. This is particularly important at the Sluggers level, to start the process of preparing volunteers to umpire in older divisions.
- 2) Every player must play a minimum of 2 innings (6 defensive outs) at an infield position. However an exemption for safety purposes is allowed, so long as the exemption is submitted, reviewed and approved by the Player Agent. Players shall not be assigned permanent positions and shall be rotated through positions.
- 3) A player may not sit for 2 consecutive innings or play the same position for more than 1 inning.
- 4) Time Limit and Curfew: No new inning may start after 1 hour and 20 minutes or 6 full innings of play, whichever occurs first. Games shall not continue after 8:15 on a non-lighted field.
- 5) LLOR 5.07 requires that a half inning will end when five (5) runs have scored. NLLL has decided to adopt a new option regarding this rule, whereby the run limit will not apply to the last inning or any subsequent "extra" inning. Exception1: In the case where the game time limit is approaching (less than 10 minutes), and only the 3rd inning is about to be started, then the umpire and coaches may

declare that inning to be the LAST inning. In this case, the 5 run rule shall be suspended for the declared last inning as if it were the 6th. This decision must be made at the beginning of the declared last inning. Exception 2: More than 5 runs can be scored if as a result of a ground rule double, or a home run, which clears the outfield fence or 150' cones in the air.

- 6) There is no Infield Fly Rule.
- 7) There is no stealing at the Sluggers level.
- 8) Any runner who has attained a base, but is no longer advancing, or has returned back to attained base, may not advance on an errant throw back to the pitcher, the play shall be considered over.
Runners may advance more than one base(s) on a ball struck to the outfield at their own risk.
- 9) The Manager/Coach of the team at bat will throw up to six pitches plus additional pitches for foul balls on the last pitch (the at bat can't end on a foul ball). The player will continue to bat until one of three things happens: 1) the ball is hit and put into play; 2) the player strikes out swinging; or 3) the Manager/Coach throws six or more pitches and the last pitch isn't a foul ball. If the batter swings and misses, it is counted as a strike against them. There are no called strikes by the umpire. If the batter gets a swinging third strike he/she is out. If the last pitch occurs without the ball being put into play, the batter is out. The batter may not advance to first base if hit by a ball pitched from the Manager/Coach.
- 10) Cones shall be placed in the outfield approximately 150 feet from home plate in order to designate the limits of play. A ball hit through the air over the cones will be declared a home run. A batted ball which rolls or bounces through the cones shall be declared a ground rule double.
- 11) There is no bunting in the Sluggers division.
- 12) When a coach is pitching in the field of play, rule 7.11 will be enforced: "The players, coaches, or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. Penalty: Interference shall be called and the batter or runner on whom the play is being made shall be declared out." For purposes of this rule, the coach shall be adjudged to have interfered if they block the pitcher's act of fielding or throwing. If the adult coach is clearly in the way of the pitcher, interference shall be called even if the player does not finish an attempt to throw the ball.
- 13) A special ball, e.g., the SafeT5 ball shall be used for the Sluggers division.
- 14) Managers and coaches for the team on defense may be on the outfield during play to help, encourage and position players when necessary.
- 15) Ten players shall play defense (4 OF and 6 IF) if the team roster for a scheduled game consists of only 10 players. A team with 11 or more players for a scheduled game shall play 9 players on defense allowing the buddy system to be implemented on the bench. At no time shall only one player remain on the bench while his/her team is on defense.
- 16) Outfielders shall remain 20' beyond infielders and shall not cover bases on force plays. Runner would be deemed safe if this occurs.
- 17) Games shall be played on Little League regulation field with 60' bases and include a 15' arc in front of home plate. Batted balls that do not go beyond the 15' arc shall be considered foul balls.

12. Rule Variations – Quickball 2

- 1) All players should play all positions. There are to be no permanent assignments or positions. The opposing pitcher may not take a defensive position nearer home plate than the pitcher's rubber.

- 2) NO SCORE IS KEPT (all winners no losers). Having fun and learning the fundamentals of baseball is the number one priority of the Rookie league.
- 3) Games are played on a regulation Little League field, but bases can be moved from 60 feet apart to 50 feet apart. An arc, 15 feet from home plate shall be marked as foul territory. Any batted ball that does not go beyond this line shall be declared foul and the batter shall return for another try.
- 4) A special ball, e.g., the Incrediball, is used (which is the size of a baseball, but somewhat softer).
- 5) Managers or Coaches will pitch up to five pitches and the player will attempt to hit the pitches. If the player does not hit any of the five pitches, then the Manager will bring out the batting tee. If the last pitch is fouled off, another pitch can be made. Of course, everybody (players, parents, and fans) is happier if the player hits the ball before the tee is used, so the pitcher should make every attempt to make it easy, relative to the batter's ability, to hit the ball. Once the tee has been brought out, the player swings until the ball is hit. No strike outs, no walks.
- 6) The games consist of four complete innings or 1½ hours whichever occurs first. Every batter on the offensive team bats each inning.
- 7) All players on the team play in the field defensively each inning. No more than 7 players may play at an infield position. There are no outs.
- 8) Managers and coaches may be on the field during play to help and encourage when necessary.
- 9) There is no bunting in the Rookie division.

13. Rule Variations – Quickball 1

- 1) All players should play all positions. There are to be no permanent assignments or positions. The opposing pitcher may not take a defensive position nearer home plate than the pitcher's rubber.
- 2) NO SCORE IS KEPT (all winners no losers). Having fun and learning the fundamentals of baseball is the number one priority of the T-Ball league.
- 3) Games are played on a regulation Little League field, but bases can be moved from 60 feet apart to 50 feet apart. An arc, 15 feet from home plate shall be marked as foul territory. Any batted ball that does not go beyond this line shall be declared foul and the batter shall return for another try.
- 4) A special ball, e.g., the Incrediball, is used (which is the size of a baseball, but somewhat softer).
- 5) The ball is hit from a stationary batting tee. There is no pitching, but there may be a fielder(s) placed near the pitcher's mound. There are no balls and strikes. Therefore, there are no strike outs!
- 6) The games consist of four complete innings or 1½ hours whichever occurs first. Every batter on the offensive team bats each inning.
- 7) All players on the team play in the field defensively each inning. No more than 7 players may play at an infield position. There are no outs.
- 8) Managers and coaches may be on the field during play to help and encourage when necessary.

14. Rule Variations – Softball

See separate District 8 Supplemental Rules publication provided to Softball Managers.

6. Rule Clarifications

1. Procedures

Official rules are those given in the publication, Official Regulations and Playing Rules, as amended by the Rule Variations in Section 4. This section emphasizes or clarifies some of the rules.

- 1) Information from the Player Evaluation, i.e., position chosen, etc., is to remain confidential and is not to be communicated to parents or players.
- 2) Practices shall not commence prior to the official start date as communicated by the League President due to insurance coverage and potential risk to the league. Unauthorized practices, prior to the official start date, will result in suspension of the Manager for the season.
- 3) Managers/Coaches are not allowed to contact players prior to the draft to assess baseball/softball skills, positions played, experience, or any other information that may influence (or be perceived to influence) his/her drafting of specific players.
- 4) Batting orders and field position/inning assignments shall be exchanged between managers and given to the official scorekeeper no later than 10 minutes before the game time. This exchange should occur at the appointed time even if an umpire is not present.
- 5) It is mandatory that the Manager provide pitcher eligibility along with the batting order. This rule will be strictly enforced to avoid pitching limitation violations.
- 6) Any warm-up exercises and/or infield practice must occur prior to game start. To facilitate field preparation, warm-up exercises may have to be conducted in the outfield or out of the play area. Unless there is a time constraint, or the managers agree otherwise, it is customary for the Visiting team to take infield 20 minutes prior to the game start and the Home team 10 minutes prior to the game start. You are not required to conduct infield practice.
- 7) The scores of all complete games must be reported within 24 hours of game time by the home team scorekeeper or Manager. Game reports shall be agreed upon at the conclusion of each game and sent to the League Scheduler by 10:00 pm of the day of the game.

2. Rainouts

- i. **SOFTBALL** – Check with the Softball Coordinator for Interleague rainout policy.
 - ii. **SENIOR/JUNIOR** – Check with the Senior Coordinator for Interleague rainout policy.
 - iii. **MAJOR** – Major teams need to re-schedule and play as many of the Regular-Season scheduled games as is reasonably possible. Home team of the rained out game is responsible for contacting the field scheduler to reschedule. Games shall be replayed within 14 days of the original game date.
 - iv. **MINOR/AAA/SLUGGERS** – Rainouts may be made up if agreed upon by both Managers, subject to field availability. Managers are encouraged to make up as many games as possible.
 - v. **Quickball** – No rainouts will be made up. In the event of excessive rainouts, league Scheduler may provide make up options for teams
- 1) Managers are to request parents (prior to leaving the field) not to drop off their players unless they have made sure a game or practice will occur.
 - 2) Each Manager is responsible for his/her players from the time they are dropped off at a practice or game field until the player is picked up by a parent, guardian, or otherwise responsible adult. Players are NEVER to be left alone at any field following a game or practice.
 - 3) If one team is way ahead, be reasonable. Even in the big leagues, a team with a big lead stops stealing bases late in the game.

3. General Clarifications

LLOR 2.0: Definitions.

Bunt: There shall be no bunts in Quickball, Sluggers or AAA divisions.

Foul ball: In Tee-ball and Rookie divisions a batted ball shall be declared foul if it travels less than 15 feet from home plate. It may be useful to mark a chalk line, from foul line to foul line to designate this 15-foot mark.

LLOR 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

LLOR 4.10 thru 4.12: If a game must end early for whatever reason (time limit, weather, darkness, curfew, etc.) rules LLOR 4.10 and 4.12 should be consulted. The common belief that the score reverts to the score at the end of the last completed inning is NOT CORRECT. In particular, see LLOR 4.11(d). If, after consulting LLOR 4.10 or 4.12, it is determined that you have a tie game, the game is resumed from the exact point at which it was halted (LLOR 4.12). A good time to complete a tie game is before the start of the next regularly scheduled game between the two teams. If there is no other regularly scheduled game it may not be possible to complete the game **and will be recorded as a tie during league play, there are no ties during the NLLL playoffs.**

LLOR 7.08: At all levels, runners must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Note the runner does not have to slide as long as they attempt to get around the fielder. The runner can't run into the fielder without sliding or attempting to get around. If the runner does not run into the fielder, they certainly are not out because they didn't slide. Per the LLOR, a collision is not an automatic out. The runner only has to avoid or slide if a fielder is waiting in the baseline, with ball in hand to make the tag. **Head first slides are not permitted.** Players may dive back head first to the base to which they are returning.

LLOR 8.03: Managers and umpires are reminded to start games at the specified time and avoid unreasonable delays during the game. At the beginning of each half-inning, pitchers are permitted 8 warm-up pitches or one minute of time. Managers may pinch run for a pitcher or a catcher when a) 2 outs have been recorded or b) when 4 runs have been scored (Sluggers, AAA, Minors divisions only).

LLOR 6.02(c) Northlake Little League is **NOT** adopting the mandate that all batters Minors division and above for both baseball and softball keep one foot in the batter's box during their at bat during regular season league play save the exception listed in the LLOR. However, umpires and managers shall inform players that during interleague, TOC and All Star Tournament play this rule will be enforced inclusive of penalty as per LLOR 6.02(c).

15. Major Baseball Clarifications

- 1) Illegal pitches will be enforced.
- 2) Notification of intentional walk must be made during dead ball and prior to first pitch to a batter as per LLOR 6.08(a)(2). Per LLOR 4 pitches will be added to pitchers pitch count.
- 3) Following LLOR 4.10 (e), NLLL has opted to adopt the rule that if after four innings (3 1/2 if it is the home team), the team that is behind by 10 runs must concede the game.

5. Minor Baseball Clarifications

- 1) The Infield Fly Rule (definition in LLOR 2.00) is in effect, but keep in mind that the ball has to be catchable with an "ordinary effort" for a player of this age. Infield Fly Rule is at the sole discretion of the Umpire.
- 2) (LLOR 5.07) Since our league has adopted to use the unlimited rule for the "Last Inning", the rules state that a team may only bat the order. If one team has ten players and the other team has 12 players, the order in that inning will match the team with the most players and the team with the least amounts order will equal the other team with more players. Clarification: the team with 10 players will bat 12 players to equal the other teams order.
- 4) Notification of intentional walk must be made during dead ball and prior to first pitch to a batter as per LLOR 6.08(a)(2). Per LLOR 4 pitches will be added to pitchers pitch count.

6. AAA Baseball Clarifications

- 1) All runners may advance if a play is made in an attempt to make an out – see the Rule Variations regarding prohibition on taking extra bases on steal attempts.
- 2) (LLOR 5.07) Since our league has adopted to use the unlimited rule for the "Last Inning", the rules state that a team may only bat the order. If one team has ten players and the other team has 12 players, the order in that inning will match the team with the most players and the team with the least amounts order will equal the other team with more players. Clarification: the team with 10 players will bat 12 players to equal the other teams order.

7. Sluggers Baseball Clarifications

- 1) Once the ball is put into play, common baseball rules apply. Attempts at defensive plays are made and base runners put out.
- 2) When a defensive out is made, the runner should be removed from the bases and returned to the dugout.
- 3) Runners may advance as far as they would if it were a real baseball game on hits to the outfield. For example, if the ball goes into the gap in the outfield, have them go for two bases, or even three! But if the hit is a routine single hold them up. Try to make it more exciting. Moving around the bases one base per batter isn't as much fun as trying to score from 2nd, provided it is reasonable. The offensive coach should use common sense to hold up the runners when it is becoming unreasonable. Advancing on an overthrow should be considered unreasonable, at this age. It is also recommended that the players don't all try to score just because the last batter of the inning is up. The inning stops when the last batter scores or home plate is touched by a defender with the ball in hand. It is a good idea to start each inning at a different spot in the batting order, so the last batter is not always the same for the entire game.
- 4) The half-inning is over once 3 outs are made, 5 runs have scored or the order has batted. See item 4 Sluggers baseball rule variations.



- 5) Umpires shall perform their duties from either Slot A, B or C, no umpire at home plate.
- 6) Do not abuse the six pitch rule. No "just one more pitch".
- 1) (LLOR 5.07) Since our league has adopted to use the unlimited rule for the "Last Inning", the rules state that a team may only bat the order. If one team has ten players and the other team has 12 players, the order in that inning will match the team with the most players and the team with the least amounts order will equal the other team with more players. Clarification: the team with 10 players will bat 12 players to equal the other teams order.

8. Northlake Little League Sportsmanship Guidelines

- 1) Although LLOR allows "slug bunts" at Majors and Minors levels it is **highly discouraged** during regular league and tournament play as *it creates a potentially unsafe situation*. This should be discussed at the plate meeting amongst the Umpire in Charge of the game and the managers.
- 2) Although LLOR allows intentional walks it is **highly discouraged** to utilize this option at any time during regular season and postseason tournament play.