

## ***Tee Ball Division Local Rules***

### ***General Rules***

1. If issues arise during any game where additional support is needed, contact the Board Member on Duty for the complex and they will request any additional assistance from board regarding the situation or rules.
2. If an injury occurs, contact the board member on duty, or if the situation is life-threatening, contact **911** immediately.
3. **Parents/Coaches of Each Team** must **prepare field before** each game and **rake fields, clean dugouts, and bleacher area after each game.**
4. **All volunteers** including: Managers, Coaches, and Team Parents entering the playing field, dugout, or bullpen **must be wearing their ID badge.** Noncompliance to this rule will face disciplinary action.
5. Games can only be rescheduled by the player agent. NO coach or manager will have the right to rain out a game. This must be done by Player Agent, Field Rep, President. Any team that reschedules or rains out a game without approval is subject to their Managers being suspended for two (2) games.
6. **It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.**

### ***Baseball Rules***

1. **Roster batting** (every player bats each inning for entire game)
2. Can interchange players freely - all players will be on the field for each inning.
3. Fielding positions include: no more than six (6) infielders and no more than six (6) outfielders. Outfielders should play no less than five (5) yards from infield dirt. This allows better spacing between players and helps to prevent pile ups.
4. Player in pitcher position should have one foot in dirt and even with pitcher's plate.
5. Batter will receive five (5) swing attempts off of the Tee. After 5<sup>th</sup> swing, if ball is not hit, batter will proceed to first base.
6. No more than four (4) defensive coaches on the field.
7. One (1) Coach/Volunteer must be in dugout at all times and up to six (6) total will be allowed in the dugout/on field.
8. Tee Ball games are two innings in length where each team bat and plays in the field twice. If additional innings are played, the length of the game is not to exceed 50 minutes.

## ***Coach Pitch Division Local Rules***

### ***General Rules***

1. If issues arise during any game where additional support is needed, contact the Board Member on Duty for the complex and they will request any additional assistance from board regarding the situation or rules.
2. If an injury occurs, contact the board member on duty, or if the situation is life-threatening, contact 911 immediately.
3. **All volunteers** including: **Managers, Coaches, and Team Parents** entering the playing field, dugout, or bullpen must be **wearing their ID badge**. Noncompliance to this rule will face disciplinary action.
4. **Parents/Coaches of Each Team** must **prepare field before** each game and **rake fields, clean dugouts, and bleacher area after each game**.
5. **Home Team** is responsible for keeping the **Official Score Book** (located in concessions).
6. **Visiting Team** is responsible for **working the scoreboard** (instructions are posted inside the press box).
7. **Winning Team** is responsible for **posting** the final score to the Division GroupMe so the score can be recorded. **This must be done on the same night the game is played.**
8. Games can only be rescheduled by the player agent. NO coach or manager will have the right to rain out a game. This must be done by Player Agent, Field Rep, President. Any team that reschedules or rains out a game without approval is subject to their Managers being suspended for 2 games.
9. Tie Breakers for season champions are determined by Record, then Head to Head game winner, then Head to Head Run Differential. If a team remains tied, a game will be played to determine winner.

### ***Baseball Rules***

10. Roster Batting order is used for all games.
11. No new inning is started after **1 hour 20 minutes**.
  - a. Typical coach pitch games are 4 – 6 innings with an overall gametime limit of 1:20.
12. Teams may play with as few as seven (7) players without forfeiting. And teams playing with less than nine (9) won't suffer an out.
13. **No intentional bunting** and **No stealing** - Base runners cannot leave base until hit ball crosses the plate.
14. Can interchange players freely, as long as each player gets their minimum playing time - Every rostered player will participate for a minimum of six (6) defensive outs.
15. **A pitcher can only play pitchers position for up to 3 innings during a game.** Player in pitcher position should have **one foot in dirt** and even with pitcher's plate when a pitch is thrown.
16. Attempted throw back to pitcher halts base runners. If runner is not halfway to next base, he returns to last base touched. Attempted throw back to the pitcher can come from any position, BUT it needs to be clear and relatively accurate and in the vicinity of the pitchers mound, not just launched back to the infield or misplayed by a cut off. This is an umpire judgement decision. Coach Pitcher should face fielder and hold up a target for them to throw to.
17. Fielding positions include: pitcher, catcher, no more than four infielders and no more than four outfielders.
18. **Overthrown balls allow for ONLY one base.** *EXAMPLE: Ball hit to pitcher but he overthrows first baseman, runner can advance at his own risk to second base (no further). If ball is thrown to second and the out is made, the out stands. If ball is thrown and ends up in the left field the runner stays at second base. If left fielder throws ball back in, the runner is tagged because he overran or drifted off the base, he is out. Coach Pitchers need to move as to not block fielders view or their chance to make a play. One error max per play.*
19. **Batter will receive five pitches.** Three strikes is an out. No walks. You cannot foul out. Foul tips caught by catcher on third strike will be an out.
20. Five (5) runs per inning, except 6<sup>th</sup> inning which has a (10) run limit.

21. Ten (10) run rule is in effect at all times after four (4) innings or three and a half (3 ½) if home team's ahead.
22. Coach will pitch from a minimum of 30 feet from plate. Pitch may be made from a knee or standing. Pitch must be overhand throw. **Base coaching from the pitcher position is prohibited.** The pitcher should make every effort to get out of the field of play when the ball is in play.
23. Defensive teams must have one (1) coach behind catcher to retrieve passed balls.
24. Two (2) Defensive Coaches will be allowed in the outfield but they cannot interrupt the play.
25. One (1) Coach/Volunteer must always be in dugout and up to five (5) total will be allowed in the dugout/on field.
- 26. It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.**

## ***Pee Wee Division Local Rules***

### **General Rules**

1. If issues arise during any game where additional support is needed, contact the Board Member on Duty for the complex and they will request any additional assistance from board regarding the situation or rules.
2. If an injury occurs, contact the board member on duty, or if the situation is life-threatening, contact **911** immediately.
3. Roster Batting order (every player bats for entire game) for both Coach Pitch and Kid Pitch Sections.
4. Teams can interchange players freely, as long as they get their playing time - Every rostered player will participate for a minimum of six (6) defensive outs.
5. Five (5) runs per inning, except the 6<sup>th</sup> inning which has a (10) run limit.
6. The ten (10) run rule is in effect after four (4) innings or three and a half (3 ½) innings if home team is ahead.
7. No more than four (4) coaches on the field or the dugout. Defensive coaches are not allowed in the Pee Wee Division.
8. No inning shall start after **1 hour and 30 min of play**. **Teams will finish the inning that started prior to time expiring.**
9. **All volunteers** including: **Managers, Coaches, and Team Parents** entering the playing field, dugout, or bullpen must be **wearing their ID badge**. Noncompliance to this rule will face disciplinary action.
10. **Parents/Coaches of Each Team must prepare field before each game and rake fields, clean dugouts, and bleacher area after each game.**
11. **Home Team** is responsible for keeping the league Gamechanger, which is the **Official Score Book**
12. **Visiting Team** is responsible for **working the scoreboard (instructions are posted inside the press box).**
13. **Winning Team** is responsible for **posting** the final score to the Division GroupMe so the score can be recorded. **This must be done on the same night the game is played.**
14. Games can **only** be rescheduled by the player agent. **NO** coach or manager will have the right to rain out a game. This must be done by Player Agent, Field Rep, President. Any team that reschedules or rains out a game without approval is subject to their Managers being suspended for 2 games.
15. Tie Breakers for season champions are determined by Record, then Head to Head game winner, then Head to Head Run Differential. If a team remains tied, a game will be played to determine winner.
16. Allstar Manager selection will be reviewed by the NLL League President and Player Agent considering both record and conduct during the season and will be presented to a subset of the NLL Board for confirmation.
17. **It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.**
18. All 12 games will be played as Kid Pitch Games

***Kid Pitch Rules***

1. Five (5) Pitches in between innings during kid pitch portion of schedule.
2. During the Kid Pitch Portion of the schedule, runners cannot advance if the pitcher has possession of the ball on the mound (dirt). If a runner has already engaged in an attempt to advance when pitcher achieves this position, then the advance will be allowed, with subject to being put out. An advance is being in running / pursuit of next base not just being off of the current base.
3. Manager/Coach/Adult are now allowed to warm-up pitcher to speed up game during the regular season, it is not allowed in Allstars however.
4. Pitching rules as indicated by Little League Baseball must be followed
  - a. Ages 6 – 8 are limited to 50 pitches per day
  - b. 1 – 20 pitches, No days rest
  - c. 21 – 35 pitches, 1 Day Rest
  - d. 36 – 50 pitches, 2 Days Rest
5. A player cannot play catcher if they have pitched 41 or more pitches in a game without threshold..
6. A player cannot become the pitcher if they have caught more than 3 innings. If the player starts the 4<sup>th</sup> inning as catcher, they then cannot become pitcher.

## ***Texas League Local Rules***

### ***General Rules***

1. If issues arise during any game where additional support is needed, contact the Board Member on Duty for the complex and they will request any additional assistance from board regarding the situation or rules.
2. If an injury occurs, contact the board member on duty, or if the situation is life-threatening, contact **911** immediately.
3. If you lose a player during the year, you as a manager are required to notify the player agent immediately.
4. **All volunteers** including: **Managers, Coaches, and Team Parents** entering the playing field, dugout, or bullpen must be **wearing their ID badge**. Noncompliance to this rule will face disciplinary action.
5. **Parents/Coaches of Each Team must prepare field before each game and rake fields, clean dugouts, and bleacher area after each game.**
6. **Home Team** is responsible for keeping the league Gamechanger, which is the **Official Score Book**
7. **Visiting Team** is responsible for **working the scoreboard (instructions are posted inside the press box)**.
8. **Winning Team** is responsible for **posting** the final score to the Division GroupMe so the score can be recorded. **This must be done on the same night the game is played.**
9. Games can only be rescheduled by the player agent. NO coach or manager will have the right to rain out a game. This must be done by Player Agent, Field Rep, President. Any team that reschedules or rains out a game without approval is subject to their Managers being suspended for 2 games.
10. **It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.**
11. Allstar Manager selection will be reviewed by the NLL League President and Player Agent considering both record and conduct during the season and will be presented to a subset of the NLL Board for confirmation.

### ***Baseball Rules***

12. Roster batting order, All players are required to play 6 outs in the field, **No exceptions.**
13. Manager/Coach/Adult are now allowed to warm-up pitcher to speed up game during the regular season, it is not allowed in Allstars however.
14. Runners cannot steal if a pitcher has possession of the ball on the rubber.
15. Five (5) runs per inning, except the 6<sup>th</sup> inning which is an open inning.
16. Ten (10) run rule is in effect at all times after four (4) innings or three and a half (3 ½) if home is ahead.
17. No more than three (3) coaches on the field or the dugout.
18. No inning shall start after **1 hour and 30 min of play. Teams will finish the inning that started prior to time expiring.**
19. Teams may play with as few as 8 players. If one team has 8 players and the other team has 9 or more players, the team with only 8 players will suffer an out. If both teams have 8 players at the start of the game, neither team will suffer an out.
20. Pitching rules as indicated by Little League Baseball must be followed
  - a. Ages 9 – 10 are limited to 75 pitches per day
  - b. 1 – 20 pitches, No days rest, 21 – 35 pitches, 1 Day Rest
  - c. 36 – 50 pitches, 2 Days Rest, 51 – 65 pitches, 3 Days Rest
  - d. 66+ pitches, 4 Days Rest
21. A player cannot play catcher if they have pitched 41 or more pitches in a game without threshold.
22. A player cannot become the pitcher if they have caught more than 3 innings. If the player starts the 4th inning as catcher, they then cannot become pitcher.

## ***Major League Local Rules***

### **General Rules**

1. If issues arise during any game where additional support is needed, contact the Board Member on Duty for the complex and they will request any additional assistance from board regarding the situation or rules.
2. If an injury occurs, contact the board member on duty, or if the situation is life-threatening, contact **911** immediately.
3. No more than three (3) coaches on the field or the dugout.
4. If you lose a player during the year, you as a manager are required to notify the player agent immediately.
5. **All volunteers** including: **Managers, Coaches, and Team Parents** entering the playing field, dugout, or bullpen must be **wearing their ID badge**. Noncompliance to this rule will face disciplinary action.
6. **Parents/Coaches of Each Team must prepare field before each game and rake fields, clean dugouts, and bleacher area after each game.**
7. **Home Team** is responsible for keeping the league Gamechanger, which is the **Official Score Book**
8. **Visiting Team** is responsible for **working the scoreboard (instructions inside the press box)**.
9. **Winning Team** is responsible for **posting** the final score to the Division GroupMe so the score can be recorded. **This must be done on the same night the game is played.**
10. Games can only be rescheduled by the player agent. NO coach or manager will have the right to rain out a game. This must be done by Player Agent, Field Rep, President. Any team that reschedules or rains out a game without approval is subject to their Managers being suspended for 2 games.
11. Tie Breakers for season champions are determined by Record, then Head to Head game winner, then Head to Head Run Differential. If a team remains tied, a game will be played to determine winner.
12. Allstar Manager selection will be reviewed by the NLL League President and Player Agent considering both record and conduct during the season and will be presented to a subset of the NLL Board for confirmation.
13. **It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.**

### **Baseball Rules**

1. Roster batting order and all players All players are required to play 6 outs in the field, No exceptions.
2. Manager/Coach/Adult **are now allowed to** warm-up pitcher to speed up game during the regular season, it is not allowed in Allstars however.
3. Runners cannot steal if a pitcher has possession of the ball on the rubber.
4. No inning shall start after **1 hour and 30 min of play. Teams will finish the inning that started prior to time expiring.**
5. The ten (10) run rule is always in effect after four (4) innings or three and a half (3 ½) if home team is ahead.
6. Pitching rules as indicated by Little League Baseball must be followed
  - a. Ages 11 – 12 are limited to 85 pitches per day
  - b. 1 – 20 pitches, No days rest , 21 – 35 pitches, 1 Day Rest
  - c. 36 – 50 pitches, 2 Days Rest, 51 – 65 pitches, 3 Days Rest
  - d. 66+ pitches, 4 Days Rest
7. A player cannot play catcher if they have pitched 41 or more pitches in a game without threshold.
8. A player cannot become the pitcher if they have caught more than 3 innings. If the player starts the 4th inning as catcher, they then cannot become pitcher.

### ***General Rules – All Divisions***

1. It is required that all managers and coaches should complete Little League Diamond Leader Training and Abuse Training. Training is available on the Little League Website and certificate of completion must be provided to NLL.
2. Any issues resulting in an ejection of a manager, coach, volunteer, or parent, will be reviewed by the NLL Board and will result in a 1 game suspension of the person ejected, unless ruled unreasonable by the NLL Board.
3. If a discussion with an umpire is needed during play; timeout should be requested and Interactions with umpires should be respectful and constructive. Do not confront an umpire with a rulebook in hand, have a conversation with the umpire.
4. Pitch Count Sheets shall be completed for all games and turned into the concession stand for pitch tracking for Pee Wee, Texas, and Major divisions.
5. Teams are required to prepare the field prior to games and reset the fields following all games so that they are prepared for the next game or next day.
6. If there are any questions or concerns regarding the rules; please contact one of the following: Justin Collins (President), AJ Delage (Vice-President), or Kevin Nectoux (Player Agent)