Zero Tolerance Policy

Managers are responsible for their own behavior as well as that of their assistant coaches, players, and parents. **Under no circumstance** is harassment, intimidation, complaining, or overt sarcasm towards umpires, coaches, or players tolerated, and it will be reported by umpires to the league commissioner. Ejected players or coaches will be subject to a one-game suspension or greater depending on incident severity.

Game Length/Scoring/Lineups

Game duration	Games last 6 innings if not ended by a mercy rule or time limits, darkness or weather; games ended by time limits do not need to be resumed at a later date; final score is as of last completed inning. Only playoff games that are tied extend beyond 6 innings.
Mercy rules	There is a 4-run limit per inning in AA at the beginning of the season.
Time limits	No new inning may begin (a) more than 105 minutes after the start of game and (b) less than 15 minutes from curfew (9:30pm). A new inning begins immediately after the last out of the previous inning.
Darkness	Umpire decides when games end based on darkness (final score as of last complete inning if regulation, otherwise should be resumed at later date)
Cancellations	Home team manager (based on weather) has authority to cancel game prior to start and must contact opposing manager AND umpire at least one hour prior to game time; home team manager responsible for updating website and rescheduling game ASAP. Only umpire may cancel game after start time. If you cancel a game you must cancel the umpires by texting Elliott Lowe 617 875 2316. Commissioners can assist with reschedules or cancellations Jason Matos jasondmatos@gmail.com and Dan Tortorice tortoric@gmail.com
Protests	Manager must inform umpire and opposing coach of intent to protest before next pitch is thrown and send an email to or call commissioner and league's umpire-in-chief within 24 hours; protests apply only to matters involving rules of the game (not judgment calls, weather, behavior, etc.)
# Players	Official games require 7 players min (1 outfield, 6 infield); if playing with less than 9, teams do NOT incur out for missing hitter. If a team has fewer than 9 players, the other team may lend a fielder for defensive innings at coaches' mutual discretion. During the regular season only, teams may play with four outfielders for a total of 10 players on the field at a time.
Forfeits	A team has until 15 minutes past start time to field a team, otherwise they forfeit game. Coaches may agree to scrimmage (share players, etc.) subject to time limits; umpire is not required to stay
Playing Time	If player arrives before 1st pitch, they must play at least 3 defensive innings; if player arrives before last pitch of 3rd inning, they must play at least 1 defensive inning
Lineups	Coaches should offer/present lineup to opposing coach and umpire before game

Batting/Baserunning

Batting Lineup	All players who show up are put into a continuous, fixed lineup; players arriving late are added to end of lineup regardless of when they arrive
Dropped third strike	No dropped third strike in AA
Bunting	Unlimited bunting is allowed
Slashing	Showing bunt, pulling back, and then swinging is not allowed (automatic out)
Leading/Stealing	Players may only leave the base once pitched ball reaches the batter Rule 7.13. Players may only steal 2nd base and the ball must be playable by the catcher (meaning caught or within arm's reach)
Delayed Steals	No delayed steals - steals must commence upon ball reaching the batter.
Passed Balls	No advancement on passed balls

Catcher Overthrows	Advancement on catcher overthrows not allowed
Stoppage of Play	When ball is in play, runners may advance at their own risk. If a fielder attempts to return the ball to pitcher in/near pitcher's circle, runners may only advance if more than halfway when the ball reaches the pitcher circle, regardless of whether it is caught
Sliding & Interference	Players must slide into base or avoid contact with a fielder who has the ball or is attempting to make a play on the ball. Slides must be feet first.
Head-first Slides	Not allowed (except back into bases)
Pinch runners	Catchers are allowed pinch runner with 2 outs (must be the player who made the last out)

Pitching/Defense

Pitching Limits	Age 7-8: 50 pitches; Age 9-10: 75 pitches; Age 11-12: 85 pitches; pitchers may finish a batter if limit reached during the at-bat; pitchers who pitch more than 40 pitches may not catch for rest of day; catchers who catch more than 3 innings (receiving 1 pitch in an inning counts as an inning) may not pitch later on the same day.
Mandatory Rest	66 or more pitches: 4 calendar days of rest (e.g. if 70 pitches on Sunday, cannot pitch until following Friday); 51-65 pitches: 3 calendar days; 36-50 pitches: 2 calendar days; 21-35 pitches: 1 calendar day; up to 20 pitches: no rest day required
Warmup pitches	Maximum of 6; Coaches may warm up pitchers
Pitcher removal	Pitchers may not re-enter as pitcher once removed
HBP/Walk Limits	Pitchers hitting two batters in an inning/game must be removed to protect player safety. If pitcher walks six batters in one inning, they must come off mound
Intentional Walks	Intentional walks are not allowed
Balks	No balks in AA
Infield Fly	Infield fly rule is not in effect
Substitutions	Free substitutions are available at any time (except pitcher, who may only appear once)

Safety/General/Other

Base Coaches	Coaches or players may coach first or third base (players must wear helmet)
Helmets	All hitters, baserunners, and base coaches (players) must wear helmets
On-deck Hitting	On deck hitting/swinging is not permitted after an inning begins
Bats	No one except the current batter may swing or hold a bat on the playing field or in dugout area
Field Position	No player may be positioned closer than 46 feet to the batter except the catcher
Dugouts	Home teams are designated the 3rd base bench and visitors the 1st base bench
Scorebook	Manager is responsible for a scorebook. After each half inning confirm score with other manager.
Behavior	No more than four adults in the dugout at a time. All adult coaches should be in the dugout, not on the field. (We make expectations for base coaches, an adult to backup the catcher and one coach on the field when on defense.) All cheers/comments should be about your own team. Don't make the calls for the umpire. Cheers should not get louder when pitcher begins to pitch or the ball approaches the batter. If you need to have a conversation with the manager of the other team during the game, for example a question about if a pitcher is eligible. Call time. Ask the umpire for a conference with the other manager at home plate. Send your catcher to go chat with the pitcher. Then discuss.

Manager Game/Practice Responsibility Checklist

Pre-Game	Remove tarps and place outside of field or far out of play and not in any field of play
	Line batter's box and infield foul line
	Rake mound and catcher's circle and inspect for hazards
	Drag infield
	Provide game balls to umpire (home team)
Post-Game	Replace tarps (if last game of day)
	Drag infield
	Clear benches of litter
	Shut off scoreboard and store equipment
	Lock field boxes/sheds/dugouts
	Report field issues to field steward
	Input game score on NLL website (home team)

Little League Pitching Charts

Rest Days

#Pitches thrown/game	Days Rest Req'd	Pitched on:	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Can move to catcher after pitching?
1-20	0	Pitch again:	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Yes
21-35	1		Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Yes
36-50	2		Wed	Thurs	Fri	Sat	Sun	Mon	Tues	If <=40 pitches
51-65	3		Thurs	Fri	Sat	Sun	Mon	Tues	Wed	No
66-max	4		Fri	Sat	Sun	Mon	Tues	Wed	Thurs	No

Max Pitches

LL Age	#Pitches per game
11-12	85
9-10	75
7-8	50