



Division Specific Rules

Majors: Little League rules will all be observed for the Major levels of play with the exception of the following:

1. All players will be required to play 4 innings in a game except for those games that are reduced in length because of mercy or weather.
2. Pitchers will be removed when they reach the Little League mandated pitch count, or records 6 outs, whichever comes first. The pitcher may remain in the game at another position.
3. Each team shall bat the order and no change in the lineup shall occur once the game starts. Any player arriving late will be added to the end of the line up even if that is the next position due to bat.
4. Any Manager may petition the League's Player Agent to lower the playing time of a player because of lack of commitment to practices and games (if the said player does not show up for practices). The playing time shall not be reduced to less than required by Little League (2 innings and 1 at bat).
5. Mandatory four inning play and six out pitcher limit will be suspended during post season play. However, Little League required play shall be observed in these games.
6. Players arriving to the game late or leaving early shall play at least one half of the innings available for that player for that game.
7. No 9-year-olds shall be eligible for the draft for the Majors. However, 9-year-olds shall be made available with other 10- and 11-year-olds from the AAA program after the season has started for addition to a Majors team should the number of full-time players on the Majors team fall below the designated league player numbers. Any player added to a Majors team that was not in the Majors draft pool must go back to the draft for the following year.
8. There is no time limit on games to complete play of a game.
9. Managers must disclose their own ineligible pitchers before the game to the opposing managers and game umpires.
10. No rule changes shall be implemented based on agreement between the Managers. Little League rules shall be observed on the FNWLL fields except for those changes noted above.
11. If a player gets hurt or has to leave early and has to miss an at bat, he cannot return to the game for the rest of that particular game.
12. Should a Majors team fall below the number of full-time players approved and required by the Board for that season, the following procedure shall be used to obtain a replacement player.
 - a. The Manager of the team shall contact the Player Agent for a listing of potential players.
 - b. The Player Agent will solicit a list of potential 10- and 11-year-old players from the AAA Coordinator who have the skills and desire to compete at the Major's level and will include all those players who were part of the initial Draft Pool but were not selected.
 - c. The Manager will use this list to prioritize the order that the Player Agent will approach these players and parents. A player may be left off of the list if there is a social issue present between the player/family and the Manager. The Player Agent will approach the players on the list in order until a player/parent agrees to move up to Majors.
 - d. If no agreement can be reached with any of the 10- or 11-year-old players on the list, the Player Agent may expand the list and may include 9-year-old players from AAA to fill this vacancy.
 - e. Any player added to a Majors team that was not in the Majors draft pool must go back to the draft for the following year.



AAA: Little League rules will all be observed for the AAA level of play with the exception of the following:

1. All players will be required to play 4 innings in a game except for those games that are reduced in length because of mercy or weather.
2. Pitchers will be removed when they reach the Little League mandated pitch count, or records 6 outs, whichever comes first. The pitcher may remain in the game at another position.
3. Any Manager may petition the League Player Agent to lower the playing time of a player because of lack of commitment to practices and games (if the said player does not show up for practices). The playing time shall not be reduced to less than required by Little League (2 innings and 1 at bat)
4. Mandatory four inning play and six out pitcher limit will be suspended for post season play. However, Little League required play shall be observed for these games.
5. Players arriving to the game late or leaving early shall play at least one half of the innings available for that player for that game.
6. No 8-year-olds shall be eligible for the draft for the AAA program. However, 8-year-olds shall be made available with other 9-year-olds from the AA program after the season has started for addition to an AAA team should the number of full-time players on an AAA team fall below the designated league playing numbers.
7. No inning shall start after 1 hour 45 min of game time.
8. Managers shall disclose their own ineligible pitchers before the game to opposing Managers and game umpires
9. Each team shall bat the order and no change in the lineup shall occur once the game starts. Any player arriving late will be added to the end of the lineup even if that is the next position due to bat.
10. Runners may steal 2nd or 3rd base only if the ball is not caught cleanly by the catcher (drops out of his glove or passed ball). After ½ way point of season (& upon coaches' agreement) straight stealing will be allowed.
11. Stealing home will be allowed after the ½ point of the season (& upon coaches' agreement, perhaps only 2x per game).
12. Runners can only take 1 additional base on an overthrow (over throw at first, kid goes to 2nd). After ½ way point of season players can take additional bases.
13. A maximum of 5 runs per inning can be scored. The only exception is 6th inning where visiting team may score enough runs to take a 1 run lead or home team may score enough runs to win the game by 1 run.
14. Any other changes in the rules shall be decided by the AAA coordinator prior to the start of the season.
15. No rule changes shall be implemented based on agreement between the Managers. Major League rules shall be observed on the FNWLL fields except for those changes noted above.
16. If a player gets hurt or has to leave early and has to miss an at bat, he cannot return to the game for the rest of that particular game.



AA: Little League rules will all be observed for the AA level of play with the exception of the following:

General Rules

1. All players will be required to play 4 innings in a game except for those games that are reduced in length because of mercy or weather.
2. Any Manager may petition the League Player Agent to lower the playing time of a player because of lack of commitment to practices and games (if the said player does not show up for practices). The playing time shall not be reduced to less than required by Little League (2 innings and 1 at bat).
3. Players arriving to the game late or leaving early shall play at least one half of the innings available for that player for that game.
4. No 6-year-olds shall be eligible for play in the AA level.
5. No inning shall start after 1 hour 45 min of game time.
6. Each team shall bat the order and no change in the lineup shall occur once the game starts. Any player arriving late will be added to the end of the lineup even if that is the next position due to bat.
7. Runners may steal 2nd or 3rd base on a passed ball, **once the ball hits the backstop. No stealing home** on passed balls.
8. Bunting is not allowed at the AA level.
9. Runners may advance only one base on overthrows to avoid constant back-and-forth throws.
10. A pinch runner maybe be used for a baserunner when there are two outs, and that baserunner is scheduled to play catcher in the following inning.
11. A maximum of 5 runs per inning can be scored. Mercy rule for this level is 15 runs after 3 innings, or 10 runs after innings 4 – 6.
12. Mandatory four inning play and six out pitcher limit will be suspended for post season play. However, Little League required play shall be observed for these games.

In order to promote more action (i.e. batting and fielding opportunities), while still allowing for the development of pitchers, FNWLL will utilize a combination of machine pitch and pitch rules. The exact structure can vary year to year, but could consist of machine pitch only for the first week of the season, followed by machine pitch for a set number of innings and kid pitch for the remainder of the game. The number of innings for each will be decided and adjusted during the course of the season in consultation with the coaches.

Machine Pitch Rules

1. Batters are pitched to by a mechanical pitching machine operated by their coach.
2. Pitching machine speed will be determined prior to the start of the season and will be communicated to all coached. Feedback from the coaches will be solicited around the mid-way point of the season to determine if adjustments to the pitch speed are necessary. Any updates and the date they take effect will be communicated to all coaches.
3. If necessary, coaches can call time to adjust the machine to ensure the ball is passing through the strike zone. However, coaches are not allowed to adjust the machine from batter to batter. Example: Your second batter is tall, but your third batter is short. Have the batter adjust themselves in the batter's box. Both head coaches must mutually agree that the machine needs to be adjusted.
4. The coach must show the ball to batter and defense before feeding machine.

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5. To encourage batters to hit, umpires will be instructed to call balls and strikes using the AA strike zone. [Due to differences in balls and placement on the pitching machine, not every pitch will be a strike]. Batters will have 3 strikes to put the ball in play before being called out. There are no walks at AA, so a player may take an unlimited number of "balls" (however, after a certain point the pitching machine should be adjusted to reset the strike zone).
6. Players may not hit off the pitching machine prior to the game (same day) unless all available players from both teams are given equal time.
7. If a player throws the ball and hits the pitching machine during the normal course of play, the play is called dead and base runners are allowed to advance one base. For instance, a ball is hit to 3B and the player throws through the cylinder hitting the machine, batter is awarded 1B and any runner is allowed to advance one base from where they started.
8. If a hit ball makes contact with the pitching machine the batter is awarded a single and any runner(s) is/are allowed to advance one base. Play is dead when the ball hits the machine.

Kid Pitch Rules

1. All pitchers at AA will pitch from a distance of 40 feet. (The official Little League pitching distance is 46 feet.) Portable pitching plates will be placed 6 feet in front of the official pitching distance prior to the game, and will be removed after the game.
2. If the count gets to four balls (**not** four pitches), a coach from the batting team will take over pitching for that batter. A batter will continue to bat until that player hits the ball or strikes out. There are no walks and a coach **can** strikeout a player.
3. Pitchers will be removed when they reach the Little League mandated pitch count, or records 6 outs, whichever comes first. The pitcher may remain in the game at another position.
4. If a batter gets hit by a "player thrown" ball, they can either take 1st base, or ask for their coach to finish throwing to them (Use discretion. If a kid is shaken up, let them take first).
5. If a kid gets hit by a "coach thrown" ball... they should continue the at-bat (sorry coaches...do your best to throw strikes)
6. No rule changes shall be implemented based on agreement between the Managers. AA League rules shall be observed on the FNWLL fields except for those changes noted above.



Coach Pitch: Little League rules will all be observed for the Coach Pitch level of play with the exception of the following:

1. All players will be expected to be in the field for every inning of the game. Managers should rotate players through different defensive positions every inning.
2. No inning shall start after 90 minutes of game time.
3. No game shall progress beyond 3 innings.
4. Each team shall bat the order and no change in the lineup shall occur once the game starts. Any player arriving late will be added to the end of the lineup even if that is the next position due to bat. However, managers should rotate the batting order to allow all players to bat first and last over the course of a season. (For example, batters 1-3 in the 1st inning could become batters 7-9 in the 2nd inning and batters 4-6 in the 3rd inning.)
5. The number of outs will not be kept and a half inning will end once all players have batted through the lineup in that inning. The last batter hits a "homerun" to clear the bases.
6. Any time an out is made on the field, that runner or hitter shall be removed to the bench to reward the defensive team for their accomplishment.
7. A player will have 5 pitches at each at bat to hit the ball. After the 5th pitch, the player will use a Tee to allow them a chance to hit the ball.
8. The playing field will be a regulation Little League field consisting of 60-foot bases and a 46-foot pitching mound. Pitching mounds will be flat with NO slope.
9. Coach Pitcher - Managers will pitch to their team only and have authority to allow a member of their coaching staff to pitch instead. Managers can rotate pitchers if they choose. The Pitcher should throw an overhand pitch with little to no arc, ideally while kneeling. If a batted ball hits the pitching coach it is considered a live ball, and play continues. The pitching coach should walk outside the baselines after a ball is put in play to avoid obstruction.
10. The base runner may not lead off or leave the base until the ball is put into play.
11. The Catcher must wear appropriate catcher's gear to play the position and is recommended to use a catcher's mitt. The Catcher is required to wear a dangling throat guard on the catcher's helmet no matter the design of the helmet. A player will NOT be permitted to play catcher without the appropriate protective gear.
12. Managers are encouraged to enlist other parents to help instruct play. Offensive coaches may be on the field to help instruct play but are restricted to the foul territory areas around first and third base. One defensive coach may be permitted behind home plate to gather passed balls to help speed up the game; they can also help set up the tee when needed. It is also preferable to have one coach in the dugout to assist with organizing the batting order. Managers and assistant coaches are permitted to be on the field while playing defense to assist with defensive positioning and instruction.
13. No rule changes shall be implemented based on agreement between the Managers. League rules shall be observed on the FNWLL fields except for those changes noted above.



Tee Ball: Little League rules will all be observed for the Tee Ball level of play with the exception of the following:

1. All players will be expected to be in the field for every inning of the game. Managers should rotate players through different defensive positions every inning.
2. No inning shall start after 90 minutes of game time.
3. No game shall progress beyond 3 innings.
4. Each team shall bat the order and no change in the lineup shall occur once the game starts. Any player arriving late will be added to the end of the lineup even if that is the next position due to bat. However, managers should rotate the batting order to allow all players to bat first and last over the course of a season. (For example, batters 1-3 in the 1st inning could become batters 7-9 in the 2nd inning and batters 4-6 in the 3rd inning.)
5. The number of outs will not be kept and a half inning will end once all players have batted through the lineup in that inning. The last batter hits a "homerun" to clear the bases.
6. Any time an out is made on the field, that runner or hitter shall be removed to the bench to reward the defensive team for their accomplishment.
7. The playing field will be a slightly smaller than a Little League field consisting of 40-foot bases. This translates to approximately 20 paces.
8. The base runner may not lead off or leave the base until the ball is put into play.
9. Managers are encouraged to enlist other parents to help instruct play. Offensive coaches may be on the field to help instruct play but are restricted to the foul territory areas around first and third base. It is also preferable to have one coach in the dugout to assist with organizing the batting order. Managers and assistant coaches are permitted to be on the field while playing defense to assist with defensive positioning and instruction.
10. No rule changes shall be implemented based on agreement between the Managers. League rules shall be observed on the FNWLL fields except for those changes noted above.