Spring 2025 Local Rules

Revised 02/14/25 11:00 am

Northwood Little League will abide by the Official Regulations and Playing Rules of Little League Baseball except as follows:

1. NWLL will use a continuous batting order in all divisions.
2. Each player must play defensively at least every other inning. Players cannot sit out two innings in a row.
3. Prior to a game starting, it is up to a Board Member to decide if a field is playable. Once a games starts, the umpires and board decide conditions.
4. Team coaches are responsible for the behavior of their players as well as that of the parents of their players. Coaches are responsible for advising all parents of the NWLL Code of Conduct Policy. A team may be forced to forfeit a game if any of its fans violate that Policy.
5. The home team will use the dugout with the score table for the scoreboard, since Home scorebook is official scorebook.
6. NWLL will create and maintain a "Players Pool" for all divisions. Refer to the Official Regulations and Playing Rules of Little League Baseball Section V (c). Pool players are picked by the LEAGUE DIRECTORS only.
7. Managers and Coaches are MANDATED to rake the batters boxes and the pitcher's mound (tamp and wet) if you are the last scheduled game on that field that day.
8. The lights will automatically turn off at 9:30pm.
9. We will allow one photographer per team on the field back by the entrance doors. If a photographer is hit by a live ball, Rule 3.15 No interference unless on purpose.
10. Game Time Limits:
    Weekdays and Weekends:
    1. MAJORS - 5:30 Games have a Hard stop at 7:00 and 7:30 games have a hard STOP at 9:00
       NOTE: NO MATTER WHEN YOU START, HARD STOP.
    2. MINORS - 5:30 Games have a Hard stop at 7:00 and 7:30 games have a hard STOP at 9:00
       NOTE: NO MATTER WHEN YOU START, The Hard Stop times are just that, HARD STOP. **Saturday games one and a half hour**
    3. Coaches Pitch - 5:30 Games have a Hard stop at 7:00.
       NOTE: Dead STOP after 1 hour and 30 minutes. On Weekdays and Weekends
    4. Tee Ball - 5:30pm game will end at 6:30pm
11. **If a game is ended because of time.**
    (1) If the home team ties, it ends in a TIE. (2) If the visitors are at bat we revert to the last inning.
    (2) If the home team is losing in the current inning, we revert back (4) If the home team is batting and winning THEY WIN the game.
    (3) It will be considered a complete game if after 3 ½ innings (home team ahead) or 4 innings (visitor is ahead).
    (4) In Majors, If it is not a complete game, the game will be rescheduled / finished at a later date **ONLY IF 12 game minimum not met**
    (5) Any game, which is NOT the last scheduled game of the day, which CAN NOT start within 10 minutes of its schedule start time, will be rescheduled.
12. Recite the Little League Pledge prior to each game.
13. Remember, only players and coaches in the dugouts! There are no bat boys in Little League. No brothers, sisters, etc.
14. Minors and Majors a game ends because of the 15 run rule (after (3) or 10 run rule (after 4) and is considered an official game, the game shall be played out to the time limit with scorebook stops at the time of the 10 run rule. This is to encourage players getting some practice and further development. At any time the losing manager can concede early to save pitching or any other reason.
15. You can start a game with only 8 players. Or you can go down to 8 players during a game and the game still counts. Rule 4.16 Local Option

The following local rules apply only to a specific division within NWLL Baseball.

Majors

1. We allow 1 coach in front of the dugout door to give signs to the catcher. Bucket must be right in front of the dugout entrance.
2. Run for Pitcher and Catcher anytime. With 2 outs, running for the Catcher is MANDATORY. The runner is the last player who made an out.
3. All Pitching records must be emailed nightly to league directors. Please let your league director know the team that won also. Please be sure to tell your league director about pitchers that "FB" or "Finish Batter".
4. Our Local rule for Pitchers in Majors up till the half way point in the season; 0-20 pitches = no days rest and 21-35 pitches = 1 day rest. Maximum 35 pitches and you can finish a batter as the rulebook states.
5. All Managers must be in the dugout.
6. Discregard the batter must stay in the box rule 6.02(c)
7. A Player that has caught 4+ innings cannot pitch. Pitchers cannot catch if 40 pitches + are thrown, they can finish a batter.

Minors

1. We allow a coach out to give signs to the catcher. If the coach must use a bucket, then he is to sit next to the dugout door on the bucket , so it can be moved quickly out of play. Coaches may be along the fence to instruct as needed. If this is abused the coaches may be restricted to the dugout. **Rulebook: Regulation XIV - Field Decorum (d.) EXCEPTION**
2. We will play 10 players on defense. (Four Outfielders) **Rulebook: 4.01 (d.) - Note 1: Minor League**
3. Run for Pitcher and Catcher anytime. With 2 outs, running for the Catcher is MANDATORY. The runner is the last player who made an out.
4. We have a 5 run limit per inning. This is for all innings. **Rulebook: 5.07 - Minor League: (year 2022)**
5. Our Local rule for Pitchers in Minors up till the half way point in the Season: 0-20 pitches = no days rest and 21-35 pitches = 1 day rest. Maximum 35 pitches and you can finish a batter as the rulebook states. **Rulebook: VI-PITCHERS (year 2022)**
6. Discregard the batter must stay in the box rule 6.02(c)
7. A Player that has caught 4+ innings cannot pitch. Pitchers cannot catch if 40 pitches + are thrown, they can finish a batter.

Coach Pitch League

1. There will be Ten (10) players on defense, four (4) outfielders One (1) pitcher who must wear a helmet and one (1) catcher who must wear all approved equipment. The catcher can wear any glove (not necessarily a catchers mitt).
2. Teams will bat the entire line-up. Team must have 8 players to start and end a game or the game ends and the Board of Directors will decide if the game is a forfeit.
3. Free substitution on defense. Each player should play at least ½ of defensive outs.
4. Pitcher's circle will be a 10' diameter circle around the rubber. Pitcher coach should try to pitch from within circle - obviously some players will need more help. If the Pitcher Coach needs to get closer, he may drop to one knee and pitch from anywhere. Player pitcher must have one foot inside of the circle until ball is batted.
5. Pitcher coach will not pitch to a batter until the umpire has signaled OK.
6. Ten batter limits in each inning or 3 outs - whichever comes first. When tenth batter comes to bat, there are automatically 2 outs. Batter is retired if he is recorded out (traditional out). If the batter is not out he stays on base until the 3rd out is made or that 10th batter scores. So it is possible to have up to 13 batters each inning. Example: 10th batter single, 11th batter single, 12th batter single, 13th batter single and the 10th batter scores, the inning would end.
7. The infield fly rule is NOT in effect.
8. Defensive team may have 2 coaches in the OUTFIELD. One coach must remain in the dugout at ALL TIMES. One coach behind the catcher to help speed up the game (this can be a dad that has filled out a volunteer form).
9. If a player slings the bat, that team is immediately given a warning. Each slung bat from that point forward in the game results in an automatic out for that team. No runners will be allowed to advance.
10. The ball becomes dead and the umpire will call time when…
    a. A batted ball comes in contact with pitcher coach the ball is dead and is treated as a foul ball. If in the umpire's judgment the contact was intentional, he may rule the batter out. Pitch counts against batters pitch count as a foul ball.
    b. A thrown ball comes in contact with the pitcher coach the ball is dead. Runners will advance one base past the base they last occupied before the contact.
    c. A player injured. Play is stopped! Umpire's discretion as to where runners would have ended up.
    d. When any player has control of the ball, yells time and raises his hands inside the infield dirt area. NOTE: Be sure the player is not trying to make a play on a runner.

        NOTE 1: Outfielders must throw the ball to an infielder. THAT is the ONLY way to get time.

    e. Time happens when ever the "Umpire" says time, not the player.
    f. Once time is called the umpire will award bases based on the positions of the runner. If a runner is COMPLETELY across the half way line, then the umpire will award the next base. The lead runner determines all other runners. For sake of this rule all parts of the body including the feet must be past the halfway line.
11. Each batter will receive 6 pitches - unlimited last pitch as long as batter continues to foul off pitch.
12. Bunting is not allowed. There will also be no walks Rule 6.08 would not apply in Coaches Pitch games. No stolen bases.
13. If a catcher is not in the Catcher's Box, he will not be able to make a play on a foul ball. Keep in mind we do not line the Catcher's Boxes. Therefore, we need to be within the dirt circled area for purpose of the rule. If a team chooses to have the catcher in the grass or next to the fence, they will not be able to catch a foul ball. They will however be able to make a play after a fair ball has been hit.
14. No appeal plays. If the umpire sees it, he puts the kids back, just as if they left early. See Rule 7.13 for leaving early.
15. If a team is ahead by 10 or more runs at the end of 3 1/2 or 4 innings, whichever is applicable, then the game for "official book" purposes is over and the final score is recorded when it becomes an OFFICIAL game. Play may resume W/NO SCORING.
    a) The game will continue to be played, unless a manager wishes not to continue, until the time limit is reached or the end of 6 innings.
    b) You may continue to keep your own book, but the official scorebook will not be kept after a game is "official".
16. Run for Catcher anytime. With 2 outs, running for the Catcher is MANDATORY. The runner is the last player who made an out.
17. Discregard the batter must stay in the box rule 6.02(c)
18. Batters must use a "USA baseball" bat. They cannot use a teeball bat. So they may need to borrow a bat for a little while.

Coach Pitch Prep League

1. All CP Rules above apply except below modifications
2. No umpires
3. No score keeping for the first half of the season. You must keep track of 10 batters so we can do the 10th batter rule (see CP rules above).
4. First half of the season 4 real pitches then 2 attempts off of the tee. After halfway mark in the season, 6 pitches.

T-Ball League

1. No Inning shall start more than 1 hour following the first pitch of the game.
2. All batters bat each inning.
3. Each player may receive 3 pitches from the coach. If no hit, then go to the Tee for 3 swings max. NO EXCEPTIONS on either point.
4. Clear bases after three outs. Continue batting till all have batted
5. Play stops when player controls ball in the dirt infield. NOTE: This is in the grass infield, dirt infield, in the base paths, basically anywhere but NOT in the Outfield Grass.