



2026 NCLL Bylaws

I. General

- A. It is the intent of New Castle Little League (NCLL) to accommodate any player who wants to play baseball, lives within the NCLL boundaries (established by Little League Inc.) and meets Little League Inc. registration requirements. The player must qualify under the Little League's definition of residence, must be of the correct league age for the division, and must have parental consent. No player will be turned away except for severe disciplinary actions or if they are restricted from eligibility by the Little League Inc. rules.
- B. A portion of New Castle Little League fees are used for Players uniforms that include a jersey and a baseball hat. The players get to keep their uniforms when the season is over. The league will furnish pants to a league player if needed (due to financial circumstances). The league does not furnish cleats, socks, or belts.
- C. NCLL follows the rules set forth in the Official Regulations and Playing Rules for the current year for each chartered division for the current year. NCLL has adopted supplemental rules (Bylaws contained herein) that augment the Official Regulations and Playing Rules. These supplemental rules are mandatory during regular season but may not be applicable during post-season tournament play. Managers and coaches are responsible for knowing these supplemental rules as well as the Official Regulations and Playing Rules authorized and published by Little League Inc.
- D. NCLL FACILITY IS A TOBACCO/ALCOHOL FREE FACILITY. MANAGERS, COACHES, SPECTATORS, AND BOARD MEMBERS SHOULD SET THIS EXAMPLE FOR THE PLAYERS AND PARENTS AND SHALL NOT CONSUME ALCOHOL OR TOBACCO PRODUCTS AT ANY NCLL FUNCTION.
- E. Per Little League Inc. regulations, NCLL is required to conduct an annual, nationwide background check on all personnel and hired personnel. Each volunteer or hired personnel is required to complete a background check/screening process via our on-line application while registering as a volunteer with the league. They will be required to submit their Social Security number and a valid Driver License number. This will be submitted to JDP, Little League's Risk Mitigation Specialists.
 - No one will be allowed to take part in any manner whose background check reveals a conviction or guilty plea for any crime involving or against a minor.
 - NCLL may also prohibit any individual from participating as a volunteer if the individual is deemed unfit to work with minors due to a conviction or guilty plea for a crime. Any felonies or misdemeanors shall be reviewed on a case-by-case basis.
- F. All volunteers NEED to complete the Abuse Awareness Training on-line <https://littleleague.smarteru.com/>
- G. Anything not mentioned or covered in our local bylaws will fall under the Little League Rule Book or guidelines.

II. Player Selection Process

- A. The player selection order is determined by the team standings from the previous season (Major Division Only). Teams will draft in inverse order of finish from the previous season in each round.
(i.e.,
The last place team will get the first pick, and the first-place team will get the last pick of the round.)
- B. Player eligibility is contingent upon meeting Little League's eligibility requirements. Players aged 7-12 must participate (excluding returning Major Division players) in the evaluation process so that managers/coaches of Major Division teams can accurately assess the ability of each player. Any player

unable to attend the tryout and provides an excuse which is acceptable to the board of directors, the player may be drafted and placed on a team. Any age eligible Major Division players scoring 60% or higher are considered eligible for drafting onto a major team. Once the evaluations have been completed, it is the responsibility of the Division's point member and the league's player agent to assure a fair and equitable draft that follows one of Little League's approved draft methods.

- C. The selection process will continue until all teams have achieved the same number of players as determined by the local board.
- D. The Little League team manager has the right to a player's option of a son, daughter, grandson, granddaughter not already on a team roster and that will be their 2nd round pick. The two (2) coaches, under the manager, have the same option provided they have coached the preceding 2 seasons with the team. The coaches' sons, daughters, grandsons, granddaughters must be taken within the 3rd round.
- E. If a draftee's brother/sister is a member of a current team, the manager must select that brother/sister of a current player. Sibling options **MUST** be selected in the even numbered rounds (2nd, 4th, 6th rounds in that order i.e., the manager cannot select which round to draft the brother/sister)
- F. When there are two or siblings in the draft, and the first brother/sister is drafted by a manager, that manager must draft the other brother/sister on the next turn. The only exception would be that the brother/sister remaining in the draft must be drafted by that team and will need to use the last available pick to draft the brother/sister.
- G. No team will be allowed to have more than 7 players per age group.
 - Exception is if ALL TEAMS already have 7 12-year-olds since they need drafted.
- H. If a team requires 8 or more draft picks to fill the team roster that team will receive a "Bonus Pick" at the completion of the 4th round and prior to the 5th round.
- I. Once the teams are filled, the remaining registered and eligible players that attended tryouts will be placed onto a minor league team through a draft process determined by the local board.
- J. The Player Agent may reassign Minor League players with board approval to provide a balanced program.
- K. The Minor League (Kid Pitch and Coach Pitch Division) and Tee Ball will be redrafted each year. The Kid Pitch Division & Coach Pitch Division will have 1 Manager and 1 Coach which shall be determined before the draft begins. Tee Ball will have 1 Manager and 2 Coaches which shall be determined before the draft begins.

III. Workdays and Meetings

- A. The Manager of each team is responsible for having a team representative (self or coach) present at each workday scheduled. The Manager is also responsible for having the coaching staff (self or coach) attend any coaches' meeting. Failure to do this will result in a reprimand by the Board and will require justification to the Board by the manager/coach and will result in a game suspension of that manager.
- B. NCLL will hold coaches' meetings or announcements monthly during the season or as needed.

IV. Managers, Coaches and Volunteers

- A. All Managers, Coaches, Volunteers, and Workers are required to have a Little League national background check completed by JDP. The application will be completed online by registering on NCLL website. The volunteer must provide a social security number, driver's license number and date of birth. These **MUST** be completed and marked verified with the league President and the Player Agent before tryouts. As coaches and volunteers are added, the background check must be completed and verified and approved by President of the league before said coach has any involvement with players. Failure for any coach or volunteer to complete the background check process will result in disqualification of that coach or volunteer from practices or games until verifications are completed and approved by the Board.
- B. All Volunteers need to complete the Abuse Awareness training before they are allowed to participate in any games or practices and email their certificate to Playball47362@gmail.com.

- C. A maximum of 4 adults (1 Manager and 3 coaches) will be allowed in the dugout for the Major League Division. A maximum of 5 adults (1 Manager and 3 Coaches and 1 dugout parent) will be allowed in the dugout for the Minor League and Tee Ball Divisions.
 - D. The home team is required to keep the official scorebook unless there is a neutral scorekeeper available. The visiting team will provide one volunteer to keep the scoreboard. Teams are responsible to ensure these responsibilities are in place prior to the games starting.
 - E. The Managers and Coaches of the teams playing the final game of the day are required to repair the batter's boxes, pitcher's mound and rake the infield, reapply covers and clean dugouts (this includes trash removal). In addition, all tower windows need to be closed, tower doors need to be locked, all bathroom doors locked, and all lights need to be turned off. Failure to do this will result in a reprimand by the Board and could result in a suspension of 1 or more games.
 - F. Each year New Castle Little League holds a player involved fundraiser. Managers and with help of Team Parent are responsible for handing out material and collecting the funds from players.
- V. Manager/Coaches Conduct
- A. All coaches are expected to maintain good behavior, be positive role models and always exhibit good sportsmanship.
 - B. Managers and Coaches are reminded that they are representatives of the New Castle Little League program, and they should act accordingly.
 - C. **If at any time a manager, coach, or volunteer embarrasses League Officials, Umpires, Players, or Parents he/she will be removed from the Little League program at the discretion of the Board.**
 - This includes any act or actions that make a mockery of the game of baseball or the New Castle Little League Program. The penalty for this could include game suspensions, and up to removal from the league.
 - D. Failure to follow Little League rules and/or NCLL Bylaws may result in a reprimand, suspension, or dismissal by the NCLL Board of Directors.
 - E. Investigations that determine if a reprimand, suspension, or dismissal will need to be issued are completed/conducted by the Disciplinary Committee and presented for Board approval.
 - F. Disciplinary decisions by the committee and Board approval are final. To determine if the final decision is eligible for appeal, the Manager or Coach must submit a letter to the Board Rules Committee who will determine if the request for an appeal is eligible. If deemed eligible due to any new evidence, the Rules Committee will present new evidence to the Board of Directors for an appeal decision.
 - G. Infractions include, but are not limited to:
 - Foul Language
 - Yelling/Verbal confrontation with/or intimidating a player, fellow coaches, umpires, or fans/parents.
 - Inappropriate behavior in person or online.
 - Use of tobacco products at practice and/or game
 - Drinking alcohol at or before practice and/or game, including the odor of alcohol on the person or breath
 - Failure to follow Little League rules or NCLL Bylaws
 - Failure to attend Mandatory workdays or missed umpire duties.
 - H. One representative from each team is to be at the game 45 minutes before game time to be on hand for the players.
 - I. Coaches and players are to remain in the dugout and playing area from the time they go inside the fence until the game is over. Coaches and players may leave the playing area ONLY with the permission of the umpires. J. Ejections:
 1. Ejections must be written up by the umpires involved and sent to the Umpire in Chief or Division Coordinator.
 2. Any player, Manager, Coach, or fan ejected from the game must leave the area of play and Little League facility immediately. NO EXCEPTIONS.

3. Any ejections will result in suspension. All suspensions will be overseen by the Disciplinary Committee and Board approval as listed above.
4. The President of the league needs to be notified immediately once an ejection occurs. If the president is not available, the Vice President must be notified.

VI. Umpires

- A. The League will furnish home plate umpires for all Little League games which include all Major and Minor League (Kid Pitch) games. At least 1 Manager or Coach shall umpire the bases as scheduled.
- B. Managers and Coaches will be scheduled to umpire the bases. (The manager is responsible for making sure someone from their team is present.)

VII. Dugout and Player Conduct

- A. No food will be permitted in the dugout.
- B. Players are to remain in the dugout from the time they go inside the fence until the time their game is over. They may leave the playing area, only with the permission of the home plate umpire or coach. Minor League Division will be managed by the dugout parent.
- C. Teams are required to immediately vacate the field when another game is scheduled to follow.
 - Dugouts must be cleaned of trash before leaving.
- D. Dugout conduct must always be exemplary; disorderly conduct by players will not be tolerated. The umpire has the right to eject any Manager, Coach or Player for violations and will be subject to disciplinary action.
- E. Investigations that determine if a reprimand, suspension, or dismissal will need to be issued, are completed/conducted by the Disciplinary Committee, and presented for Board approval.
- F. Disciplinary decisions by the committee and Board approval are final. To determine if the final decision is eligible for an appeal, the Player, Manager or Coach must submit a letter to the Board Rules Committee who will determine if the request for an appeal is eligible. If deemed eligible due to any new evidence, the Rules Committee will present new evidence to the Board of Directors for an appeal decision.
- G. Equipment may not be thrown for any reason, at any time. The manager, coach or player is subject to ejection by the umpires or League Officials when witnessing the incident.
- H. Umpires and Coaches are always to stop players from digging with their cleats on the playing field.
- I. There is no on-deck batter. All players are always to be in dugout when not in field of play.

VIII. Game Play

- A. Game play is governed by the Little League rule book. From time to time the Local Bylaws are put in place which allows the New Castle Little League to modify certain rules to fit the league.
- B. Local exceptions of game play:
 1. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 2. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 3. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
 - NOTE: If the visiting team has a lead of fifteen (15), ten (10) runs, or (8) runs or more respectively, the home team must bat in its half of the inning.
 4. There will be a continuous batting order.
- C. Protests
 1. Protests shall be made in accordance with Official Regulations and Playing rules. Reference Official Playing Rule 4.19.

2. Protests against violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the President within 24 hours.
3. No protests shall be considered involving an umpire's judgement calls.
4. Pitch count violations are grounds for protest.

IX. Pitching

- A. All pitching rules apply described in the Little League Inc. Rule book under regulation VI.
- B. NCLL officials reserve the right to audit pitching records and take appropriate action to ensure regulations are being followed. The disciplinary action for the manager for not following the pitch count rules (including days of rest) are as follows:
 1. 1st offense: up to 1 game suspension
 2. 2nd offense: may result in multiple games suspension up to and including remainder of season suspension.
- C. Pitch count violations are grounds for protest.
- D. If a game is suspended before the completion of the first inning, the partial inning is negated, and the game is restarted when it is rescheduled. The inning in this instance does not count toward the pitching limitations.

X. Temporary Replacement Players

- A. A pool of players from existing regular season teams will be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. Temporary replacement players are used for filling in for a limited number of players per game (vacations, illness, or injury). If a team cannot field at least 6 of their own players, that team will forfeit the game.
- B. Players may not be "borrowed" from an opponent. The player agent must assign them.
- C. If there are no pool players available, a team can start and play a game with 8 players. The 9th player in the batting order will result in an automatic out.
- D. The Player Agent will create and run a player pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis. Managers are to submit at least 2 and no more than 5 names to the player agent no later than the evening before opening day.
- E. The assigned pool players are pre-arranged by the player agent and then by rotation to inquire if they are available. If not available, it moves to the next player on the list.
- F. If an assigned pool player is not available due to last-minute situations (after the agreement is made to fill in and the player agent is aware), an assigned player that is available and is already at the fields, the player agent and an additional Board Member can approve that player to be assigned to the team needed. Discretion will be used if a situation seems inappropriate or in the interest of the integrity of competition.
- G. Managers and Coaches will not have the right to randomly choose players from the list.
- H. Players used from the pool will not be allowed to pitch or catch and must bat last in the batting order.
- I. Pool players must play at least 9 consecutive defensive outs and bat at least once.
- J. Player pool replacements are not allowed to be utilized during tournament play unless an available player from the pool player list is from an eliminated team. The player agent will contact the next available from the eliminated team.
- K. Managers must notify Player agent no less than 2 hours before game time if their team needs replacement players. Anything less, we cannot guarantee the pool player can arrive in time for the game. This situation will also prevent rule 10F above from being used unless an emergency comes up to prevent a 2-hour notification. Emergencies at the discretion of the Player Agent and League Coordinator

XI. Permanent Replacement Players

- A. When a player is lost to a team or there is a need to increase the team size for any reason during the regular season due to moving, injury, quitting, termination, or any other justifiable reason reviewed and approved by the Board, a replacement player will be given to that team. The respective

- Manager shall review the available player list with the Player Agent and select a replacement player. The newly selected player's selection will be approved by the Parent and Board and that player becomes a permanent member of that team.
- B. The Manager is responsible for notifying the Player Agent if any player misses 2 consecutive games so the situation can be monitored. Failure to notify Player Agent can result in disciplinary action, including suspension of the Manager.
 - C. Permanent Replacement Players will be awarded to teams when that team is down to only 9 rostered players.
- XII. All Stars
- A. The All-Star season is a separate season from the regular season. It is an opportunity for a significantly higher level of play within the Regional Little League system. Players will have a significantly higher level of commitment and will receive a higher level of instruction and compete against other Regional All-Star Teams.
 - B. All-star Managers will be selected and approved by the board of directors.
 - C. Little League Tournament Team: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League (Major Division). 8-10U Division & 9-11u Division: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League (Major Division) or Minor League Division who have an attendance of 75% or more.
 - D. Managers/Coaches wishing to have an opportunity to be selected as a manager must complete an "All Star Manager request" form and submit it to a Board member. Any current Little League or Minor League (Player Pitch, Coach Pitch or Tee Ball League) Manager/Coach in good standings is eligible for Manager consideration. Each candidate must complete the form which includes the identification of at least one assistant coach and the choice of All-Star team. Forms must be submitted no later than May 1st to be considered. The candidates will be reviewed by the Board, and the Manager will be selected by May 15th.
 - E. New Castle Little League will hold a minimum of 2 clinics for each team and be run by the approved All Star Managers before the team selection process begins. These clinics will be assigned in order starting with the 12's by the Scheduling Board Member or Selected Board Member:
 - A player may choose to play up by attending tryouts for that team.
 - F. Player clinics will be held to offer all eligible players the opportunity to earn a position on the team. Players must attend at least 1 clinic and be evaluated to be on an all-star team. These tryout clinics will be held between May 15th - May 31st.
 - G. Official All-Star practices may not take place prior to June 1st. Practices begin immediately upon team selection beginning June 1st.
 - H. Any players wishing to participate in all-stars must attend 1 clinic for the team and must have participated in at least 60% of his/her eligible games as of June 1st.
 - I. The coaching staff for each All-Star team must be approved by the Board.
 - J. The final All-Star team roster must be approved by the Board prior to announcing the all-star team.
 - K. Each interested player submits their name for consideration by completing the All-Star Commitment Form. This document explains the commitment necessary to be a part of the AllStar program. NCLL is striving to field the most competitive team possible and assures that it is comprised of players and managers/coaches that represent the attitude and character we desire. NCLL wishes to involve only parents and players who are committed to the highest level of commitment and practice time that is required to participate at this level of competition. The player and parent commitment to All-Stars must be a solid commitment. Tournament Players must bear in mind that their first commitment is to the NCLL team before any other sports camps or sports teams during the All-Star Season.
 - L. Any player selected to an All-Star team and quitting for any reason may forfeit the opportunity to participate in a future All-Star team. It is a privilege and an honor to represent New Castle Little League as an All-Star and should be viewed as such.
 - M. All-Star managers/coaches are expected to maintain a good character, be a positive role model and always exhibit good sportsmanship.

- N. If at any time a manager or Coach embarrasses League Officials, Umpires, Players, or Parents, he/she will be removed from the Little League program at the discretion of the Board.
- O. Any Manager or Coach ejected from a game during All-Star play may be removed from the coaching staff and may be subject to permanent exclusion from future coaching consideration. P. Ejections occurring during all-star competition will result in the following:
 - 1. First will result in a one game suspension with Board approval.
 - 2. The second will result in the disposition of the Board. (Note: These penalties are in addition to those imposed by the Little League Tournament Committee.)

XIII. All-Star Fund

- A. The amount of funds available will be determined for all-stars at the time of need. Funds available will be determined by the financial condition of the league with all the current and future expenses considered. Funds will be used when teams advance to the state level tournaments or beyond to help with travel and room accommodation for players and coaches.
- B. There will be a \$50.00 fee for All-Star players. The balance must be paid prior to All-Star uniform ordering.
- C. All-Star Jersey uniforms and hats will be provided to the players for them to keep upon completion of the tournament season. The Little League Tournament Team Manager will select the Jersey Style and Hat for all the All-Star teams to wear. The Manager's selection must be approved by the board for determination of brand and cost prior to ordering.
- D. The Board will determine when the funds/fees will be used and how to distribute them.
- E. The Board may at any time vote to re-direct these funds/fees to assist the league in other financial obligations.
- F. Individual All-Star team fund raising is permissible with the Board's approval and all funds received must pass through NCLL deposit account. These funds will be made available immediately to the respective All-Star team conducting the special fund-raising event. Special fund raising cannot be conducted unless funds raised pass through NCLL deposit accounts.

XIV. Miscellaneous Rules

- A. Game Time/Inning Limit
 - 1. No inning may start after 11:00 PM during the school year or after midnight once the school year ends.
 - 2. In the event a game is halted without the winner being determined, the game will be completed before the next scheduled game between the two teams involved if possible.
- B. Registrations
 - 1. Player registrations must be completed in the Sports Connect Registration link to be able to play in the upcoming baseball season.
 - 2. Registrations will be closed at a pre-determined date approved by the board. Any player that is requested to be registered after the closing date but prior to 12:00 PM on draft day will incorporate a \$30 late fee.
 - 3. No players will be added to league after the current season's draft has been completed without Board Approval and cannot exceed the Board approved roster limit.
 - 4. All players signing up after completion of drafts will be placed on a waiting list in numerical order and assigned to teams that may lose a player for the remainder of the season.
 - 5. No refunds will be given to any player (voluntary or involuntary) removed from the team after the drafts have been completed.
- C. Drafts
 - The standard Little League Draft guidelines will be used and adopted by the Board of Directors.
 - Any player aged 9 -12 that is drafted by a major division team must play for that team. Any player who refuses to play for the major division team will not be allowed to return to the minor division.
 - Every 12-year-old MUST BE DRAFTED

- Any 11-year-old that is eligible for draft MUST BE DRAFTED
 - Any 9-year-old has a parent option to remain in Minor KP Division.
 - Any player aged 10-11 that is Major Division eligible but refuses to be drafted by a Major Division team prior to draft is deemed ineligible to play on an All-Star team for the current year. Exceptions will be reviewed by the Player Agent and then presented for board approval.
- D. City Tournament Championship
1. Following the regular season, all teams will compete in a tournament for the city championship. Seeds will be based on the final regular season division standings.
 2. In the event two or more teams are tied for a position, the following will be the tie breaker:
 - 1st Tie Breaker-The head-to-head win/loss between the teams that are tied.
 - 2nd Tie Breaker-Least runs allowed, head-to-head between the teams that are tied.
 - 3rd Tie Breaker-Least runs allowed for the entire regular season.
 - 4th Tie Breaker-Coin Flip
 3. The team with the highest finishing position for the season will determine the Home/Visitor assignments.
 4. No City Tournament games will be shortened due to the weather. If the game is halted without the winner being determined, the game will be completed as soon as possible. Mercy rules will still apply.
- E. Scorecard and Pitch Count Sheets
1. 15 minutes prior to the start of the game, each team shall provide an official scorecard (that is provided by NCLL) to the scorekeeper or manager of the opponent. The information will include minimum info of the player: first initial, last name and uniform number.
 2. Each team will provide a scorekeeper to assist with either the scoreboard or the scorebook/Game Changer and pitch count sheet. The official scorer shall immediately after each game enter the following:
 - Date of game
 - Name of each player pitched and age.
 - Number of pitches
 - Names of teams
 - Score of game
 - Signature of both team's managers or coaches on the pitch count sheet verifying counts and agreement upon the counts.
 3. Failure to sign off on pitch count sheets will result in a reprimand or game suspension for the team manager.
 4. **After all games managers are responsible for texting the final score and pitch counts of both teams to the player agent at (765) 465-2283. ALL DIVISION** *(Division may wish to use a group chat to post scores and pitch counts to player agent or their league rep)*

Minor League Division-Kid Pitch

- I. General Rules
- A. Game length will be 6 innings.
 1. The first 3 innings will be machine pitch (if unable to use machine due to rain or being wet it will be Coach pitch from the mound), 3 innings player pitch.
 2. A pitcher may only appear in 2 innings per game.
 3. Game has a Dead Stop at 1 hour 45 minutes after the start of the game. Start time is determined by time of first warm up pitch and on the completion of the 3rd out for ending time. Score will revert to the end of previous inning.
 - B. Regular season games can end in a tie.
 - C. Tournament play must produce a winner, extra innings permitted.
 - D. During machine pitch

1. There will be no walks. Three (3) strikes or five (5) pitches, the batter is out. If the final pitch is fouled off, they shall receive an additional pitch, with no maximum number of fouls. (Balls **WILL NOT** be called)
 2. At the umpire's discretion a No Pitch can be called if machine's pitch is bad.
 3. If a batted ball hits the machine and dead ball shall be called, the batter gets 1st, and all runners advance 1 base.
 4. Stealing **IS NOT** allowed,
- E. A courtesy runner may be used for a catcher when there are two outs. At all other times, please have your catcher ready to help speed up the game.
 - F. Stealing is allowed including Home, until the Pitcher has control of the ball and is in contact with the pitching rubber.
 - G. Players can only advance one stolen base per pitch.
 - H. Minor League Division will follow Little League pitch count rules. (7 & 8-year-olds 50 pitches max, 9 & 10-year-olds can pitch a maximum of 75 pitches per game, 11-year-olds can pitch a total of 85 pitches per game.) 12-year-olds in the Minor Division are not allowed to pitch.
 - I. There will be a maximum of five (5) runs allowed per half inning. Unlimited in the 6th.
 - J. Each team is allotted 1 (one) intentional walk per game at any time.
 - K. Teams can start and play a game with 9 players, but a team must take an out at the bottom of the batting order with 8.
 - L. There will be a continuous batting order every Minor League game.
 - M. If a player is dropped from the lineup during a game because of injury, there is no penalty to the batting team. The team shall skip that place in the batting order. The injured player is unavailable for the remainder of the game.
 - N. Anything not mentioned or covered in our local bylaws will fall under the Little League Rule Book or guidelines.
- II. Defensive Field
- A. A fourth outfielder will be allowed defensively.
 - B. No player shall sit for more than 2 innings per game.
 - C. There is no dropped third strike.
 - D. Infield fly rule is in play.
- III. Temporary Replacement Players
- A. A pool of players from existing regular season teams will be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. Temporary replacement players are used for filling in for a limited number of players per game (vacations, illness, or injury). If a team cannot field at least 6 of their own players, that team will forfeit the game.
 - B. The Player Agent will create and run a Player Pool, and they will use the pool to assign players to teams that are short of players on a rotating basis.
 - C. Managers and Coaches will not have the right to randomly choose players from the list.
 - D. Players used from the pool will not be allowed to pitch or catch and must bat last in the batting order.
 - E. Pool players must start & play at least 9 consecutive defensive outs and bat at least once.
 - F. Pool replacements are not allowed to be utilized during tournament play unless an available player from the Player Pool list is from an eliminated team. The player agent will contact the next available player from the eliminated team.

Minor League Division-Coach Pitch

- Note: Player Agent will assign players to team rosters attempting to balance teams by age, experience, and skill level. Members of families should be kept together if possible unless parents request otherwise.

I. General Rules

- A. The game length will be 6 innings. Game has a Dead Stop at 1 hour 45 minutes after the start of the game. Start time is determined by time of first warm up pitch and on the completion of the 3rd out for ending time. Score will revert to the end of previous inning.
- B. Time is determined by umpire calling for batter and on the completion of the 3rd out for ending time. Regular season games can end in a tie.
- C. Tournament play must produce a winner, extra innings permitted. Unlimited runs in all extra innings.
- D. There will be a maximum of five (5) runs allowed per half inning. Unlimited runs in the 6th.
- E. If a player is dropped from the lineup during a game because of injury, there is no penalty to the batting team. The team shall skip that place in the batting order.
- F. Anything not mentioned or covered in our local bylaws will fall under the Little League Rule Book or guidelines.

II. Pitcher

A. Definition of Terms:

- 1. "Coach-pitcher" is the offensive coach who operates as the pitcher for the players on his/her team.
 - 2. "Player-Pitcher" is the defensive player playing the pitching position, except he/she does not pitch to the batter.
 - 3. Pitcher must end behind or on the temporary pitching rubber/chalked line. (35 feet from home plate.)
- B. The Coach-pitcher shall pitch from the 35-foot pitching rubber. The ball must be pitched overhand.
 - C. The Coach-pitcher shall squat down on all batted balls, to minimize being a distraction to the defensive team. He shall remain within the pitching area unless required to move to avoid interference.
 - D. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If the coach-pitcher intentionally interferes, the ball will be declared dead, and the batter will be out, and runners must return to their original base. If the coach-pitcher unintentionally interferes, the ball will be declared dead, and the batter and all runners will be awarded one base.
 - E. The Coach-pitcher may encourage the batter but cannot instruct and/or coach the runners while on the field. This shall be deemed as unsportsmanlike conduct.
 - F. 35' pitching rubber with normal 10' pitching mound will serve the purpose of the "pitcher's circle."
 - G. The Player-Pitcher must take a defensive stance with at least one foot in the normal pitching mound (dirt) and behind the 46-foot rubber.

III. Defense

- A. Each team will play ten (10) defensive positions, and every player must play at least every other inning in the field (no player shall sit in the dugout two (2) consecutive innings).
- B. All outfielders must be positioned at a similar radius and must be positioned on the grass.
- C. There will be no "infield fly rule."
- D. If less than 9 (nine) players are available, teams will use a defense of:
 - Two (2) outfielders and one (1) catcher as the defense must always field a catcher.
- E. Infielders are not allowed to play in the baselines or on top of the base with runners trying to advance. All defensive infielders must play within a reasonable radius of their playing position. Infielders must start with both feet in the dirt Outfielders with both feet in grass prior to the pitch being released from the coach pitcher. Once the ball is hit, the players may charge the ball.

IV. Coaches

- A. Only the manager may represent or speak for the team. There may be a maximum of four (4) coaches in the dugout at any time during game play. There must always be at least one (1) coach or team parent (must have background check) in the dugout.
- B. Three (3) offensive coaches will be allowed on the field during game play, the “Coach-pitcher” position, first base coaching position and third base coaching position.
- C. Up to three (3) defensive coaches may be in the field. Up to two (2) in the outfield for player direction and one (1) behind the catcher to assist with the retrieval of pitched balls.
- D. One designated parent/coach must be in the dugout to assist players. This person **MUST** have a background check on file. No other parents are allowed on the field or in the dugout during games unless a player is injured.
- E. Coaches may not touch a player or the ball during live play. If a defensive coach touches a player or the ball during live play, the ball will be declared dead, and all runners will advance one base.
If an offensive coach touches a base runner during live play the runner will be declared out.
Defensive coaches shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If an offensive coach intentionally interferes, the ball will be declared dead, and the batter will be out, and all runners return to their base. The coach shall be warned on the first offense; the coach will be ejected on the second offense. A high five or pat on the back to congratulate a player does not constitute interference.

V. Game/Misc.

- A. The minimum number of players needed to play is 6 (six). **NO Player Pool for this division.**
 - 1. If only 6 (six) players are available, batting positions 7 and 8 will be counted as automatic outs.
 - 2. If only 7 (seven) players are available, batting position 8 will be counted as an automatic out.
 - 3. If only 8 (eight) players are available, no automatic outs will be taken. B. Batters and base runners **MUST** always wear a helmet.
- C. Catchers **MUST** wear full catcher’s gear and play in a normal catcher’s position.
- D. There will be no walks or bunts. Three (3) strikes or five (5) pitches, the batter is out. If the final pitch is fouled off, they shall receive an additional pitch, with no maximum number of fouls.
- E. A continuous batting order will be used. Players will remain in the same batting order the entire game or an out shall be taken if they bat out of order. Players can be removed from the batting order if they become ill or injured without penalty to the team. Players who arrive late to the game will be added to the bottom of the lineup card.
- F. Stoppage occurs when the ball is returned to the infield, controlled by a defensive infield player, and stops lead runner.
- G. Maximum 1 base on any overthrow.
 - Example: Ball is overthrown at 1st the runner may only advance to 2nd and stop. Players are encouraged to throw the ball to 2nd without penalty. If the ball is passed on throw to 2nd runner **CAN NOT** advance to 3rd.
- H. There are **NO** on deck batters. Throwing a bat constitutes an automatic out after one warning per batter per game, this will result in a dead ball and play is stopped and base runners return to their previous base.
- I. There is no stealing of bases. Runners must be batted around the bases, including home plate.
- J. Teams will use a courtesy runner for the catcher with 2 outs in the inning.
- K. There is no dropped third strike or infield fly rule.

The goal of this league is to encourage our youth to develop their skills in a competitive environment, using sportsmanship and recognizing the rules of fair play. Coaches shall understand the rules and follow them during all contests. Remember that a successful game will be one where ALL players are smiling and excited to come back.

T-BALL DIVISION RULES

I. General Guidelines

- A. Practices are to be scheduled weekly. The manager has an obligation to adequately prepare his or her team. The basic skills of baseball should be taught using the Little League Tee Ball program provided to all the Managers or they can be downloaded from the Little League Website. The 10-week practice programs include base running, fielding positions, batting stance, catching, and throwing techniques.
- B. Good Sportsmanship and team attitude are essential goals of NCLL. Coaches, players, and parents are expected to conduct themselves accordingly. This is an instructional division, and each child needs to learn the importance of respect for themselves, their teammates, their coaches, and the umpires. Managers and coaches must set a good example on and off the field. Always be positive when making a correction or suggestion to a player. Have fun and teach that the basics are building blocks for future development.
- C. Safety first – Safety of the players, coaches and spectators is paramount. Coaches have the responsibility to stop any unsafe act immediately. Be especially vigilant for children around the batter. Use only the Soft-tee balls (no hardballs are to be used).
- D. Regular season standings will not be kept, no playoffs will be played, and no tournament teams will be selected.
- E. Both teams will be responsible for picking up trash in their respective dugouts and for raking the field after the game, (if the last game of the day).

II. Game Play

- A. The minimum number of players needed to play is 5 roster players. Roster sizes will be up to 10 players.
- B. Only players, coaches, and team parents will be allowed in the dugouts.
- C. There may be a maximum of five (5) coaches/team parents in the dugout/field area at any time during game play. There must always be at least one (1) coach/team parent in the dugout.
 1. Three (3) offensive coaches will be allowed on the field during game play, the “tee ball” placement position, first base coaching position and third base coaching position.
 2. Defensive coaches may be stationed in the field of play during the defensive half of the inning. A maximum of two (2) defensive coaches per team shall be allowed in the field of play and these defensive coaches shall be the umpire in making calls in the field. These coach/umpires are the final say on all plays during the inning (stoppage, fouls, etc.).
- D. Game length will be a maximum of 4 innings and no new inning shall start after 60 minutes have been completed.
- E. This age group will not keep score.

III. Offense

- A. At the discretion of the coaches, they may elect to pitch to their batters they feel can hit a pitch to help build those skills.
 1. Players will get three pitches.
 2. If they are unable to put the ball in play, they will continue their at bat from the tee.
- B. Coaches tee up the ball; batters are allowed three attempts to hit the ball on his/her own before the coach must assist the batter.
- C. The batter and all base runners must always wear helmets.
- D. There will be no swinging strikeouts. The batter will be limited to one base on a ball hit in the infield and two bases on a ball hit to the outfield.
- E. If a batted ball touches an infielder, it is considered a one base hit.
- F. Outfield hit is considered one that is not touched by any infielder and then reaches the outfield. Any batter considered out during a play will remain on the bases to learn how to run bases.

- G. If a batted ball hits the coach who is pitching, a dead ball will be called, and the batter and all runners will be awarded one base.
- H. A fair ball will be one that is hit in fair territory.
- I. All players present for the game will be in the batting order and will bat for the entire game. If a player is injured, becomes ill, or must leave early for any reason, they will be skipped in the batting order when their turn comes around. Switch the batting order each inning so that the same child does not bat at the bottom of the order each time up.
- J. There will be no infield fly rule in this age group.
- K. A base runner will be called out if he runs more than 3 feet out of base line to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball.
- L. If a base runner is considered out during a play, they will remain on the bases.
- M. Base runners will not advance on overthrows.
- N. If a batter, or runner is held to one base after the hit, and the ball is considered an outfield hit, allowing two bases, but the ball is overthrown, the base runners are to stay located at their current base.
- O. No bunts or base-stealing is allowed.
- P. No on-deck batter is allowed.
- Q. Players must remain in the dugout and are not allowed to swing bats in or near the dugout.

IV. DEFENSIVE FIELDERS

- A. The player that is playing the defensive pitcher's position shall be positioned behind, but within 3 feet of the 35-foot pitching rubber.
- B. Infielders may not play in front of an imaginary line extending from first base to third base until the ball has been put into play.
- C. There is no maximum outfielder requirement. Outfielders must remain in the grass behind the infield always unless assisting on a play. They cannot interfere with the base runners.
- D. The pitcher cannot make an unassisted put-out at first base must throw the ball to the first baseman. The exception to this rule is if the pitcher makes a play close to the first baseline that naturally would allow the pitcher to tag the runner. The pitcher can, however, make plays unassisted at any other base including home.
- E. The infielders consist of a pitcher, first baseman, second baseman, third baseman, and shortstop. The remaining players are positioned in the outfield.

The goal of this league is to encourage our youth to hone their skills in a semi-competitive environment, using sportsmanship and recognizing the rules of fair play. Coaches shall understand the rules and follow them during all contests. Coaches will agree to fairly officiate their own games. Any disagreement shall result in a batter/runner being considered safe. Remember that we are NOT keeping score, and a successful game will be one where ALL players are smiling and excited to come back.

Batting Cage and Infield Protocol

Batting Cage

Each team can use their designated cage for 30 minutes.

Upper Diamond uses the East Cage.

Lower Diamond uses the West cage.

Visitors take the cage 1 hour and 15 minutes ahead of the game time.

Home team takes the cage 45 minutes ahead of game time.

Infield/Outfield Warm-Up

Visitors take the infield first, Home team takes the infield second.

Both teams must be on the field by game time and ready to play