

LOCAL RULES - BASEBALL

The following rules apply to all levels of North Bothell Little League:

1. Only FALL BALL registered players may be on the field of play.
2. The home team is responsible for preparation of the field prior to the game, and to take the third base dugout. The field must be ready in order for the game to start on time. Both teams are responsible for field clean up after the game. No exceptions. Both teams are also responsible for proper storage of field equipment (Bases, etc.), policing the field, dugouts, and stands before leaving, and locking the gates.
3. The OUT-OF-PLAY lines shall be considered an extension of the backstop lines down the first and third base lines. In the interest of safety, any ball going past these lines shall be called dead, whether caught or not caught, batted, or thrown.
4. The usage of non-Little League approved or non-Little League compliant bats is strictly prohibited. In all baseball divisions, composite barrel bats that have not received an approval waiver from Little League International may not be used at any time during practice, games or team events (Team use of commercial batting cages). It is the responsibility of the player and manager to provide documented proof of the Little League waiver upon request by a league official or umpire. Failure to provide an approved waiver from Little League International upon request by a Little League official or umpire will disqualify the composite barrel bat. It is not the responsibility of the umpire to check for composite barrel bat waivers, but it is the umpire's responsibility to enforce the rules.
5. Anyone who is EJECTED must:
 - a. Notify the League President or Vice President and the Division Coordinator of the respective league within 24 hours. He or she will also serve a one game suspension during the next scheduled game that is played.
 - b. Second offense will result in a two-game suspension.
 - c. Third offense is removal from NBLL for the season.
 - d. A Disciplinary Committee appeal may result in missing no games.

BASEBALL - AAA

1. All rules will apply as per the "Little League 2025 Baseball Official Rulebook", except as amended below.
2. All players league age 9, 10, and 11 are eligible to participate in the FALL BALL AAA Division.
3. Rosters will be limited to 13 or fewer players
4. Games will be played using a quality hardball baseball. The HOME team will be responsible for supplying 2 game balls to the umpire
5. All FALL BALL 'AAA' Division Games have a hard-stop of 2 hours, the batter may finish their at bat.
6. The Fall Ball AAA Division is a non-competitive division and there are no protests. Fall Ball is designed to be recreational, instructional, and above all, fun! Please ensure that you, as Managers and Coaches, as well as your team's parents, set the best possible examples of sportsmanship and courtesy. Scores and overall standings will not be tracked throughout the season
7. In addition to the manager and two coaches, each team should have at least 1 dugout parent in the dugout at all times to monitor, prepare, and coach the players. Players must remain in the dugout or on the bench during games.
8. **Umpires** - Teams will provide umpires for their own games, with the HOME team providing the home plate umpire and the visiting team providing the field umpire. Managers are responsible for making sure they have umpires lined up to cover their games as needed. Be sure to check the Jr. Umpire Game Signups to see if one is signed up to work your game.
9. Scorekeeping is optional for FALL BALL - each team may provide a scorekeeper who is not a manager or coach. The **HOME team** is considered the official scorekeeper. If the home team is unable to provide a scorekeeper who is not a manager or coach, then the visiting team can provide the official scorekeeper.
10. All Volunteers must have an approved background check
11. If playing on a non-fenced field, the home run line will be marked by cones at a distance of 180 feet from home plate.
12. Pre-game batting practice at the field is allowed, but must be done in the outfield and in a manner that does not interfere with the opposing team's warm-up. All batters must wear helmets and must be under the strict supervision of a Manager or Coach. Hitting sticks, weighted balls, and wiffle balls are the **ONLY APPROVED** equipment for use during pre-game batting practice. **Hard balls shall not be used in any manner for hitting / bunting drills during pre-game batting practice.**
13. Teams are NOT allowed to take a full infield / outfield prior to the game. Teams may hit ground balls in foul territory in front of their dugout, and can hit / throw fly balls to players on their side of the outfield.
14. The entire game roster shall be used as the batting order, regardless of defensive position. Players arriving after the game has started shall be placed in the batting order after the last player named in such batting order. Free substitution is allowed for defense.
15. For safety reasons, players are not allowed to hold a bat in the dugout / bench area, or swing a bat outside of the batter's box. Practice swings will be allowed in the batter's box only.

16. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions are as follows:

- 1) On a swing, slap, or check swing
- 2) When forced out of the box by a pitch
- 3) When the batter attempts a drag bunt
- 4) When the catcher does not catch the pitched ball
- 5) When a play has been attempted
- 6) When time has been called
- 7) When the pitcher leaves the dirt area of the pitching mound, or takes a position more than five feet from the pitcher's plate after receiving the ball, or the catcher leaves the catcher's box
- 8) On a three-ball count for a pitch that is a strike but the batter thinks is a ball

Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.

17. A Batted Ball that:

- a. passes over the coned home run line on the fly shall be a home run.
- b. touches a fielder's glove, or any other part of said fielder, and passes over the coned home run line on the fly, without ever touching the ground prior to passing the cones, shall be a home run,
- c. passes the coned home run line after first touching the ground shall be a ground-rule double, regardless of whether a fielder touched it or not.

18. Stealing is allowed

19. For the ENTIRE FALL BALL game the side retires when there are three (3) outs, when five (5) runs score, or when the entire batting order has batted, whichever comes first. EXCEPTION: If a batter hits a home run over the fence or outfield boundary line, or a ground rule double, all runs driven in by that play will score (Maximum of two runs on ground rule double)..

20. Each team will be allowed to use nine (9) defensive players. If a team only has (8) players, the game may begin with three (2) outfielders.

21. Minimum Play:

- a. For a completed game of six innings or longer, every player must play at least four (4) defensive innings, with at least two (2) of the four (4) defensive innings being played at an infield position (Positions 1-6).
- b. For a completed game of less than six innings (rain-out, darkness, etc...), every player must play at least two (2) defensive innings, with at least one (1) of the two (2) defensive innings being played at an infield position (Positions 1-6).
- c. A player may not be on the bench for two consecutive innings.
- d. Managers are encouraged to give all players their minimum playing time as soon as possible to ensure compliance in the event the game cannot be completed (Darkness, weather, time limit, etc). Penalties will apply to any team that violates the minimum play requirements.
- e. Any disciplinary actions that impact a player's minimum play time must first be approved by the Summer Ball Director
- f. Penalties will apply to any team that violates the minimum play requirements. See the league's Disciplinary Policy for more details.

22. The entire game will be Kid Pitch, the kid pitch will be from a distance of 46 feet, between the front of the pitching plate and the back corner of home plate.

23. Green book rule will be followed for pitch count and rest period required as follows:

<u>Pitches thrown</u>	<u>Days of Rest</u>	<u>Pitched on</u>	<u>Rest</u>	<u>Eligible to Pitch</u>
01 – 20	0	Sunday	None	Monday
21 – 35	1	Sunday	Monday	Tuesday
36 – 50	2	Sunday	Monday & Tuesday	Wednesday
51 - 65	3	Sunday	Monday, Tuesday & Wednesday	Thursday
66 or more	4	Sunday	Mon, Tues, Wed & Thurs	Friday

Maximum pitch limits are as follows:

11 - 12 years old: 85 pitches per day

09 - 10 years old: 75 pitches per day

07 - 08 years old: 50 pitches per day

If a pitcher reaches their maximum pitch count OR reaches a rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs: 1) That batter reaches base, or; 2) That batter is retired, or; 3) The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he / she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

A pitcher throwing 40 or more pitches in a game can still play catcher pursuant to the last batter conditions stated above. Once a pitcher has thrown the 41+ pitch to a new batter, that pitcher can no longer play the position of catcher for the remainder of the day. For a complete list of pitchers to catcher or catchers to pitcher rules, please see the GREEN BOOK. In all cases we will adhere to the GREEN BOOK rules.

A player that catches in 4 or more innings may not pitch for the remainder of the day.

24. Managers and coaches should make every attempt to keep the game moving along at a good pace.
- Catchers should be identified in advance of their assigned inning, get geared up and be ready to play when their team takes the field. Note that any player wearing a catcher's mask can warm-up a pitcher and a coach can also warm up the pitcher, if necessary.
 - A Courtesy Runner may be permitted for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out. See LL Rule 7.14(b) for the ruling.
25. A thrown ball that passes the coned home run line, shall be called out-of-play by the umpire, and bases awarded to the runners accordingly.
26. There is NO dropped third strike for the AAA Division.
27. Bunting is allowed
28. There is NO "must slide" rule
- Players are NOT permitted to slide head first while advancing to a base. However, runners are allowed to dive head first when returning to a base.
29. Any violation of the rules or inappropriate behavior by Coaches, Managers, or Volunteers will be addressed under the league's Disciplinary Policy and the North Bothell Little League Code of Conduct.