

LOCAL RULES - BASEBALL

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

1. Only NBLL registered players may be on the field of play.
2. The Little League Pledge shall be recited prior to each game by all of the managers, coaches, and players in front of their respective stands/spectators, to be led by the home team manager or his/her designee. It is acceptable for the pledge to be skipped during inter-league play where the inter-league partner team doesn't recite the pledge as a normal part of their pre-game process.
3. 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.
4. 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.
5. 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.
6. 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.
7. Games called due to darkness, rain, etc. must have completed a minimum of four (4) innings (Three-and-a-half innings if the home team is ahead) to be considered an official game. Games called prior to being considered an official game will be continued or replayed, if one or less innings have been played. Games that have played more than one inning, but are not yet an official game, will be replayed at a later date, from the point the game was postponed. Games called in the middle of an inning, after being considered an official game, will revert back to the last completed inning if the visiting team is ahead, or will be declared final if the home team is ahead (Ties are allowed).

BASEBALL – AA

1. All players league age 7 to 11 are eligible to participate in the AA Division. League age 7 and 11 players must be approved by a special sub-committee of the NBLL Board of Directors prior to being eligible for the draft. This special sub-committee will include the Vice President of Baseball, the Player Agent, and the Division Coordinator and the decision must be unanimous.
2. AA Division teams will provide umpires for their own games, with the visiting team providing the home plate umpire and the home team providing the field umpire. Managers are responsible for making sure they have umpires lined up to cover their games as needed.

3. All games have a strict two-hour (2) time limit from the **scheduled** start when another game is scheduled immediately following the game. Games with no follow-on games scheduled may play up to two-and-a-half hours (2.5) from the scheduled start. Lighted and non-lighted field rules apply. Check to make sure NBLL has the permit for field use. The plate umpire is responsible for maintaining strict time limits.

Non-Lighted Fields

No new inning shall start after 8:15 pm. No new batter after 8:30 pm.

Lighted Fields

Sunday thru Thursday: No new inning shall start after 8:15 pm. No new batter after 8:30 pm.

Friday and Saturday: No new inning shall start after 8:15 pm. No new batter after 8:30 pm.

4. 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 whiffle 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.**
5. 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.
6. 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.
7. If playing on a non-fenced field, the home run line will be marked by cones a distance of 160 feet from home plate. A batted ball that passes over the coned home run line on the fly shall be a home run. A batted ball that 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. A batted ball that 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.
8. 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.
9. No player may play at the same defensive position for more than two (2) innings per game. In addition, no player shall play in the infield for more than four (4) innings per game. Each player shall play a minimum of five (5) defensive innings per game, at least two (2) of which shall be in the infield. NOTE: Catcher is an infield position. **A player may not be on the bench for two consecutive innings. Penalties will apply to any team that violates the minimum play requirements.** See the league's Disciplinary Policy for more details. **Any disciplinary actions that impact a player's minimum play time must first be approved by the Player Agent or the Division Coordinator prior to implementation.**
10. The game will be played using a Rawlings hardball or similar quality baseball.
11. 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). During the sixth inning, and every inning thereafter, there is no five-run limit, but the number of runs is limited to one rotation through the batting order.
12. From Opening Day through the last day in April, the first three innings of a game will be coach-pitch and the last three innings will be kid-pitch. From May 1st through the end of the season, the first two innings will be coach-pitch and the last four innings will be kid-pitch. During coach-pitch innings, the player assuming the pitcher position shall start each play within 18" from the actual pitching plate. During coach-pitch innings, there will be no bunting or stealing. Bunting and stealing is permitted during kid-pitch innings.

13. The Manager/Coach/Volunteer pitches to his or her own team during coach-pitch innings. A batter hit by a coach-pitch does not take first base.
14. Gloves may be worn by the adult pitcher during coach-pitch as a safety measure. However, all defensive handling of the ball is to be done by the players. A live ball coming into contact with the adult pitcher is considered incidental contact, and the ball is live and in play. A live ball caught by the adult pitcher will result in an out for the defensive team.
15. During the coach pitch portion of the game, the coach gives a maximum of seven (7) pitches to each batter; three (3) swinging strikes is an out. After each pitch, if the ball is not put in play, it is considered a "Dead Ball" and the ball shall be thrown back to the adult pitcher to resume play. This will eliminate unnecessary throws by the catcher to a base to hold runners as they cannot steal during coach pitch. If a batter does not put the ball into play after seven (7) pitches, the batter is out. A player fouling off the seventh pitch, or any subsequent pitch, is allowed another pitch, unless the foul ball is caught on the fly, at which point the batter is out.
16. During the kid-pitch portion of the game, a batter is out on a third strike regardless of whether or not the ball is caught by the catcher. There is NO dropped third strike rule in the AA Division.
17. Stealing second and third base is allowed during kid pitch innings only. Stealing home is allowed in the sixth inning only. In an effort to encourage catchers to throw the ball, runners may not advance to another base on an overthrow during a stolen base attempt, except during the sixth inning. During the sixth inning only, runners attempting to steal may advance to any base at the risk of being put out, and may also advance further on overthrows. The sixth inning is played as real baseball in regard to base stealing.
18. A containment rule is used in this division for the ENTIRE GAME to limit the number of bases that runners can advance during each at bat. Our goal is to encourage defensive players to throw the ball and make appropriate baseball plays without the penalty of runners taking unlimited bases on over-throws. Containment is achieved when the ball is in the possession of a defensive player (infielder or outfielder) standing in the infield. There are two types of containment, depending on whether the ball is hit to the infield, or the outfield:
 - a. A ball hit in the infield is contained as soon as the defensive player fields the ball. All runners can advance to the next base at the risk of being put out. However, if the defensive player subsequently throws the ball, in an effort to get an out, then all runners shall be entitled to the base they are advancing to, plus one additional base, at the risk of being tagged out, on an overthrow. Subsequent overthrows do not result in additional bases.
 - b. On a ball hit to the outfield, regardless of how the ball ends up in the outfield, the ball is not contained until it is in the possession of a defensive player (infielder or outfielder) standing in the infield. When a ball is returned from the outfield and becomes contained, a runner may not advance further than the base they were already advancing to, even on an over-throw.
19. Each team will be allowed to use ten (10) defensive players, four (4) of which will be in the outfield. A "Rover" position is not allowed. If a team only has (9) players, the game may begin with three (3) outfielders.
20. League age 11-year olds cannot pitch in AA division.
21. 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>
1 – 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

A player MAY NOT throw more than 35 pitches in a game prior to Spring Break. (*Subject to Last Batter*)

Post Spring Break, maximum pitch limits are as follows:

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.

22. It is the responsibility of the HOME team to enter all scores, pitchers used, and pitch counts to the website by 9:00AM the following morning for games played on Sunday through Thursday and by 12:00AM that evening for games played on Friday and Saturday nights. Managers will need to meet after each game to validate score, pitchers used, and pitch counts and to ensure catchers were properly utilized during the game.
23. A team may have up to 4 coaches/volunteers on the field during regular season play and up to 3 coaches / volunteers on the field during post season play.
24. AA Division teams cannot draw a replacement player from an A Division team during the last two weeks of their regular season schedule or the league playoffs.
25. Any violation of the rules or inappropriate behavior by Coaches, Managers, or Volunteers will be addressed under the league's Disciplinary Policy.