6 Local Rules

The following sections contain general league rules in addition to division-specific rules for play within Lake Norman Little League. These Local Rules apply for all intraleague games. Divisions participating in a district schedule shall abide by the Local Rules defined by the district. These Local Rules are NOT meant to replace, or override, any Little League International regulations, rules, or policies.

6.1 General League Rules

6.1.1 Field Reservations / Permits

Field reservations or permits provide the league with priority use of town facilities over other groups within the prescribed dates and times. League sanctioned activities generally include:

- Skills evaluations
- Coach and player clinics
- Team practices and scrimmages
- Regular and post-season tournament games
- All-Star tournament team practices and games
- Any other activity approved in advance by the Board of Directors.

6.1.2 Number of Players

All Baseball and Softball teams must field a minimum of nine defensive players each inning. In the Minor League divisions, teams may field four outfielders for a maximum of ten defensive players each inning. Any team that has only eight players available may borrow one defensive player from the opponent each inning to field nine. The borrowed defender must be the opponent's last batter in the order for that given inning and must occupy an outfield position. No out shall be recorded for the missing ninth batter when the team of eight players is batting.

If any Baseball or Softball team has less than eight players available for a scheduled regular season game, the Team Manager must notify the Division Commissioner and the opposing Team Manager at least 24 hours in advance to reschedule the game for another date. If the Team Manager fails to make this notification 24 hours in advance or arrives at the game with less than eight players, the game shall be forfeited. The winning team of the forfeit will be awarded a win with the score 1-0. **End of season tournament games are not eligible to be rescheduled.**

6.1.3 Umpires

In Tee Ball, coaches shall act as umpires and always maintain control of the game. All Baseball and Softball games are assigned paid or volunteer umpires.

6.1.4 Dugout Assignments

Unless otherwise marked on the dugout fence, the third base dugout shall be the home team's dugout.

6.1.5 Pregame Warmups

Teams are not allowed to take batting practice on the field prior to any game, except for soft toss into portable nets. Teams may utilize batting cages for up to 15 minutes each. Infield practice must be completed five minutes before game time with each team allowed ten minutes of infield practice (visitors practice first).

6.1.6 Game Start Times

Weeknight games typically start between 6:00 pm to 8:00 pm. The starting time for weekend games shall be decided by the Board of Directors when the schedule is adopted each season. The

umpire announces the game start time prior to the first at bat and is the official timekeeper. The official scorekeeper notes the game start time in the scorebook. In the case of game stoppage for any reason, the game clock is not stopped.

6.1.7 Start of a New Inning

A new inning shall be considered underway immediately upon the last out or last batter of the previous inning. Once an inning is started it will be played to completion (unless the ten run rule has been reached during the bottom half of the inning). A new inning shall not be started after the time limit has expired. If a regulation game is tied and the time limit has not been reached, extra innings are played until time limit is reached or winner is determined (whichever comes first). Little League international tie breaker rules will be used once an extra inning is started and it will be played until completion. If no winner is determined, then the game is final and recorded as a tie.

6.1.8 Weather Cancellations

A league representative will notify Team Managers at least 30 minutes prior to game time of a cancellation due to weather. Cancellations due to weather within 30 minutes of game time shall be called at the field of play. Cancelled games will be rescheduled for the earliest available date. During all league sanctioned activities, coaches shall abide by the Lightning Policy and Procedures found in the appendix.

6.1.9 Home Team Responsibilities

The home team must provide field equipment (i.e., batting Tee, pitching machine, game balls) for use by both teams during the game. In addition, the Team Manager in all divisions above Tee Ball must provide an official scorekeeper to maintain the official game record, and a scoreboard operator if field is equipped with a scoreboard. At the conclusion of the game, Team Managers must submit the final game score and pitching records to the Division Commissioner.

6.1.10 Trash Pickup

All participants are responsible for cleaning up trash from the field, dugouts, and bleacher areas after each game.

6.1.11 Approved Volunteers Allowed on the Field

A maximum of four approved league volunteers can participate with each team during games. One volunteer must always be in the dugout. Two base coaches are allowed on the field during the game to coach first and third base. The fielding team is allowed one coach on the field directly in front of the dugout unless otherwise directed by the umpires. The fielding team for Tee Ball, machine-pitch baseball divisions, and the Rookies Softball Division is allowed two coaches behind the outfielders during play to direct the defensive players. Otherwise, coaches are not allowed in fair territory, nor allowed to engage umpires until the play is dead and time is called by the umpire. Parents and spectators are not allowed in the dugouts or on the field at any time unless invited to help prepare the field for play or to help an injured player. All parents and spectators are asked to remain outside the ball field fences and not sit or stand behind the back stop or behind the dugout fences.

6.1.12 Bat Rules

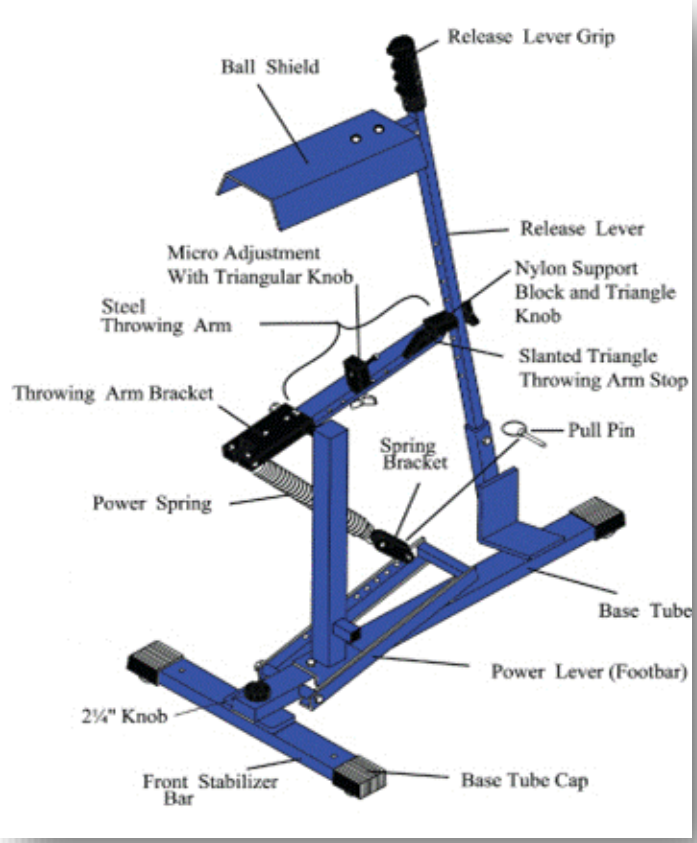
For the latest information, review the official Little League bat rules found here: https://www.littleleague.org/playing-rules/bat-rules/

- Majors and Below - No on-deck Batters. **NO EXCEPTIONS**
- No swinging outside the dugout anywhere unless in a batting cage
  - No hit sticks
  - No soft toss outside the dugout unless inside a batting cage

- Prior to games teams may do soft toss into a net inside the field or in a batting cage

6.1.13 Pitching Machine

The Louisville Slugger Ultimate Pitching Machine is utilized by all machine-pitch divisions of play. A coach must operate the pitching machine.



6.1.14 Pitching Machine Settings

Pitching machine settings differ slightly depending upon the machine model being utilized (blue or black machine). The table below provides the proper spring, release lever, and micro adjustment settings as well as the pitching distance for each machine-pitch divisions of play. Pitching distance is measured from the back tip of the plate to the front bar of the machine.

Division	Spring	Release Lever	Micro Adjustment	Pitching Distance
Single-A	3	4 (blue) 3 (black)	3	30 feet
Double-A	8	4 (blue) 3 (black)	3	46 feet

6.1.15 Mandatory Play Rule

This Mandatory Play Rule applies to the Majors Division and below of Baseball and Softball. This rule exceeds the requirements outlined in Little League Regulation IV section (i) for Mandatory Play and applies to every rostered player present at the start of a game except for disciplinary reasons, injury, or sickness. Players will participate in each game batting in a continuous batting order, must play two innings defensively by the fourth inning, and must play a minimum of four innings defensively in a six-inning game. No player may sit out defensively consecutive innings, nor may any player sit defensively twice before another player sits.

Penalty: The player(s) involved shall start the next scheduled game, play any previous requirements not completed from above, and the requirement for the current game before being removed. If mandatory play violation is observed during a game it shall be corrected immediately with penalties being assessed based on the below:

The Manager shall for the:

A. First Offense: receive a written warning.
B. Second Offense: a suspension for the next scheduled game
C. Third Offense: a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the board of directors. However, forfeiture of a game may not be invoked.

For further information on this rule please see Regulation IV – The Players (i) of the Little League Rule Book.

***Majors Baseball exception:** In the event one team has less players than the other the starting pitchers may pitch the same number of innings before being subject to the mandatory play rule outlined above. Example: Team A has 12 players and Team B has 11. Team Bs starting pitcher would be able to pitch 5 innings (mathematically) before they would be required to sit. Team As starting pitcher would also be allowed to pitch 5 innings before being subject to the mandatory play rule. This rule only applies to the starting pitcher and once the starting pitcher is removed from the mound, they are required to follow all mandatory play requirements. In the above scenario if the starting pitcher for Team A is removed from the mound in the 4th or 5th inning they would be required to sit immediately. The maximum number of innings each starter can throw (based on the mandatory play rule) is established at the beginning of the game and is not impacted by how the opposing team manages their pitchers.

Team with lowest number of players has:	**Number of innings starter is eligible to pitch prior to being subject to Mandatory Play**
If both teams have 12 players	3 innings (All kids would be required to sit once by the 4th inning)
11 players	5 innings
10 players	9 innings

*Pitchers are still required to adhere to the maximum number of pitches allowed in a given calendar day.

6.1.16 Player Disciplinary Rule

A Team Manager may refuse to play a player for disciplinary reasons. The Team Manager must notify the Division Commissioner within 24 hours of the occurrence of disciplinary action. In

addition, the Team Manager must notify the player and parents of the disciplinary action as well as the opposing Team Manager.

6.1.17 Bat Slinging Rule

Players shall get one warning for slinging the bat. Any subsequent infractions called by the umpire shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base. An out shall be recorded in the scorebook.

6.1.18 Postseason Championship Tournament Seeding & Tiebreaker Rules

Divisional seeding for postseason championship tournaments is determined by winning percentage, ranked highest to lowest. When two or more teams finish the regular season with the same winning percentage, the following tiebreaker rules will be used in the order listed until the tie is broken.

1. Regular season head-to-head results
2. Fewest runs allowed for the season
3. Most runs scored for the season
4. Coin flip

In a three (or more) way tie and the tie breaker cannot be broken by head-to-head, runs against shall be used for all tied teams. For example, Team A, B, and C are all tied with the same record at the end of the regular season. Team A beat Team B, Team B beat Team C, and Team C beat Team A. Head-to-head does not break the tie so runs against would be used.

Runs Against:
Team A 50
Team B 60
Team C 55

Team A would get the #1 seed, team C would get the #2 seed and Team B would get the #3 seed since they had the highest runs against among those 3 teams. If runs against does not break the tie, then you would proceed to #3 and #4 above.

6.1.19 Music

Music during pre-game and in-between innings may be played by someone affiliated with the teams involved in the game, provided the volume is not excessive and the content of the music is not offensive. However, walk-up music and music during an active inning is prohibited.

6.2 Tee Ball Division Rules

General:

1. This division plays on a 60-foot diamond with a coach-pitching distance of 10-15 feet.
2. Games have a time limit of 1-hour.
3. A regulation game consists of 3-innings of play.

Pitching:

4. A coach may deliver up to five pitches per batter, after which the ball shall be placed on a Tee for the batter to put the ball into play.
5. Another coach is advised to assist the batter, retrieve pitched balls not put into play, and to set the batting tee in place as needed.

Fielding:

6. All players in attendance may participate each inning. There is no minimum or maximum number of fielders required.
7. No player shall play the catcher position.
8. No infielder may start the play any closer than ten feet in front of first and third base.
9. The player positioned at pitcher must start with both feet on the pitching rubber. The pitcher cannot leave the pitching rubber before the ball is hit.
10. Infielders shall be encouraged to throw the ball to the first baseman to make plays at first base rather than rolling the ball or running with the ball to make a play.
11. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw or hand the ball to an infielder.
12. Defensive players shall not chase after a runner to record an out. Except in a normal rundown, defensive players are expected to throw the ball to make a play on the runner.
13. Coaches shall rotate players defensively so that they do not play the same position more than once per game. Coaches are encouraged to rotate players during innings if opportunities present themselves to align players at positions where batted balls are often fielded (pitcher, first base, second base).

Batting:

14. All players in attendance bat in a continuous order each inning.
15. On deck batters are **NOT** allowed.
16. Bunting and slashing are **NOT** allowed.
17. No outs or runs are recorded.

Base Running:

18. Base runners advance only one base at a time except for the last batter of the inning who can round the bases.
19. There are no base runner advancements on overthrows of any base.
20. Head-first sliding while advancing is **NOT** allowed.
21. Leadoffs and Base Stealing are **NOT** allowed.

6.3 Minor League Baseball – Single-A Machine-Pitch Division Rules

General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 30 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

Pitching:

8. The pitching machine is operated by a coach to pitch the ball.
9. The pitching coach may deliver up to five pitches to each batter.
10. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The pitching machine coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
13. Batted ball hits the pitching machine the ball is dead and each base running including the batter is awarded one base. If the batted ball deflects off a fielder and into the machine the ball is live.
14. If a batted ball directly hits the coach operating the pitching machine the ball shall be considered a foul ball and no runners shall advance.

Fielding:

15. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.
16. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw the ball to the infield on any batted ball that is fielded.
17. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher may either throw the ball to a base or tag the runner to record an out. The pitcher cannot field the ball and run to the base to make an unassisted force out.

Batting:

18. All players in attendance bat in a continuous order.
19. Bunting and slashing are **NOT** allowed.
20. The dropped 3rd strike rule is **NOT** in effect.

21. The infield fly rule is **NOT** in effect.
22. The hit-by-pitch rule does **NOT** apply.
23. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

24. Base runners may not advance once a ball is returned to the infield unless the base runners are more than halfway to the next base.
25. There are no base runner advancements on overthrows of any base.
26. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
27. Leadoffs and base stealing are **NOT** allowed.

6.4 Minor League Baseball – Double-A Machine-Pitch Division Rules

General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

Pitching:

8. The pitching machine is operated by a coach to pitch the ball.
9. The pitching coach may deliver up to five pitches to each batter.
10. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The pitching coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.
13. Batted ball hits the pitching machine the ball is dead and each base running including the batter is awarded one base. If the batted ball deflects off a fielder and into the machine the ball is live.
14. If a batted ball directly hits the coach operating the pitching machine the ball shall be considered a foul ball and no runners shall advance.

Fielding:

15. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.
16. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher may either throw the ball to a base or tag the runner to record an out. The pitcher cannot field the ball and run to the base to make an unassisted force out.

Batting:

17. All players in attendance bat in a continuous order.
18. Bunting and slashing are **NOT** allowed.
19. The dropped 3rd strike rule is **NOT** in effect.
20. The infield fly rule is **NOT** in effect.
21. The hit-by-pitch rule does **NOT** apply.
22. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

23. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
24. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
25. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
26. Leadoffs and base stealing are **NOT** allowed.

6.5 Minor League Baseball – Triple-A Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 1 hour and 45 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in "Regulation VI – Pitchers" within the Little League Baseball Rulebook.
10. Intentional walks are **NOT** allowed.
11. The penalty for an illegal pitch is a ball.

Fielding:

12. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a player enters at any position (other than the bench) after the inning has begun, that partial-inning appearance will count as a full inning for that player at that position. If a game goes into extra innings, a player may return to any position (except for AAA - the pitcher position) with no further defensive rotation restriction.

Batting:

13. All players in attendance bat in a continuous order.
14. Bunting is permitted; however, slashing is **NOT** allowed.
15. The dropped 3rd strike rule is **NOT** in effect.
16. The infield fly rule is in effect.
17. A batter hit by a pitched ball shall be awarded first base.
18. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

19. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
20. Base runners may attempt to advance at their own risk on overthrows of any base.
21. There should be no advancing of baserunners on the throw back from the catcher to the pitcher
22. Base runners may advance home on any play **EXCEPT** on wild pitches, passed balls, or on a ball thrown back to the pitcher and caught cleanly.
23. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.

24. Leadoffs are permitted after the ball reaches the batter.
25. Base stealing is permitted.
26. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.6 Little League Baseball – Majors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks after pre-game on field warm-ups. Hitting sticks cannot be used as an "on-deck" preparation in foul territory or outside the dugout.
5. No new inning may start after the game time limit of 2 hours.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played.
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.

Pitching:

8. Players shall pitch the ball to batters.
9. Coaches must abide by the pitch count limits and rest requirements outlined in "Regulation VI – Pitchers" within the Little League Baseball Rulebook.
10. Intentional walks are **NOT** allowed.
11. The penalty for an illegal pitch is a ball.

Fielding:

12. There are no restrictions regarding defensive positioning or rotations.

Batting:

13. All players in attendance bat in a continuous order.
14. Bunting is permitted; however, slashing is **NOT** allowed.
15. The dropped 3rd strike rule is in effect.
16. The infield fly rule is in effect.
17. A batter hit by a pitched ball shall be awarded first base.
18. The side is retired after three outs.

Base Running:

19. Base runners may not when a Pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
20. Base runners may attempt to advance at their own risk on overthrows of any base.
21. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
22. Leadoffs are permitted after the ball reaches the batter.
23. Base stealing is permitted.
24. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.7 Minor League Softball – Rookies Division Rules

General:

1. 5-year-olds must sign up for tee-ball unless approved for Rookies at skills day.
2. This division plays on a 60-foot diamond with a pitching distance of 30 feet.
3. All players in attendance must participate per the Mandatory Play Rule.
4. On deck batters are **NOT** allowed.
5. NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an "on-deck" preparation in foul territory or outside the dugout**.**
6. No new inning may start after the game time limit of 1 hour and 30 minutes.
7. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
8. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
9. The game should be continued to be played in the 6th inning (if time is left on the clock) even if one team cannot win due to the 5-inning run limit. Games are officially over if/when the home team is winning before the bottom of the 6th inning is played.
10. No coaches are to be in fair territory while team is on defense. Coaches must stay in foul territory along the foul lines.
11. *if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.

Pitching:

12. A player will pitch during the 1st inning of play, then a coach will pitch the remainder of the game. Each time the player-pitcher reaches four balls on the batter, the batting team is allowed a coach to deliver up to three pitches to the batter. The player-pitcher shall return for subsequent batters. If a batter is hit by a kid pitch, then the batter should hit off the coach pitcher.
13. Balls and strikes do not carry forward from the player to the coach-pitcher.
14. Beginning in the 2nd inning, the coach-pitcher may deliver up to five pitches to each batter. Coach pitcher must start with one foot on the rubber. The coach-pitcher must be the same person throughout the entire game.
15. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a four-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach-pitches.
16. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
17. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
18. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners. The coach-pitcher must attempt to get out of the way of the player-pitcher. If it is deemed, in the umpire's judgement, that the coach-pitcher did not attempt to get out of the way of the player-pitcher, regardless of contact being made with the player, the umpire shall call the batter out for coach obstruction.

19. If a coach-pitcher is struck by a batted ball, the play will be called dead and treated like a foul ball.
20. The penalty for an illegal pitch is a ball.

Fielding:

21. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position (except the pitcher position) with no further defensive rotation restriction.
22. An approved volunteer is allowed to act as a catcher behind the kid catcher during the game. However, the coach shall NOT coach from behind the plate.

Batting:

23. All players in attendance bat in a continuous order.
24. Bunting and slashing are **NOT** allowed.
25. The dropped 3rd strike rule is **NOT** in effect.
26. The infield fly rule is **NOT** in effect.
27. No team can score more than 5 runs in an inning. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

28. Once an infielder has possession of the ball inside the basepath, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
29. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow. Play should be dead, and time should be called when ball is controlled by a player inside the basepath, unless attempting to make a play on a runner on a ball thrown from the outfield (per umpire's discretion).
30. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
31. Leadoffs and base stealing are **NOT** allowed. All runners must remain in contact with the base until the ball is put in play by the batter. A runner leaving their base before a ball is put into play will be called out.

6.8 Minor League Softball – Minors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 35 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an "on-deck" preparation in foul territory or outside the dugout**.**
5. No new inning may start after the game time limit of 1 hour and 30 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
8. *if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.

Pitching:

9. A player shall pitch. Following four balls to a batter and after there have been three previously walked or hit-by-pitch batters in the inning, the batting team is allowed a coach-pitcher to deliver up to three pitches to the batter. The batter assumes the strike count when the coach-pitcher enters to pitch.
10. If a batter is hit by a pitch, then this counts towards the 3 walks in the inning limit before the coach pitcher comes in. The 3 walk per inning rule does not change even if a pitching change is made during the inning.
11. If a pitcher hits 5 batters in the same inning, then she must be taken out and replaced with another player pitcher immediately after hitting the 5th batter. The pitcher is allowed to return and pitch in later innings
12. The coach-pitcher must be the same person throughout the entire game. Coach pitcher must start with one foot on the pitching rubber.
13. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a 4-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach-pitches.
14. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
15. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
16. The player-pitcher returns to pitch with the next batter. The coach-pitcher returns to pitch each time four balls are delivered to subsequent batters during that inning.
17. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners.

Fielding:

18. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.

Batting:

19. All players in attendance bat in a continuous order.
20. Bunting and slashing are permitted.
21. The dropped 3rd strike rule is **NOT** in effect.
22. The infield fly rule is in effect.
23. A batter hit by a pitched ball shall be awarded first base.
24. No team can score more than 5 runs in an inning for the first 3 innings. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or (during the first 3 innings) when the offensive team scores five runs.

Base Running:

25. Base runners may not advance unless they are more than halfway to the next base once the pitcher has possession of the ball within the pitching circle. Base runners may attempt to advance at their own risk on overthrows of any base. Base stealing is permitted, except for home. You cannot steal home under any circumstances (passed ball, wild pitch, or throw back to pitcher).
26. No delayed steals are allowed.
27. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
28. Leadoffs are permitted after the ball reaches the batter.
29. Base stealing is permitted.
30. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.9 Little League Softball – Majors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 40 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. NO hitting sticks or swinging of bat after pre-game on-field warm-ups. Hitting sticks or swinging of bat cannot be used as an "on-deck" preparation in foul territory or outside the dugout**.**
5. No new inning may start after the game time limit of 1 hour and 30 minutes.
6. A regulation game consists of 6-innings of play. A game is official after 4-innings of play (weather related). Game is considered official once the time limit is reached regardless of how many innings have been played
7. If a team is ahead by 15 runs after 3-innings (2 ½ if home team in winning) or 10 runs after 4-innings (3 ½ if home team is winning), the game shall end and is considered official.
8. *if a team knows in advance that only 8 players will be available for a game or needs a pitcher for a game, a registered LKNLL player is allowed to play up in a division to substitute for that game only. The request for a substitute shall be approved ahead of time by both division commissioners. There are no fielding or batting restrictions for the approved player outside of abiding by the normal division rules for the game being played.

Pitching:

9. Players shall pitch the ball to batters.
10. Pitchers are limited to pitching a maximum of 4-innings per day.
11. Coaches must abide by the rest requirements outlined in "Regulation VI – Pitchers" within the Little League Softball Rulebook.
12. The penalty for an illegal pitch is a ball.

Fielding:

13. There are no restrictions regarding defensive positioning or rotations, except for pitching. See rule 9

Batting:

14. All players in attendance bat in a continuous order.
15. Bunting and slashing are permitted.
16. The dropped 3rd strike rule is in effect.
17. The infield fly rule is in effect.
18. A batter hit by a pitched ball shall be awarded first base.
19. No team can score more than 5 runs in an inning for the first 2 innings. The side is retired after three outs, or (during the first 2 innings) when the offensive team scores five runs.

Base Running:

20. The Look Back Rule is in effect. When the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on a runner (including a fake or threatened throw); any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play.
21. Base runners may attempt to advance at their own risk on overthrows of any base.

22. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
23. Leadoffs are permitted after the ball leaves the pitcher's hand.
24. Base stealing is permitted.
25. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

7 All-Stars

Lake Norman Little League participates in Little League's International Tournament at the completion of each spring recreational season. Players from regular season teams are nominated for the opportunity to represent the league as All-Stars and compete against other Little Leagues within the district during the month of June with the potential to advance to the State Tournament. At the Little League "Majors" division and above, teams that win the State Tournament advance to the Southeast Regional Tournament where the winner advances to the World Series.

Teams *typically* represent Lake Norman at the following age groups:

Baseball

- Special Games
  - 6–7-Year-Old Machine Pitch (Double-A division)
  - 7–8-Year-Old Machine Pitch (Double-A division)
  - 8–9-Year-Old (Kid Pitch) (Triple-A, AAAA Division)
- Little League Tournament
  - 8–10-Year-Old Team (League age 10-year-old Majors, AAAA, and possibly Triple A division)
  - 9–11-Year-Old Team (League age 11-year-old Majors Division players)
  - 10–12-Year-Old Team (League age 11–12-year-old Majors (or intermediate, if applicable) Division players)
  - Juniors (14U - Juniors and Senior League)
  - Seniors (16U – Senior League)
  - 18U (18U Base Ruth Division)

Typical divisions and ages are listed in parentheses

- Single A players are not eligible to participate on TOC or district team. Single A participates in an in-house all-star game that is played once the season concludes.

Softball

- Special Games
  - 8-Year-Old Softball (Rookies and Minors Division)
- Little League Tournament
  - 10-Year-Old Softball (Minors and Majors Division)
  - 11-Year-Old Softball (Majors and Minors Division
  - 10–12-Year-Old Softball (Majors and Senior Division)
  - Senior Softball (16 and Under – Seniors Division)