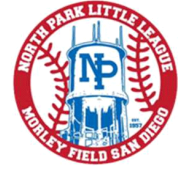




NORTH PARK LITTLE LEAGUE

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NORTH PARK LITTLE LEAGUE BASEBALL, INC. LOCAL RULES-2025 (#4053310)

Mission Statement: North Park Little League will provide a healthy environment for the youth of our community. Our focus is to encourage participation, develop character and discipline, promote teamwork, and advocate citizenship and community pride. We will strive to provide quality instruction in the development of baseball skills, sportsmanship, competitiveness, and fair play. North Park Little League is committed to enriching the lives of our youth and fostering a love of the game.

The following are the Local Rules adopted by the North Park Little League, Inc. (“NPLL”) Board of Directors (“BOD”). These local rules are intended to supplement the 2026 Official Rules and Regulations of Little League Baseball, Inc. (“Green Book”), which are binding on NPLL.

At no time may any manager or coach suspend or modify any of these rules for any purposes without express authority or permission from the BOD. Failure to adhere to these rules and the Green Book rules may result in disciplinary action by the NPLL BOD.

NPLL Fair Play Policy Statement

While healthy competition in baseball is generally a good thing, too much competition can be inappropriate for Little League. As such, the desire to “win” must be secondary to fairness and should never result in treating a player unfairly. Good managers discover how to be competitive while also being fair to all the players. The NPLL fair play rules are intended to provide a great experience for all players, while maintaining flexibility for managers and coaches in how they play and position players. NPLL is committed to fair play for all players.

Generally, fair play is measured in terms of opportunities to play infield/outfield, pitching time, and the number of at bats. Specific rules establishing minimum playing time and other fair play issues are set forth below for each division, as a general rule:

1.00 General League Rules

1.01 Mandatory Play (For CAPS – Intermediate Divisions)

The goal of managers and coaches should be to assure that each player receives close to equal playing time. Equality in playing both infield and outfield positions is a requirement of NPLL.

No player shall sit out 2 innings in a row and a player shall not sit out a second inning until all players have sat out at least one inning (with the exception of the starting pitcher and starting catcher). Additionally, no player may sit out a 3rd inning until all players have sat out at least 2 innings (with the exception of the starting pitcher and starting catcher). Thus, all eligible players will play a minimum of 9 defensive outs (not necessarily consecutive).

- Exception #1 – If the game is shortened to less than 6 full innings, this rule will still guarantee that all players will have played a minimum of 6 defensive outs prior to suspension of the game.
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- Exception #2 – When a player arrives late for a game this rule does not apply to the Player.

1.02 **Minimum Infield and Outfield Play (For T-ball – Intermediate Divisions)**

All players should play a minimum number of innings in the infield and outfield per game as shown in the table below. **Minimum infield and outfield play must be accomplished by the 5th inning in AAA and below, and by the 6th inning in Intermediate.** For the purposes of fair play rules, catcher is considered an outfield position. The starting pitcher and the starting catcher are exempt from this requirement in AA and above.

	Junior & Above	Intermediate	AAA	AA	Caps	Coach Pitch	T-Ball
Infield	N/A	1	2	2	Alternate Innings*	Alternate Innings	Alternate Innings
Outfield	N/A	1	1	1	Alternate Innings*	Alternate Innings	Alternate Innings

* Players alternate innings between outfield and infield play (note: in divisions where players are benched, if player spends an inning on the bench they would alternate after benched inning, ex. 1st Inn.-2b, 2nd Inn.-bench, 3rd Inn.-CF, 4th Inn.-3b, 5th Inn.-RF, 6th Inn.-SS)

This does not mean that a player must play every infield position.

- Exception #1 – If playing a position will constitute a genuine safety problem, the player need not be played in that position.
- Exception #2 – If the player does not want to play infield, or a particular position, such as catcher, the manager is not required to play the player in the infield or a particular position. In this situation, the manager should discuss the situation with the player’s parent(s) to avoid any misunderstanding.

To avoid perception that a player is not being played in the infield in order to gain a competitive advantage, the manager should request a safety conference with the Division Rep, the Player Agent and the President. Once it is agreed that the player should not play in the infield, the player’s parents and that division’s managers will be contacted by the Player Agent to ensure consensus and support for the decision.

1.03 Managers must report all injuries that require medical attention to the Safety Officer. When any such injury occurs, an insurance claim form must be filed with the Safety Officer within 24 hours. Insurance forms are available in the snack bar.

- 1.04 All Managers (or Coach Designees) will meet with the Umpire **prior to the scheduled game time**. During pregame all players will line-up on the line of their respective dugouts and shall perform a patriotic exercise before the start of every scheduled game. **At the end of the game** all players & all coaching staff must recognize the effort of the opposing team, acknowledge the fans on both sides of the stands, and thank the umpire for volunteering.
- 1.05 Both teams shall prepare the field prior to each game, and both teams shall secure the field and the equipment after each game and make sure that the scorekeeper's booth is locked.
- 1.06 Each manager shall be responsible for cleaning his/her respective dugout.
- 1.07 When playing on field 3, the palm tree in left field is out of play.
- 1.08 Dead ball areas: The area between the bench and the back stop, is an extension of the bench. A ball entering this area is immediately dead. The area should be marked by a chalk line running from the dugout fence to the backstop fence.
- 1.09 NPLL BOD reserves the right to establish cut off dates for sign-ups in each division. If divisions reach capacity before the scheduled sign-ups period has completed, BOD will establish waiting lists. Waiting lists are not a guarantee to place a child on a team.
- 1.10 All volunteers with repeated contact with children shall be subject each year to background checks as required by Little League International and will be required to have their fingerprints completed by a Live Scan company as required by the State of California. All volunteers with repeated contact with children are also required to complete all trainings required by Little League International or District 33.
- 1.11 A manager may not choose to forfeit any scheduled interleague, regular season, or tournament game without consulting with and gaining the approval of the NPLL President or other Executive Board Member (i.e., VP, Coach Coordinator, PA).
- 1.12 Throwing the Bat –A player who **intentionally** throws a bat is subject to immediate ejection on the first such offense. Intent is under the umpires' discretion based on Green Book Rules. Unintentional bat throwing should be handled by a warning or warnings from the umpire. Managers are encouraged to work with players to help them learn how to hold onto the bat and drop it.
- 1.13 No Smoking, eating, or drinking, other than water or a sports beverage, is allowed on the fields or in the dugouts.
- 1.14 Profanity is not allowed on or about the fields or in the dugouts. Alcoholic beverages are prohibited in or around the playing fields and the stands. Failure to comply with this rule shall result in expulsion from the area.
- 1.15 All Divisions shall adhere to the pitch count regulations as set forth in the Green Book Rules and Regulations for the current season. It is the managers'

responsibilities to know the regulations. Failure to follow the pitch count regulations will result in disciplinary action.

1.16 All Divisions shall use Continuous Batting Order (“CBO”) and free substitution Rules pursuant to rule 4.04 of the Green Book rules.

1.17 **Forfeits (for Minors AA-Intermediate Divisions)**

All regular season games shall start with 8 or more players. In the event one team starts with less than 8 players, the game shall still be played, however, the BOD has determined that the game will result in a forfeit (loss) for the team starting with less than 8 players, and a win for the opposing team. If both teams start with less than 8 players, each team will be awarded a loss in the standings. Teams can borrow fielders from the other team. The teams should send the last batter due up in an inning to play right field. If a game starts with both teams having at least 8 players, then in the event one or both of the teams is unable to finish the game with at least 8 players due to injury, illness or any other reason, the game shall be considered completed, and the BOD will decide if the game shall be rescheduled or forfeited. Teams may also utilize the League's pool player process to fill out a roster as needed. For playoff games, in the event one or both teams start or end with less than 8 players, the BOD will decide if the game shall be re-scheduled or forfeited.

1.18 **Player Pool** In accordance with Reg. V(c): A pool of players from existing regular season teams will be created and run by the Player Agent. Pool players are only to be used in cases where the team is unable to field 9 rostered players. A pool player must bat last in the batting order and cannot pitch or catch. The player is also limited to no more than two innings of infield play. ***See Appendix I for the policy**

1.19 If a team starts a game and/or finishes a game with less than 9 players, since we are using continuous batting the 9th batting position will be skipped over with no consequence to the offensive team (i.e., there is no automatic out), and the batting lineup will continue with the first batter in the batting lineup.

1.20 All ages referred to within these rules are league age.

1.21 All managers and coaches shall attend a skills and safety clinic in accordance with District 33 requirements.

1.22 All managers and coaches will sign and adhere to a volunteer’s contract. The League President or Player Agent will keep the contracts, which may be kept electronically.

1.23 Equipment is League property and must be turned in to the Equipment Manager on the day of the last regularly scheduled game or at a scheduled time determined by the Equipment Manager. It is the manager’s responsibility to make sure the equipment drop is coordinated with the Equipment Manager. Please do not drop off the equipment to the snack bar or leave any equipment outside the equipment room.

1.24 In the Minors AA-Intermediate divisions, any game ending in a tie shall be counted as one-half game won and one-half game lost.

1.25 Make-up games shall not be played unless they have a bearing on playoff seedings.

In the Minors AA-Juniors divisions, all make up games will be determined by the BOD ExCom (President, Vice President, Player Agent, Coach . Games in the CAPS and Tee-Ball divisions will not be made up.

1.26 In the Minors AA-Juniors Divisions, the plate umpire shall keep the official time.

1.27 In the Minors AA-Intermediate Divisions and the Juniors division when the lights are not operating, all games shall be called for darkness at the time of each day's sunset, as reported in a reputable weather app. It is the managers', coaches', and umpires' responsibility to know the time of sunset. The plate umpire shall notify each team of sunset time at the plate meeting.

1.28 **Procedure for Removing a Player from a Little League for Disciplinary Issues:**

1. Document the Incident
 2. Review the League's Code of Conduct
 3. Conduct an Investigation
 4. Inform the Player's Parents/Guardians
 5. Determine Appropriate Disciplinary Action
 6. Communicate the Decision
 7. Offer an Appeal Process
 8. Implement the Disciplinary Action
 9. Maintain Confidentiality
 10. Review and Learn
- *See Appendix II for the Policy**

1.29 **ZERO TOLERANCE for ABUSE**

Little League strives to create an environment that is as safe as possible both on and off the field. Little League does not tolerate any type of abuse against a minor, including, but not limited to, sexual, physical, mental, and emotional (as well as any type of bullying, hazing, or harassment). Little League's goal is to prevent child abuse from occurring through required screenings, training and education, awareness, and mandated reporting of abuse. NP Little League establishes a zero-tolerance culture that does not allow any type of activity that promotes or allows any form of misconduct or abuse (mental, physical, emotional, or sexual) between players, coaches, parents/guardians/caretakers, spectators, volunteers, and/or any other individual. League officials must remove any individual that is exhibiting any type of mental, physical, emotional, or sexual misconduct and report the individual to the authorities immediately.

NPLL adheres to the following requirement:

- **Complete Background Checks:** Utilize the Little League volunteer application form to conduct annual background checks through J.D. Palatine (JDP) on volunteers and prohibits anyone with any offenses that would disqualify them as a participant in any Little League activity.
- **Mandatory Training & Continuing Education:** Annually require all volunteers to complete the Little League Abuse Awareness Course.

- **Mandatory Reporting Requirements:** Report Child Abuse, including sexual abuse involving a minor, to the proper authorities with 24 hours.
- **Non-Retaliation for Reporting:** Adopt a policy that prohibits retaliation against “good faith” reports of child abuse.
- **Prohibit One-on-One Interactions:** Adopt a policy that limits one-on-one contact with minors without being in an observable and interruptible distance from another adult.

2.00 Tee-Ball & Coach Pitch Division Rules

- 2.01 **General:** The Tee-Ball Division and Coach Pitch Division are meant to be learning experiences. There shall be no team standings or play-offs. The purpose of offering these two divisions is to maximize player development across a range of ages and skill levels. **Parents who are not cleared as volunteers may not interact with players on the field.**
- 2.02 **Tee-Ball Division Player Ages:** Players in the Tee-Ball Division must be at least four (4) years old by August 31st of the current baseball year. A player who is league age six (6) per Rule 2.03 shall be placed in the Coach Pitch division, but the BOD may authorize exemptions from this provision to ensure each player is placed in the appropriate division. Any decision to grant an exemption shall be made at the sole discretion of the BOD and shall be based on player safety and the skill of the player.
- 2.03 **Coach Pitch Division Player Ages:** Players in the Coach Pitch Division may be league age 5 or 6 and/or with at least one year of play in the Tee-Ball Division.
- 2.04 **Batting Order:** A manager, coach, or scorekeeper may ask for a time out during a game to notify the offensive team they are batting out of order. The order shall resume as set forth at the beginning of the game. There will be no penalty for batting out of order. No player shall be denied an at-bat if they are inadvertently skipped in the batting order.
- 2.05 **Field of Play Dimensions:** Bases will be fifty (50) feet. An arc twenty (20) feet from home plate shall be drawn from the first base line to the third base line. The pitcher’s plate shall be forty (40) feet from home plate.
- 2.06 **Tee-Ball Division Defensive Outs:** The batting side shall be retired after all players have batted. Players remain on base even if they are ruled out.
- 2.07 **Coach Pitch Division Defensive Outs:** All season - the batting side shall be retired after all players have batted.
- 2.08 **Tee-Ball Division Batting:** The ball shall be hit off a tee, which shall be set on home plate. A compression ball shall be used. The defensive pitcher must stay in contact with the pitcher’s plate until the ball is hit. All batters will be given a reasonable chance to put the ball into play. There shall be no strikeouts in the Tee-Ball Division. If the batter is unable to put the ball in play after 9 swings, the manager may roll the ball to any infield position and the batter may run to first

as if they have hit the ball. The home team shall supply the batting tees and bases.

- 2.09 **Coach Pitch Division Batting:** The manager or coach of a team shall pitch to their own team and a player from the defensive team shall field the pitcher's position. A compression ball shall be used. A maximum of five (5) pitches will be delivered to each batter. Pitching may be underhand or overhand. It is recommended coaches kneel to deliver pitches using a flat trajectory (no arc). Coaches can position themselves as close to home plate as they feel comfortable in terms of their own safety. There shall be no strikeouts in the Coach Pitch Division. After five (5) pitches the ball will be placed on a tee. If a pitched ball hits a batter it shall be considered a "no pitch." A batter who is hit by a pitch shall not be awarded first base.
- 2.10 **Base Runners:** No base stealing is permitted. No sliding is permitted. Runners must stay in contact with the base until the ball is hit. Play is frozen when the ball has been thrown inside the 20-foot arc. Base runners may advance or return to the nearest base in the managers' judgment.
- 2.11 **Bunting:** Bunting is not permitted.
- 2.12 **Foul Balls:** A ball is foul if it does not go beyond the 20-foot arc or if it is outside the foul lines as it passes first base or third base.
- 2.13 **Thrown Bats:** If the batter throws the bat after batting or attempting to bat the ball, play will be stopped immediately. The batter will return to the plate to bat again and all runners will return to their original base. If a batter consistently throws the bat in the Coach Pitch Division they may, upon agreement of both managers, receive one (1) warning and then be called out after the next occurrence. At the Tee-Ball Division the batter shall not be called out for throwing the bat more than one (1) time, but the manager may elect, in the interest of safety, to roll the ball to any fielder as described in Rule 2.08. Managers and coaches are to stress the importance of dropping the bat from the beginning of the season.
- 2.14 **Defensive Coaches:** Each team may have up to two (2) coaches in the outfield to give advice and encouragement to players, but coaches must not interfere with play. Coaches must stand in the outfield only, not in the base paths or infield. The manager or coach must request "Time" from the opposing manager before attempting to demonstrate a technique or explain a play to the players during the progress of the game.
- 2.15 **Length of Games:** All games shall be a maximum of 50 minutes long. Teams are encouraged to clear the field quickly so the next game may start on time.
- 2.16 **Outfield Fence:** A fence 100 feet from home plate shall be from the first base foul line to the third base foul line. A ball hit over the fence shall be a homerun. A ball bouncing over the fence shall be a two-base hit and all runners shall advance two bases.
- 2.17 **Batting Safety:** All members of the batting team must remain directly behind the backstop until their turn to bat or their team is retired. The manager and coaches must ensure that the batting team is properly supervised for the

players' safety. All bats must be placed on the home plate side of the backstop. At no time shall any bat be allowed to be on the players' side of the backstop. Parents or guardians must not allow their child to carry the bat onto or off the field before and after the game. **Only the batter at bat may hold and swing a bat, and the batter must be wearing a helmet before they hold a bat. All other players shall not hold a bat for any reason.**

3.00 CAPS Division Rules

- 3.01 The CAPS division is intended to be a learning experience instead of a competitive exercise. Scores will be recorded to determine the standings, there will be scorekeeping. There will be no playoffs.
- 3.02 Players in the CAPS division must be 7 or more years old (or have BOD approval for any exceptions).
- 3.03 Ten defensive players shall be fielded each inning. There shall be 6 infielders (1st, 2nd, 3rd, Short Stop, pitcher, catcher) and 4 outfielders. All outfielders must play at least 25' behind the edge of the infield.
- 3.04 Players ayers shall alternate between infield and outfield positions each inning. The exception to this will be the catcher. Players may alternate between catcher and any other position.
- 3.05 All players shall play a minimum of 2 innings at an infield position, and no player shall sit more than 1 consecutive inning on the bench unless ill, injured, or refusing to play. Managers should provide all players with opportunities across the various positions, subject to safety constraints. Repeated violation of the minimum playing time will result in disciplinary action by the BOD.
- 3.06 Teams may utilize two adults as base coaches. Teams may substitute one of the adult base coaches with a player if they so desire. Player base coaches must wear helmets. At least one of the base coaches must be an adult.
- 3.07 2 adult coaches may stand in the outfield while their team is on defense and provide coaching input to players in between batters for the first half of the season.
- 3.08 Each half inning shall end when the defense records 3 outs or the offense scores 5 runs, whichever occurs first..
- 3.09 No new inning may be started after 1 hour 35 minutes, and games will be stopped at 1hours 45 minutes.
- 3.10 Managers and coaches shall act as umpires in this division. A defensive coach will be on the mound to call balls and strikes. The coaches for the defensive team shall make all calls regarding outs, foul balls, base running, and any other fielding issues, including balls and strikes. The defensive team will have at least one coach on the

field to assist with calls. The final call decision will be made by the defensive head coach or designated representative for the defensive team.

- 3.11 Ball used in the CAPS division shall be an official Little League ball.
- 3.12 Pitching shall be machine pitch from 46' at approximately 40mph. A coach from the offensive team shall feed the machine and a player from the defensive team shall field the pitcher's position.
- 3.13 Any batted ball that strikes the machine shall automatically allow the hitter to take first base.
- 3.14 There are no walks or strikeouts during machine pitch. If the ball is not put in play after 4 pitches, a tee will be used for the batter. When the fourth pitch is a foul ball, the batter shall be given another pitch. The exception to the four-pitch maximum rule also applies to each foul ball that occurs after the fourth pitch
- 3.15 If a pitched ball hits the batter, it shall be considered a "no pitch". Managers and coaches shall do their utmost to encourage kids to put the ball in play.
- 3.16 Any ball hit by a player that reaches the outfield, the runners may continue to advance on the bases until the ball has been thrown back into the infield. Once the ball reaches the infield (it does not need to be caught, just reach the infield), no runner may advance past a base.
- 3.17 Base stealing shall not be allowed.
- 3.18 The first three (3) innings of play shall be machine pitch. Pitching by team players shall begin in the 4th inning.
 - A defensive coach will be on the mound to call balls and strikes.
 - No walks shall be issued during player pitch. If a pitched ball hits the batter, it shall be considered a ball.
 - The batter at the plate will strike out if they get three strikes from the pitcher (called or swinging).
 - If the player-pitcher throws four (4) called balls before striking out the batter, then a coach from the offensive team will come in to pitch.
 - The coach will pitch two strikes.
 - A ball thrown by the coach that is called a ball will be a "no pitch".
 - Players can not strike out on a foul ball from a coach.
 - All pitching shall be overhand; no less than 40 feet for kid pitch. Pitchers shall pitch no more than one inning per game.
 - Pitchers shall pitch no more than two innings per week.

4.00 Juniors, Intermediate ("50/70"), and Minors AA & AAA Draft Rules

- 4.01 As approved by the BOD, Juniors, 50/70, and Minors AA & AAA shall use the Plan B draft plan as outlined in the Little League Operations Manual. Players aged 8-14 are

required to attend skills assessments. Following skills assessments, player draft meetings will be held in the following order: Juniors - 50/70 - AAA - AA.

- 4.02 If there is a year in which the number of players between the ages 8-11 are down significantly, the league may choose to place players in AAA only and vacate the AA division for that year. This will be done in order to provide a sufficient number of teams for league play. This decision will be made after the skills assessment date (prior to the draft) by the Rules Committee of the BOD.
- 4.03 A 50/70 eligible player who does not attend skills assessments may not be eligible for the draft into the 50/70 division. If a 50/70 eligible player is unable to attend skills assessments due to medical issues, injuries, or other unavoidable situations, said player shall be inserted into the draft at the discretion of the BOD. If a 50/70 eligible player signs up after the draft, said player shall be assigned to a team at the discretion of the BOD and Player Agent provided there is room on a team.
- 4.04 When a player objects to playing for the team onto which they were drafted, the drafting manager should attempt to make a trade. If no trade is arranged, the player should be directed to remain on that team or be declared ineligible to play in any division of the league for the current season. The player should go to the player agent and his manager to arrange for the trade. Player agent will arrange the trade with the assistance of the managers and the league president.
- 4.05 After the player draft through the end of the regular season, teams from a higher division who lose drafted players may be assigned eligible replacement players from a lower division. (i.e. Juniors from 50/70; 50/70 from AAA; AAA from AA; AA from Caps). The BOD shall direct the Player Agent to assign eligible players subject to BOD, parent, and said player approval.
- 4.06 All managers in any division who lose a player must notify the BOD within 72 hours of losing said player. Failure to comply will result in disciplinary action by the BOD.
- 4.07 If no players are eligible to replace lost players, said team will play short until a suitable replacement is found. Managers willfully violating these rules in order to get rid of a less experienced player will be removed from the league.

5.00 Minors AA Division Rules

- 5.01 Any league age 8 players who wish to play in the AA division shall be eligible only with Player Agent approval. Only those league age 8 who have participated in the skills assessments will be eligible to be drafted into the AA division (Note: this is no guarantee that they will be drafted into the division). League age 9 & 10 not taken in the AAA draft shall play in the AA division.
- 5.02 The final score of games in the AA division will be the score at the end of the last completed inning (or ½ inning if the home team is ahead) regardless of the number of innings completed. NPLL enacts the Local League option to say official game is after 1:45 regardless of # of innings.
- 5.03 AA will be governed by a 5-run rule limit per inning, including the last inning.

Play continues after the 5th run scores until the umpire signals to the teams to change sides. Only 5 runs will be counted in the scoring even if more cross the plate at the conclusion of the play. The one exception is if the batter should hit an over-the-fence homerun, then all runs are counted (When interleagueing D33 Rules supercede)..

5.04 When a game follows another game, the preceding game shall follow these time limits. No new inning shall be started in a game after **1 hour and 50 minutes** have elapsed from the scheduled start time, and games will be stopped 2 hours from the scheduled start time. The final out in an inning constitutes the start of the next inning (When interleagueing D33 Rules supercede).

5.05 **AA Division Playoff Rules**

- For the purposes of seeding teams in the playoff bracket, In the event of tie records during the regular season, the tie breaker shall be:
 - Head-to-head regular season records. If tied, then:
 - Least runs allowed in head-to-head. If tied, then:
 - Coin flip.
- The playoff structure will be determined by the number of teams in the division and approved by the NPLL Rules Committee of the BOD prior to the start of the Regular season.
- NPLL will adopt District 33 TOC Rules throughout our local playoff tournament.
- For AA playoff games, the last inning shall not have the 5-run cap but is limited by the LL Minors rule of only batting once through player's "on the roster" (players the listed players in the batting lineup that was submitted to the plate umpire at the beginning of the game that are physically present at the game). The umpire shall declare the last inning to both managers at the start of the inning.

6.00 **Minors - AAA Division Rules**

6.01 Any league age 11 player not selected in the 50/70 player draft shall play in the AAA division.

6.02 The final score of games in the AAA division will be the score at the end of the last completed inning (or ½ inning if the home team is ahead) regardless of the number of innings completed. NPLL claims the Local League option to say official game is after 1:45 regardless of # of innings.

6.03 AAA will be governed by a 5-run rule limit per inning, including the last inning. Play continues after the 5th run scores until the umpire signals to the teams to change sides. Only 5 runs will be counted in the scoring even if more cross the plate at the conclusion of the play. The one exception is if the batter should hit an over-the-fence homerun, then all runs are counted (When interleagueing D33 Rules supercede).

6.04 When a game follows another game, the preceding game shall follow these time limits. No new inning shall be started in a game after 2 hours have elapsed from

the scheduled start time, and games will be stopped 2 hours and 10 minutes from the scheduled start time. The final out in an inning constitutes the start of the next inning. During the week, there shall be no time limit as per Little League International rules. Games may proceed until the game has been decided or called due to darkness. If no game follows another game on Saturday, no new inning may begin 2 hours and 10 minutes after the scheduled start time (When interleague D33 Rules supercede).

6.05 **AAA Division Playoff Rules**

- For the purposes of seeding teams in the playoff bracket, In the event of tie records during the regular season, the tie breaker shall be:
 - Head-to-head regular season records. If tied, then:
 - Least runs allowed in head-to-head. If tied, then:
 - Coin flip.
- The playoffs shall be double elimination format. The exact playoff structure will be determined by the number of teams in the division and approved by the Rules Committee of the BOD prior to the start of the Regular season.
- NPLL will adopt District 33 TOC Rules throughout our local playoff tournament.
- For AAA playoff games, the last inning shall not have the 5-run cap but is limited by the LL Minors rule of only batting once through player's "on the roster" (players the listed players in the batting lineup that was submitted to the plate umpire at the beginning of the game that are physically present at the game). The umpire shall declare the last inning to both managers at the start of the inning.
- The winner of the tournament will proceed to the District 33 Tournament of Champions (TOC).

7.00 Intermediate ("50/70") Division Rules

- 7.01 Players in the 50/70 division must be at least league age 11 and not more than league age 13 years old. Players who are league age 12 may not play in the Minors AAA division and must either play in the 50/70 or Juniors division unless a waiver from Little League is granted.
- 7.02 The final score of games in the 50/70 division will be the score at the end of the last completed inning (or ½ inning if the home team is ahead). Subject to Rule 7.06 below, 5 complete innings shall constitute a regulation game. (4½ if home team is ahead.)
- 7.03 An on-deck circle will be utilized (one player at a time only in the on-deck area).
- 7.04 When a game follows another game, the preceding game shall follow these time limits. No new inning shall be started in a game after 2 hours and 15 minutes have elapsed from the scheduled start time, and games will be stopped 2 hours and 30 minutes from the scheduled start time. Saturday games when there are 4 games on the field, no new inning after 1:50, with a drop dead time of 2 hours. The final out in an inning constitutes the start of the next

inning. If no game follows another game (i.e., during the week or the last game on Saturday), there shall be no time limit as per Little League national rules. Games may proceed until the game has been decided or called due to darkness.

7.05 In the Intermediate, Juniors, & Seniors divisions rule 4.10 (e) of the Green Book will be in effect. If one team is leading by 15 or more runs after 4 innings (3 ½ if the home team is ahead), or by 10 or more runs after 5 innings (4 ½ if the home team is ahead), or by 8 or more runs after 6 innings (5 ½ if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.

7.06 When Intraleaguering with another District NPLL will adopt those District Rules, superseding our Locals Rules.

7.07 **Intermediate (50/70) Division Playoff Rules**

- For the purposes of seeding teams in the playoff bracket, In the event of tie records during the regular season, the tie breaker shall be:
 - Head-to-head regular season records. If tied, then:
 - Least runs allowed in head-to-head. If tied, then:
 - Coin flip.
- The playoffs shall be double elimination format. The exact playoff structure will be determined by the number of teams in the division and approved by the Rules Committee of the Board of Director prior to the start of the regular season.
- Green Book Rules shall be followed.

8.00 **Juniors Division Rules**

8.01 The Juniors division will follow District 33 interleague rules for games versus teams within the district. In games involving two NPLL teams (including playoff games), each player shall play a minimum of 3 innings per game and 1 at bat, providing that at least 6 innings are played. Players shall not sit more than 2 consecutive innings on the bench unless ill, injured, or refusing to play. Should a manager fail to comply with this rule, the affected player shall start and play throughout each inning of his or her team's next scheduled game. Repeated violation of the minimum playing time will result in disciplinary action by the BOD.

8.02 High School players joining Juniors: High school players are eligible to join a Juniors team upon the completion of their high school season. The managers shall decide which players are assigned to which team. High school players are eligible for selection to the All-Star team as long as they meet the eligibility requirements outlined in the tournament section of the LL rulebook.

8.03 **Juniors Division Playoff Rules**

The playoffs shall be double elimination format. The exact playoff structure will be determined by the number of teams in the division and approved by the Rules Committee of the Board of Director prior to the start of the regular season. District 33 Rules will be adopted.

9.00 **All Star Tournaments**

9.01 **All Star Team Determination**

Available All Star teams are 8-10, 9-11, and 10-12 year old, Intermediate, Junior, and Senior. The Board will determine at the May meeting the teams NPLL will be fielding for that year. The goal is to provide as many as possible quality baseball experiences for the players of our league. In selecting and constructing the teams, 10-12 year old team shall have supremacy over Intermediate, followed by the 9-11 year old team, and finally followed by the 8-10 year old team. The

9.02 **Minors 8-10 & 9-10 All Star Tournament Rules**

- The 8-10 and 9-11 year old All-Star Managers will be selected by the League President from eligible Minor (AAA & AA) division managers and approved by the BOD. All assistant coaches shall be chosen by the selected manager. All assistants must be selected from available Minors (INT, AAA or AA) division managers and coaches first. If no eligible assistants are found in the Minors division, then selections of eligible managers and coaches from other divisions shall follow.
- League age 8-10 and 8-11 year old All Star Selection Process:
 - No player vote.
 - Each team Manager submits a list of up to five (5) candidates from their own team.
 - A list is compiled of those candidates.
 - From that list, each manager then selects his top 12 choices for the team.
 - The top eight (8) vote getters are selected for the team.
 - If there is a tie among two or more players for the top 8 spots, the All-Star Manager breaks the tie.
 - All Remaining players are selected by the All-Star Manager. All player selections are subject to BOD approval.

9.03 **10-12 All Star Tournament Rules**

- The 10-12 All-Star manager will be selected by the League President and approved by the BOD. All assistant coaches shall be chosen by the selected manager. All assistants must be selected from available 50/70 or AAA division managers and coaches first. If no eligible assistants are found, then selections of eligible managers and coaches from other divisions shall follow.
- All Star Players Selections. All Star players will be selected from eligible players in the INT, 50/70, AAA, AA division using the following process:

- INT Players are given the chance to vote for up to 8 players from the opposing teams in the league. The vote is counted, and the top 8 vote-getters are placed on the All-Star team. Note: The All-Star Manager has the option to veto two of those selections.
- A meeting will be arranged with the INT, 50/70, AAA, and AA managers, the Player Agent, and the League President to discuss nominations prior to the selection process.
- Each Manager shall give a list of 4 players from his/her team to the All-Star manager for consideration as All Star selections
- The All-Star Manager shall add additional players to the complete roster from those players identified by managers as candidates for the team.

9.04 **Intermediate (50/70) All Star Tournament Rules**

- The 50/70 division All-Star manager will be selected by the League President and approved by the BOD. All assistant coaches shall be chosen by the selected manager. All assistants must be selected from available 50/70 division managers and coaches first. If no eligible assistants are found in the 50/70 division, then selections of eligible managers and coaches from other divisions shall follow.
- All Star Players Selections. All Star players will be selected from eligible players in the 50/70 division using the following process:
 - Players are given the chance to vote for up to 8 players from the opposing teams in the league. The vote is counted, and the top 8 vote-getters are placed on the All-Star team. Note: The All-Star Manager has the option to veto two of those selections.
 - A meeting will be arranged with the 50/70 managers, the Player Agent, and the League President to discuss nominations prior to the selection process.
 - Each 50/70 Manager shall give a list of 4 players from his/her team to the All-Star manager for consideration as All Star selections
 - The All-Star Manager shall add additional players to the complete roster from those players identified by 50/70 managers as candidates for the team.

9.05 **Juniors Division All Star Tournament Rules**

- All Star Players Selections. All Star players will be selected from eligible players in the Juniors division. Players are selected by the All-Star manager with input from player agent(s) and all other Juniors managers' recommendations. All Star selection meeting will consist of Juniors managers, player agent(s), and league president. All selections are subject to BOD approval and BOD reserves the right to select any and all players.
- The Juniors division All-Star manager will be selected by the League President from all eligible Juniors division managers and approved by the BOD. All assistant coaches shall be chosen by the selected manager. All assistants must be selected from available Juniors division managers and coaches first. If no eligible assistants are found in the Juniors division, then selections of eligible managers and coaches from other divisions shall follow.

9.06 **Seniors Division All Star Tournament Rules**

- All Star Players Selections. All Star players will be selected from eligible players in the Seniors division. Players are selected by the All-Star manager with input from player agent(s) and all other Seniors managers' recommendations. All Star selection meeting will consist of Seniors managers, player agent(s), and league president. All selections are subject to BOD approval and BOD reserves the right to select any and all players.
- The Seniors division All-Star manager will be selected by the League President from all eligible Juniors division managers and approved by the BOD. All assistant coaches shall be chosen by the selected manager. All assistants must be selected from available Seniors division managers and coaches first. If no eligible assistants are found in the Seniors division, then selections of eligible managers and coaches from other divisions shall follow.

10.00 Senior Division

10.01 The Senior division will follow District 33 interleague rules for games versus teams within the district. In games involving two NPLL teams (including playoff games), each player shall play a minimum of 3 innings per game and one at bat, providing that at least 6 innings are played. Players shall not sit more than 2 consecutive innings on the bench unless ill, injured, or refusing to play. Should a manager fail to comply with this rule, the affected player shall start and play throughout each inning of his or her team's next scheduled game. Repeated violation of the minimum playing time will result in disciplinary action by the BOD.

11.00 Board Meetings

- 11.01 If a member would like to address the BOD, they should first notify the President not less than 48-hours prior to the meeting date.
- 11.02 The BOD reserves the right to discuss sensitive issues in an Executive Session. Any Board Members may make a motion to call for an Executive Session. The President will then call for a second and then a vote from the members of the Board.

The Board of Directors of the North Park Little League Baseball Inc. ratified these Operating Policies.

President: Greg Thomas Spielman
Date: January 14, 2025

Recorded By:
Board Member: **Steve Oechel** Date: January 14, 2026
Appendix I

NPLL Pool Player Policy

What is this?

A pool of players from existing regular season teams 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 within their respective divisions (**AA, AAA, Intermediate, Juniors**). The Pool Players will be managed and run by the league's Player Agent (Green Book, Regulation V, Section C).

There must be an expected shortage of players (less than 9) before a Pool Player is invited to play.

- Parents can request that players be added to the Player Pool list by completing the form that will be emailed by the league. Players will be added to the divisional pool(s).
- Once the Player Agent is contacted by a Manager that he/she needs one or more Pool Players, the Player Agent will reference the player pool list for that division. Players are selected from a blind list – managers may not request a specific player. The Player Agent will contact by phone the next person on the list (also ensuring that the player is not already scheduled for an overlapping game). If that player cannot play or the call is not answered (no message will be left), the next person on the list is called until a parent is reached and that player agrees to play.
- If a Pool Player arrives at the fields to play, they will play even if nine (9) or more of the team's regular players are there. Pool players must meet playing time requirements. (INT Plays D32 Guidelines).
- The Pool Player(s) will be placed at the bottom of the batting order. (INT Plays D32 Guidelines)
- The Pool Players that are called and show up at the game site must play.
- A player can be used as a pool player and then again that same day can participate on their regular team.
- Pool Players will be used for regular season games ONLY.

Game time options for shortage of players

The following option(s) may be used in the event at least nine (9) players are not available at game time and there is not enough time to reasonably arrange for pool players to be there in time. These options may ONLY be used if needed to get a team to 9 players. These are NOT normal practices and would be done only to allow the game to be played.

- Both managers, along with a board member or Officer on Duty may select an eligible player from the same division that is currently at the park; the player's team must not currently be playing a game on another field. The fill-in player(s) must play right field or left field (or center field if 3 fill-in players are needed) and bat last in the line-up. If the regular player(s) shows up late, they will be replaced by the player(s) filling in.

Ongoing use of pool or fill-in players

Any manager that has an ongoing issue with players not attending games (or practices) must communicate with the divisional officer and/or Player Agent to coordinate long term roster solutions.

Each season, each manager must identify at least 3 players willing to participate in the pool player program. It is the manager's job to market this program to players and parents.

Appendix II

Procedure for Removing a Player from a Little League for Disciplinary Issues:

1. Document the Incident:

- The coach or any league official should document the disciplinary issue in writing, including the date, time, location, and a detailed description of the incident.
- Gather any evidence or witness statements related to the incident, if available.

2. Review the League's Code of Conduct:

- Refer to the league's code of conduct or disciplinary policy to determine if the player's behavior violates any specific rules or guidelines.
- Ensure that the disciplinary action being considered aligns with the league's policies and procedures.

3. Conduct an Investigation:

- If necessary, conduct an investigation to gather additional information about the incident.
- Interview any witnesses, involved parties, or individuals who can provide relevant information.
- Maintain confidentiality throughout the investigation process.

4. Inform the Player's Parents/Guardians:

- Schedule a meeting with the player's parents/guardians to discuss the disciplinary issue.
- Clearly communicate the details of the incident, including any evidence or witness statements.
- Allow the parents/guardians to present their side of the story and address any concerns they may have.

5. Determine Appropriate Disciplinary Action:

- Based on the severity of the incident and the league's code of conduct, determine the appropriate disciplinary action.
- Consider factors such as the player's age, previous behavior, and the potential impact on the team and league.
- Possible disciplinary actions may include a warning, suspension, or expulsion from the league.

6. Communicate the Decision:

- Inform the player's parents/guardians about the disciplinary action decided upon.
- Clearly explain the reasons behind the decision and the expected consequences.
- Provide a written notice outlining the disciplinary action, including the duration of any suspension or expulsion.

7. Offer an Appeal Process:

- If the league has an appeal process, inform the player's parents/guardians about their right to appeal the decision.
- Provide them with the necessary information and forms required for the appeal process.
- Set a deadline for submitting the appeal, if applicable.

8. Implement the Disciplinary Action:

- If the decision is not appealed or the appeal is denied, implement the disciplinary action as outlined.
- Communicate the action to the team, coaches, and any other relevant league officials.
- Ensure that the player's removal from the league is carried out in a respectful and professional manner.

9. Maintain Confidentiality:

- Throughout the entire process, maintain confidentiality regarding the incident and the player's personal information.
- Share information only with those directly involved in the disciplinary process.

10. Review and Learn:

- After the disciplinary process is complete, review the incident and the league's response.
- Identify any areas for improvement in the league's code of conduct or disciplinary procedures.
- Implement any necessary changes to prevent similar incidents in the future.