

Niceville Valparaiso Little League Local Rules – 2026

Niceville Valparaiso Little League Baseball & Softball Local Rules 2026 Season

Local Rules were approved by the Board of Directors on November 6, 2025

Andrew Sanders President, Niceville Valparaiso Little League

Table of Contents

[1. Introduction](#)

[2. Boundaries](#)

[3. General Rules](#)

[3.1. Conduct](#)

[3.2. Complaints](#)

[3.3. Managers/Coaches](#)

[3.4. League Structure and Division](#)

[4. Baseball](#)

[4.1. Age Structure](#)

[4.1.1. Senior League Baseball Composition](#)

[4.1.2. Junior League Baseball Composition](#)

[4.1.3. Intermediate League Baseball Composition](#)

[4.1.4. Little League \(Majors\) Baseball Composition](#)

[4.1.5. Minor League Player-Pitch \(Minor-A\) Baseball Composition](#)

[4.1.6. Minor League Machine-Pitch \(Minor-B\) Baseball Composition](#)

[4.1.7. Pee-Wee Coach-Pitch \(Minor-C\) Baseball Composition](#)

[4.1.8. Pee-Wee Coach-Pitch with Tee Option Baseball Composition](#)

[4.1.9. Playing Up or Playing Down](#)

[4.2. Game Play](#)

[4.2.1. Field Occupation](#)

[4.2.2. Lineup Cards](#)

[4.2.3. Score Keeping](#)

[4.2.4. Batting Order](#)

[4.2.5. Pitch Count Violations](#)

Signed by:

6AF485C8897941D...
11/30/2025

Niceville Valparaiso Little League Local Rules – 2026

4.2.6. [Warming Up a Pitcher](#)

4.2.7. [Ending an Inning](#)

4.2.8. [Run Rule](#)

4.2.9. [Protesting a Game](#)

4.2.10. [Personnel in the Dugout](#)

4.3. [Time Limit](#)

4.4. [Intermediate/Junior/Senior League Playing Rules](#)

4.5. [Minor League Playing Rules](#)

4.5.1. [10 Players on the Field](#)

4.5.2. [4 Outfielders](#)

4.5.3. [Minor-B Machine-Pitch](#)

4.5.4. [Minor-C Pee-Wee Coach-Pitch](#)

4.5.5. [Minor-D Pee-Wee T-Ball](#)

5. [Softball](#)

5.1. [Age Structure](#)

5.1.1. [Senior League Softball Composition](#)

5.1.2. [Junior League Softball Composition](#)

5.1.3. [Little League \(Majors\) Softball Composition](#)

5.1.4. [Minor League Machine-Pitch Softball Composition](#) 5.1.5.
[Pee-Wee Coach-Pitch with Tee Option Softball Composition](#) 5.1.6.
[Playing up or Playing down](#)

5.2. [Playing Time](#)

5.3. [Run Rule](#)

5.4. [Time Limit](#)

5.5. [Junior/Senior League Playing Rules](#)

5.6. [Minor League Playing Rules](#)

5.6.1. [Machine-Pitch](#)

5.6.2. [Pee-Wee Coach-Pitch with Tee Option Division](#)

5.6.3 [Minor A Softball Coach Pitch Rule](#)

6. [Teams](#)

6.1. [Registration](#)

6.2. [Tryouts](#)

6.3. [The Draft](#)

6.3.1. [Minor Divisions](#)

Niceville Valparaiso Little League Local Rules – 2026

[6.3.2. Major Divisions](#)[6.4. Team Assignments](#)[6.5. Filling Vacancies](#)[7. The Season and Playoffs \(Major and Minor\)](#)[7.1. Length of Season](#)[7.2. Playoffs](#)[7.3. Playoff Rules](#)[8. Tournament Teams](#)[8.1. Tournament Team Player Selection](#)[8.2. Additional Tournament Team Player Selections](#)[8.3. Tournament Team Manager and Coaches Selection](#)[8.4. Other "Special Tournament" Teams](#)[9. Safety](#)[9.1. Baseball](#)[9.2. Softball](#)

1. Introduction

Niceville-Valparaiso Little League Baseball, Inc. (NVLL) is a non-profit organization dedicated to providing children ages four to sixteen the opportunity to participate in Little League Baseball and Softball. NVLL is a youth service program designed to offer healthy activities and training under strong leadership in a supportive community environment. NVLL is chartered by Little League Baseball (LLB), Inc., from which it derives its operating procedures and regulations. The structure of NVLL is outlined in the Niceville-Valparaiso Little League Baseball Constitution. The purpose of these "Local Rules" is to supplement the procedures and regulations set forth in the Little League Baseball and Softball Operating Manual, as well as the Little League Baseball and Softball Official Regulations and Playing Rules. Copies of these publications are available directly from LLB, Inc. Proxy votes will NOT be permitted at any duly constituted Board of Directors meeting.

2. Boundaries

LLB Regulation II (g) limits a league's boundaries from which to draw its players to an area defined by the District Administrator and approved by the Regional Director. The approved boundary map can be found on the NVLL website.

3. General Rules

3.1. Conduct

3.1.1. Managers and Coaches are responsible for the safety and behavior of their players on and around the field (including practice).

3.1.2. Prohibited behavior by managers, coaches, umpires, parents or spectators on or around concession areas, practice or game fields. Violators will be asked to leave the area immediately

Niceville Valparaiso Little League Local Rules – 2026

by the Park Ranger, Player Agent, or Umpire in Charge. Repeat offenders may be barred from further participation, including as a spectator, in youth baseball activities.

3.1.2.1. Use of profane, foul, and/or abusive language

3.1.2.2. Consumption of alcoholic beverages

3.1.2.3. Being under the influence of alcohol

3.1.2.4. Smoking, vaping, or chewing tobacco will not be allowed

3.1.3. Equipment abuse, such as throwing helmets, hitting, or throwing bats against fence, etc. will not be allowed at any time.

3.1.4. Any Manager, Coach, Parent, Spectator or Player ejected from a game:

3.1.4.1. Must leave the FACILITY immediately (LLB Rule 4.07) and not return until notified by his/her Player Agent.

3.1.4.2. Is automatically suspended for his/her team's next physically played game.

3.1.4.3. Must meet with League's Player Agent who shall investigate the incident and present the facts along with his/her recommendations to the Board of Directors or a duly appointed committee of the Board of Directors.

3.1.4.4. If requested by the Board of Directors or a duly appointed committee, he/she must meet with them to review the facts of the incident. If necessary, the committee may recommend additional punishment.

3.1.4.5. Repeated incidents shall not be tolerated and are adequate justification for suspension for the season from the league.

3.2. Complaints

A "Chain of Command" must be followed for all complaints. Managers, coaches, and parents should first consult their league's Player Agent before escalating any complaint. The next level in the chain of command is the NVLL League Player Agent, followed by the Vice-President of Baseball or Softball, and then the League President, who will present the matter to the Board of Directors (or an appointed committee) for final resolution. If those involved are dissatisfied with the decision made by the President and Board (or appointed committee), they may appeal to the District One District Administrator by submitting a written request to the President. The District Administrator will only consider complaints submitted in writing by the League President and may investigate the matter by any available means to issue a ruling. Similarly, the District Administrator may refer the matter to the Southern Region Director, and the Southern Region Director may refer it to Little League International in Williamsport. Under no circumstances may NVLL participants submit complaints directly to the District Administrator, the Southern Region, or Williamsport.

3.3. Managers/Coaches

IAW Regulation 1(b) of the LLB Official Regulations and Playing Rules, no person can manage, coach, or umpire without the President appointing and the Board approving that appointment. The selection process for managers and coaches is outlined in the NVLL Constitution.

The President and the Board need not give reason to a person if he or she is not appointed or approved as a manager, coach, or umpire for the coming season.

3.4. League Structure and Division

NVLL will operate under a single-divisional format for all divisions within Little League. To facilitate a regular season playoff, NVLL may choose to internally split the teams into two "Conferences," named the National Conference and the American Conference. Managers will be assigned to either the American or National Conference before the draft. The American Conference will consist of players selected by American Conference managers, and the National Conference will consist of players selected by National Conference managers.

Niceville Valparaiso Little League Local Rules – 2026

4. Baseball

4.1. Age Structure

4.1.1. Senior League Baseball Composition

Players will be drafted from the eligible group of **thirteen- to sixteen-year-olds**.

4.1.2. Junior League Baseball Composition

Players will be drafted from the eligible group of **twelve- to fourteen-year-olds**. IAW Regulation IV

(a) “If a player is selected to and/or participates in one or more regular season games on a Junior League team, he/she will be ineligible to participate in the Major Division from that point forward in regular season and/or tournament play.”

4.1.3. Intermediate League Baseball Composition

Players will be drafted from the eligible group of **eleven- to thirteen-year-olds**.

4.1.4. Little League (Majors) Baseball Composition

Players will be drafted from the eligible group of **ten- to twelve-year-olds**.

Any twelve-year old player that is deemed to lack sufficient maturity and/or skill where his/her participation in the “Majors” constitutes a heightened physical danger to himself/herself shall be handled IAW Regulation V (a).

4.1.5. Minor League Player-Pitch (Minor-A) Baseball Composition

Players will be drafted from the eligible group of **nine- to eleven-year-olds**. Based on ratings from managers during tryouts, any nine-year-old player lacking sufficient maturity and/or skill, where participation in “Minor A” would constitute a heightened physical risk, shall be assigned to “Minor B” by the league’s player agent. This decision will be made after the player agent consults with the managers, notifies the player’s parent, presents the player’s case to the Board of Directors, and receives the Board’s approval.

4.1.6. Minor League Machine-Pitch (Minor-B) Baseball Composition

Players will be drafted from the eligible group of **seven- and eight-year-olds**.

Based on ratings from managers during tryouts, any seven-year-old player lacking sufficient maturity and/or skill, where participation in “Minor B” would constitute a heightened physical risk, shall be assigned to “Pee-Wee Coach Pitch” by the league’s player agent. This decision will be made after the player agent consults with the managers, notifies the player’s parents, presents the player’s case to the Board of Directors, and receives the Board’s approval.

4.1.7. Pee-Wee Coach-Pitch (Minor-C) Baseball Composition

Players shall be assigned from the eligible group of **five- to six-year-old** boys and girls. IAW Regulation III (c), Six-year-olds are only eligible to play coach-pitch or machine-pitch if they have participated in Tee-Ball for one year.

4.1.8. Pee-Wee T-Ball Baseball Composition

Players shall be selected from the eligible group of **four to five-year old** boys and girls.

4.1.9. Playing Up or Playing Down

Any player wishing to play in a division outside the stated age structure must receive approval from the league Player Agent and a majority vote from the managers of the gaining division. The player is required to attend tryouts for both their appropriate league age and the gaining league age, unless a decision to allow them to play up is made before tryouts begin. Players may **ONLY** play up by one age group (e.g., league-age seven-year-olds are ineligible for Minor A, and league-age eight-year-olds are ineligible for Majors).

4.2. Game Play

Niceville Valparaiso Little League Local Rules – 2026

4.2.1 Field Occupation: For all NVLL games, the “Home Team” will occupy the first base dugout.

4.2.2 Line up Cards: Lineup cards will be reviewed by the umpire and both managers during the plate meeting prior to the game. Only “live-mode” lineups on the Game Changer application are permitted; screenshots or paper copies will not be accepted.

4.2.3 Score Keeping: The home team (as designated by the league’s web-based scheduling program) is responsible for maintaining the official score using the Game Changer app. (Official scores will not be kept for the Pee-Wee Coach Pitch or T-Ball Divisions; however, managers will track runs and outs per inning to ensure competitive at-bats.)

4.2.4 Batting Order: NVLL will require a continuous batting order for the Major League and Minor League divisions. For Intermediate, Junior League and Senior League, continuous batting order may be used if mutually agreed by both team managers prior to the start of the game.

4.2.5 Pitch Count Violations: (Minor-A and above) Managers are responsible for managing the pitch counts of their pitchers. Any violation of LLI pitch count rules will result in the following:

- 1st Offense: Manager will be suspended for 1 game.
- 2nd Offense: Manager will be suspended for 2 games.
- 3rd Offense: NVLL BOD will meet to determine punishment.

4.2.6 Warming up a pitcher: During all NVLL games, Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

4.2.7 Ending an Inning: For the Majors, Minor-A and Minor-B Divisions, an inning will conclude when the defensive team records 3 outs or the offensive team scores 5 runs, whichever occurs first.

4.2.8 Run Rule: IAW LLB, (Excluding Coach Pitch and T-Ball) NVLL will implement the 10-run rule after four innings or three and one-half innings if the home team is ahead for all leagues not excluded.

4.2.9 Protesting a Game: IAW LLB Rule 4.19(c)(1): The protesting manager shall immediately, and before any succeeding pitch is thrown or play begins, notify the umpire that the game is being played under protest because of misinterpretation or violation of a playing rule.

4.2.10 Personnel in the Dugout: IAW LLB Rule 1.01: (Excluding Coach Pitch and T-Ball) The rostered manager and 2 rostered coaches are the only non-player personnel authorized in the dugout during the game.

4.3. Time Limit

4.3.1. Majors, Minors, and Pee-Wee Divisions: IAW Regulation X (a) and (c):

- 4.3.1.1. **Majors:** No new inning shall begin after 1 hour and 40 minutes from the scheduled start time. Ties are allowed.
- 4.3.1.2. **Minor A:** No new inning shall begin after 1 hour and 30 minutes from the scheduled start time. Ties are allowed.
- 4.3.1.3. **Minor-B machine pitch:** No new inning shall begin after 1 hour and 20 minutes from the scheduled start time. Ties are allowed.
- 4.3.1.4. **Pee-Wee Coach-Pitch Division:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour.
- 4.3.1.5. **Pee-Wee T-Ball Division:** Games shall be no more than 4 innings. No new

Niceville Valparaiso Little League Local Rules – 2026

inning shall begin after 9:00pm and no new inning shall begin after 1 hour.

4.4. Intermediate/Junior/Senior League Playing Rules

The Intermediate, Junior and Senior Divisions will utilize the District 1 Inter League Baseball & Softball Rules for Junior/Senior Divisions. Regular Season Games: no new inning shall begin after 1 hour and 45 minutes.

4.5. Minor League Playing Rules

The goal of the Minor League Division is to prepare players for eventual selection to a Major Division Team. Therefore, it is understood the intent of the league is instructional/developmental in nature, and although score is kept in some divisions (Minor-A, Minor-B Machine Pitch) it is not considered a competitive league.

4.5.1. Teams will play with ten players on the field. If a team is unable to field ten players, they may play with nine players. (Note: This rule does not apply to the Pee-Wee Coach Pitch with Tee Option Division.)

4.5.2. The defensive team will have four outfielders all playing at outfield depth. No “short fielder” or extra infielder will be allowed. (Note: This rule does not apply to the Pee-Wee Coach Pitch with Tee Option Division.)

4.5.3. Minor-B Machine-Pitch

4.5.3.1. Placement of the Machine

4.5.3.1.1. Games will be played with a pitching machine placed at 46 feet from the plate.

4.5.3.1.2. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.

4.5.4.2. Rulings Involving the Machine and Safety Circle

4.5.4.2.1. Batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the coach feeding the machine. RULING: Batter is awarded 1st base. Runners advance if forced.

4.5.4.2.2. Ball popped up, lands in the safety circle, and comes to rest without touching anything. RULING: Batter is awarded 1st base. Runners advance if forced.

4.5.4.2.3. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. RULING: Batter will be awarded 1st base.

4.5.4.2.4. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. RULING: Ball is live.

4.5.4.2.5. Batted ball rolls or passes directly through safety circle without touching anything. RULING: Ball is live.

4.5.4.3. The “player pitcher” on the team in the field does not pitch; he/she is a fielder only. He/she must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. For safety reasons, he/she cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine.

4.5.4.4. For safety reasons, no fielder shall be closer than 30 feet away from the batters’ box until the ball crosses the plate. A solid or dashed 30’ arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire’s discretion up to three bases will be awarded to the batter/runner(s) for

Niceville Valparaiso Little League Local Rules – 2026

intentional violations of a fielder.

4.5.4.5. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations.

4.5.4.5.1. (Minor-B) Umpires shall call "time" after every play and declare the ball dead. If it is determined that the baserunner is not attempting to advance, the play is over. Therefore, a defensive team need only get the ball to the lead base for the umpire to determine the play is over.

4.5.4.6. Adjustment of the Machine:

4.5.4.6.1. The machine will be set at 38 MPH (typically 52% with the variable speed switch).

4.5.4.6.2. The machine may be adjusted for accuracy at the beginning of a team's at-bat a half inning before the 1st batter.

4.5.4.6.3. The machine may be adjusted for accuracy during the game at the umpires' discretion.

4.5.4.7. Adult Placement:

4.5.4.7.1. When a team is batting, two adult base coaches are permitted. One adult will always be in the dugout to maintain order. The base coaches must always stay in the coaches' boxes during play.

4.5.4.7.2. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult will either be:

4.5.4.7.2.1. A coach/manager from the defensive team.

4.5.4.7.2.2. A coach/manager from the offensive team.

4.5.4.7.3. The adult feeding the machine must remain inside the safety circle during play.

4.5.4.7.4. The adult feeding the machine will not coach AT ALL during this half of the inning.

4.5.4.7.5. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.

4.5.4.7.6. The adult feeding machine will place ball into the machine immediately after presenting it to the batter.

4.5.4.8. Each batter will receive four pitches or three strikes to get a hit.

4.5.4.8.1. There will be no balls or walks.

4.5.4.8.2. Players will receive four pitches within the strike zone. If the Umpire determines the pitch was not in the strike zone, then "NO PITCH" will be called and the batter will be awarded an additional pitch. A "no pitch" is a dead ball situation.

4.5.4.8.3. There will be no called strikes. However, missed swings and foul balls count as strike. Foul balls on the third strike or the fourth pitch do not count against the batter. If a third-strike or fourth pitch is bunted foul, the

Niceville Valparaiso Little League Local Rules – 2026

batter is out.

4.5.4.9. Infield Fly rule will not apply.

4.5.4.10. Bunting will be allowed during the entire season.

4.5.4.11. Halting play will be in accordance with Little League Rules.

4.5.4.12. During regular season games and tournament play, base runners may not advance until the ball is hit. One base on an overthrow.

4.5.4. Minor-C Pee-Wee Coach-Pitch

4.5.4.1. When a team is batting two (2) adult base-coaches plus one (1) adult pitcher are permitted on the field. The base coaches must always remain in the coaching boxes during play. The Team Parent is authorized to be in the dugout at all times.

4.5.4.2. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

4.5.4.3. The defensive player listed as “pitcher” on the defensive team does not pitch. He is a fielder only. He must begin each pitch at a distance from the plate even with the adult pitcher. For safety reasons, he cannot leave this position until the ball is hit. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

4.5.4.4. The pitching coach/volunteer shall deliver the pitch in an overhand manner. Penalty: The play continues. After the play has ended, the defensive team has the option of taking the result of the play or no-pitch.

4.5.4.5. The pitching coach shall not directly or indirectly coach the base-runners while in the pitching position. Penalty: First Offense: Warning; Second Offense: Interference shall be called.

4.5.4.6. The pitching coach/volunteer may coach the batter while in the batter’s box.

4.5.4.7. All outfielders shall stay behind the baselines.

4.5.4.8. Base runners may not advance until the ball is hit. Penalty: LLB

Rule 7.13

4.5.4.9. Batter/Runner is allowed to advance only one base on an overthrow.

4.5.4.10. Bunting is prohibited. Penalty: Batter is out.

4.5.4.11. The infield fly rule shall not be in effect at any time.

4.5.4.12. The batter will receive up to a maximum of six (6) pitches to put the ball in fair play.

4.5.4.13. Foul balls on the last pitch do not count against the batter.

4.5.4.14. There will be no called balls or walks. The batter is not awarded first base for being struck by a pitch.

4.5.4.15. The last pitch must be hi/able. The umpire can rule a “no pitch” and award the batter an additional pitch if he judges this pitch to be out of the strike zone.

4.5.4.16. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

Niceville Valparaiso Little League Local Rules – 2026

4.5.4.17. The pitching coach shall position himself/herself as not to interfere with the defensive team on any possible play once the ball has been hit. When a batted ball hits the Pitching Coach, the following shall apply:

4.5.4.17.1. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

4.5.4.17.2. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

4.5.5. Minor-D Pee-Wee T-Ball

4.5.5.1. Every player on a team's roster will play defensively and have at least one time at bat each inning (except for disciplinary reasons). See below for more than one at bat per inning.

4.5.5.2. An adult manager or coach from the batting team will place the ball on the tee.

4.5.5.3. A base runner may advance only when the batter hits the ball.

4.5.5.4. Bunting is prohibited.

4.5.5.5. The infield fly rule shall not be in effect at any time.

4.5.5.6. Except in the case of the last batter, play ceases when any of the following occur:

4.5.5.6.1. All runners have been stopped from advancing through normal baseball rules.

4.5.5.6.2. The ball has been returned to the plate (either the coach or catcher has possession), at which time the ball is ruled dead.

4.5.5.7. When the ball is ruled dead, runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to the previous base.

4.5.5.8. In the case of the last batter, play ceases if the batter fails to safely reach first base or when the lead runner has been stopped from advancing.

4.5.5.9. If the last batter fails to safely reach first base, no runs may score.

4.5.5.10. In the case of the last batter, once a base is tagged, no runner may advance past that base. Runners that have advanced beyond that base may continue to advance until they are tagged out or a base ahead of them is tagged.

4.5.5.11. When a team is batting, two adult base coaches are permitted. They must remain in the coaching box at all times during play. The Team parent is authorized in the dugout at all times.

4.5.5.12. Two defensive coaches are permitted on the field.

4.5.5.13. A runner/batter is allowed to advance only one base on an overthrow.

4.5.5.14. If the teams do not have an equal number of players at the beginning of the game, the following batting rules apply:

4.5.5.14.1. If one team has thirteen players and the other has eleven players:

4.5.5.14.1.1. In the first inning, the first and second batters will bat twice. The batting order for the first inning is 1-11, 1, 2.

4.5.5.14.1.2. The second inning the third and fourth batters will bat twice.

Niceville Valparaiso Little League Local Rules – 2026

The batting order is 1-11, 3, 4.

4.5.5.14.1.3. Similarly, in the third inning the fifth and sixth batters will bat twice.

4.5.5.14.2. If one team has thirteen players and the other has twelve:

4.5.5.14.2.1. In the first inning, the first batter will bat twice. The batting order for the first inning is 1-12, 1.

4.5.5.14.2.2. The 2nd inning the 2nd batter will bat twice. The batting order is 1-12, 2.

4.5.5.14.2.3. Similarly, in the third inning the third batter will bat twice.

4.5.5.14.3. The adult manager or coach of the batting team that places the ball on the tee shall remain in foul territory.

5. Softball

5.1. Age Structure

5.1.1. Senior League Softball Composition

Players will be drafted from the eligible group of **fourteen to sixteen**-year olds.

5.1.2. Junior League Softball Composition

Players will be drafted from the eligible group of **twelve to fourteen**-year olds.

5.1.3. Little League (Majors) Softball Composition

Players will be drafted from the eligible group of **ten to twelve**-year olds.

Any twelve-year old player that is deemed to lack sufficient maturity and/or skill where her participation in the “Majors” constitutes a heightened physical danger to herself shall be handled IAW Regulation V (a).

5.1.4. Minor League Machine-Pitch Softball Composition

Players will be drafted from the eligible group of **seven to nine**-year olds. Based on rating by managers during tryout, **seven** year old players lacking sufficient maturity and/or skill where her participation in the Minor machine pitch constitutes a heightened physical danger to herself shall be assigned to baseball Pee-Wee Coach Pitch Division by the league’s player agent after player agent consults with the managers, notifies player’s parent, presents player’s case to the Board of Directors, and receives Board of Directors’ approval.

5.1.5. Pee-Wee Coach-Pitch with Tee Option Softball Composition

Players shall be selected from the eligible group of **four to six**-year old girls.

5.1.6. Playing up or Playing down

Any player that desires to play in a division outside of the above stated age structure requires approval from the league player agent and the gaining division managers. Such player is required to attend tryouts for both the player’s appropriate league age as well as the gaining league age. Players may **ONLY** play “up” one age group (i.e. league age seven-year olds are ineligible for Minor-A, league age eight-year old are ineligible for Majors)

5.2. Playing Time

Playing time shall be in compliance with LLB Regulation IV (i).

As allowed by LLB Rule 4.04, NVLL will exercise the option to adopt the continuous batting order for the Major League division. For Junior League and Senior League, continuous batting order may be used if mutually agreed by both team managers prior to the start of the game.

Niceville Valparaiso Little League Local Rules – 2026

IAW Rule 4.04 Note 1, continuous batting order is mandatory for all Minor League divisions.

5.3. Run Rule

As allowed by LLB Rule 4.10 (e), NVLL will exercise the option to implement the 10-run rule after four innings or three and one-half innings if the home team is ahead (three innings or two and one-half innings if the home team is ahead for Pee-Wee Coach Pitch division).

5.3.1. Majors and Minors Divisions

5.3.1.1. There will be a 5 (five) run rule per inning in Minors and Majors Softball

5.4. Time Limit

5.4.1. Majors, Minors, and Pee-Wee Divisions: IAW Regulation X (a) and (c):

5.4.1.1. **Majors:** No New inning after 1 hour and 40 minutes

5.4.1.2. **Minors:** No new inning after 1 hour 20 minutes.

5.4.1.3. **Pee-Wee Coach Pitch with Tee Option Division:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes. Tie games are allowed.

5.5. Junior/Senior League Playing Rules

The Junior and Senior Divisions will utilize the District 1 Inter League Baseball & Softball Rules for Junior/Senior Divisions.

5.6. Minor League Playing Rules

5.6.1. Machine-Pitch

5.6.1.1. Placement of the Machine:

5.6.1.1.1. Games will be played with a pitching machine placed at 35 feet from the plate.

5.6.1.1.2. An eight-foot radius circle (Pitching Circle) will be drawn around the center of the pitching mound. Refer to Rule 7.05 in the LL Softball Rulebook.

5.6.1.1.3. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.

5.6.1.2. Rulings Involving the Machine and Safety Circle:

5.6.1.2.1. Batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the coach feeding the machine. **RULING:** Batter is awarded 1st base. Runners advance if forced.

5.6.1.2.2. Ball popped up, lands in the safety circle, and comes to rest without touching anything. **RULING:** Batter is awarded 1st base. Runners advance if forced.

5.6.1.2.3. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. **RULING:** Batter will be awarded 1st base.

5.6.1.2.4. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. **RULING:** Ball is live.

5.6.1.2.5. Batted ball rolls or passes directly through safety circle without touching anything. **RULING:** Ball is live.

5.6.1.3. The “player pitcher” on the team in the field does not pitch; she is a fielder only. She must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. For safety reasons, she cannot leave this position, even on an attempted bunt,

Niceville Valparaiso Little League Local Rules – 2026

until the ball exits the pitching machine.

5.6.1.4. For safety reasons, no fielder shall be closer than 30 feet away from the batters' box until the ball crosses the plate. A solid or dashed 30' arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire's discretion up to three bases will be awarded to the batter/runner(s) for intentional violations of a fielder.

5.6.1.5. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations.

5.6.1.6. Adjustment of the Machine:

5.6.1.6.1. The machine will be set at 33 MPH (typically 36% with the variable speed switch). 5.6.1.6.2. The machine may be adjusted for accuracy at the beginning of a team's at-bat a half inning before the 1st batter.

5.6.1.6.3. The machine may be adjusted for accuracy during the game at the umpires' discretion.

5.6.1.7. Adult Placement:

5.6.1.7.1. When a team is batting, two adult base coaches are permitted. One adult will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play.

5.6.1.7.2. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:

5.6.1.7.2.1. A coach/manager from the defensive team

5.6.1.7.2.2. A coach/manager from the offensive team.

5.6.1.7.3. The adult feeding the machine must remain within the safety circle at all times during play.

5.6.1.7.4. The adult feeding the machine will not coach in any manner during this half of the inning.

5.6.1.7.5. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.

5.6.1.7.6. Adult feeding machine will place ball into the machine immediately after presenting it to the batter.

5.6.1.8. Teams will play with 10 players on the field. If a team cannot field ten players, they may play with nine players.

5.6.1.9. The defensive team will have four outfielders all playing at outfield depth. No "short fielder" or extra fielder will be allowed. Short fielder position is no more than 10 feet from baselines.

5.6.1.10. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first.

5.6.1.11. Each batter will receive four pitches or three strikes to get a hit.

5.6.1.11.1. There will be no called balls or walks. If it is obvious, to the umpire,

Niceville Valparaiso Little League Local Rules – 2026

that a ball cannot be hit, the umpire will call “no pitch” and award the batter an additional pitch. A “no pitch” is a dead ball situation.

5.6.1.11.2. There will be no called strikes. However, missed swings and foul balls count as strikes. - Foul balls on the third strike or the fourth pitch do not count against the batter. If a third-strike or fourth pitch is bunted foul, the batter is out.

5.6.1.12. The base runners must stay in contact with the base until the ball is hit.

5.6.1.13. Infield Fly rule will not apply.

5.6.1.14. Bunting will be allowed during the entire season.

5.6.1.15. Halting play will be in accordance with Little League Rules.

5.6.1.16. During regular season games and tournament play, runners may advance once the ball reaches the batter. One base on an overthrow.

5.6.2. Pee-Wee Coach-Pitch with Tee Option Division

5.6.2.1. Every player on a team's roster will play defensively and have at least one time at bat each inning (except for disciplinary reasons). See below for more than one at bat per inning.

5.6.2.2. An adult manager or coach from the batting team will pitch underhand from the designated pitcher's area. A Tee may be used for up to 2 swings AFTER a maximum of 5 pitches have been thrown. A Tee may be used at any time for a four-year old player.

5.6.2.3. A base runner may advance only when the batter hits the ball.

5.6.2.4. Bunting is prohibited.

5.6.2.5. The infield fly rule shall not be in effect at any time.

5.6.2.6. Except in the case of the last batter, play ceases when any of the following occur:

5.6.2.6.1. All runners have been stopped from advancing through normal softball rules.

5.6.2.6.2. The ball has been returned to the 8' radius pitcher's circle (either the coach or pitcher's helper has possession), at which time the ball is ruled dead.

5.6.2.7. When the ball is ruled dead, runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to the previous base.

5.6.2.8. In the case of the last batter, play ceases if the batter fails to safely reach first base or when the lead runner has been stopped from advancing.

5.6.2.9. If the last batter fails to safely reach first base, no runs may score.

5.6.2.10. In the case of the last batter, once a base is tagged for a forced out, no runner may advance past that base. Runners that have advanced beyond that base may continue to advance until they are tagged out or a base ahead of them is tagged.

5.6.2.11. When a team is batting, two adult base coaches are permitted. They must remain in the coaching box at all times during play.

5.6.2.12. Two defensive coaches are permitted on the field, positioned in the outfield foul territory and must remain at least ten feet from the offensive coaching box at all times.

5.6.2.13. A defensive player at the catching position is optional.

Niceville Valparaiso Little League Local Rules – 2026

5.6.2.14. A runner/batter is allowed to advance only one base on an overthrow.

5.6.2.15. A team will have a maximum of five infielders (not counting the catcher and pitcher). All other defensive players must be positioned on the outfield.

5.6.2.16. If the teams do not have an equal number of players at the beginning of the game, the following batting rules apply:

5.6.2.16.1. If one team has thirteen players and the other has eleven players:

5.6.2.16.1.1. In the first inning, the first and second batters will bat twice. The batting order for the first inning is 1-11, 1, 2.

5.6.2.16.1.2. The second inning the third and fourth batters will bat twice. The batting order is 1-11, 3, 4.

5.6.2.16.1.3. Similarly, in the third inning the fifth and sixth batters will bat twice.

5.6.2.16.2. If one team has thirteen players and the other has twelve:

5.6.2.16.2.1. In the first inning, the first batter will bat twice. The batting order for the first inning is 1-12, 1.

5.6.2.16.2.2. The second inning the second batter will bat twice. The batting order is 1-12, 2.

5.6.2.16.2.3. Similarly, in the third inning the third batter will bat twice.

5.6.2.17. If, in the umpire's judgment, any action by the adult pitching coach interferes with a play in progress, the umpire will declare "dead ball," and award the batter and/or appropriate runner(s) to advance as he deems appropriate to the situation. Only exception to the rule is for matters of safety.

5.6.2.18. The adult manager or coach of the batting team that places the ball on the tee shall remain in foul territory and is subject to offensive interference rules.

5.6.3 Minor A Softball Coach Pitch Rule

During the first six scheduled games of the season, the coach pitch rule will be in effect. After the fourth called ball thrown by a player pitcher, a coach from the batting team will deliver up to two pitches to the batter. The coach must remain within the pitching circle and pitch from the designated pitching distance. If the batter does not put the ball in play after the coach's two pitches (whether by swinging and missing, fouling, or not swinging), the batter is out. If the batter puts the ball in play, normal game play rules apply.

6. Teams

6.1. Registration

IAW LLB Regulation IV (f) NOTE, NVLL registration will remain open after player selections have been made but entered onto a waitlist for possible opening.

6.2. Tryouts

Tryouts will be conducted IAW the LL Operating Manual recommendations.

6.3. The Draft

As defined in the LL Operating Manual an "Option" is an agreement between the manager and the Player Agent which covers a special condition. The only "Options" recognized by NVLL will be those where immediate family members are involved.

Niceville Valparaiso Little League Local Rules – 2026

6.3.1. Minor and above divisions

The Draft rotation will be a “Snake Draft” format (Round One: 1, 2, 3, 4; Round Two: 4, 3, 2, 1,). Managers will make a random draw for the draft order.

6.3.2. The determination for Managers to select an Assistant Coach prior to the draft and therefore safeguard a player must be made by a majority decision by each leagues managers.

6.4. Team Assignments

After the Major, Minor-A and Minor-B division drafts are completed, players will be assigned to Peewee teams based on age of four-, five- and six-year olds and tryout ratings of seven and eight-year olds. Every effort will be made to divide age, talent, and experience equally across each division. Siblings will be placed on the same team if selected to the same division.

6.5. Filling Vacancies

IAW Regulation III (d) (2) - Note 1, NVLL will exercise its option to prohibit the filling of team vacancies from lower leagues during the last two weeks of the regular season and playoffs. Player replacements shall be IAW LLB Reg. III

7. The Season and Playoffs (Major and Minor)

7.1. Length of Season

The season will be played over approximately eight weeks with each team playing approximately twice a week. Game facility saturation may occasionally result in only a single game being played in a week. NVLL will attempt to not schedule games during spring break due to high player absenteeism. Rained-out games will be rescheduled subject to field and umpire availability.

7.2. Playoffs

Minor-A, Minor-B and Majors Baseball: The playoffs will be one double elimination tournament in order that NVLL may guarantee a winner take all game on the day of closing ceremonies. The tournaments will be held concurrently and seeding for the tournaments is via random draw. In the event of rain or circumstances beyond control of the league, the tournament format may be changed to ensure a final championship game on the day of closing ceremonies.

Minor and Majors Softball: The playoffs will be one double elimination tournament in order that NVLL may guarantee a winner take all game on the day of closing ceremonies. The tournaments will be held concurrently and seeding for the tournaments is via random draw. If there are less than 6 teams in a division, the playoff will be a round robin format with the top two teams playing in the final game on the day of closing ceremonies. Tiebreaker procedures will be used IAW Section III and IV (pages T-25 and T-26) of the Little League Rule Book. In the event of rain or circumstances beyond control of the league, the tournament format may be changed to ensure a final championship game.

7.3. Playoff Rules

7.3.1. Regular season rules with the following exceptions.

7.3.2. No ties.

7.3.3. If time limits are needed, that determination will be made prior to tournament start.

7.3.4. Home team (to match the scoreboard) shall be determined by a coin toss prior to the game.

7.3.5. For Majors and above Baseball, the continuous batting order option shall NOT be used in any playoff game.

8. Tournament Teams

Niceville Valparaiso Little League Local Rules – 2026

8.1. Tournament Team Player Selection

8.1.1. Approximately two weeks before the end of the season, all managers shall submit nominations for their top 15 players from the entire league to be considered for All-Star selection. Once nominations are received, the Board of Directors will determine whether player evaluations are necessary to finalize selections, or if selections will be made directly by the managers and coaches.

8.1.2. Selection Meeting. Each manager and member of the Board of Directors Committee will be asked to rank order the first 15 players where the first pick is listed as (1) and the fifteenth pick is listed as (15).

8.1.3. Each list of player nominations will be evaluated in the following manner:

8.1.3.1. Each nominated player's name will be placed on a chart with his/her ranking listed to the right under the name of the evaluating manager and committee member.

8.1.3.2. Any player not ranked in the top fifteen by an evaluating manager shall receive a ranking of 25 from that manager.

8.1.3.3. Each player's rating will be computed by discarding the highest and lowest ratings then adding the remaining ratings. This rating will be used to rank-order the players.

8.1.4. When all players are ranked, the first 10 players will be named to the tournament team.

8.1.5. The manager of the tournament team must fill the remaining 2-4 positions on the team from the list of eligible players in that age group.

8.2. Additional Tournament Team Player Selections

With approval of the DA 8/9/10, 9/10/11 baseball and softball tournaments, more than one All Star Team may be fielded upon the approval of the Board of Directors or a duly appointed committee of the Board of Directors. If such team(s) is (are) fielded, the selection of players shall be made in the same manner as the first team as described in A above. This selection shall be made from eligible players not already selected to an All-Star team, including those selected by the manager according to VIII A 5 above.

8.3. Tournament Team Manager and Coaches Selection

The league's player agent shall provide voting ballots to the managers to nominate and recommend tournament team managers. The recommended manager of a team will recommend selections for his/her two coaches. These recommendations will be considered during the manager selection process as outlined in the Constitution. The Board of Directors must approve all managers and coaches selected for tournament teams. The Board of Directors will review selections, make any alterations deemed necessary, and approve the final selections for tournament team managers and coaches based on a simple majority vote of the Board of Directors.

8.4. Other "Special Tournament" Teams

The players, managers and coaches of any other Little League Baseball/Softball approved "Special Tournament" teams shall be nominated and selected in the same manner as described in A, B and C above. [D.A. SPECIAL GAMES REQUEST]

9. Safety**9.1. Baseball**

9.1.1. Player pitchers will not be allowed to wear sunglasses unless they are

Niceville Valparaiso Little League Local Rules – 2026

prescription.

9.2. Softball

9.2.1. Player pitchers will not be allowed to wear sunglasses unless they are prescription or are covered by a mask.