



2026 Local Rules

General , NWLL Rules (All divisions)	pg. 2
Majors , Division Rules	pg. 8
Minors , Division Rules	pg. 11
Texas , Division Rules	pg. 14
Rookies , Divisions Rules	pg. 18
Machine Pitch , Divisions Rules	pg. 22
T-Ball , Division Rules	pg. 25

Note: All baseball divisions at Northwest Little League shall play in accordance with the Official Little League Rules unless a rule is specifically superseded by a Local Rule presented in this document.

Northwest Little League, 3105 Hunt Trail, Austin, Texas 78757, www.nwll-austin.org

General NWLL Rules (All Divisions)

ZERO TOLERANCE

The following sets forth the specific league policy, rules, and requirements governing behavior of adults and children present at the Northwest Little League (NWLL) complex at any time and at all NWLL games at home or away fields. NWLL has **ZERO TOLERANCE** for unsportsmanlike or unacceptable behavior.

All adults present will be accountable for their behavior **and the behavior of their guests**. Parents/guardians will be accountable for the behavior of their children.

The Zero Tolerance Policy agreement certifies that adults, parents, and guardians understand their responsibilities dictated by these terms. **Failure to comply may result in the immediate expulsion from the complex of the offending individual.** If expelled, the individual may not return to the complex pending action by the NWLL Board of Directors.

The following are strictly prohibited under the **ZERO TOLERANCE agreement**:

- Consumption or possession of alcoholic beverages or controlled substances at games and practices
- Persons under the influence of alcohol or controlled substances at games and practice.
- Firearms and weapons (except in possession of law enforcement personnel)
- Use of profane language or profane gestures
- Verbal/physical abuse in any form of umpires, league officials, coaches, players or spectators

Cooperation with umpires, league officials, coaches and team representatives is expected. As is, respect for and adherence to all league rules, policies, and guidelines is expected. Adults are expected to role-model sportsmanship at all times, regardless of any perceived lack of sportsmanship exhibited by anyone else.

TREATMENT OF COACHES AND UMPIRES

Umpires:

- If a coach has a question or concern about the interpretation of a rule on the field, **not a judgment call**, the head coach should ask for time and ask to approach the umpire to discuss it. **Only the Head Coach may discuss rule-related questions with the umpire** (preferably in the presence of the opposing coach and always away from players, parents, and fans).
- Time may be called and discussion had amongst coaches and umpire(s) **if and only if either of two head coaches has a printed set of local rules and a copy of the Little League Rules (as applicable) for the group to review and discuss.** Without a printed set of rules to review the umpire's call on the field is final with no discussion. Upon review of the printed rules the Umpire at his sole discretion may change the call based upon his review and understanding of the rule and shall make this final call on the field.
- At no time shall judgment calls such as safe or out be argued or debated. Coaches may not use any means (verbal or nonverbal) to influence umpire's judgment calls during a game.

This includes making safe or out motions with arms/body or verbally making the call out or safe.

Coaches:

We know that all coaches approach the game with different intensity and aggressiveness. The rules of baseball do not dictate how every situation will be handled, so please be mindful of what age group you are coaching, the situation you are in, and keep perspective of the philosophies of NWLL when making coaching decisions. The following rules are to be followed:

- At no time shall a coach be openly critical or argue about balls and strikes.
- At no time shall a coach raise his/her voice, yell at, or in any way treat an umpire with disrespect or in any type of intimidating or threatening manner (whether they are adult or youth umpires).
- If a coach is seen abusing umpires in a manner described above, penalties may be handed down (including possible suspension) at the discretion of the NWLL President (in consultation with the Director of Coaching, Commissioner, and NWLL Executive Committee).
- If a coach gets ejected from a game, there will be a minimum one game suspension per Little League Rule 4.07 and further games may be added – and post-season coaching candidacy may be revoked – at the discretion of the NWLL President (in consultation with Director of Coaching, Commissioner, and NWLL Executive Committee). **A Manager or coach ejected from a game MUST NOT be present at the game site for the remainder of that game.** Any manager, coach or player ejected from a game is automatically suspended for his/her team's next played game and **MAY NOT** be in attendance at the game site from which they were suspended.
- At no time shall one coach confront another coach in an accusatory fashion on the field or after a game. Be respectful to *all* coaches.
- If you have issues with the way a coach is handling his/her team or questions regarding whether they are following NWLL rules and/or expectations, please contact your commissioner.

Always treat players, coaches, and umpires with respect.

SAFETY

Director of the Day (DOD):

Each scheduled game day at the NWLL fields, a Director of the Day (DOD) will be assigned to be on duty and present for the duration of NWLL field hours. DOD contact information will be listed in Concessions stands 1 and 2 and can be called in the case of an emergency at any time either via cell phone or loud speaker.

- The DOD is to be located immediately in the event of a medical emergency.
- The DOD will be responsible for operating the horn in the event of a lightening delay.

Location of Defibrillator:

Northwest Little League takes the safety of its players, coaches, umpires, fans, and families very seriously. **A defibrillator is stored in the concession stand at both Field 1 & 2.** First aid kits are also available at locations throughout the facilities.

Lightning Policy:

The NWLL Lightning Policy has been set in place by the Board of Directors for the safety of all of our players, coaches, umpires, fans, and families. All coaches are responsible for being familiar with the policy and following it to the letter of the rule.

- Every coach is required to download and use the WeatherBug with Spark App on their phone. The App is free of charge. The App is to be used during practices and games.
- At the sound of thunder or detection of lightning within 10 miles of the fields, umpires, coaches, or the DOD will immediately stop the game or practice. If spectators detect thunder/lightning before the umpires, coaches, or DOD, they are encouraged to notify one of those parties so appropriate action can be taken.
- Suspension of play will be signified verbally or by (3) air horn blasts by the DOD.
- All practices are immediately cancelled in the event of thunder or detection of lightning within 10 miles.
- Once a game is stopped due to lightning or thunder, play will be suspended for a minimum of 30 minutes after the last detection of lightning within 10 miles.
- No more than a single 30 minute weather delay shall be taken during a game before the game is officially cancelled or postponed
- All players and spectators must take shelter in a car with the windows rolled up, board room, or concession stand. **Players may not take shelter in the dugouts.**
- Play may resume with (1) air horn blast or verbal instructions by the DOD after the required wait period.

TEAM VOLUNTEER REQUIREMENTS

- Home Team: responsible for providing two adults to operate the concession stand.
- Visiting Team: responsible for keeping the official score, official pitch counts for both teams (if applicable), and for providing a public-address announcer (if applicable).
- **Games may not start unless all volunteer positions are filled.**

Note: Austin's Environmental Health Services Division requires that no child under 14 years old be allowed in the concessions stand. Please do not risk our food permit by ignoring this law.

EQUIPMENT

Batting:

All bats must be Little League approved. Any bat that is not Little League approved and doesn't have the USA Baseball logo on it will not be allowed for use at NWLL.

(T-Ball bats that are Little League approved are allowed for Machine pitch play, but big barreled bats are not.)



Batting Helmets:

Majors division players can have a helmet with a C flap. All other divisions **must have a helmet with a facemask.**

Catcher Gear:

Catchers must wear shin guards, chest protector, a protective cup and catcher's helmet with mask and throat guard. No exceptions. Catchers Mitts must be worn at all times in Major, Minors, Texas and Rookies division.

FACILITIES

Batting Cages:

For the one hour that precedes any scheduled NWLL game the batting cages are reserved as follows:

- Cages 1 & 2 – Field 1 teams – home and visitors, respectively
 - Cages 5 & 6 – Field 2 teams – home and visitors, respectively
 - Cage 3 – Field 3
 - Cage 4 – Field 4
-
- Game days, the teams playing on Field 1 & 2 have their assigned batting cage for the hour.
 - Game days, the teams playing on Field 3 & 4 **share** their assigned batting cage as follows:
 - Home team in the batting cage for the first half hour prior to game time.
 - Visiting team in the batting cage for the last half hour prior to game time.

At all times, full NWLL teams take priority over small group use when the batting cages are unassigned (limit one batting cage per team when space is limited).

On-Deck:

The on-deck position is not permitted in Little League (Rule 1.08). Only the first batter of each half-inning will be permitted outside the dugout between half-innings. The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat. Northwest Little League has adopted this rule for all divisions and it applies to all on-deck batters (including those in the dugouts of Field 1 & 2).

GAMES

Pregame Field Warm-Ups:

- Before taking the field, both Head Coaches should meet to reach agreement on the pregame field practice schedule.
- If the field is available for more than 45 minutes prior to the scheduled start of a game, the visiting team may take the field starting at 45 minutes before game time and may practice for twenty (20) minutes. The home team shall take the field at 25 minutes before game time and may practice for twenty (20) minutes.
- Both teams shall return to their dugout for the five minutes immediately prior to game time.
- If twenty-five (25) minutes separate two games, the visiting team and home team may each practice on the field for ten (10) minutes (starting with the visiting team).
- If fifteen (15) minutes separate two games, the visiting team and home team may each practice on the field for five (5) minutes (starting with the visiting team).

Game Time Limitations:

- No more than a single thirty-minute weather delay shall be taken during a game before the game is officially called or postponed.
- **Majors, Minors and Texas:** no new inning shall start after **one hour and 40 minutes.**
- **Rookies:** no new inning shall start after **one hour and 30 minutes.**
- **Machine pitch:** no new inning shall start after **one hour and 20 minutes.**
- The game clock starts running at the later of (a) the scheduled start time (not the actual start time) and (b) fifteen minutes after the completion of the preceding game (if applicable).
- All games are to be over by 10:00 pm (**no exceptions**; lights go out at that time).

Official Game Innings (Machine pitch through Majors):

*Note Machine pitch rule.

- Games are six (6) innings but are subject to game time limitations above. Regular season games ending in a tie after six innings will be counted as a tie (i.e., extra innings will not be played).
- If four (4) or more innings have been completed and a new inning cannot be started because of rain/lightning or a “game time limitation” rule, the team that has scored the most runs at the time the game is stopped is declared the winner (or, if the game is tied, it will officially count as a tie in the league standings) provided that a complete inning occurs. ***(This rule is three (3) innings for Machine pitch division games.)**
- If four (4) complete innings have been played and the teams do continue to the next inning but the inning cannot be completed due to the 10:00 pm curfew or due to weather, the official score reverts to the last completed inning.

- If a game is stopped and ultimately suspended due to weather before one (1) complete inning is in the books the game shall be rescheduled in its entirety.
- If a game is stopped and ultimately suspended due to weather before four (4) innings have been completed but after one (1) complete inning, the game will be continued at a later date and will pick back up at exactly the point at which it was stopped (as if it were a continuous game).
- If a game was delayed at any time due to weather and as a result of this delay four (4) innings are not complete before “game time limitations” stop play, the game will be continued at a later date and will pick back up at exactly the point at which it was stopped (as if it were a continuous game).
- If less than four (4) innings are complete and a new inning cannot be started due to a “game time limitation” and the game was not at any point delayed due to weather, the game is considered complete and a winner (or a tie) is to be declared.

Ten Run Rule:

If after four (4) innings – three and one-half innings if the home team is ahead – one team has a lead of ten (10) runs or more, the manager of team with the least runs shall concede the victory to the opponent. If after five (5) innings – four and one-half innings if the home team is ahead – one team has a lead of six (6) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

Run Limits:

Maximum five (5) runs per team per inning unless the RBI knocking in the fifth run is a home run hit over the fence on the fly, in which case all resulting runs will be counted.

Game Score Reporting:

It is the responsibility of the winning team to report each game’s score within 24 hours of a game’s completion via Team Sidelines.

Determination of Champions:

Regular season standings (and, if applicable, half-season winners) are determined based on points awarded as follows:

- Two (2) points will be awarded for each win, one (1) point will be awarded for each tie.
- If teams are tied by points in the standings, the tie shall be broken using the following sequence, applied in succession until the tie is broken:
 - Total wins
 - Points in head-to-head meetings (+2 points for a win, +1 point for a tie, -1 for a loss)
 - Average runs allowed in games between NWLL teams (excluding forfeits)
 - Coin toss

Majors Division Rules

Line-Ups:

- Every player on the team must be in the batting line-up. The order will not change during the game, except in the case of an injury or ejection, in which case the player's place in the order will be skipped (without an out being assessed). Do not abuse this policy to gain a competitive advantage by skipping poor batters with insignificant injuries.
- A player arriving late for a game will enter the batting order in the last position (i.e., just before the team's original leadoff hitter).
- If a team only has eight (8) players, NO out is recorded when the ninth position in the line-up is scheduled to bat.
- No player should be on the bench for more than two defensive innings in a six (6) inning game.
- Only roster players, the Head Coach, the Assistant Coach and the Dugout Coach are allowed in the dugout during games (and all must have completed a Volunteer Application for the current season).

Player Pool Players (PPP):

- If a team has at least seven (7) rostered players they will be eligible to put in a request for 1-2 PPP.
- Teams must have a minimum of eight (8) players to play a game. Teams with six (6) or fewer rostered players will be required to forfeit the game.
- A PPP must be approved by the commissioner prior to the start of the game. The goal is to find a replacement of a similar skill level to the best missing player.
- A PPP will bat at last in the lineup and play right field (i.e. they cannot pitch, catch or play the infield).

Game Time Limitations:

- For all games, no new inning shall start after one hour and 40 minutes.
- For weeknight doubleheaders, in the first game no new inning shall start after 7:10 pm and in the second game no new inning shall start after 9:40 pm.
- For the game clock starts running at the later of (a) the scheduled start time (not the actual start time) and (b) fifteen minutes after the completion of the preceding game (if applicable).
- All games are to be over by 10:00 pm (no exceptions; lights go out at that time).

Ten Run Rule:

If after four (4) innings – three and one-half innings if the home team is ahead – one team has a lead of ten (10) runs or more, the manager of team with the least runs shall concede the victory to the opponent. If after five (5) innings – four and one-half innings if the home team is ahead – one team has a lead of six (6) runs or more, the team with the least runs shall concede victory.

Run Limits:

Maximum five (5) runs per team per inning unless the RBI knocking in the fifth run is a home run hit over the fence on the fly, in which case all resulting runs will be counted.

Infield Fly Rule:

The Infield Fly Rule is in effect. If the umpire calls "Infield Fly" (only applicable if there is a force at third with less than two (2) outs) then the batter is out and runners are at risk.

Base Stealing:

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (Rule 7.13)

Courtesy Runner for Catcher:

If the catcher who played the position in the previous half-inning and who will play the position in the next half-inning is on base with two outs, a courtesy runner may be used. The courtesy runner must be the player who made the last recorded out.

Pitching Rules:

There will be a maximum of six (6) outs or a pitch count of sixty (60) pitches thrown per game through the month of March. Starting April 1st, the maximum number of pitches per day is eighty-five (85).

- The number of calendar days of rest required after a player pitch is determined by the number of pitches thrown:

<u>Number of Pitches:</u>	<u>Required Days of Rest:</u>
66 +	Four (4)
51 - 65	Three (3)
36 - 50	Two (2)
21 - 35	One (1)
1 - 20	Zero (0)

- If a pitcher reaches a day(s) of rest threshold as per the table above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - The batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.
- A pitcher who throws forty-one (41) or more pitches cannot play the position of catcher for the remainder of that day.
- A player may play catcher prior to pitching, but a player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

- Other defensive adjustments may be made without limitation, although players from the bench may not enter during an inning unless there is an injury requiring the substitution or there is a pitching change. Keep the games moving!
- The Head Coach shall keep a season-long pitch count log for his/her team.
- A team is allowed two (2) visits to a pitcher per inning at the pitcher's mound. The third visit in the same inning must result in a pitcher change. A team is allowed a total of three (3) visits to a pitcher in a game. The fourth visit in the game must result in a pitcher change. These rules apply to each pitcher in a game.

Minors Division Rules

Line-Ups:

- Every player on the team must be in the batting line-up. The order will not change during the game, except in the case of an injury or ejection, in which case the player's place in the order will be skipped (without an out being assessed). Do not abuse this policy to gain a competitive advantage by skipping poor batters with insignificant injuries.
- A player arriving late for a game will enter the batting order in the last position (i.e., just before the team's original leadoff hitter).
- Teams must have eight (8) players to play a game.
- Each player must play at least one (1) inning in the infield (which includes catcher) within the first four (4) innings (unless the Commissioner has approved a safety-related exception) and no player should be on the bench for more than two defensive innings in a six (6) inning game.
- Only roster players, the Head Coach, the Assistant Coach and the Dugout Coach are allowed in the dugout during games (and all must have completed a Volunteer Application for the current season).

Game Time Limitations:

- For all games, no new inning shall start after one hour and 40 minutes.
- For weeknight doubleheaders, in the first game no new inning shall start after 7:10 pm and in the second game no new inning shall start after 9:40 pm.
- The game clock starts running at the later of (a) the scheduled start time (not the actual start time) and (b) fifteen minutes after the completion of the preceding game (if applicable).
- All games are to be over by 10:00 pm (no exceptions; lights go out at that time).

Ten Run Rule:

If after four (4) innings – three and one-half innings if the home team is ahead – one team has a lead of ten (10) runs or more, the manager of team with the least runs shall concede the victory to the opponent. If after five (5) innings – four and one-half innings if the home team is ahead – one team has a lead of six (6) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

Run Limits:

Maximum 5 runs per team per inning unless the RBI knocking in the fifth run is a home run hit over the fence on the fly, in which case all resulting runs will be counted.

On-Deck:

The on-deck position is not permitted in Little League. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

Uncaught Third Strike (or Dropped Third Strike):

The batter is out when the third strike is caught *or not caught* by the catcher. The batter does not become a runner when the third strike called by an umpire is not caught.

Infield Fly Rule:

The Infield Fly Rule is in effect. If the umpire calls “Infield Fly” (only applicable if there is a force at third with less than two (2) outs) then the batter is out and runners are at risk.

Base Stealing:

When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (Rule 7.13)

Courtesy Runner for Catcher:

If the catcher who played the position in the previous half-inning and who will play the position in the next half-inning is on base with two outs, a courtesy runner may be used. The courtesy runner must be the player who made the last recorded out.

Pitching Rules:

- There will be a maximum of six (6) outs or a pitch count of sixty (60) pitches thrown per game through the month of March. Starting April 1st, the maximum will move to nine (9) outs and the maximum number of pitches per day is seventy-five (75).
- The number of calendar days of rest required after a player pitches is determined by the number of pitches thrown:

<u>Number of Pitches:</u>	<u>Required Days of Rest:</u>
66 +	Four (4)
51 – 65	Three (3)
36 – 50	Two (2)
21 – 35	One (1)
1 – 20	Zero (0)

- If a pitcher reaches a day(s) of rest threshold as per the table above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - The batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.

- A pitcher who throws forty-one (41) or more pitches cannot play the position of catcher for the remainder of that day.
- A player may play catcher prior to pitching, but a player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- Other defensive adjustments may be made without limitation, although players from the bench may not enter during an inning unless there is an injury requiring the substitution or there is a pitching change. Keep the games moving!
- The Head Coach shall keep a season-long pitch count log for his/her team.
- A team is allowed two (2) visits to a pitcher per inning at the pitcher's mound. The third visit in the same inning must result in a pitcher change. A team is allowed a total of three (3) visits to a pitcher in a game. The fourth visit in the game must result in a pitcher change. These rules apply to each pitcher in a game.

Texas League Division Rules

Line-Ups:

- Every player on the team must be in the batting line-up. The order will not change during the game, except in the case of an injury or ejection, in which case the player's place in the order will be skipped (without an out being assessed). Do not abuse this policy to gain a competitive advantage by skipping poor batters with insignificant injuries.
- A player arriving late for a game will enter the batting order in the last position (i.e., just before the team's original leadoff hitter).
- Teams must have eight (8) players to play a game.
- Each player must play at least one (1) inning in the infield (which includes catcher) within the first four (4) innings (unless the Commissioner has approved a safety-related exception) and no player should be on the bench for more than two defensive innings in a six (6) inning game.
- Only roster players, the Head Coach, the Assistant Coach and the Dugout Coach are allowed in the dugout during games (and all must have completed a Volunteer Application for the current season).

Game Time Limitations:

- For all games, no new inning shall start after one hour and 40 minutes.
- For weeknight doubleheaders, in the first game no new inning shall start after 7:10 pm and in the second game no new inning shall start after 9:40 pm.
- The game clock starts running at the later of (a) the scheduled start time (not the actual start time) and (b) fifteen minutes after the completion of the preceding game (if applicable).
- All games are to be over by 10:00 pm (no exceptions; lights go out at that time).

Special Rules for Field #3:

The following rules will apply to Texas League games played on Field #3:

A ball hit over the outfield fence is a home run, including a ball that hits the net that is above the fence

Ten Run Rule:

If after four (4) innings – three and one-half innings if the home team is ahead – one team has a lead of ten (10) runs or more, the manager of team with the least runs shall concede the victory to the opponent. If after five (5) innings – four and one-half innings if the home team is ahead – one team has a lead of six (6) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

Run Limits:

Maximum 5 runs per team per inning unless the RBI knocking in the fifth run is a home run hit over the fence on the fly, in which case all resulting runs will be counted.

On-Deck:

The on-deck position is not permitted in Little League. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

Uncaught Third Strike (or Dropped Third Strike):

The batter is out when the third strike is caught *or not caught* by the catcher. The batter does not become a runner when the third strike called by an umpire is not caught.

Infield Fly

The Infield Fly Rule is not in effect.

Courtesy Runner for Catcher:

If the catcher who played the position in the previous half-inning and who will play the position in the next half-inning is on base with two outs, a courtesy runner may be used. The courtesy runner must be the player who made the last recorded out.

Overthrows:

- One base on an overthrow to any infield position (including catcher) from any place on the field.
- Up to one, and only one, overthrow per batted ball. Runners advance the first base at their own risk. Beyond the first base, runners will be placed back on the "one base" if over-advancing occurs.

Base Stealing:

Players may steal bases only in accordance with the following rules:

- When the pitched ball crosses the plate, a runner can move off the bag at his own risk.
- To "advance" or "steal" on a pitch, the ball needs to bounce outside of the immediate home plate area (i.e., go outside of the dirt circle that includes the home plate area). If the ball is kept within the immediate vicinity of the home plate by the catcher, the runners may not advance. Coaches are encouraged to discuss the rule with the umpires prior to the game.
- When permitted per above, the runner(s) can advance to any base, including home. A runner at third base who elects not to advance to home when provided the opportunity due to wild pitch or passed ball may subsequently advance upon a throw by the catcher to second base (in attempt to pick-off a base runner stealing second).
- Only ONE base per play is permitted. The pitched passed ball will be considered as the "first overthrow." The catcher may attempt to throw out the runner and the runner advances only at their own risk. The ball is then considered live only until the runner successfully reaches the base or is tagged out.
- Base runners may not advance on overthrows to the pitcher from the catcher.

Stopping Play:

- The play ends when the umpire yells “time” or when an infielder has the ball secured **inside the baselines or on a base** and the runners are on a base. Base runners may not advance beyond the bag they're running to when the infielder secures the ball on the infield, but may continue running to that closest base at their own risk. If the infielder attempts to make a play on the runner, he does so at the risk of a miscue/overthrow that would allow to runner to potentially move on to yet another base.

For example, a base hit deep down the first base line is returned to the shortstop (cleanly) covering second base as the batter/runner is on his way to third base. If the fielder holds on to the ball, the runner will make it to third (without a play) but have to stop there. If the shortstop attempts to make the play on the batter/runner heading to third he certainly can, but a throw in this situation suddenly opens the possibility of the runner making it home.

To reiterate, if the ball is secured by an infielder inside the baselines or on a base, the runner may not leave a base but can continue running only if he has not yet reached the base at the time the ball is secured in the infield. If the runner has passed the base (even just 1 step), he is entitled (at risk) to attempt to make it to the next base or return to the base he just passed.

If a base runner is on a base as his/her teammate continues to run toward his/her next base at the time the ball is secured, the base runner may vacate his base if and only if the teammate is approaching the base that the base runner currently occupies. For example, if a runner is on 2nd and his teammate has rounded 1st and is already going for 2nd at the time the ball is secured, then the runner on 2nd may vacate 2nd (run to 3rd) at his own risk to allow the teammate access to 2nd. However, if the base runner is on 3rd and his teammate has rounded 1st and is already going for 2nd at the time the ball is secured, the base runner must stay at 3rd base and may not attempt to go home.

Pitching Rules:

- There will be a maximum pitch count of fifty (50) pitches thrown per game through the month of March. Starting April 1st, the maximum number of pitches per day is sixty-five (65).
- The number of calendar days of rest required after a player pitches is determined by the number of pitches thrown:

<u>Number of Pitches:</u>	<u>Required Days of Rest:</u>
51 - 65	Three (3)
36 - 50	Two (2)
21 - 35	One (1)
1 - 20	Zero (0)

- If a pitcher reaches a day(s) of rest threshold as per the table above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - The batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.

- A pitcher who throws forty-one (41) or more pitches cannot play the position of catcher for the remainder of that day.
- A player may play catcher prior to pitching, but a player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- The Head Coach shall keep a season-long pitch count log for his/her team.
- Other defensive adjustments may be made without limitation, although players from the bench may not enter during an inning unless there is an injury requiring the substitution or there is a pitching change. Keep the games moving!
- A team is allowed two (2) visits to a pitcher per inning at the pitcher's mound. The third visit in the same inning must result in a pitcher change. A team is allowed a total of three (3) visits to a pitcher in a game. The fourth visit in the game must result in a pitcher change. These rules apply to each pitcher in a game.

Rookies Division Rules

Line-Ups:

- Every player on the team must be in the batting line-up. The order will not change during the game, except in the case of an injury or ejection, in which case the player's place in the order will be skipped (without an out being assessed). Do not abuse this policy to gain a competitive advantage by skipping poor batters with insignificant injuries.
- A player arriving late for a game will enter the batting order in the last position (i.e., just before the team's original leadoff hitter).
- Teams must have eight (8) players to play a game.
- There are nine (9) defensive positions, and the three (3) outfielders must be positioned at least fifteen (15) feet behind infield (do not allow your outfielders to cheat up).
- Each player must play at least two (2) innings in the infield (which includes catcher) within the first four (4) innings (unless the Commissioner has approved a safety-related exception) and no player should be on the bench for more than two defensive innings in a six (6) inning game.
- No player may play the same defensive position for more than three (3) innings in a game.
- Each catcher must wear a protective cup.
- Only roster players, the Head Coach, two Assistant Coaches and the Dugout Coach are allowed in the dugout during games (and all must have completed a Volunteer Application for the current season).

Game Time Limitations:

- All games are a maximum of six (6) innings, and no new inning shall start after one hour and 30 minutes.
- For weeknight doubleheaders, in the first game no new inning shall start after 7:00 pm and in the second game no new inning shall start after 9:00 pm.
- The game clock starts running at the later of (a) the scheduled start time (not the actual start time) and (b) fifteen minutes after the completion of the preceding game (if applicable).
- All games are to be over by 10:00 pm (no exceptions; lights go out at that time).

Special Rules for Field #3:

A ball which hits the outfield net (beyond the fencing) on-the-fly shall be considered a home run.

Ten Run Rule:

If after four (4) innings – three and one-half innings if the home team is ahead – one team has a lead of ten (10) runs or more, the manager of team with the least runs shall concede the victory to the opponent. If after five (5) innings – four and one-half innings if the home team is ahead – one team has a lead of six (6) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

Run Limits:

Maximum 5 runs per team per inning unless the RBI knocking in the fifth run is a home run hit over the fence on the fly, in which case all resulting runs will be counted.

On-Deck:

The on-deck position is **NOT** permitted in Little League. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

Uncaught Third Strike (or Dropped Third Strike):

The batter is out when the third strike is caught *or not caught* by the catcher. The batter does not become a runner when the third strike called by an umpire is not caught.

Infield Fly

The Infield Fly Rule is not in effect.

Overthrows:

- One base on an overthrow to any infield position (including catcher) from any place on the field.
- Up to one, and only one, overthrow per batted ball. Runners advance the first base at their own risk. Beyond the first base, runners will be placed back on the “one base” if over-advancing occurs.
- If, in the judgment of the umpire, a runner is more than halfway when overthrow occurs, they may advance at their own risk to the next base plus one base.
- If a ball reaches the concrete dugout pad or enters the dugout, the ball is dead and the runners shall advance to the next base (unless the runner(s) is more than halfway to the next base already, in which case the runner will be awarded the next base plus one base).

Base Running:

No base stealing, and no leading off the base prior to the ball being put in play.

Stopping Play:

- The play ends when the umpire yells “time” or when an infielder has the ball secured inside the baselines and the runners are on a base. Base runners more than halfway to the next base may not advance beyond the bag they're running to when the infielder secures the ball on the infield, but may continue running to that closest base at their own risk. If the infielder attempts to make a play on the runner, he does so at the risk of a miscue/overthrow that would allow to runner to potentially move on to yet another base. Base runners less than halfway to the next base shall be returned to the prior base after the play is completed.

For example, a base hit deep down the first base line is returned to the shortstop (cleanly) covering second base as the batter/runner is past halfway on his way to third base. If the fielder holds on to the ball, the runner will make it to third (without a play) but have to stop there. If the shortstop attempts to make the play on the batter/runner heading

to third he certainly can, but an overthrow in this situation suddenly opens the possibility of the runner making it home (presuming it's the first/only overthrow).

To reiterate, if the ball is secured by an infielder the runner may not leave a base but can continue running only if he has not yet reached the bag at the time the ball is secured in the infield. This applies to each runner on base (and if a base runner is on a bag as his/her teammate continues to run toward his/her next base, the base runner may not attempt to advance simply because the teammate continues running (presuming an infielder has the ball secured).

Coach Pitch Rules

- The coach must start the pitch with one foot touching the pitching rubber.
- The batter receives up to five (5) pitches.
- Swinging strikes are called; three (3) strikes is an out.
- Batter receives additional pitches if the third strike or last pitch is fouled off. There is no limit to the number of foul tips.
- Coaches on the mound must attempt to avoid being struck by the ball. If a batted ball hits the offensive coach on the mound, the ball is dead. The batter will be awarded first base. All forced runners advance one base. If a thrown ball hits the offensive coach on the mound, it remains alive and in play.
- No walks, and no bases are allowed for a HBP.
- The player in the pitcher position must line up even with the pitching rubber with one foot in the dirt area of the mound.
- No bunting.
- During Coach-Pitch the ball must reach the infield grass or will be considered a dead ball and will be treated as a foul ball. (During Kid-Pitch, any ball in fair territory is fair ball.)

Kid Pitch Rules:

- No walks will be allowed; upon ball four the Coach for the batting team completes the count as follows:
 - One (1) pitch will be allowed for each strike remaining in the count (e.g., if the inherited count is 4-0, the Coach is allowed three (3) pitches; if the inherited count is 4-1, the Coach is allowed two (2) pitches; if the count is 4-2, the Coach is allowed a single pitch).
 - Each Coach-pitched pitch is considered a strike.
- No balks (although the pitcher should be given instruction to correct illegal pitches).
- First base is awarded if the batter is hit by a player-thrown pitch

- There will be a maximum pitch count of fifty (50) pitches thrown per day, although the pitcher may complete the current at-bat when fifty (50) pitches is reached.
- A pitcher will be allowed to record a maximum of (6) outs per game.
- The number of calendar days of rest required after a player pitches is determined by the number of pitches thrown:

<u>Number of Pitches:</u>	<u>Required Days of Rest:</u>
36 – 50	Two (2)
21 – 35	One (1)
1 – 20	Zero (0)

- If a pitcher reaches a day(s) of rest threshold as per the table above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - The batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.

- A pitcher who throws forty-one (41) or more pitches cannot play the position of catcher for the remainder of that day.
- A player may play catcher prior to pitching, but a player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- Other defensive adjustments may be made without limitation, although players from the bench may not enter during an inning unless there is an injury requiring the substitution or there is a pitching change. Keep the games moving!
- A team is allowed two (2) visits to a pitcher per inning at the pitcher’s mound. The third visit in the same inning must result in a pitcher change. A team is allowed a total of three (3) visits to a pitcher in a game. The fourth visit in the game must result in a pitcher change. These rules apply to each pitcher in a game.

Machine Pitch Division Rules

Rules Pertaining to the Field and Area:

- Do not hit “soft toss” into the fences unless you are using plastic “whiffle” balls. Use the batting cages for “real” batting practice for safety reasons. Cooperate with the opposing coach to get all players in and out in the hour leading up to game.
- Do not let your shortstop and second baseman dig holes in the ground.
- The on-deck position is **not** permitted at NWLL. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

Game Time:

- Weekday spring games will start at 5:30 pm.
- Games are six (6) innings from the scheduled start time, whichever comes first. **No new inning shall start after 1 hour and 20 minutes.**
- Next inning begins the moment the 3rd out is made in the prior inning.
- Games are complete if three (3) innings are complete before rain or darkness; game will be “final” as of last complete inning.
- Regular season games ending in a tie after six (6) innings will be counted as a tie (i.e., extra innings will not be played).

Game Management:

- Only rostered players, the Head Coach, the Assistant Coach, and (2) additional rostered coaches are allowed in the dugout during games.
- There should be a coach in the dugout controlling the kids and keeping the batting order. Players should remain inside the dugout if not directly involved in play. Keep the kids from climbing the dugout fences.
- All adults who participate should complete the volunteer form for the current season.
- No equipment off the concrete slab (no equipment on the field—no bats against the fence).
- A maximum of two coaches are allowed on the playing field at one time when your team is in the field, and they must be positioned in the outfield. By **mid-season** all coaches shall be in (or immediately outside of their dugout).
- Each coach is responsible for filling out the player lineup sheet and providing a copy to the opposing coach before each game.

Player Participation:

- Teams must have at least seven (7) players to start the game or the game is forfeited. The players should be at the ballpark at least thirty (30) minutes prior to the game’s start (one hour is recommended) to warm up and resolve any last-minute issues. If you are the visiting team, you may start the game with six players but you must have 7 players by the time you take the field. If the 7th batter position comes up in the batting order during your first at-bat and the player has not arrived, then that position is an automatic out and you

start again at the top of the order. You must have six players present and have a good faith belief that the 7th is on his/her way to start a game.

- Every player on the team must be in the batting line-up regardless of whether playing in a defensive position or not. The order will not change during the game, except in the case of an injury or ejection, in which case the player's place in the order will be skipped (without an out being assessed). Do not abuse this policy to gain a competitive advantage by skipping poor batters with insignificant injuries.
- A player arriving late for a game will enter the batting order in the last position (i.e., just before the team's original leadoff hitter).
- Each player shall play in the infield for a minimum of three (3) innings in each game (pitcher, catcher, 1B, 2B, SS and 3B are considered in field positions).
- Each player shall play in the infield at least twice in the first four (4) innings.
- No player may play the same infield position more than twice per game.
- An infielder may not play an infield position for the fourth time in any one game until the 6th inning.
- Every player shall be held out at least one (1) defensive inning before any player is held out twice. No player shall rest more than two defensive innings per game.
- Players must remain in their assigned position on the field (i.e., the normal position for the player) until the batted ball is put into play. In other words, don't have your pitcher, shortstop, etc. creeping up while the pitcher is in the motion of pitching the ball. Players **MUST** remain in their assigned player position until after the ball is put into play.
- The player in the pitcher p o s i t i o n must line up even with the pitching rubber with at least one foot in the pitching circle.
- There are ten (10) defensive positions – six (6) infielders and four (4) out fielders. Out fielders must be positioned in the outfield behind the second white line, and they must remain behind the second white line until the ball is put into play (no creeping up!).
- The When a team as 9 or more players present, a catcher must be used and may be positioned either in the traditional position behind home plate or against the back fence. Foul pop-ups caught by the catcher are an out only if the catcher was in the traditional position behind the plate at the start of the play.

Machine pitch Rules:

- The batter receives up to five (5) pitches.
- Pitching machines will be set up on pitching rubber
- Swinging strikes are called; three (3) strikes is an out.
- Batter receives additional pitches if the third strike or last pitch is fouled off. There is no limit to the number of foul tips.
- Coaches operating the machine must attempt to avoid being hit by the ball. **If a batted ball contacts the machine operator, the pitching machine, or any ball not designated as the game ball, the ball is dead immediately.** The batter will be awarded first base. All forced runners advance one base from the base occupied during the pitch. **If a thrown ball contacts the machine operator, the pitching machine, or any non-game ball, the ball remains live.**
- No walks, and no bases are allowed for a HBP (although the pitch is counted as one of the five).

- No bunting. The batted ball must reach and remain on the infield grass or it will be considered a dead ball and treated like a foul ball. If the batted ball is in the base path (i.e. no grass) then it is a foul ball unless it makes it to a spot even with the beginning of the infield grass area. A ball that hits in the grass or rolls in the grass, but rolls back into the dirt area before touched by a defensive player is a foul ball.
- **Teach the kids not to throw their bats!** First time a bat is thrown is a warning – the second time in that game the batter will be called out.

Stopping Play:

- The play is over when the ball is in the control of any in field player who is in the infield (an outfielder cannot run the ball into the infield to comply with this rule). There will be a white line in the grass to designate the infield area.
- The play is over when an out or safe call is made by the umpire.
- The play is over when an umpire calls time.

Base Running:

- No base stealing and no leading off the base prior to the ball being put in play.
- No head-first sliding.
- When the ball is in play the base runner may advance until the play is over while in the pursuit of an additional base(s) at the risk of being put out.
- At the time that the ball is ruled (by an umpire) in control of **AN INFIELDER POSITIONED IN THE INFIELD**, the base runner may continue to advance at their own risk to the next base they are in pursuit of at their own risk. Base runners less than halfway to the next base shall be returned to the prior base they reached safely after the play is completed (at no risk of being called out). Base runners more than halfway to the next base may not advance beyond the bag they're running to when the infielder secures the ball in the in field. **Umpires and coaches should allow a play to progress and not stop the play until it is over. Then, if necessary by rule, a player will return to the prior base reached while time is called.**

Example: Runner on first, nobody out. Batter hits a ball into the outfield. The left- fielder quickly picks it up and throws to second base. The runner from first is only three steps past second base when the fielder controls the ball in the infield. The runner is at risk, but the fielder may attempt to make a play at no risk. If the fielder throws the runner out at third or runs him down, runner is out. If the fielder throws the ball over the third baseman's head and the runner advances safely to third, time is called and the runner is returned to second base.

- One base on an overthrow to any in field position from any place on the field. The base runner may advance at his own risk for **only one** additional base on a play where the defense, while attempting to make an out of a base runner, results in a missed or an overthrown ball. There is only one overthrow advancement per play and per base runner. This means that on an overthrow to first, the first baseman can throw the ball to second to try to get the runner out at no risk of allowing the runner to advance on to third.

T-Ball/Advanced T-Ball Division Rules

OBJECTIVE

The objective of T-Ball is to give young players an introduction to baseball and to have fun. Encouragement and positive reinforcement are the key principles. During the spring season there are two divisions of T-Ball at Northwest – Introduction to T-Ball and Advanced T-Ball. During Fall Ball only the Advanced T-Ball division is offered.

General Rules (applicable to both T-Ball divisions)

- All players play the field every inning.
- Only six infielders per inning (including the catcher); all other players need to be positioned beyond the infield. Keep in mind that the more traditional the fielding position, the easier it will be to teach the players where and how to make real plays.
- The player-pitcher needs to be in the dirt area of the mound (never right behind a coach).
- Each player must play at least one inning in the infield each game and players should not play the same in field position each game. Please use good judgment as to where players are placed – the first baseman should be able to catch well enough to protect him/her on throws to the base.
- Catchers are to wear a batting helmet and must be placed in a safe position until the ball is hit. Instruct them to be mindful of foul balls. Please work hard on teaching the kids not to throw their bats – build good habits from the start.
- Each team will bat the entire lineup each inning, and there are a minimum of two innings played each game. If time permits and both coaches want to play another inning they may do so, but do not start another inning after one hour of playing time has elapsed.
- The ball must make it to the grass area in front of the plate in order to be fair.
- If a ball hits a coach in fair territory it is still a five ball, and coaches should make every effort not to interfere with play.
- After the batter has advanced to first base, if an infielder has control of the ball (in the infield) the base runners are only allowed the closest base at that time. In Advanced T-Ball the runner is at risk of being called out until they are on the base, so always teach players to run at full speed.
- One base on an overthrow, and only one overthrow is permitted per play. The player will only be allowed the one base that they were heading to at the time of the overthrow. Remember we are not keeping score so there is no reason to advance a runner by

arguing. If the player is rounding to take the next base they may have it – if they are close to the bag they need to stay where they are. Be fair and have fun.

- Runners must remain on base until the ball is hit.
- Please limit the number of coaches on the field to two when you are the fielding team.
- Please limit the number of coaches on the field to three (3) when you are the hitting team – two base coaches and one coach either pitching or placing the ball on the tee and moving the tee after the hit.
- The coaches in the field will call the runners safe or out. Please be fair to all runners and remember that the close play goes to the runner.
- Score will not be kept during any regular season games. There are no forfeits; play the games regardless of whether a team has less than eight players available.
- Build good sportsmanship from these early ages. After each game, both teams line up and shake hands. Talk to players about not throwing helmets or bats, etc.
- Coaches must set a good example for all players – on both teams. Let's teach the players to honor the game.

INTRODUCTION to T-Ball Rules

- All batters will hit from the tee. The tee may be placed on or just in front of home plate to encourage proper hitting technique (and better distribution of the hits).
- The batter may take as many swings as necessary from the tee until he/she makes contact and hits the ball to the grass area in front of the plate.
- During the first half of the season runners will not be retired, even if an out is made by the fielding team. We want to build the confidence of the hitters. Fielding coaches count the number of outs made and explain to the teams between innings.
- During second half of the season, runners are at risk and will be retired if out. When the fielding team makes three (3) outs in an inning, the base runners clear the bases and the fielding team starts to count outs again.

ADVANCED T-BALL Rules

- Each batter has the choice of having a coach (the batter's coach) pitching to him/her or hitting from the tee.
- If the batter chooses to have the machine pitch, the batter will receive up to three (3) pitches regardless of whether the pitches are strikes or balls. If all pitches are missed or

fouled off, the player gets two (2) swings from the tee (if the 3rd pitched ball is fouled off they may have one more pitch – if that pitch is fouled or missed then go to the tee). A player will normally only get 2 swings off the tee, regardless of whether the second swing is a foul ball but use your judgment (we want each player to put the ball in play).

- The coach may pitch overhand if they are kneeling or, if standing, the pitches must be underhand. Do not throw to the catcher.
- If the batter does not want pitches, then go straight to the tee and he/she gets 3 swings (if the 3rd is swing is a foul ball, they may have one more swing, but only one more swing).
- Runners are at risk and will be retired if out. Remember this is all about teaching baseball – please explain to them why they are out if they do not understand.
- When the fielding team make three (3) outs in an inning, the base runners clear the bases and the fielding team starts to count outs again. Both coaches should use this opportunity to explain to their teams the reason for clearing the bases.

