

**NASA AREA LITTLE LEAGUE  
MAJOR LEAGUE  
LOCAL OPTION RULES  
2019**

**GENERAL**

**G-1 -- PLAYER SAFETY**

- (a) The on-deck position is not permitted. This includes the equipment cage where all bats must be kept. No bats are allowed in the player bench area. All players must remain in the bench area until their turn at bat at which time they will proceed to the equipment cage to select a bat.
- (b) All players are required to use the protective helmet when they are batting, running the bases, or coaching. Helmets must remain in place until the player is back in the dugout.
- (c) During pregame warmup "soft toss" batting practice, using hardballs, into any net or fence (including the tennis courts), on or off the field is prohibited (whiffle balls only are allowed). At no time is batting practice, using hard balls, allowed in the public park adjacent to the playing fields.
- (d) Any player/catcher shagging balls for a coach using a bat to hit fielding practice, must wear a catcher's helmet.
- (e) Players and coaches (other than base coaches) shall remain inside the dugout and the gates to the dugout shall remain closed while the ball is in play.
- (f) See rule G-6 (f) regarding players throwing the bat during an at-bat.

**G-2 -- INDIVIDUAL/TEAM PRACTICE**

- (a) A team is limited to a total of ten (10) hours of practice or playing time per week.
- (b) No team may practice in an organized practice session for more than two (2) hours per day. Each practice session shall count as two (2) hours of practice.
- (c) Each scheduled or practice game shall count as two (2) hours of playing time.
- (d) An organized practice session is defined as any occasion when two (2) or more players from the same team and one (1) or more coaches (including managers) assemble for scrimmage, practice, instruction, and/or lectures, exclusive of purely social events.
- (e) A team may utilize up to one (1) hour immediately preceding a game to practice. The hour will not be included in the determination of a violation of G-2 (a).
- (f) Each team is responsible for its own practice field. Each manager shall notify the League Player Agent of the location of his team's practice field as soon as possible each year.
- (g) At no time are any of the game fields (NASA or Webster) to be used for practice.

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**G-3 -- PLAYER DISCIPLINE**

- (a) A manager may bench a child for disciplinary reasons, misconduct, or absence from practice or games. If a child is benched, the manager shall include the child's name and a notation regarding the manager's action on the roster that is given to the scorekeeper and plate umpire. The manager shall also advise the player's parent(s) if present at the game.
- (b) If a child that has been marked absent reports late to the game and is subsequently benched, the manager shall immediately notify the scorekeeper and plate umpire of this action. The manager shall also advise the player's parent(s) if present at the game.
- (c) If a child that has been marked absent reports late to the game and the manager elects to allow the player to enter the game, every effort must be made to assure that the player meets the minimum playing requirements.
- (d) Any manager electing to invoke the provisions of rule G-3 (a) or G-3 (b) shall report, in writing, to the League Player Agent no later than 24 hours after the game and state the reasons for this action. It will be the responsibility of the Player Agent to investigate the situation and report to the Board of Directors.

**G-4 -- EVALUATION OF PLAYING FIELD CONDITIONS**

Prior to game time, the decision as to whether a game shall be played, delayed or called due to the conditions of the playing field shall be the responsibility of the VP-Baseball, or in his( her) absence, another member of the Board of Directors. If the game is to be delayed or called, it is the responsibility of the decision-maker to notify the affected Player Agent. It is the responsibility of the Player Agent to notify the managers of the affected teams.

**G-5 -- RESCHEDULING OF GAMES**

In the event that a game must be rescheduled, it is the responsibility of the Player Agent to reschedule the game at the earliest available date. The Player Agent shall inform the affected managers at least twenty-four (24) hours in advance of the rescheduled game starting time.

**G-6 -- MINIMUM PLAY RULE**

- (a) All players present on a team will be listed in the game batting order prior to the start of a game and this batting order will be maintained throughout the game.
- (b) If a child that has been marked absent reports late to the game and the manager elects to allow the player to enter the game, the player will bat in the position shown on the lineup if the player arrives and enters the game prior to that players turn at bat. Otherwise the player will enter the game and bat in the last position on the lineup. If the manager allows the player to enter the game, every effort must be made to assure that the player meets the minimum defensive

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playing requirements. If a player must be removed from the game due to injury or other valid reason, the manager must immediately notify the official scorekeeper and opposing manager. That player's position in the line-up will be skipped for the remainder of the game without penalty.

- (c) Continuous batting through the lineup will remain in effect the entire season.
- (d) All eligible players must play at least two full consecutive defensive innings in each game.
- (e) Any player not meeting the minimum defensive requirements for a game must play all of the defensive innings in the teams next scheduled game. Consideration will be made for a player that is injured or arrives late for a game.
- (f) If a player throws the bat while swinging during an at bat, the manager will be given a warning by the umpire (NOTE: If the ball is batted, then the batter will be allowed to run the bases). The result of the play (outs or safe advances) will stand. The batter will NOT be called out only as a result of throwing the bat.

If the same batter throws the bat again on a subsequent at bat, again, the result of the play will stand. But after the batter has completed running the bases, the umpire will instruct the manager to remove the player from the game for safety considerations. The player will take no further part in the game either offensively or defensively. If the manager refuses to remove the player from the game, then the umpire will eject the player.

**G-7 -- MANAGERS**

The Board of Directors shall have the right to censure the actions of managers and coaches, and the authority to suspend, or remove them, should the Board determine that the manager or coach is not acting in the best interest of the children or the League.

**G-8 -- PLAYER REPLACEMENT**

All teams shall maintain a full complement of twelve (12) players at all times. In the event that a replacement is required, the following shall apply.

- (a) All player replacements and requests for replacements will be performed through the Major League Player Agent. League age will dictate who is eligible to be considered for the Major League.

NOTE: Any player placed in the Minor League as a result of a parental request shall not be eligible for draft to a major league team as a replacement player, with the exception of (d) below.

- (b) A manager must immediately notify the Major League Player Agent when a player is lost from the team, for any reason, and for any amount of time. When the player's absence reaches 10

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days from the **day of injury** (the actual day the injury occurred, not the first day of missed practice/game), that player is considered lost, and a replacement must be obtained. The manager will have 48 hours, or until the next scheduled game, whichever is longer to select a replacement player, with the following exceptions:

1. If the nature of the injury is known to prohibit the player from returning for at least 10 days, or the remainder of the season, or
2. If a player is lost because he/she moves out of the area or quits the team.

In each of these two cases, the manager will have seven (7) days to obtain a replacement.

**In any case, no more than three consecutive games will be played with a reduced roster.**

- (c) The Major League Player Agent, not a Major League manager or coach, will be the only person to negotiate with the Minor League Player Agent, the player, his coach and his parents for the purpose of moving the player to a Major League team.
- (d) The Major League manager may select ANY player in the Minor League to be called up and will notify the Player Agent of his choice. If a player or multiple players decline to move up, the Player Agent will assemble a list of players from the Minor League who want to be considered eligible for call-up. This will include players of league age 10 through 12.
- (e) During the last two (2) weeks of the regular Minor League season, the Minor League manager may refuse to release a player to the Majors until completion of all games including the championships and All-Star competition.

NOTE: See rulebook regulation III, (d), 2, note 2, regarding requirements for injured players returning to playing status.

**4.00 STARTING AND ENDING THE GAME**

IV-1—

If a player is injured after reaching base, and cannot continue to run the bases, or if a batter is injured during his/her turn at bat (after receiving at least one pitch), and cannot complete his/her turn at bat, the player who made the last recorded out, regardless when that was, will take the place of the injured player, and complete running of the bases, or the turn at bat, for that inning only. If the injured player still cannot bat when his/her position in the batting order comes up again, that position will be skipped without penalty. If the player is later able to resume playing, he/she will resume their normal position in the batting order. The manager will notify the umpire, scorekeeper, and opposing manager whenever a batting position is being skipped, or the player returns.

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**IV-2-- GAME TIME LIMIT**

- (a) No inning shall start after 1 hour and 45 minutes from the starting time for the early game on weekdays, and for all but the last game on weekends.

NOTE: The late game weekdays and the last game on weekends are terminated by; a) complete game, b) ten run lead rule, or c) by curfew.

- (b) No inning shall start after 7:45 PM for the early game, or 10:00 PM for the late game.

NOTE: The official game time is the umpire's time.

- (c) If within the last ten minutes of game remaining time (umpire's time, if the last game of the day on that field, then within 10 minutes of curfew), one team requests a time out for any reason (defensive conference, pitching change, offensive time out, etc.), the opposing manager will be asked by the umpire if they want the game clock stopped or not. If the opposing manager requests the clock be stopped, the umpire will stop the game clock and it will be resumed on the next pitch of the game.

**IV-3 -- TIE GAMES**

If the score is tied at the expiration of time, as described in IV-2 (a) or IV-2 (b), the game will be suspended, and the provisions of Rule 4.12 shall apply. It shall be the responsibility of the Major League Player Agent to schedule the continuation of the game on the next available playing date. The Player Agent shall inform the affected managers at least twenty-four (24) hours in advance of the rescheduled game starting time.

**IV-4 -- MAXIMUM LEAD RULE**

If at the completion of four (4) innings of play (or 3 and one-half innings if the home team is leading), or any succeeding inning, one team is leading the other by 10 or more runs, the umpire shall call the game.

**IV-5-- PITCHER REST REQUIREMENTS**

- (a) Pitcher rest requirements shall be in accordance with rule book Regulation VI, PITCHERS.

**IV-6 -- PROTESTS**

NOTE: Rule 4.19 (f) of the playing rules shall be disregarded and the following shall apply. The notes (NOTE 1 and NOTE 2) associated with Rule 4.19 (f) are considered applicable to the Major League and IV-4.

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- (a) A committee, appointed by the President or in his absence the Vice-President - Baseball, shall hear and resolve any such protest as above (Rule 4.19), including playing rules.
- (b) Said committee shall be composed of three (3) or more members of the Board of Directors who are not:
  - (1) Managers in the league involved;
  - (2) Umpires of the game involved; or
  - (3) Related to any member of either team.
- (c) Each protest shall be filed on a League supplied "PROTEST FORM".
- (d) If protest is allowed, the protest committee shall specify the exact conditions under which the game will be resumed.

**IV-7 -- SEASON FORMAT**

- (a) The regular season will consist of all games played being counted towards a final standings season winner. In the case of identical records, the parameters in paragraph (b) below will be used to determine the regular season winner.
- (b) A single elimination tournament for all teams will follow the regular season. Seedings for the tournament will be based on regular season final standings. In the case of identical records, the following tie-breaker system will be used;
  - 1. Head to head record of the teams.
  - 2. Defensive runs allowed per innings played.

NOTE: If there is still a tie after (1 and 2) above, the league board will determine the next level of tie-breaker, if any, to be used.
- (c) There will be both a regular season champion and a tournament champion team named.