

These are rules that are specific to the individual Division; the General rules on the previous page are for all Divisions.

NSLL Rules for all Little League Divisions

1. All games are 6 innings or 2 hrs in length. No inning will begin after 1 hr and 45 minutes from scheduled start time. If the games starts late due to umpires arriving late then it will be 2 hrs from game start time.
2. An adult (**over 21**) must be in the Dugout at all times. If both Coaches want to coach 1st and 3rd then a parent volunteer must be in the dugout. If a parent volunteer is not available then a coach must stay in the dugout with the players.
3. All Coaches must wear their **ID Badge** with the **blue lanyard** when coaching their team on or off the complex.
4. Each team may have 1 or 2 Parent Volunteers to help their team and the Parent Volunteers must have their **ID Badge** with the **red lanyard** on when in the Dugout. Parent Volunteers are not allowed to Coach the bases or be on the field. Also only 1 Parent Volunteer is active and allowed in the Dugout during a game.
5. Catchers must wear the catchers' helmet with face mask when doing both Pitchers warm-up and fielding warm-ups. Also all catchers must have a throat guard, groin flap and cup. Softball players are not required to wear a cup.
6. There is no swinging of bats anywhere on the complex except when **“at Bat”** or **in the batting cages**.
7. Hit Sticks are only permitted in the batting cages.
8. No one except a team player, properly equipped is permitted to warm-up pitchers at any time on or off the complex.
9. **First Coaches that arrive at fields should get the field ready for game times, this includes bases, pitching machines and if necessary raking fields to clear puddles.**
10. Players must slide or avoid contact with fielders when there is a play at a base. Fielders must not stand on bases if there is no play.
11. You can only steal a base once the ball has crossed the plate in all divisions that we have stealing.
12. **If both coaches are unavailable to coach a game a Parent Volunteer is allowed to manage the team and be on the field with written permission from the Division Player Agent or verbal ok from the Field Duty Supervisor. This is the Exception Rule that will allow Parent Volunteers on the field in A-Ball, AA, AAA, Majors, SB Majors, & SB Minors.**

Majors Baseball Rules

1. No Parent Volunteers are allowed on the Field. (**See Exception Rule on League Rules.**)
2. 9 players are allowed on Defense.
3. Up to 10 players are allowed to bat, if EH is used you must be able to fill all ten slots throughout the game. If unable, an out will be recorded each time the empty slot comes to bat. The EH must meet minimum play requirements and is subject to rule 5. The EH is tied to the player he subs for in the field.
4. Once the Umpire says Play Ball your lineup is set, meaning if you don't start the game with an EH you can not add one later, even if Home team has not batted yet.
5. In innings 1 thru 5, 3 Outs, or when 6 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
6. Subs must have 6 Consecutive Outs in the field and a complete at Bat before the player they subbed for can reenter. After minimum play requirements have been met free substitution is allowed. Players are tied together in the batting order.
7. Bunting is allowed.
8. Infield Fly rule is in effect.
9. No Leading.
- 10.No Limit on Steals.
- 11.Leaving a base early has penalties and affects all runners. **See Rule 7.13**
- 12.Pitchers are allowed **85** pitches per game.
- 13.Pitching Rest is as follows:
 - a. If a pitcher pitches 61 or more pitches in a day, he needs 3 days rest and a game.
 - b. If a pitcher throws 41 – 60 pitches in a day, he needs 2 days rest and a game.
 - c. If a pitcher throws 21 – 40 pitches in a day, he needs 1 day of rest.
 - d. If a pitcher throws 1 – 20 pitches in a day, he needs no days of rest.
- 14.**A Pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- 15.Pitch counts must be checked after each half inning, if there is a discrepancy the Home Teams number will be the final say. Warm up pitches do not count towards the pitch count.
- 16.**If you want to intentionally walk a batter you must now throw 4 pitches that count towards your pitch count. You are limited to ONE Intentional Walk, per batter, per game.**
- 17.Third visit in an inning and fourth in a game to same pitcher, you must replace the pitcher.
- 18.A coach may visit the mound and include all infielders.

19. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.

Softball Majors

- 1. No Parent Volunteers are allowed on the Field. (See Exception Rule on League Rules.)**
- 2. 10 players are allowed on Defense.**
- 3. 10 players are allowed to bat.**
- 4. In innings 1 thru 5, 3 Outs, or when 6 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.**
- 5. Infield Fly rule is in effect.**
- 6. If a pitcher intentionally rolls a ball to a batter to intentionally walk them, the 1st ball is a ball, the 2nd ball gets the pitcher and Manager a warning, and the 3rd ball gets the Pitcher and acting Manager Ejected followed by a 1 game suspension. You must pitch in a normal way to a catcher in the catchers' box until the ball is released.**
- 7. Subs must have 6 Consecutive Outs in the field and a complete at Bat before the player they subbed for can reenter. After minimum play requirements have been met free substitution is allowed. Players are tied together in the batting order.**
- 8. A Pitchers maximum innings per Game is 9, per week is 18.**
- 9. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed.**
- 10. When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled. If the pitcher has possession of the ball within the pitcher's circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately attempt to advance or return to base. If they don't they are out. This is an Umpire Judgment!**
- 11. Maximum of 5 pitchers per game.**
- 12. A coach may visit the mound and include all infielders.**
- 13. Leaving a Base early and you're out.**
- 14. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.**