

Naperville Little League Baseball (NLLB)
By-Laws and Local Rules
Revised 3/23/2015

These local rules (NLLB) along with Little League Baseball's 2015 playing rules are the official rules for all Naperville Little League regular season and city tournament games.

Naperville little league provides safe and approved batting helmets and catchers gear for use in all league sanctioned games and practices. If a player must use their own equipment, helmets must be NOCSAE approved and catcher's gear must meet minimum little league standards. Helmets may not include any words, letters, logos, etc, unless applied by the manufacturer (and if so, a certificate of such must be provided). Helmets may not be repainted, altered or tampered with in any way. This includes league supplied and personal equipment. Player's names cannot be applied on the uniform or the outside surface of a hat. All male catchers are required to wear a protective cup. Metal spikes are not allowed for any level of play, with the exception of our 50/70 teams entered in tournaments outside of Naperville. All bats must be approved by Little League for game use. Only players with a catcher's mask and catcher's glove are allowed to warm-up pitchers between innings.

Managers and coaches must wear proper attire during games. Caps and shirts should match or be similar to those of the little league team they represent. Shirts must have sleeves and not display any unwholesome images or wording and cannot be issued by a competing youth baseball program

All coaches, managers, volunteers must fill out, sign and submit all required paperwork and agree to a background check before being approved to participate in Naperville Little League Baseball.

Naperville Little League will provide team jerseys, hats and socks. Players provide pants and will be solid white or grey on all levels of play except for the Majors and Supreme divisions which will be designated by the league.

Games may be played on all days of the week and may start as late as 8:00pm. All NLLB divisions, except 50/70, play a six inning game.

I. At the end of the season if records are tied, the following procedures will be applied to break the tie. - NLLB

Tie-breaker procedure (2 teams)

1. Head to head competition
2. Least number of defensive runs allowed between the tied teams (if played equal times)
3. Overall runs allowed for the season
4. Coin flip

Tie-breaker procedure (3 teams or more)

1a). Head to head matchups of all the teams that are involved in the tie, the team with the best record shall advance to the next level.

Example: three teams are tied with identical records for first place at the end of the season. Teams a, b and c played against each other and team (a's) record was 3 wins and

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1 loss and this is the best record of the three tied teams. Result – team (a) advances, while team (b) and team (c) remains.

B) each time a tie is broken leaving a tie between two or more teams, the situation reverts to 1a.), if the results of the head-to-head match-up(s) of the teams that are involved in the tie cannot break the tie, then the tie is broken using defensive runs allowed described below.

2a. least number of defensive runs allowed between the tied teams. *Example: the hometown little league team has given up eight (8) runs in head-to-head games played among the tied teams. This number is compared to the same calculation for each of the teams involved in the tie. The team with the fewest runs-allowed advances.*

3a) overall runs allowed

4a) coin flip

If a team is unable to field 9 players from its regular season roster for the playoffs, the team will receive any rewards earned but the team with the next best record will advance to the tournament.

II. Starting times and time limits - NLLB

All regular season games will start promptly at the scheduled time. No inning of a game may start within 10 minutes of the scheduled start time of the next game. Any following game will start promptly even if this means the elimination of pre-game infield practice for both teams. If only one game is scheduled, the game will be played to completion subject to the both manager's agreement. If the two managers are not in agreement, the umpire's vote will be deciding, and both managers will agree with the decision. No inning may start after 10:00pm. An inning is deemed to have started at the moment of the last out of the previous inning. The amount of time between each half or full inning shall be 90 seconds or eight warm-up pitches, whichever comes first.

The slaughter rule will be in effect in all levels of play. If a team is winning by 10+ runs at the end of the fourth inning, the game is officially over (3 and a half innings if it is the home team). The rule for 50/70 is 5 innings (4 and a half). The teams can continue playing IF both managers agree and it doesn't interfere in any way, with a following game.

III. Rescheduling of ties, postponed and rained out games - NLLB

The rescheduling of games is the responsibility of the player agent, who must reschedule games at the next open date. The game time shall be at the discretion of the player agent, and inconvenience to a manager, coach or player shall not be considered. Games will be rescheduled on a first postponed – first rescheduled basis. Rescheduled games shall not be based on any other criteria such as team standings, etc. Incomplete or tied games are considered suspended games and must be resumed from the point of suspension.

Exception: if a game is suspended with less than one complete inning having been played, it shall be declared "no game" and all records shall be disregarded. In suspended and tied games resumed, the pitchers of record at the time the game was halted may continue to pitch to the extent of their remaining eligibility provided they have the prescribed days of

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rest. Note: innings pitched and pitches thrown in games that do not complete one (1) full inning shall not count against a pitcher's total pitches for that particular day.

IV. Pitching

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) - (See Minor div. requirements, sec. J.) - see LL rule book for more information. Exception: Any player who has played the position of catcher in four innings in a game, is not eligible to pitch on that calendar day. (One pitch equals one inning played).

(b) A pitcher once removed from the mound cannot return as a pitcher (exception for the 50/70 league, International rules prevail). (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 YO, 95 pitches per day

11 -12 85 pitches per day / 9-10 75 pitches per day / 7-8 50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day, plus .

(d) Pitchers league age 13 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each team must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

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(h) According to the waiver granted to Naperville Little League, 12 year old players are able to pitch in the AAA division. Parents are reminded that 12 year olds will be split as evenly as possible across AAA teams to ensure balanced teams. Therefore, it is not appropriate to decide not to play in the majors for the sole purpose of keeping a team together in AAA as it will most likely not be possible.

(i) A player may not pitch in more than one game in a day.

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials, Managers and coaches are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard

NLLB: Each 1/2 inning the pitch count recorders shall exchange the count for each pitcher that pitched that inning. If a dispute occurs that cannot be resolved the pitch count from the home team will become official. If a manager is found to be in violation of any pitching rule, they will be automatically suspended for the next scheduled game. Any manager who fails to comply with the "minimum playing time" or "pitching" rules will be subject to disciplinary action by the board of directors, which will or may include suspension of the manager, forfeiture or replaying of the game in question.

NLLB: If the defense wishes to intentionally walk a batter, all four balls must be thrown and will be counted for pitch count purposes. Only one (1) intentional walk is allowed per team per game in the Majors and Supreme Divisions. For all minor divisions, no intentional walks are allowed.

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V. Playing rules all divisions

1. Manager and coaches - NLLB

A maximum of three (3) adults are allowed to participate in the game at any time. Therefore, only three adults are allowed inside the fence, to include the dugout, at any time during the game. Only those individuals listed on the roster as manager and coaches are allowed inside the fence and/or in the dugouts. There must be at least one adult in the dugout, with the players at all times. Teams may use two adult base coaches or any combination of adults and players.

2. Timeouts

When "timeout" is requested by a manager or coach, they may not leave the dugout or coaching box until "timeout" is granted by the umpire. Note: a manager or coach saying "timeout" does not make it so. Only when the umpire grants "timeout", does it happen. The offensive team is allowed only one time out each inning.

3. Playing time

Each player not playing defensively in an inning must play defensively the following inning. A continuous batting order will be used at all levels of play. The speed up rule where the batter must maintain one foot in the box between pitches that are not fouled off, will be enforced. Managers shall exchange batting orders for each game, consisting of all eligible players in attendance at the start of the game. If a player arrives late to a game, he/she shall be added to the end of the lineup order (if there were 10 on the original lineup, the late player bats in the number 11 spot on the original lineup). Each player will bat in his/her spot, regardless of his/her status in the defensive lineup. If a player is removed from the game due to illness or injury, his position in the batting order is skipped and the next batter shall bat. No out is recorded. If the player in question returns to the game, he/she shall be inserted back into his/her original position in the batting order. Pinch runners are allowed for the catcher or pitcher when there are two outs, also to replace an injured player. The player who made the last out shall become the replacement runner. NLLB recommends that each player plays four complete defensive games.

4. Avoid contact rule (aka. Must slide)

There is no "must slide" rule in little league baseball. Runners must slide or otherwise attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base. See rule 7.08a.

5. On deck area

There is no "on deck area" in little league baseball. Only the batter is permitted outside the dugout with a bat between innings or at any time. There is no swinging of bats outside the field of play. Doughnuts or any other foreign object cannot be attached to a bat.

6. Batter throwing the bat - NLLB

Batter throwing the bat; situations such as throwing the bat and other potentially unsafe actions will be covered as follows: a safety warning shall be given to the player and the

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other members of this player's team. After the warning, if any player from the warned team throws the bat, that player is removed from the game. The batter is not called out. The play will finish and then the player is removed from the game. If, for instance, he hits a double and two runs score: the runs count and the player is replaced at second with the player who made the last recorded out. If the incident occurs during an unfinished at bat, the player is removed and the next batter will bat and assume the current balls/strikes count. The manager shall instruct the team in the proper method of discarding the bat after the ball is hit.

7. Bunt rule - For divisions where bunting is allowed - NLLB

Batters who show bunt must either bunt or take the pitch. The batter may not pull the bat back and swing at the pitch. Batters will be automatically called out whether they make contact with the ball or not.

8. Use of an illegal bat - NLLB

The penalty for use of an illegal bat shall be that the batter is called out provided the infraction is discovered before the next pitch. In addition, the manager shall be ejected immediately and suspended from the next game played. A second violation in the same game will result in the newly designated manager being ejected from the game and suspended from the next game played.

9. Tied games - NLLB

At all levels except the A Division, tie games are not allowed. If one team refuses to reschedule a tied or suspended game, it shall be counted as a loss for that team. If both teams refuse to reschedule, it will be counted as a loss for both teams.

10. Player Call-Ups (All Divisions) - NLLB

(a) The manager who needs a player(s) will inform the player agent that a player(s) are needed for a particular game. The player agent will make the arrangements with the divisions appropriate player agent to provide a player(s) for that game. Players are called-up as follows:

- Premier = Majors only, must be 11 by 4-30
- Majors = AAA or Supreme, must be 10 by 4-30.
- Supreme = AA
- AAA = AA
- AA = A
- A = another A division team

(b) Teams can bring up players up to a total of 10 players for the game - The 9th to avoid a forfeit and the 10th as insurance.

(c) The player(s) must be announced to their opponent and wear their regular season uniform, not an extra uniform provided by team.

(d) The players must be inserted in the end of the order to not take away at bats from the teams rostered players.

(e) The player(s) cannot pitch or play catcher.

(f) The player(s) cannot play any more innings defensively than any regular rostered player.

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In the A, AA and AAA divisions, it is legal to play with eight players, without penalty. All other divisions must start and end with nine players or the game will be forfeited.

VI. Major Division player selection

All players who participate in the try-outs become part of the player pool. Each league under the supervision of the president and the player agent will conduct the player selection.

1. Team composition: Each team will have 12 total players consisting of a minimum of 4 and a maximum of 8 twelve year old players (as of 4-30). The balance to be filled in with 11 year old players (as of 9-01).

1a. The manager's son/daughter(s) are considered option players in the selection process. For 2015 each league shall determine the best approved draft process. The league president and board may make exceptions concerning the children of the coach.

2. Less than 12 players on a roster - NLLB

If a team has fewer than 12 players by the 11th game of the season, that team is required to add a player(s) to its roster to bring the team to 12 players. These players become permanent members of the team. If a player from the original roster returns, that team will play with all players. The major's manager with help from the AAA player agent shall pick the best player available, providing they meet the age and team composition as outlined above, when possible.

3. Once entering the batter's box, the batter must keep one foot in the batter's box at all times except when time out has been called by an umpire or to avoid a pitched or thrown ball, a runner, or an injury. Each batter is entitled to one warning per game, after which a violation shall result in a called strike.

4. Bunting is allowed (see rule V. 7) - NLLB

VIII. AAA DIVISION player selection

Teams are built by the division's player agent considering elementary school borders when possible. Teams will also be balanced by age. Managers are allowed to pick two coaches but this does not guarantee placement. Teams will have 11-13 players.

1. Five run rule - NLLB

Only five (5) runs per half inning will be allowed to score and be counted, regardless of the number of outs made. Play should continue in any game in which a winner is already determined until the time limit has been reached. This rule also applies to post season games. However, a game is officially completed, for scoring purposes, at the time a winner is determined. A playoff game will end immediately when a winner is determined.

2. Stealing home - NLLB

Stealing home is not permitted for the first half of the season. The only way a runner can score is by the batter putting the ball in play, a base on balls with the bases loaded or a hit

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batter with the bases loaded. During the 2nd half of the season stealing home is permitted, the league will notify the managers of the exact implementation date.

3. Bunting is allowed (see rule V. 7)

SUPREME DIVISION player selection

All players who participate in the try-outs become part of the player pool. The draft sequence for 2015. Each league will determine the draft procedure as approved by the Board.

1. Team composition: Each team will have 12 total players consisting of a minimum of 4 and a maximum of 8 ten year old players. The balance to be filled in with 9 year old. Example: *Players that reach the age of 11 after 4-30 for the purpose of team composition will be considered 10 year old players.*

2. Less than 12 players on a roster - NLLB

If a team has fewer than 12 players by the 11th game of the season, that team is required to add a player(s) to its roster to bring the team to 12 players. These players become permanent members of the team. If a player from the original roster returns, that team will play with all players. The manager with help from the AA player agent shall pick the best player available, providing they meet the age and team composition as outlined above, when possible.

3. Stealing home - NLLB

Stealing home is not permitted for the first half of the season. The only way a runner can score is by the batter putting the ball in play, a base on balls with the bases loaded or a hit batter with the bases loaded. During the 2nd half of the season stealing home is permitted, the league will notify the managers of the exact implementation date.

4. Slaughter rule – NLLB, the slaughter rule (10 run rule).

5. Bunting is allowed (see rule V. 7) - NLLB

6. There is no drop 3rd strike

IX. AA DIVISION player selection

Teams are built by the division's player agent along elementary school borders when possible. Managers are allowed to pick two coaches but this does not guarantee placement. Teams will have 11-13 players.

2. Five Run rule - NLLB

Only five (5) runs per half inning will be allowed to score and be counted, regardless of the number of outs made. Play should continue in any game in which a winner is already determined until the time limit has been reached. This rule also applies to post season games. However, a game is officially completed, for scoring purposes, at the time a winner is determined. A playoff game will end immediately when a winner is determined.

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3. Infield fly rule - NLLB

The infield fly rule is not in effect.

4. Overthrow to 1st base, runner advancement rule- NLLB

On any overthrow to 1st base, all base runners are allowed to advance only one base at their own risk. Once the runners have advanced the allowed one base, the play is dead. This rule supersedes (rule IX 5).

5. Runner advancement rule - NLLB

When a throw from the outfield reaches the infield, runners will be allowed only to reach the base they are advancing to. If a throw goes into the outfield and is subsequently thrown back into the infield this rule still applies.

6. Stealing bases – NLLB (perhaps second and third the 2nd half)

Base runners may not steal bases. Runners may only advance on a hit ball, walk or hit batter.

7. Bunt rule - (perhaps 2nd half) NLLB Bunting is not allowed. A bunted ball will be called dead and a strike recorded on the batter unless the resulting play from the bunt is preferable to the defense.

8. Speed-up rule - NLLB

The defensive team will supply a coach to stand in front of the backstop with a glove to retrieve any errant balls that get past the catcher. This is a non-verbal coaching position and this person is not allowed to direct the defensive team or influence the umpire in anyway.

9. Bases loaded rule - NLLB

When the bases are loaded, a run can score by: the batter putting the ball in play or the batter being hit by the pitch, there are no walks with bases loaded. After ball four, an adult manager/coach for the offensive team will pitch to the current batter, continuing the count until the batter puts the ball in play or strikes out. No walks or hit by a pitch will be called.

X. A DIVISION player selection

The A Division is an instructional league. Game scores are not recorded and league standings are not kept. Winning games is not the goal. Having fun and improving baseball skills are the goals. All players, commensurate with their ability, must be given the opportunity to play all positions and given equal opportunity to start each game. Teams are built by the division's player agent along elementary school borders when possible. Managers are allowed to pick two coaches but this does not guarantee placement. Teams will have up to 13 players.

1. Only five (5) runs per half inning will be allowed to score and be counted, regardless of the number of outs made. Play should continue in any game in which a winner is already determined until the time limit has been reached.

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2. Infield fly rule - NLLB

The infield fly rule is not in effect.

3. Overthrow to 1st base - NLLB

On any overthrow to 1st base, all base runners are allowed to advance only one base at their own risk. Once the runners have advanced the allowed one base, the play is dead. This rule supersedes (rule X 4).

4. Runner advancement rule- NLLB

When a throw from the outfield reaches the infield, runners will be allowed only to reach the base they are advancing to. If a throw goes into the outfield and is subsequently thrown back into the infield this rule still applies.

5. Stealing bases – NLLB

Base runners may not steal bases. Runners may only advance on a hit ball, walk or hit batter.

6. Bunt rule – NLLB

Bunting is not allowed. A bunted ball will be called dead and a strike recorded on the batter unless the resulting play from the bunt is preferable to the defense.

7. The following rules will be in effect during the pitching machine use:

- The pitching machine will be placed 6' in front of the 46' pitching plate.
- Balls and strikes will be called during use of the pitching machine.
- There is a maximum of 6 pitches thrown from the machine. After 6 pitches, batter is out. The manager from the batting team operates the machine while his/her team is at bat.
- A foul ball on pitch #6 does not count towards the 6 pitch maximum. An errant pitch (declared by the umpire) does not count towards the 6 pitch maximum.
- A batted ball that hits the machine is a dead ball. Batter is awarded a single and runners advance one (1) base.

8. After the 1st half of the season, players will pitch from a distance of 40'; the league will notify the managers of the exact implementation date. All managers will adhere to pitching rules as described in section IV.

9. Bases loaded rule - When players pitch - NLLB

When the bases are loaded, a run can score by: the batter putting the ball in play or the batter being hit by the pitch, there are no walks with bases loaded. After ball four, an adult manager/coach for the offensive team will pitch to the current batter, continuing the count until the batter puts the ball in play or strikes out. No walks or hit by a pitch will be called.

10. Speed-up rule - NLLB

The defensive team will supply a coach to stand in front of the backstop with a glove to retrieve any errant balls that get past the catcher. This is a non verbal coaching position

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and this person is not allowed to direct the defensive team or influence the umpire in anyway.

11. We will seed teams into 2 to 4 different divisions, further we may have a post season tournament.

12. NLLB reserves the right to make any changes in these rules and division structures as the BOD deems necessary.

XI. NLLB City Tournament and Special Games

1. NLLB City Tournament rules mandate that all games are played to their conclusion and are not under any time limit constraint. If a division uses a five run rule, the city tournament game will end as soon as the winner is determined.

2. City, Summer Tournaments and Fall Ball games may have special playing rules. Those will be furnished to the managers before these games are played.

XII. Misc.

1. At the time of this publication the only 50/70 Premier Division (**NLLB**) rule is that there will be a minimum of 0 and a maximum of 3 eleven year old (as of 4-30) players per team.

2. Bylaws and local rules may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Board of Directors provided notice of the proposed change is included in the notice (agenda) of such meeting.