

# Naperville Little League

## Supreme A - League Rules

These local rules (NLLB) along with Little League Baseball's 2018 playing rules are the official rules for all Naperville Little League regular season and city tournament games.

All coaches, managers, and, volunteers must fill out, sign and submit all required paperwork and pass a background check before becoming a Member In Good Standing with Naperville Little League Baseball. Once a Member in Good Standing, coaches, managers and volunteers may be approved to participate in Naperville Little League Baseball.

**Only players with a catcher's mask and catcher's glove are allowed to warm-up pitchers between innings.**

### Equipment

1. All male catchers are required to wear a protective cup.
2. Metal spikes are not allowed.
3. All bats used must display the USABat logo.
4. All helmets must be NOCSAE approved.
5. Catchers gear must meet minimum Little League standards.
6. Player's names cannot be applied to the uniform or exterior of the hat.

### Games

1. Games will be a maximum of 6 innings unless extended due to a tied score or 2 hours long and no new inning may start after 1¾ hours. All suspended games will be resumed exactly where they left off.
2. A continuous batting order will be used. 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.
3. A five run rule is in effect. The side is retired when three offensive players are legally put out or when all players on the roster have batted one time or when the offensive team scores (5) runs in the half inning. Play should continue in any game in which a winner is already determined until the time limit has been reached. 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.
4. Pitching limitations can be found on page 44 of the 2018 Little League Rule Book in Regulation VI. Managers and coaches are required to become familiar with these regulations and adhere to them. Pitchers shall not pitch on three consecutive days.
5. There is no Infield Fly Rule.
6. There are no walks.
7. There is no dropped third strike rule.
8. No balks will be called.

9. Bunting is not allowed. A bunted ball will be called dead and a strike recorded on the batter.
10. Base runners may not steal bases. Runners may only advance on a hit ball, walk or hit batter.
11. 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.
12. 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.
13. The Strike Zone is VERY generous. It is defined as shoulders to knees and as wide as two baseballs on each side of home plate.
14. There are an unlimited number of substitutions during the game.
15. 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 batting order (if there were 10 on the original lineup, the late player bats in the number 11 spot on the original lineup).
16. Pinch runners are allowed for the catcher when there are two outs, also to replace an injured player. The player who made the last out shall become the replacement runner.
17. There is no “must slide” rule in Little League Baseball. Runners must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Runners do not have to slide if no play is being made at the base.
18. Batter throwing the bat. A safety warning shall be given to the batter and the team manager. After the warning if that batter throws the bat a second time, 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.
19. Bases loaded rule - When players pitch. When the bases are loaded, a run can only 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 until he puts the ball in play or strikes out. No walks or hit by a pitch will be called.
20. Speed-up Rule. 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.**
21. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.