

Naperville Little League Supreme AA 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 tie score or 2 hours long and no new inning may start after 1 $\frac{3}{4}$ hours.
2. 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 regardless of pitch count from the previous days.
3. 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.
4. The slaughter rule is in effect. 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 teams will continue to play until they reach the time limit rule.
5. Bunting is allowed.
6. There is no dropped third strike.
7. All suspended games will be resumed exactly where they left off.
8. There is no "on deck" area. Only the batter is permitted outside the dugout with a bat between innings.

7. Stealing home. 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.
8. Playing time. Each player not playing defensively in an inning must play defensively the following inning.
9. The speed up rule where the batter must maintain one foot in the box between pitches that are not fouled off, will be enforced.
10. 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.
11. 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.
12. Must Slide Rule. 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.
13. 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.
14. 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.
15. Speed-up Rule. The batter must maintain one foot in the batter’s box between pitches unless the pitch is fouled off or if there is a wild pitch or passed ball.
16. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.