

Naperville Little League Baseball (NLLB)
By-Laws and Local Rules Revised
3/21/2016

Umpires Edited Version

These local rules (NLLB) along with Little League Baseball's 2016 playing rules are the official rules for all Naperville Little League regular season and city tournament games.

If a player must use their own equipment, helmets must be NOCSAE approved. 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.

Only players with a catcher's mask and catcher's glove are allowed to warm-up pitchers between innings. **No adults may ever warm up a pitcher. Period. All managers are aware of this. Do not allow it. Only players on the team that are wearing a catcher's mask may warm up a pitcher.**

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.

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. **This is very important information. First, there is no time limit for a little league game. There has never been a time limit. It is one of those urban legends. The only thing limiting play is safety (is is light enough?) and whether or not there is a game afterwards. If there is, then an inning cannot begin within 10 min of the starting time of the next game.**

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 teams can continue playing IF both managers agree and it doesn't interfere in any way, with a following game. **Umpires should stay and finish the game if the managers agree to continue. Sometimes games end early and we pay you anyway for the full game. So, please stay and ump the game even after a winner is determined. If you have extenuating circumstances (you are doing us a favor and taking 4 games in a row for example) you may explain to the coaches that you need a little break.**

IV. Pitching

(b) A pitcher once removed from the mound cannot return as a pitcher

(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.

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.

The responsibility of pitch counts, determining whether or not a pitcher is eligible, etc, is the manager's job. Not the umpire's job.

NLLB: While the game is in progress, if a pitcher is warming up in the bull pen, another player wearing a helmet and glove shall be stationed in front of the player nearest the playing action to protect that player from batted balls. Only one player is required. Prior to the start of the game, there is no requirement for the extra player to protect a player in the bull pen."

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. **This is one of the rules most often ignored. Don't allow it. More volunteers in the dugout field means more arguing unfortunately. The dugout is part of the field so only 3 volunteers on the field, including the dugout. One of them must stay in the dugout to supervise.**

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. 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. See rule 7.08a.

Players must slide or attempt to get around a fielder. Obviously the best way to do this is to slide (feet first only) but, it is not required. Contact is allowed but should only be incidental contact.

4. 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. **Here's another**

safety rule that coaches continually ignore. No practice swings unless you are up to bat—not even between innings.

5. 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 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. **This is a difficult one to enforce at the younger levels. But, the 3 catchers last year with broken wrists and the injured umpire I'm sure will request that you enforce it! Young kids must be taught that throwing the bat is unacceptable or they get older and stronger and injure people. Note that the play is allowed to continue. The player and bench are given a warning and the next player FROM THAT TEAM that throws the bat is ejected. The way an umpire handles it is to let the play continue and then call time and ask the manager to substitute for that player on the bases and for the remainder of the game.**

6. 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.

7. 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. **It is not the umpire's responsibility to find an illegal bat, however, if you notice it—question it immediately. This is a safety issue. Notice that the batter is out (if it is noticed prior to a pitch to the next batter.) Even if it is not noticed prior to the next pitch, the manager is ejected.**

In the A, AA and AAA divisions, it is legal to play with eight players, without penalty. All other divisions must start with nine players but can finish with eight players.

VI. Majors Division

1. 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. **This is to keep the game moving. Just like the 60 second rule between half innings. Keep it moving! Kids are not allowed to sit more than one inning in a row so everyone should be warmed up.**

2. Bunting is allowed

Supreme Division

1. 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.

2. Bunting is allowed

3. There is no dropped 3rd strike

3. 10 run slaughter rule is in effect

VIII. "AAA" Division

1. Five run rule - NLLB

The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half inning 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. 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 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)

IX. "AA" Division

1. Five Run rule - NLLB

The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half inning 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. 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. Infield fly rule - NLLB

The infield fly rule is not in effect.

3. 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). **Here's another issue that some teams have. But, this rule is clear. One base on an overthrow—even if the defensive team overthrows the next base too. Example—batter/runner is going to 1st and the defensive team overthrows 1st. Batter/runner advances to 2nd base AT HIS OWN RISK and stops. Even if the defensive team then throws the ball to second and it sails into center field.**

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. **Some managers try to apply this rule to an infield hit. They say the runners may only advance 1 base because the ball is in the infield. Not true. This rule applies when a ball is hit to the outfield. If the ball is hit to the infield and is rolling around while no defensive player attempts to field it—runners can (and should!) keep running.**

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. 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. **The person is not allowed to direct the defensive team or influence the umpire in anyway. The person shagging balls behind you MUST BE SILENT! They know this. Do not let them distract you by voicing disagreements about your calls and do not let them coach their team.**

8. 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

1. Five Run Rule

The side is retired when three offensive players are legally put out or when all players on the roster have batted one time in the half inning or when the offensive team scores (5) runs in the half inning. Play should continue in any game until the time limit has been reached.

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.
- **We explain this to the managers, but they still get this rule wrong. If a batter swings, it is a strike. If they do not swing and it is a clear strike—call a strike. 3 strikes and the batter is out. Foul balls are still strikes just like in every other league and they do count in the 6 pitch max (unless it is strike 3.) If, however, a player does not swing at a pitch and it is a questionable strike, please count it as a ball and give him/her another chance. However, if a batter has 4 balls and 1 strike—please let them know that the next pitch (the 6th pitch) is their last. This only applies to the pitching machine. WE NEED KIDS TO BE SWINGING AND THE GAME TO BE MOVING.**

8. 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.

9. 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.