

Naperville Little League

Supreme AA League Rules

These local rules (NLLB) along with Little League Baseball's 2025 playing rules are the official rules for all Naperville Little League regular season games. City Tournament rules may be different.

Equipment

1. All male catchers are required to wear a protective cup.
2. Metal spikes are not allowed.
3. All non-wood bats used must display the USA Baseball logo.
4. All helmets must be NOCSAE approved.
5. Catcher's gear must meet minimum Little League standards.
6. Use of any illegal equipment will result in the player and manager being ejected.

Games

1. **Games** will be a maximum of 6 innings unless extended due to a tie score. No new inning may start after 1 hour and 45 minutes. Tied games will continue play only if there is no following game. If there is a following game, the 1:45 time is enforced. Suspended tied games will be resumed from the exact point at which they were suspended at a later date.
2. **Pitching limitations** can be found in Regulation VI in the 2025 Little League Rule Book. Pitchers league age 9-10 are limited to 75 pitches per day subject to days of rest from a previous game. Pitching distance is 46 ft. Pitchers shall not pitch on three consecutive days regardless of pitch count from previous days.
3. **Visits to the mound.** A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. A manager or coach may come out three times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Rule 8.06.
4. **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.
5. If a team is winning by 10 runs at the end of the fourth inning (3 ½ if it is the home team) the game is official, however, teams may continue to play until they reach the time limit rule.
6. **Bunting** is allowed. Slash bunting is illegal. Dead ball. Batter is out, Runners return to the base occupied at time of pitch.
7. There is no Dropped Third Strike.
8. **Suspended games** due to weather, darkness or curfew will be resumed subject to Rule 4.11(a-d).
9. There is no "on deck" area. Only one batter is permitted outside the dugout with a bat before the game and between innings.
10. **Advancing to Home Plate.** Runners present on 3B at the time of pitch are not allowed to advance on a passed ball or wild pitch. EXAMPLE: Runners on 1B and 3B, the runner on first attempts to steal 2B and there is an overthrow, the runner on

3B cannot advance. **HOWEVER**, if the defense attempts to pick off the runner at 3B or there is a play on the runner advancing to 3B and there is an overthrow, the runner on 3B may advance to home at his/her own risk.

During the 2nd half of the season, advances to Home Plate are allowed in all circumstances. The league will notify managers of the exact implementation date.

11. All players must play defensively every other inning. An inning is defined as three consecutive outs. If, within a game, a player does not meet those requirements, he/she will start the next scheduled game.
12. **Pinch runners** are allowed for the catcher and/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.
13. Teams must begin a game with 9 players but can finish the game with 8 players due to injury, ejection, or unavailability. Rule 4.17 Local League Option.
14. **Managers** shall exchange batting orders for each game, consisting of all eligible players in attendance at the start of the game. The batting order card shall include: each player's full name and his/her number. 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).
15. 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/her 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.
16. **Only one intentional walk** is allowed per game. The defense elects to Intentionally "Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk will be added to the pitch count.
17. 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.
18. **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.
19. **Use of Illegal Bat.** Batter is out, offense loses one adult base coach, and runners return to the base previous occupied. Manager and player are ejected and suspended from the next physically played game at that level.
20. **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. 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.

21. **Base Stealing:** When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. Rule 7.13.
22. **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.
23. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.