



2016 FALL BASEBALL RULES

MANAGER & COACH RULES – APPLIES TO ALL LEAGUES unless otherwise noted

- Each team may have 1 manager and no more than 3 coaches in the dugout at any time. Two members of the manager/coaching staff must be team parents. (NCLL Rule – **applies to ALL leagues**)
- One member of the manager/coaching staff can remain outside of the dugout while the team is on the field. He/she must be within arms distance of the dugout fence. When a team is at bat, with the exception of the 1st and 3rd base coaches, no one else can be outside the dugout. For safety reasons, no coach can be above the top of the fence. (NCLL Rule – **applies to ALL leagues**)
- Managers and coaches must be over 18 years of age. (NCLL Rule – **applies to NCLL ONLY**)
- Managers or coaches must not warm up a pitcher at any time in any division {LL 3.09}.
- Any manager, coach or player ejected from a game is suspended from the next physically played game. {LL 4.07}
- Only the manager or an acting manager may confer with an umpire. (NCLL Rule – **applies to ALL leagues**)

UNIFORM RULES – APPLIES TO NCLL TEAMS ONLY

- All players must wear solid grey baseball pants, proper team uniform shirt, team color or white socks and team hat. Player is ineligible to play without the proper uniform. (NCLL Rule)
- Manager/Coaches must wear team hat and/or NCLL attire. No other softball or baseball organization attire is permitted. (NCLL Rule)

STARTING TIME & LENGTH OF GAME RULES – APPLIES TO ALL LEAGUES

- **Managers are responsible to get their game started at the scheduled game time.**
- For **all** baseball (**excluding Baseball Juniors**), no inning can start 1 hour and 45 minutes past the actual start time of the game **when another game follows**, which is determined by the Director/Umpire. (NCLL Rule – **applies to ALL leagues**)
 - **Exception 1:** The **first game of the day**, the 1:45 clock starts based upon the **SCHEDULED** start time of the game.
 - **Example 1:** If the first game (Monday through Friday) is scheduled at 5:30pm, no inning can start after 7:15pm even if the game started late.
 - **Example 2:** If the first game on a Saturday or Sunday is scheduled for 8:30am, no inning may start after 10:15am even if the game started late.
- An inning is considered to start, the moment that the third out is made, completing the preceding inning.
- See individual division for specific game length rules

FORFEIT RULES – APPLIES TO ALL LEAGUES

- A team that only has seven or eight players can borrow up to two players from the opposing team. The players must be the last batted outs and are not allowed to pitch or catch.
 - **Exception:** Juniors Baseball Division (see ruling under Baseball Junior Division Rules).
 - **Exception:** Does not apply to Baseball C Division.

APPEALS RULES – APPLIES TO ALL LEAGUES

BASEBALL

- Any appeal must be made before the next pitch or any play or attempted play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that indicates an appeal to the umpire. Ball must be live to make an appeal. {LL 7.10}
 - **Exception:** Does not apply to C Division

PROTEST RULES – APPLIES TO ALL LEAGUES

- Protest shall be considered only when based on violation or interpretation of a playing rule, or use of an ineligible player. No protest shall be considered on a decision involving an umpire’s judgment. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. All protests must be submitted by the manager, in writing, to the league president within 24 hours. {LL 4.19(a) (c) (e)}
 - **Note:** Another pitch cannot be thrown until both managers sign the book.
 - **Exception:** Does not apply C Division

MERCY RULES – APPLIES TO ALL LEAGUES

BASEBALL

- If after four (4) innings, or three and one-half innings (**or five (5) innings, or four and one-half innings Juniors**) when home team is ahead, the number of runs used to concede via terms of the “Mercy Rule” (NCLL Rule) shall be:

Division	Runs
B Division	Twelve (12) or more
A Division	Ten (10) or more
Baseball Juniors	Twelve (12) or more

EQUIPMENT, SAFETY & COMMON RULES – APPLIES TO ALL LEAGUES except where noted as NCLL Rule ONLY

- While running to first base, the batter must safely touch the runner's base or may be called out for interference. (NCLL Rule) Applies to offensive interference by batter. {LL 7.09(k)}
- After a player has missed two (2) consecutive weeks of practices or games for health reasons, the safety director must receive a medical release note before the player returns to play. (NCLL Rule **ONLY**)
- On-deck position is only permitted in the Baseball Junior division (**EXCLUDING games played at Crotty, which does not have an on deck circle**). Only the first batter will be permitted outside the dugout between half-innings for all other divisions. {LL 1.08(Notes)}.
- Traditional batting donut is not permitted. {LL 1.10(Note 1)}
- Players must not wear watches, rings, pins, jewelry or other metallic items. {LL 1.11 (j)} A pitcher shall not wear any items on their hands, wrists or arms that may be distracting to the batter. {LL 1.11 (a) (3)}
 - **Exception:** Medical alerts
- All male players must wear safety cups. (NCLL Rule)
- All batters, base runners, and child base coaches must wear a safety helmet. {LL 1.16}.
- A batting helmet with a cage and chinstrap is required for all softball divisions (NCLL Rule).
- Catchers must wear a mask, throat protector and catcher's helmet. Even "goalie-style" catcher's masks must have a throat protector. {LL 1.17}.
- Catchers must wear a catcher's mitt in ALL baseball divisions {LL 1.12}.
- Any part of an undershirt exposed to view shall be of a solid color (not white or gray). {LL 1.11 (a) (3)}
- Gum chewing is not allowed during practice or games, and food (**including any kind of seed**) is not allowed in the dugout. (NCLL Rule – **AT NCLL FIELDS ONLY unless otherwise noted at the other fields**)
- No glass containers in dugout. (NCLL Rule – **AT NCLL FIELDS ONLY unless otherwise noted at the other fields**)
- Smoking is prohibited on the playing field, benches and dugouts. {LL XIV (e)}
- If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. {LL 4.10(d)}
- Only one offensive time-out will be permitted each inning. {LL 5.10(d) (Note)}
- The "dropped third strike" rule is in effect for Baseball A Division and Juniors Division only. {LL 6.05(b)}
- Base runners may not leave the base until the ball has been pitched and has reached home plate. The penalties for violation by any runner are described in {LL 7.13}.
 - **Exception:** Baseball Juniors where leading is allowed.
- When a thrown ball goes out of play, the ball is dead. If the wild throw is the first play by an infielder, each runner advances two bases from the base occupied when the ball was pitched (batter advances to second base). In all other cases, each runner advances two bases from the position of the runner at the time wild throw was made. {LL 7.05(g)}
- A pitch that goes out of play results in all runners advancing one base. {LL 7.05(h)}
- A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. {LL 7.08(a) (3)} Runner must try to avoid contact with fielder. (The runner is not out for not sliding if they try to avoid contact).
- Any runner is out when the runner slides head first while advancing. (This does not apply when returning to a base from a run down or pickoff situation.) {LL 7.08(a) (4)}
 - **Exception:** Baseball Juniors.

BAT RULES

BASEBALL

- All LL Rules regarding baseball bats will be followed and supersede any rules here if they change during the course of the season.
- The following link can be used to access the LL bat rules:
<http://www.littleleague.org/learn/equipment/baseballbatinfo/batrules.htm>

Key information from the bat rules link (as of 2/20/16) can be found below:

BASEBALL (Key Information)

- **Composite Bats are NOT allowed for Majors division and below unless approved by LL International.** {LL 1.10}
 - **Note:** Information on the composite baseball bats that have received waivers of the moratorium for the Little League (Majors) Baseball Division and below can be found here:
<http://www.littleleague.org/learn/equipment/licensedcompositebats.htm>
- Little League level bats (Majors and below) cannot be longer than 33" in length, 2 ¼" in diameter and a non-wood bats must be printed with a BPF (bat performance factor) of 1.15 or less. {LL 1.10}
- 50/70 and Junior Division bats shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color {LL 1.10}. For Junior's, it is strongly recommended that the player utilize a minus 3 bat.

PITCHING RULES

BASEBALL

- Last Fall, D18 implemented pitch limits to the Softball Divisions, which is now being implemented to the Baseball Divisions. In order to give more players opportunities, a pitch maximum of 50 pitches will be imposed to ALL divisions. Pitchers may go over the maximum pitches allowed so as to complete an at bat. As Managers, please use good judgment so the game is both fun and instructive for the players and not a “win at all cost” atmosphere.
- Rest Requirements

Baseball C Division

Pitches in a day	Rest Required
51 or more	3 calendar days
36-50	2 calendar days
21-35	1 calendar day
20 pitches or less	no rest necessary

Baseball A DIVISION, B DIVISION, and Juniors

Pitches in a day	Rest Required
66 or more	4 calendar days
51-65	3 calendar days
36-50	2 calendar days
21-35	1 calendar day
20 pitches or less	no rest necessary

- A manager or coach may visit with a pitcher twice in an inning, but on the third visit in an inning or the fourth visit in the game, the player must be removed as a pitcher. {LL 8.06}
- If a pitcher hits 3 batters in an inning or 6 in total the pitcher must be removed. (NCLL)
 - **Note:** This applies to C DIVISION only.
- Illegal Pitch rules are not in effect, but after one warning to a pitcher, a quick pitch will be called a ball. (The manager of the offense may decline the penalty and accept the play.) (NCLL Rule)
- **Exception: Junior Division pitchers will be given one warning before a balk is called.**
- Pitcher can play the catcher position as long as the pitcher has not thrown more than 40 pitches that day {LL VI (a)}.
- Catchers can pitch as long as they do not catch for 4 innings. One pitch is considered pitching one inning. One pitch caught is considered catching one inning.
- **B DIVISION:** Pitchers are no longer required to warm-up in the bullpen before entering the game to pitch, but Managers are strongly advised to have player warmed-up prior to entering the game to pitch. (NCLL Rule)

BASEBALL C DIVISION RULES

- For Baseball A, no inning can begin 2 hours and 15 minutes after the scheduled start of a game when there is no game following it.
- A continuous batting order will be utilized.
- 60 foot base paths.
- Every player shall play 3 defensive innings. (NCLL Rule)
 - **Note:** This does not apply to rain/weather shortened or mercy rule games.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule)
- No bunting allowed.
- A maximum of two defensive coaches may be on the playing field, but one coach must remain in the dugout.
- One base per advance and one base on an overthrow.
- Base Runners may advance only one (1) base after a pitch, at own risk, for a team maximum of two (2) total advances per inning. However, stealing of home is not permitted. After the maximum number of advances has been reached, if a base runner attempts to advance and reaches the base safely, the play is dead and runner returns to the previous base. Otherwise, if he is tagged out by a fielder, he is out. After the **Two** advances have been utilized, players may only advance on a batted ball, walk, hit by pitch, and catcher's interference. If a player attempts to steal a base but is thrown out, it does not count as a stolen base/advance. (NCLL Rule)
- Score will **NOT** be kept.
- **During the month of September, players (kids) and coaches will alternate every other inning in regards to pitching. In October, players (kids) will pitch the entire season. This is subject to change.**
- When pitching, players will pitch the entire season from 43 feet.
- Bases on balls (walks) will be awarded after six (6) balls. (NCLL Rule)
- **If a pitcher walks 5 batters in an inning, a new pitcher must enter the game. Pitchers can pitch up to 50 pitches in a game and no more than 3 innings in total. A pitcher can finish pitching to a batter if they reach 50 pitches but then must be removed from the pitchers position.**
- A team may use an unlimited number of pitchers in a game.
- Defensively, a team will use 9 players and 3 must be outfielders.
- An inning will end after 3 outs (strikeouts are allowed).
- 5-run maximum rule will occur in all innings for the entire season.
- The catcher "speed up rule" is allowed if both managers agree prior to the game. If the runner playing the catcher position is on base with two outs, the manager must replace the runner on the base with the player who last batted out.
 - **Exception:** If the manager announces to the opposing manager that they plan on changing their catcher at the start of the offensive half inning and that player is not on the base paths.
- Coaches/Parents will call balls/strikes from behind the mound.

BASEBALL B DIVISION RULES

- For the B Division, no inning can begin 2 hours and 15 minutes after the scheduled start of a game when there is no game following it.
- A Continuous batting order will be utilized. (NCLL Rule)
- Every player shall play 3 defensive innings. (NCLL Rule)
 - **Note:** This does not apply to rain/weather shortened or mercy rule games.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule)
- **There is a maximum of 5 runs scored per ½ inning.**
 - **Note: This rule does NOT apply in the 5th or 6th inning or in extra innings.**
- Bases on balls (walks) will be awarded after six (6) balls. (NCLL Rule)
- Base Runners may advance only one (1) base after a pitch, at own risk, for a team maximum of three (3) bases per inning. However, stealing of home is not permitted. After the maximum number of advances has been reached, if a base runner attempts to advance and reaches the base safely, the play is dead and runner returns to the previous base. Otherwise, if he is tagged out by a fielder, he is out. After the three advances have been achieved, players may only advance on a batted ball, walk, hit by pitch, and catcher's interference. If a player attempts to steal a base but is thrown out, it does not count as a stolen base/advance. (NCLL Rule)
- Players may only advance to home on a batted ball, walk, hit by pitch, and catcher's interference. (NCLL Rule)
- Infield Fly rule **will not** be called. (NCLL Rule)
- **If a pitcher walks 6 batters in an inning, a new pitcher must enter the game.**
- Warm-up pitches between innings are limited to one minute of time. {8.03} The pitcher is allowed 8 warm-up pitches in the first inning as a pitcher, but only 5 pitches in subsequent innings. (NCLL Rule)
- Relief pitcher is allowed 10 warm-up pitches in one minute. (NCLL Rule).
- The catcher "speed up rule" is allowed if both managers agree prior to the game and the umpire(s) allow it. If the runner playing the catcher position is on base with two outs, the manager must replace the runner on the base with the player who last batted out.
 - **Exception:** If the manager announces to the opposing manager that they plan on changing their catcher at the start of the offensive half inning and that player is not on the base paths.
- Managers must forward pitching records to newcityll@aol.com .

BASEBALL A DIVISION RULES

- A continuous batting order will be utilized. (NCLL rule).
- **There is a maximum of 5 runs scored per ½ inning.**
 - **Note: This rule does NOT apply in the 5th or 6th inning or in extra innings.**
- All players, arriving to the game prior to the start of the second or third inning, must play at least a minimum of two innings in the field and will be inserted at the end of the lineup.
- All players, arriving to the game prior to the start of the Fourth inning, must play a minimum of 1 inning in the field and one at bat.
- All players, arriving to the game after the start of the Fourth Inning, will get playing time at the discretion of the Manager. The player is not guaranteed any minimum playing time.
- New City Little League will utilize Little League rules/PENALTIES when players do not receive their minimum playing time assuming they arrive by the start of the 2nd inning and are available at the field for the entire game (see section IVi in the 2011 LL Rule Book for list of team/manager penalties). Players not receiving their minimum play time must start the next game, get their previous game "missed" time and full minimum playing time for that game as well before being taken out of the game. Minimum play does not apply for Mercy games.
- Warm-up pitches are limited to one minute of time. {8.03} The pitcher is allowed 8 warm-up pitches in the first inning as a pitcher, but only 5 pitches in subsequent innings. (NCLL Rule) The pitching chart must be signed after each game by the opposing manager or coach, and must be carried by each team for review at every game. (NCLL Rule)
- Managers must forward pitching records to newcityll@aol.com .

BASEBALL JUNIORS DIVISION RULES

- A continuous batting order will be utilized. (NCLL Rule)
- **There is a maximum of 5 runs scored per ½ inning.**
 - **Note: This rule does NOT apply in the 6th or 7th inning or in extra innings.**
- A team may play with only 8 players. The continuous batting order will still be used (there will **not** be an out recorded for the missing 9th batter). If at any point, a team has only 7 players (due to injury or players leaving), the game is stopped and becomes a forfeit.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule)
- The catcher “speed up rule” is allowed if both managers agree prior to the game and the umpire(s) allow it. If the runner playing the catcher position is on base with two outs, the manager must replace the runner on the base with the player who last batted out.
 - **Exception:** If the manager announces to the opposing manager that they plan on changing their catcher at the start of the offensive half inning and that player is not on the base paths.
- Managers must forward pitching records to newcityll@aol.com .