



2022 SOFTBALL & BASEBALL RULES

Approved March 06, 2022

ABOUT THESE RULES

The rules contained in this document are some of the more common Little League rules plus rules that are specific to NCLL and the other District 18 Leagues that have joined NCLL. Always consult the Official Little League Rules book for further explanation and any rule not specifically addressed in this document.

MANAGER & COACHES RULES – APPLIES TO ALL LEAGUES

- Each team may have one (1) manager and no more than three coaches in the dugout at any time (except Softball Rookie, Baseball Tee Ball, and Baseball Rookie Divisions). Two members of the manager/coaching staff must be team parents. (NCLL Rule – **applies to ALL leagues**)
- When the game is in play, only one member of the manager/coaching staff can remain outside of the dugout while the team is on the field (except Softball Rookies, Baseball Tee Ball and Baseball Rookies Divisions). 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 approach or confer with an umpire. Managers are not permitted to argue with opposing managers. (NCLL Rule – **applies to ALL leagues**)
- Only “Cleared” managers and coaches can participate in practices and are allowed in the dugouts and on the fields.
- Home team is responsible for providing an adult over the age of 18 to operate the scoreboard.

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. All shirts must be tucked in. (NCLL Rule)
 - **Exception:** Call-ups.
- **Manager/Coaches must wear team hat and/or NCLL attire. No other softball or baseball organization attire is permitted. (NCLL Rule / NCLL Team Managers, Coaches only)**

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 and softball divisions (**excluding Baseball Juniors/Seniors and Softball Junior/Seniors**), every game/last pitch must end exactly two hours from the scheduled start time for the first game of the day. Last pitch for all other games is two hours after the *actual* start time **only when another game follows**. (NCLL Rule – applies to ALL leagues).
 - **Example 1:** If the first game is scheduled at 5:30pm, the last pitch is 7:30pm even if the game started late.
 - **Exception 1:** For playoff games, the time limit rules are subject to change based upon the discretion of the VP for that division.
 - **Exception 2:** For Minors and Majors games scheduled at 7:45pm or later, no inning can start after 9:45pm and last pitch is 10pm **regardless of actual start time**.
 - **Exception 3:** For Softball Juniors/Seniors, the game ends when seven innings are completed.
 - **Exception to the exception:** No inning can start 2:30 from the *actual* start time or when the field curfew comes into play – whichever comes first. The score reverts back to the last completed inning if the game is called.
 - **Exception 4:** For Baseball Juniors/Seniors, the game ends when seven innings are completed.
 - **Exception to the exception:** No inning can start 2:30 from the *scheduled* start time. There is a drop dead time of three hours from the *scheduled* start time. The score reverts back to the last completed inning if the game is called.
- An inning is considered to start, the moment that the third out is made, completing the preceding inning.

NCLL AND DISTRICT 18 FIELD / LEAGUE CURFEWS:

STRAWTOWN 1: Play must conclude upon darkness, at the umpire's discretion. Score reverts back to the last completed inning when game is called due to darkness. Last pitch for games that begin at 5:30pm or later is at 8:15 except when it is playoff game.

STRAWTOWN 2: There is no curfew at this park. Field lights are scheduled to turn off at 10:30pm. Home team manager needs to advise the Division VP (Karl Rusnock in 2022) to extend the lights later, if needed.

MEDLER FIELD: No inning shall start after 9:45PM.

ZUKOR PARK/GERMONDS: No inning shall start after 9:30PM for Juniors/Seniors BB and SB Divisions and no inning shall start after 9:45PM for all BB and SB Minors and Majors divisions. Last pitch is 10:00 PM for all divisions, even if in the middle of an inning. Score reverts back to the last completed inning when game is called at 10PM. Park must be vacated by 10:10 PM.

HEMLOCK 2 - SKIN: Play must conclude upon darkness

TOWN FIELDS (Congers Lake, Kings Park, etc): Play must conclude upon darkness, at the umpire's discretion. Score reverts back to the last completed inning when game is called due to darkness.

FORFEIT RULES – APPLIES TO ALL LEAGUES

- A game may not be started or continued with less than eight (8) players on each team. This shall not be grounds for an automatic forfeiture but shall be referred to the Board of Directors for a decision. {LL, 4.16, 4.17}
- Each team has 15 minutes from scheduled start time until a forfeit is called.

RAINOUT RESCHEDULE RULES – APPLIES TO ALL NCLL HOME GAMES

- Rainouts for all divisions except SB Rookies, SB A, BB Tee Ball, BB Rookie, BB A, SB Majors, and BB Majors will be rescheduled for the Sunday following the rainout , in the order in which they were rained out as follows:
 - 10:45 AM
 - 1:00 PM
 - 3:15 PM
 - 5:30 PM
 - 8:30 AM
 - 7:45 PM
- Rainouts for Baseball Majors will be rescheduled for the Sunday following the rainout , in the order in which they were rained out as follows:
 - 7:45 PM
 - 5:30 PM
 - 3:15 PM
 - 1:00 PM
 - 10:45 AM
 - 8:30 AM
- If all slots are already filled, games will rescheduled for the following Sunday using the same order.
- If both managers agree on an alternate time on the same Sunday as the game was rescheduled for, and the time slot is available, they may petition the VP of their division to reschedule the game. This does not guarantee that the game will be rescheduled.
- If one team cannot make the rescheduled game it will go down as a forfeit. If neither team can make the rescheduled game, and cannot agree on a different time for that same day, it will count as a forfeit for both teams.
- Games will be played on Mother’s Day, Father’s Day and Memorial Day as needed.

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 Baseball A, Baseball Rookies and T-Ball

SOFTBALL

- After the umpire calls “Play”, the pitcher must step on and then off the pitcher’s plate (with pivot foot first) and throw the ball or walk to the base to appeal. This is a live ball and a base runner may attempt to advance to the next base.
 - **Exception:** Does not apply to Softball Rookies and Softball A.

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 to Softball Rookies and Baseball Rookies
- If a team does not keep an official book in the dugout by a cleared coach during the game, then they waive their right to protest the game. NCLL Rule

PLAYER REPLACEMENT RULES (PERMANENT) – APPLIES TO NCLL ONLY

- **Baseball Majors:** When a team loses 2 players, prior to or during the season, subject to approval by the Majors VP and Player Agent, the team will be able to select a player from a list of eligible players that will be determined by the division VP and Player Agent. The list of players for the Majors team will be derived from any eligible age player from AAA (NCLL Rule).
- **Baseball AAA:** When a team loses 2 players prior to or during the season, subject to approval by the AAA VP and Player Agent, the team will be able to select a player from a list of eligible players that will be determined by the division VP and Player Agent. A team can call up an age appropriate player from the AA division. (NCLL Rule)
- **Softball Majors:** When a team loses 2 players, prior to or during the season, subject to approval by the Majors VP and Player Agent, the team will be able to select a player from a list of eligible players that will be determined by the division VP and Player Agent. The list of players for the Majors team will be derived from league age 10 or older from the International division. (NCLL Rule)
- **Softball Rookie, Softball A, Softball International, T-Ball, Baseball Rookie, Baseball A and Baseball AA:** No permanent replacements.
- All teams may play no more than two games before replacing a lost player on their roster. (NCLL Rule)
- No permanent replacement players allowed after May 15.

MERCY RULES – APPLIES TO ALL LEAGUES

BASEBALL

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

Division	Runs
AA	Fifteen (15) or more
AAA	Twelve (12) or more
Majors & 50/70	Ten (10) or more
Juniors & Seniors	Twelve (12) or more

SOFTBALL

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

Division	Runs
International	Twelve (12) or more
Majors	Twelve (12) or more
Juniors & Seniors	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 ALL LEAGUES THAT USE SAFETY BASE) 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 Baseball and Softball Juniors/Seniors. Only the first batter will be permitted outside the dugout between half-innings for all other divisions for both baseball and softball, {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 I.II (j)} A pitcher shall not wear any items on their hands, wrists or arms that may be distracting to the batter. {LL I.II (a) (3)}
 - **Exception:** Medical alerts
- All male players must wear safety cups. (NCLL Rule – APPLIES TO ALL LEAGUES)
- It is suggested that all children wear an under-jersey chest protector.
- All batters, base runners, and child base coaches must wear a safety helmet. {LL 1.16}.
- A batting helmet with a cage is required for all softball divisions **(NCLL Rule ONLY)**.
- 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) and not white or optic yellow for softball divisions. {LL I.II (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**)
- No glass containers in dugout. (NCLL Rule – **AT NCLL FIELDS ONLY**)
- 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 only in effect for Baseball Majors, Baseball Seniors, Softball Majors and Softball Juniors {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 1:** Softball Majors, where a runner may leave the base after the ball has been released by the pitcher. {LL 7.08}
 - **Exception 2:** Baseball Seniors and 50/70 (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)} – **Applies to BB AA, AAA, BB Majors, BB Seniors, SB Intl and Majors only unless advised differently under division specific rules.**
- A pitch that goes out of play results in all runners advancing one base, subject to each division’s rules on runners advancing. {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 50/70, Baseball Seniors and Softball Juniors.

BAT RULES – APPLIES TO ALL LEAGUES

BAT RULES

- All LL Rules regarding baseball & Softball 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.htm>

Key information from the bat rules link can be found below:

BASEBALL (Key Information)

- As of January 1, 2018, the new [USA Baseball Bat Standard](#) was implemented. Little League-approved baseball bats that were approved for use for the 2017 season **will no longer be acceptable for use in any Little League game or activity** as of January 1, 2018. For more information on the USA Bat standard and a complete list of bats approved through the USA Bat Standard, [visit usabat.com](#).

Baseball Bat Chart	
Minors & Majors	USA Baseball marking 2 5/8" barrel maximum
Majors playing Intermediate (50/70)	USA Baseball marking or BBCOR marking 2 5/8" barrel maximum
Seniors	ALL bats must be BBCOR

Rule 1.10

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). See Chart Above.

Tee Ball Bats

All Tee Ball bats in the Little League Baseball® Tee Ball program must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the **USA Baseball Tee Ball Sticker Program** for use with approved Tee Ball baseballs for Little League play. Tee Ball bats for Little League Softball® Tee Ball programs must follow the *Little League Softball Official Regulations, Playing Rules, and Policies*.

SOFTBALL (Key Information)

- The bat shall be no more than 33 inches (34 inches for **Junior/Seniors**) in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part.
- Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20.

PITCHING RULES – APPLIES TO ALL LEAGUES

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. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.

Synopsis: This reduces the number of visits to a pitcher to twice in one inning or three times in a game for the Major Division and above for **Baseball and Softball**. {LL 8.06}

BASEBALL: When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. **13U 50/70 and Seniors:** This applies when a pitcher moves to another position and returns as a pitcher later in the same game. {Rule 8.06}

BASEBALL

- **All LL Rules regarding pitching will be followed and supersede any rules here if they change during the course of the season.**
- The Little League Baseball Pitch Count rule will be in effect as far as maximum number of pitches thrown per player per game. EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.
- Maximum number of pitches in a day

Age	Maximum Pitches Allowed
13-16	95
11-12	85
9-10	75
7-8	50
6 or under	Not allowed to pitch

- Innings and pitches pitched in suspended games are charged against a pitcher's eligibility. In suspended games resumed in a subsequent week, pitchers of record may continue to pitch to the extent of remaining eligibility. {LL, VI (Note 2)}

- Rest Requirements (note: pitches thrown to complete an at bat do not count towards the rest requirement. For example, if a pitcher hits 35 pitches in the middle of an at bat, but then throws 5 more pitches to complete the at bat, it counts as 35 pitches in calculating rest. This does not apply if the inning ends in the middle of the at-bat.

Baseball A Division

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

Baseball AA, AAA, Majors, and Seniors

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

NOTE: Under no circumstances shall a player pitch three (3) consecutive days.

- If a pitcher hits 3 batters in an inning or 6 in total the pitcher must be removed from the game as a pitcher (and cannot return as a pitcher). (NCLL)
 - **Note:** This applies to A and AA 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:** Baseball 50/70 and Senior Division pitchers will be given one warning before a balk is called. During the playoffs the balk rule will be enforced without first giving the pitcher a warning.
- 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.
- A pitcher can play the catcher position as long as the pitcher has not thrown more than 40 pitches that day {LL VI (a)}. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (**15- and 16-year-olds:** 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.
 - **EXCEPTION:** If the pitcher reaches the 20-pitch limit (**15- and 16-year-olds:** 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

SOFTBALL

- The calendar week for pitching is Sunday to Saturday. (LL Rule)
- Delivery of a single pitch constitutes having pitched an inning.
- For the pitcher to remove himself/herself from the pitching position after the hands have been brought together but prior to the start of the pitch as noted in 8.01(k), the pitcher must legally step back from the pitcher's plate with the pivot foot first. Rule 8.01 (g). **Synopsis:** Provides guidance on how a pitcher may remove himself/herself from the pitcher's plate after the hands have been brought together while in contact with the pitcher's plate.

- **SB International:** Pitchers can pitch a maximum of 9 innings in a 2 game week and 12 innings in a 3 game week. (NCLL Rule). There will be no more than 6 innings pitched in a single game. (NCLL Rule – **APPLIES TO ALL LEAGUES**). Pitchers that pitch (6) six innings in one game are not eligible to pitch the next day.
- **SB Majors:** Pitchers can pitch a maximum of 9 innings in a 2 game week and 12 innings in a 3 game week. There will be no more than 8 innings pitched in a single game. (NCLL Rule – **APPLIES TO ALL LEAGUES**)
- **Note (all divisions):** If a team has 3 games scheduled in a week and a pitcher pitches the maximum innings in the first two games and the third game is postponed, no penalties are imposed.
- **SB Majors:** Pitchers that pitch (8) eight innings in one game are not eligible to pitch the next day.
- If a pitcher hits 3 batters in an inning or 5 batters (6 for Majors) in a game, that pitcher must be removed from the game as a pitcher. (NCLL Rule – **APPLIES TO ALL LEAGUES**)

- 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. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.
- A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.
- When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. This applies when a pitcher moves to another position, **Junior/Senior:** or removed from the game, and returns as a pitcher later in the same game. {Rule 8.06}

- If a ball slips from the pitchers hand before, during or up to the delivery of a pitch, a ball is declared on the batter. The ball will remain in play and the runner(s) may advance at their own risk. {LL 8.07}
- A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed. {LL VI (c)}
 - **Exception:** The pitcher cannot return if she has hit 3 batters in an inning or 5 batters (6 for Majors) in the game.

BASEBALL TEE BALL DIVISION RULES

- For Baseball T Ball, **ALL games** cannot exceed 1 and ½ hours
- This is a non-competitive program designed to teach, develop, and encourage young players.
- No score will be kept.
- A continuous batting order will be utilized. No batter will strike out. They must hit off the tee.
- The entire roster bats every inning. There are **NO** outs.
- 60 foot base paths.
- No infielders are to position themselves in front of the pitcher’s mound while waiting for a batter to hit the ball.
- No bunting allowed.
- There is no maximum number of defensive coaches allowed on the playing field (they must all be cleared).
- Base runners can only advance one base on a wild throw from a defensive player.
- No walks.

BASEBALL ROOKIE DIVISION RULES

- For Baseball Rookies, **ALL games** must end after 2 hours and weekday games must end by 7:30pm.
- This is a non-competitive program designed to teach, develop, and encourage young players.
- No score will be kept.
- A continuous batting order will be utilized.
- 60 foot base paths.
- Every player shall play at least 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.
- Base runners cannot steal.
- Base runners can only advance one base on a wild throw from a defensive player.
- Adult pitching throughout the game from approximately 30 to 40 feet on one knee.
- In an effort to speed up the game, a maximum of 8 pitches will be pitched to each batter. After the 8th pitch is thrown, the batter must use a batting tee.
- An inning will end after 3 defensive outs or when the maximum number of batters on the team that game has batted.
- 10 defensive players will be used including 4 outfielders (no short outfielder) unless a team has less than ten players.
- No walks.

BASEBALL A DIVISION RULES

- A continuous batting order will be utilized.
- 60 foot base paths. Pitchers will pitch from 40 feet.
- Every player shall play at least 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.
- 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)
- There are no standings and playoff teams will be selected by a random draw.
- **From the start of the season until May 15, players (kids) and coaches will alternate every other inning in regards to pitching. From May 15 onward, players will pitch the entire season. This is subject to VP discretion after May 15.**
- 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.
- When 9 players are present, defensively, a team will use 9 players and 3 must be outfielders.
- An inning will end after 3 outs (strikeouts are allowed when the players are pitching).
- 5-run maximum rule will occur in all innings for the entire regular season.

- During the playoffs, a 5 run maximum rule will exist only through the 3rd inning.
- The catcher “speed up rule” is permitted. 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.
 - **Note:** This rule only applies to regular season games and is not to be used in the playoffs.

BASEBALL AA DIVISION RULES – APPLIES ALL LEAGUES

- A Continuous batting order will be utilized. (NCLL Rule)
- Every player shall play at least 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, extra innings, or in any inning in the playoffs.
- Bases on balls (walks) will be awarded after six (6) balls. (NCLL Rule)
 - **Note:** VP of the AA division may make a decision to move to 4 balls at some point during the season, at their discretion.
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.
- 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 permitted. If the runner playing the catcher position is on base with two outs, the manager may replace the runner on the base with the player who was the 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.
 - **Note:** This rule only applies to regular season games and is not to be used in the playoffs.
- Batters must keep one foot in the batter’s box in between pitches. The first time (during each at bat) they completely step out of the batter’s box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter’s box, it will count as a strike against the batter (including 3rd strikes).
- **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**

BASEBALL AAA DIVISION RULES – APPLIES ALL LEAGUES

- There is a maximum of 5 runs scored per ½ inning. This rule does NOT apply: a) 5th or 6th inning, b) in extra innings and c) in any inning in the playoffs.
- Twelve year old players may not pitch in the AAA League {LL VI (j)}
- A Continuous batting order will be utilized. (NCLL Rule)
- Every player shall play at least 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)
- 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, but only 5 pitches in subsequent innings. (NCLL Rule)
- Relief pitcher is allowed 10 warm-up pitches in one minute. (NCLL Rule).
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.
- Base runners may only score after a pitch, via stolen base, wild pitch or passed ball, for a maximum of three (3) times in an inning. After the maximum number of advances of home 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 3 advance (score) rule has been achieved, players may only advance (score) on a batted ball, walk, hit by pitch or catcher's interference. (NCLL Rule)
- Batters may advance to second base after reaching first base on base on balls at their own risk if the ball is in play. (LL 7.05 (i) (Note 1))
- Batters must keep one foot in the batter's box in between pitches. The first time (during each at bat) they completely step out of the batter's box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter's box, it will count as a strike against the batter (including 3rd strikes).
- A manager may verbally issue an intentional walk. The pitcher does not need to throw any pitches, but the pitches count towards the pitch count, adding as many additional pitches required to get to ball 4 (for example if a manger decides to verbally issue an intentional walk when the count is already 2-0, 2 pitches will be added to the pitch count).
- The catcher "speed up rule" is permitted. If the runner playing the catcher position is on base with two outs, the manager may replace the runner on the base with the player who was the 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.
 - **Note:** This rule only applies to regular season games and is not to be used in the playoffs.
- **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**

BASEBALL MAJORS – APPLIES ALL LEAGUES

- A continuous batting order will be utilized. (NCLL rule).
- 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 be inserted at the end of the batting lineup.
- 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 2021 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.
- **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**
- 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)
- Batters must keep one foot in the batter’s box in between pitches. The first time (during each at bat) they completely step out of the batter’s box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter’s box, it will count as a strike against the batter (including 3rd strikes).
- A manager may verbally issue an intentional walk. The pitcher does not need to throw any pitches, but the pitches count towards the pitch count, adding as many additional pitches required to get to ball 4 (for example if a manager decides to verbally issue an intentional walk when the count is already 2-0, 2 pitches will be added to the pitch count).
- When playing 50/70, the division will follow all 50/70/Senior *playing* rules
 - **Exception 1:** Game will be six innings only (unless the game goes into extra innings)
 - **Exception 2:** Time limits remain the same as 46/60 games
- The catcher “speed up rule” is permitted. If the runner playing the catcher position is on base with two outs, the manager may replace the runner on the base with the player who was the 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.
 - **Note:** This rule only applies to regular season games and is not to be used in the playoffs.
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.

BASEBALL SENIOR DIVISION RULES

- A continuous batting order will be utilized. (NCLL Rule)
- 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. **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule)
- Batters must keep one foot in the batter's box in between pitches. The first time (during each at bat) they completely step out of the batter's box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter's box, it will count as a strike against the batter (including 3rd strikes).
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.
- 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.
 - **Note:** This rule only applies to regular season games and it not to be used in the playoffs.

SOFTBALL ROOKIE RULES – APPLIES ALL LEAGUES

- This is a non-competitive program designed to teach, develop and encourage young players.
- No score will be kept. (NCLL Rule – **applies to ALL leagues**)
- A continuous batting order will be utilized and batters may not bat more than once per inning.
- Every player shall play at least 3 defensive innings. (NCLL Rule – **applies to ALL leagues**)
 - **Note:** This does not apply to rain/weather shortened.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule – **applies to ALL leagues**)
- A team shall play between 8 and 10 players on the field at all times. The 10th player shall remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule – **applies to ALL leagues**)
- There is no mercy rule in this division.
- No stealing or bunting is permitted.
- Coaches will pitch or batting tees may be used for the entire season. A catcher will be used (with a coach behind her)
- No Strikeouts
- Team is retired after three fielded outs or the team has batted around once.
- In an effort to speed up the game, a maximum of 8 pitches will be pitched to each batter. After the 8th pitch is thrown, the batter must use a batting tee.

SOFTBALL A RULES – APPLIES TO ALL LEAGUES

- A continuous batting order will be utilized.
- Every player shall play at least 3 defensive innings (NCLL Rule)
Note: This does not apply to rain/weather shortened games.
- No player shall sit out 2 consecutive defensive innings (NCLL Rule)
- Only one base may be taken 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 the runner returns to the previous base. Otherwise, if she is tagged out by a fielder, she is out. After the two advances have been utilized, players may only advance after a pitch on a batter ball, 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)
- An inning will end after 3 outs.
- There is a maximum of 5 runs scored per 1/2 inning for the entire regular season.
- If playing with 10 players, the 10th player shall remain on the outfield grass until the ball passes home plate or is put in play. Note: the four outfielder must be four across -NO SHORT FIELDERS
- **From the start of the season until May 14, players (kids) and coaches will alternate every other inning in regards to pitching. From May 14 onward, players will pitch the entire season. This is subject to VP discretion after May 14.**
- If a pitcher walks 5 batters in an inning, a coach will come in to pitch. The pitcher may be reinstated as a pitcher in subsequent innings.
- If a pitcher hits 3 batters in an inning, a coach will come in to pitch. The pitcher may not be reinstated as a pitcher in subsequent innings.
- When pitching, bases on balls (walks) will be awarded after 6 balls.

SOFTBALL INTERNATIONAL RULES – APPLIES ALL LEAGUES

- A continuous batting order will be utilized. **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**
- Every player shall play at least 3 defensive innings. (NCLL Rule – **applies to ALL leagues**)
 - **Note:** This does not apply to rain/weather shortened or mercy rule games.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule – **applies to ALL leagues**)
- There is a maximum of 5 runs scored per ½ inning.
 - **Note:** This rule does NOT apply in the 5th or 6th inning, extra innings or in any inning in the playoffs.
- A team shall play between 8 and 10 players on the field at all times. The 10th player shall remain on the outfield grass until the ball passes home plate or is put in play. (NCLL Rule – **applies to ALL leagues**)
 - **Note:** The four outfielders must be four across – **NO SHORT FIELDERS**
- On a base on balls, the runner **cannot** advance beyond first base. (NCLL Rule – **applies to ALL leagues**)
- Base Runners may advance only one (1) base after a pitch, at own risk, for a maximum of **four (4)** bases in an inning. However, stealing of home is allowed for a maximum of two (2) successful times per inning. 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 she is tagged out by a fielder, she is out. After the four 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 – **applies to ALL leagues**)
- Batters must keep one foot in the batter's box in between pitches. The first time (during each at bat) they completely step out of the batter's box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter's box, it will count as a strike against the batter (including 3rd strikes).
- Fake bunt/slash is **not** allowed. A player who squares and then pulls the bat back and then takes a swing will be an automatic OUT even if they don't make contact.
- Infield Fly rule will not be called.
- No dropped third strike.
- Circle rules are applicable.
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.

SOFTBALL MAJORS RULES – APPLIES TO ALL LEAGUES

- There is no time limit for the Majors Division when a game does not follow. When games follow, please see rule on page 2 of this document.
 - **Exception:** Park curfews are in effect and games must conclude as outlined on page 2 of this document or at the end of the game, whichever comes first.
 - **Exception:** Excludes playoffs except as noted on page 2.
- A continuous batting order will be utilized.
- Every player shall play at least 3 defensive innings. (NCLL Rule – **applies to ALL leagues**)
 - **Note:** This does not apply to rain/weather shortened or mercy rule games.
- No player shall sit out 2 consecutive defensive innings. (NCLL Rule – **applies to ALL leagues**)
- A team shall play with a minimum of 8 players on the field at all times. **Games may be started and played with eight players. There will no penalty / out when the 9th spot is at bat. During the playoffs, an out would be recorded for the 9th batter.**
- Batters may advance to second base after reaching first base on base on balls at their own risk. {LL Rule 7.05(i)}
- The maximum number of batters per inning shall be determined by the team with the most players.
 - **Example:** If the home team has 13 players and the visitors have 10 players, then the maximum number of batters for both teams in a single inning shall be 13) (NCLL Rule – **applies to ALL leagues**)
 - **Exception:** In the 6th inning of the game, extra innings or **playoffs** the offensive team shall continue to bat until the defensive team has recorded 3 outs. (NCLL Rule – **applies to ALL leagues**)
- Fake bunt/slash is **not** allowed. A player who squares and then pulls the bat back and then takes a swing will be an automatic OUT even if they don't make contact.
- Circle rules are applicable.
- **Dropped third strike is in effect for the duration of the season.**
- Batters must keep one foot in the batter's box in between pitches. The first time (during each at bat) they completely step out of the batter's box with both feet, they will receive a warning. The second time, and every subsequent time (during the same at bat) that the batter steps out of the batter's box, it will count as a strike against the batter (including 3rd strikes).
- A manager may verbally issue an intentional walk.
- Managers must forward game score and pitching records for both teams to the VP of the division no later than 24 hours after the completion of the game or before their next game, whichever comes first.
 - **Non-Compliance Penalty:** First time not sent, a warning will be issued to the Manager. On the Second occurrence (and any subsequent occurrences), the manager will be suspended.