

NORTHWEST LITTLE LEAGUE FIELD RULES for 2009

The Northwest Little League Rules are intended to enhance or clarify the rules as defined in the Little League Rule book. At no time will these rules supersede or override the rules stated in the Little League Rule book.

The rules referred here may conflict with inter-league rules. When a conflict occurs, the inter-league rules have precedence over these rules.

REGULATION: IV (a) **LL MAJOR BASEBALL & SOFTBALL**
9 year old will NOT be eligible for the Major Boys or Major Girls

REGULATION: III (c) **LL BASEBALL**
10 year old will be eligible for the Major, National and Texas league.
4 year old will be allowed to play Tee Ball.
6 year old who have played one year in T-ball may play in machine pitch with parental and player agent approval.
7 year old who have never played T-ball, or any other organized program, may apply to the Board of Directors to be assigned to a T-ball team

REGULATION: III (d) **ALL LEAGUES**
Any team losing a player(s) must notify their respective player agent within 24 hours of being notified that the player has quit.
Failure to play in 3 consecutive games is a justifiable reason to remove a player from a team. The manager must notify their respective player agent within 24 hours following the 3rd missed game, who will immediately inform the executive board for further action. Exception for replacing the player may be medical or emergency reasons that have been submitted to and approved by the Board of Directors, etc...

Major Programs – Released or Quit, a Player must be replaced within 3 days following the release, or when notified the player quit.

A Major Team losing a player in the last two weeks of their regular season DOES NOT HAVE TO REPLACE that player.

When a player misses more than seven calendar days of participation for an illness or injury, physician or other accredited medical provider must give written permission for a return to full baseball/softball activity.

REGULATION: IV (i) **LITTLE LEAGUE, JUNIOR & SENIOR MINORS
BASEBALL & SOFTBALL**
For minor Division Leagues not using Continuous batting Order, In addition to the substitution rules, stated in the Little League rule book, all subs must be in by the TOP of the third inning for all minor programs. Any player who was a sub in one game **MUST START** the next game. **IT IS STRONGLY RECOMMENDED THAT PLAYERS EXCEED THE MINIMUM PLAY REQUIREMENTS.**

**LITTLE LEAGUE, JUNIOR & SENIOR MAJOR
BASEBALL & SOFTBALL**
In addition to the substitution rules stated in the Little League rule book, all subs must be in by the TOP of the four inning for all major programs. Each player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least once per game. Any player who was a sub in one game **MUST START** the next game.

ALL PROGRAMS USING A CONTINUOUS BATTING ORDER
In addition to the continuous batting order rules, an effort must be made to play every player in the field for 9 defensive outs. No player will sit out back to back innings (consecutive innings).

MANAGERS ARE SUBJECT TO DISCIPLINARY ACTION BY THE EXECUTIVE BOARD FOR

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FAILURE TO PROPERLY PLAY ALL PLAYERS.

REGULATION: VIII (b)

LL MINOR LEAGUES

Any 10 year old player who refuses to go to the major league at anytime, draft or during the season, or does not participate and complete a tryout will be ineligible for the major league program during the remainder of the season AND will also be ineligible for the 9 & 10 year old tournament team.

The NWLL Board can vote to change the tryout requirements. For example: Tryouts cancelled because of weather – declaring all players eligible for the draft.

ALL LEAGUES DRAFTING PLAYERS

Any player who fails to participate and complete a tryout will be randomly placed on a team, if slots are still available, following assignment of players who participated in and completed at least 1 tryout. These Players, who fail to participate and complete a tryout, will be given least priority for assignment to and will be placed on a team through a blind draw.

REGULATION: VI

ALL LEAGUES WITH PITCHING

All teams will file a game report in the log kept in the operation center. Managers must record each pitcher, pitch count, and number of innings pitched, final score, players who were absent or did not play, any player who did not meet the mandatory play requirement and any problems during the game such as injuries. Any manager who fails to complete a game report is subject to suspension by the Executive Committee.

Keeping the Official Pitch Count:

The Home team is responsible for keeping the official pitch count. The pitch count should be kept on a form that can be easily read and verified. Visiting team should monitor the pitch count and check with the official keeping the pitch count each inning.

REGULATION: VIII & Rule 4.04

ALL MINOR LEAGUES

The Continuous Batting Order is mandatory for all Tee Ball and Minor League Divisions.

Any player arriving late shall be placed at the bottom of the batting order. If a player is unable to bat due to injury, illness or leaving early that position will be skipped with no penalty to the team. If a player is unable to continue, after starting a turn at bat, the next scheduled batter is inserted into the line up and will assume the injured batters ball and strike count. If a player who is unable to continue is a base runner, the player making the last out will take the place of the runner.

Teams using Continuous Batting Order cannot use a Courtesy Runner.

REGULATION: VIII & Rule 4.10

ALL LEAGUES

All games will be played with a time limit. Time limits and game procedures are as follows:

Time Limits by League:

T-ball - 60 minutes; no new batter after time has expired (finish batter at bat)

Texas & Machine Pitch – 90 minutes no new inning; complete inning started

National Baseball – 1 hr. 45 min. no new inning; complete inning started

LL Major Baseball & Softball - 1 hr. 45 min. no new inning; complete inning started

Junior Minor Baseball – 2 hours no new inning; complete inning started

Junior/Senior League Baseball & Softball: 2 hours no new inning; complete inning started

Time limits will begin at the scheduled start time or 10 minutes following conclusion of the previous game, which ever occurs last.

If a prior game finishes in within 10 minutes of the next games scheduled start time the teams finishing must pick up their equipment, clean the dugout and be out of there as rapidly as possible. The teams coming in will not be allowed to take any infield or outfield practice.

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TEAMS WILL HUSTLE ON AND OFF THE FIELD BETWEEN EACH HALF INNING.

REGULATION: VIII & Rule 4.16

ALL LEAGUES

Failure to play for lack of players: If a team does not have 9 players prepared to play within 15 minutes of a scheduled game (regular or make-up), and does not notify the player agent at least 24 hours in advance, then the game shall be a forfeit. If the player agent is notified at least 24 hours in advance, then the game shall be rescheduled, provided that when all the players with a valid excuse are considered excused, the team would NOT have had at least nine players at the start of the game. The Player Agents is responsible for verification of players excuse. A valid excuse will be for reasons such as religious, school, illness or other reasons considered acceptable by the Executive Committee. Any decision made by the Executive Committee concerning a forfeit shall be final unless appealed to the full board.

All teams below the Major level will not have to forfeit the game if there are enough players between both teams to play the game (the team short player(s) can borrow player(s) from the other team in order to play the game.

REGULATION: XIV(c) & Rule 4.04

ALL LEAGUES

2 Adult Base Coaches are allowed. A team may only have an adult base coach if there is at least on other adult manager or coach in the dugout.

Adult base coaches may only talk to members of their own team. All base coaches shall NOT leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.

Rule 1.11 (h)

JUNIOR & SENIOR BASEBALL

Shoes with metal spikes or cleats are permitted.

Rule 1.11 (k)

ALL LEAGUES

"Cast may not be worn during the game". A cast will be any hard covering or rigid support. An "ace" wrap is NOT considered a cast.

Rule 1.16

MINOR and LL BASEBALL & SOFTBALL

Helmets: in addition to the helmet rule defined by Little League, all players below the level of Junior League will use helmets with fastened chin straps and equipped with face mask during scheduled games.

Rule 2 Definition

ALL MINOR PROGRAMS

Inning - a teams 1/2 inning will end with 3 outs or when 5 runs are scored.

TBALL

Defensive Play – A team shall play its entire roster defensively with a maximum number of six infielders including the catcher. Infielders must remain at least 36 feet from home plate until the ball is hit.

Pitcher - No player can play the pitcher position more than one (1) inning per game.

Strike Out - will be permitted. It is a strike if a player swings and misses the ball, a foul ball or a ball not traveling at least 15 feet from home plate.

Rule 3.10 (b)

ALL LEAGUES

The umpire shall not call a game until at least 15 minutes after play has been suspended.

Rule 4.06

ALL LEAGUES

Extension of Rule - a player may be removed from the game for behavior detrimental to his team. If a player is removed the opposing manager should be informed. The player agent notified and a letter of explanation must be sent to the executive board within 24 hours.

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Rule 4.07 **ALL LEAGUES**
When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in the game. He or she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from the game is suspended for his or hers team's next physically played game.

Rule 4.10(e) **ALL LEAGUES**
Major, Junior & Senior Baseball & Softball will have NOT have a 10 run rule, but there will be a 6 run per half inning rule.

Rule 411 (e) **ALL LEAGUES**
A tie game at the end of regulation innings may continue until the tie is broken in accordance with rules 4.10 & 4.11 (c)(d) or until time has expired. All games called by a time limit will be considered a regulation game. Games that end in a tie will not be replayed and will count as 1/2 win and 1/2 loss.

Rule 6.09 (c) Games Played On Field 3 **ALL LEAGUES**
Home Run - fly ball going over the wall in fair territory.

ALL LEAGUES, ALL FIELDS

Home Run - a fly ball in fair territory that strikes a tree, while in flight.

Rule 7.05 (g) **ALL LEAGUES**
Two bases, NAVARRO FIELD, for a thrown ball that goes on top of the dugout. All fields a thrown ball that sticks under/behind the backstop tarp. (The base you are going to plus one)

Poss Road Fields

Field #1: The concrete area immediately outside the dugout steps will be considered an extension of the dugout and the manager and/or coaches are permitted in this area. A ball entering this area will be treated as a ball entering the dugout proper - a dead ball. No manager or coach is permitted in front of the dugout.

Field #2: The concrete area immediately outside the entrance to the dugout will be considered an extension of the dugout and the manager and/or coaches are permitted in this area. A ball entering this area will be treated as a ball entering the dugout proper - a dead ball. No manager or coach is permitted in front of the dugout.

Field #3: Manager and/or coach may stand in the area at the entrance to the dugout.

[Below - Have not yet been approved by the NWLL Board]

PLAYOFFS:

Tee Ball No Playoffs

Machine Pitch & Texas League

Single elimination Tournament. Seeding based on regular season standings.

Major Programs

Unless otherwise stated:

Leagues of 8 or more Teams will have a 4 team playoff

1 plays 4 and 2 play 3: (1 game) Winners play best of 3 game series

- or -

double elimination for all 4 teams

Leagues of less than 8 teams have a first half winner play second half winner.

If same team wins both halves they are declared winner – No Playoff

If different team wins a half - Playoff is 2 out 3.

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Exception:

Best overall Record - a team with the best overall record for the year, but did not win either half will be in the playoffs as a wildcard team.

In this case there will a one game playoff between one of the winners of a half and the team with the best overall record.

Determining who receives the bye and who plays in the one game playoff against the wildcard team:

- The winner of a half, who has the best record for the year against the winner of the other half, receives a bye. If head to head is equal, second tie breaker is the team that won their half with the greater winning percentage receives a bye.
- If still tied then a coin flip will decide who receives a bye.

The team NOT receiving the bye will be in a one game playoff against the wildcard team – winner of this game goes on to play a 2 out of 3 playoff against the team with a bye.

First half and Second half will be determined by the scheduled number of games and established prior to the start of first game for the season.

SPECIAL RULES for JUNIOR/SENIOR BASEBALL

PITCHING: Junior Minors pitch from 54' the entire season
Junior Majors pitch from 54' or 60'6" first half of the season
Junior Majors 60'6" the second half of the season.
Senior Majors & Minors 60'6" the entire season.
First half and Second half will be determined by the scheduled number of games.

[Above - Have not yet been approved by the NWLL Board]

PITCH COUNT OPTION

NWLL Has chosen to follow Little league Pitch Count Option 1 as stated below.

Option 1:

(d) Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 17-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 51 - 75 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 26 - 50 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

NOTE: A player may not pitch in consecutive games. *Exception* – League Age 16 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.

League Age 17-18 - A player may pitch in consecutive games if 50 or less pitches were delivered in the previous game.

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SPECIAL RULES for MACHINE PITCH LEAGUES

GAME MANAGEMENT: Each home team manager is responsible to insure a pitching machine is set up and operational at least 10 minutes prior to game time. Each home team manager is responsible for returning the machine to storage if they are the last scheduled game of the day. Any time, **AT THE UMPIRES DISCRETION**, the pitching machine can be adjusted to insure that it is passing thru the pre-designated strike zone.

A softball & a baseball Pitching Machine will be designated for league play.

*** When there are two umpires on the field for a machine pitch game, the umpire will feed the balls into the machine. If there is only one umpire then:
Each team will provide an adult to feed the balls into the machine when it is batting. Adults may only receive the ball from the opposing teams pitcher. The adult **MUST MAKE EVERY EFFORT** to be out of the way of the play, physically and visually. An umpire can make an interference call if they feel the adult did not get out of the way of the play. The adult who is feeding the machine may not coach his teams batters or runners at any time.

BATTERS: There will be no walks and no bunting. Each batter will receive a total of 5-pitched balls. A batter will be out for a) swinging at three strikes, b) failing to swing or make contact on the 5th pitch. A player who fouls a 5th pitch will receive an additional pitch **UNTIL** the batter misses the ball, fails to swing or puts the ball legally in play.

A batted ball that strikes the pitching machine or stops under the pitching machine – play will automatically stop (the ball is dead) and the batter will go to first base and all runners forced to advance will advance one base.

Batting order will be the entire Team Roster with the first and last name of the player. Copies of the Roster will be given to the scorekeeper and announcer 10 minutes prior to the start of the scheduled game time. A player coming late will be added to the end of the Roster for batting purposes.

DEFENSIVE POSITIONS: The pitchers must always stand with one foot on the dirt of the pitchers mound, even with the pitching rubber. The player **MAY NOT** leave this area until the ball is hit or reaches the batter. All teams may field 10 players defensively with a maximum of 6 players in the infield. The 4 outfielders must be positioned beyond the apron or the line that marks the apron on Davenport Field. If no line is marked on Davenport then the outfielders must be at least 15 feet from the base path.

*** No player may play the position of pitcher for more than 2 innings in a game. The innings do not have to be consecutive.

RUNNERS: No Stealing is allowed. A runner may go from first to second or second to third if a pass ball goes outside of the home/batter circle.

When the pitcher has possession of the ball in the vicinity of the pitchers mound all play will stop and runners must return to their base. Exception; a runner already moving to the next base prior to the pitcher taking possession may continue to the next base at their own risk. A runner that is stopped (closer to the previous acquired base) or going back to the previous acquired base must return to the previous acquired base.

For safety reasons a ball thrown by a defensive player that hits the pitching machine will stop play (the ball is dead), a runner already moving to the next base will be awarded that base.

Runner is only permitted to advance one base on an overthrow, unless a play is made on the runner advancing to that next base.

Texas League Softball; The inter-league committee will determine use of the pitching machine.

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**Pool Player Rules
Based on Little League Inc. – Guidelines**

A pool of players from existing regular season teams

Players will be assigned on a rotating basis to teams that are short players

Managers and/or Coaches will not have the right to randomly pick or choose players from the pool

Players used from pool will not be allowed to pitch, except during the player's own regular season

scheduled games

Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once

NWLL – Guidelines

Pool play will be for only Junior and Senior Baseball (Major and Minors) and Junior/Senior Softball

Minor Pool players can only be used in minor games

Major pool players can only be used in major games

Junior Boys pool players can only be used in Junior Boys games

Senior Boys pool players can only be used in Senior Boys games

Softball pool players only in softball games

Administrator(s) of the pool play will be appointed by the President and approved by the board. Administrator(s) will create and run the pool in accordance with the guidelines adopted by NWLL

Pool player(s) may not be used in the Playoffs

Managers/Coaches needing a pool player must request them 24 hours in advance, if not enough pool players are available the game may be rescheduled under NWLL rescheduling rules

The Administrator need not honor a request for a pool player when that request is made less than 24 hours prior to the game. However, if the Administrator can arrange a pool player(s) then the game may proceed; if not then the game will be considered for forfeiture under Little League Guidelines

Manager/Coach may only request a pool player(s) to fill a roster to 9 players and must give the name of the missing player(s). The missing player(s) name must also be entered in the game log book.

Pool players can only be requested when regular team players are excused for valid reasons in accordance with NWLL Ground Rules

A team must contribute a Pool player in order to use Pool Players. ***Minimum 1 – No Maximum***

Maximum number of pool players a team may use for a game is 2

A league with only 2 teams, ***CANNOT use pool player(s) if playing each other***

If Administrator becomes unavailable the ***Rules for rescheduling will be used***

When a pool player is called and a team has more than 9 players – the pool player(s) must start the game and play the required minimum. Once the pool player(s) has reached their

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required minimum that pool player will substituted out by the team member the pool player was called for.

POINTS OF EMPHASIS

1. Rule 4:15(6) a game may be forfeited by the umpire-in-chief to the opposing team when a team employs tactics designed to delay or shorten the game. This rule is being emphasized to remind managers and coaches to let the children decide the game and not manipulate time near the time limit or curfew.
2. Tobacco & Alcohol, in any form, is prohibited on the playing field, benches or dugout.
3. **Pitchers are allowed 8 warm up pitches and shall not consume more than one minute of time.**
4. Pitchers may only be warmed up by properly equipped players.
5. HOME TEAM occupies 1st base side and shall make sure the base lines and home plate area are marked before each game. Following the game they must rake the dirt areas of field ... bases, pitchers mound, home plate area.
Maintain the Official Pitch Count when applies.
Machine Pitch - responsible for setting up and taking down and putting away the pitching machine.

**Before Turning OFF Machine - Set the Speed to ZERO.
This will keep the rheostats from burning out.**

VISITING TEAM occupies 3rd base side and shall furnish an ADULT scorekeeper and announcer

6. For Major League and below, Managers are asked to make sure used in the game meet Little League safety standards and are equipped with chin straps and face guards
7. Ice and cups WILL NOT BE provided by the league (concession stand).
8. During inclement weather the Managers are responsible to know if games are to be played by coming to, or contacting the field. Due to limited field space decisions on cancellations will be made at the latest possible time. An attempt will be made to reschedule all games rained out at the first available opening.

The team managers shall be responsible for checking the rainout schedule and notifying their teams as to the status of their make-up game(s).

A Canceled game CANNOT be rescheduled for play within 24 hours, after being canceled, without the agreement of both managers.

9. **Teams are not allowed to practice on the fields. Exception: teams may practice on the field if their game is forfeited.**
10. No one except eligible players in uniform, a manager and not more than two coaches shall occupy the bench or dugout. Batboys and batgirls are NOT permitted.
11. **No team below the Junior/Senior League Level will be allowed to practice on Sunday. It is strongly suggested that no team practice more than 3 times per week.**

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- 12. All teams Majors and below are not permitted to practice on Sunday. All teams Majors and below are limited to a total of 4 (practices plus games) in calendar week. These limitations are for the regular season only and not during tournament play.**

BE COURTEOUS - WHEN YOUR GAME IS COMPLETED. GATHER YOUR EQUIPMENT, CLEAN THE DUG OUT, LEAVE AS QUICKLY AS POSSIBLE TO ALLOW THE NEXT TEAM INTO THE DUGOUT SO THEY CAN START THEIR GAME ON TIME.