

## NSLL Rules for all Little League Divisions

1. All games are 6 innings or 2 hrs in length **maximum**. No inning will begin after 1 hr and 45 minutes from scheduled start time, unless the games starts late due to umpires arriving late or weather delay, then it will be 2 hrs from **the actual** start time. Game must end at 2 hrs.
2. An adult (**over 21**) must be in the Dugout at all times. If both Coaches want to coach 1<sup>st</sup> and 3<sup>rd</sup> then a parent volunteer must be in the dugout. If a parent volunteer is not available then a coach must stay in the dugout with the players.
3. All Coaches must wear their **ID Badge** when coaching their team on or off the complex.
4. Parent Volunteers are not allowed to Coach the bases or be on the field. Only 1 Parent Volunteer is active and allowed in the Dugout during a game.
5. **Catchers must wear the catchers' helmet with facemask when doing both Pitchers warm-up and infield warm-ups.** Also all male catchers must have a throat guard, groin flap and cup, non-male players are not required to wear a cup.
6. There is **no swinging of bats** anywhere on the complex except when **“at Bat”** during a game or if **in the batting cages**. No batting practice is permitted on any field within 30 minutes of game time. This includes use of ‘hit sticks’.
7. Approved bat list will be posted at the Concession stand. NSLL will perform spot checks throughout the season in all Divisions. Coaches will ultimately be responsible for checking of bats. If an umpire and/or NSLL official perform a pre-game dugout check, and/or a banned bat is found to be in play during the course of the game, the bat will be removed from play and removed from the dugout/field area. A Team warning will be given. If no banned bats are found during a pre-game dugout check this is also considered a Team warning. **Following a Team warning, if a banned bat is found to be used during the course of play, the bat will be removed from the field and both the player and manager will be suspended for the remainder of the current game and the next played game.**
8. No one except a team player, properly equipped is permitted to warm-up pitchers at any time on or off the complex.
9. **“Home” team is responsible for set up and removal of bases and pitching machines, all coaches (home and visitors) are responsible for getting the field into playable shape. Plan ahead; if it has been a rainy day arrive early!**
10. **If both coaches are unavailable to coach a game 1 Parent Volunteer is allowed to manage the team and be on the field, and 1 Parent Volunteer will remain in the dugout, with permission from either the Division Player Agent or Field Duty Supervisor. If 1 coach is present, only 1 Parent Volunteer may be used and they must be in the dugout only!**

## **Majors Rules**

- 1. No Parent Volunteers are allowed on the Field.  
(See Rule #9 in League Rules.)**
- 2. 9 players on Defense.**
- 3. Up to 10 players are allowed to bat, if EH is used you must be able to fill all ten slots throughout the game. If unable, an out will be recorded each time the empty slot comes to bat. The EH must meet minimum play requirements and is subject to rule 5. The EH is tied to the player he subs for in the field.**
- 4. Once the Umpire says Play Ball your lineup is set, meaning if you don't start the game with an EH you can not add one later, even if Home team has not batted yet.**
- 5. Subs must have 6 Consecutive Outs in the field and a complete at Bat before the player they subbed for can reenter. After minimum play requirements have been met free substitution is allowed. Players are tied together in the batting order.**
- 6. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.**
- 7. All Bats must comply with LL rule 1.10.** Coaches will ultimately be responsible for checking of bats. If an umpire or NSLL official perform a pre-game dugout check, and/or a banned bat is found to be in play during the course of the game, the bat will be removed from play and removed from the dugout/field area. A Team warning will be given. If no banned bats are found during a pre-game dugout check this is also considered a Team warning. **Following a Team warning, if a banned bat is found to be used during the course of play, the bat will be removed from the field and both the player and manager will be suspended for the remainder of the current game and the next played game.**
- 8. Bunting is allowed.**
- 9. Infield Fly rule is in effect.**
- 10. No Leading.**
- 11. No Limit on Steals.**
- 12. Leaving a base early has penalties and affects all runners.  
See Rule 7.13**
- 13. Pitchers are allowed 85 pitches per game.  
Pitching Rest is as follows:**
  - a. If a pitcher pitches 66 or more pitches in a day, 4 days rest.**
  - b. If a pitcher throws 51 – 65 pitches in a day, 3 days rest.**
  - c. If a pitcher throws 36 – 50 pitches in a day, 2 days rest.**
  - d. If a pitcher throws 21 – 35 pitches in a day, 1 day rest.**
  - e. If a pitcher throws 1 – 20 pitches in a day, no days rest.**
- 14. A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who has caught 4 or more innings in a game is prohibited from pitching in that game.**
- 15. Pitch counts must be checked after each half inning, if there is a discrepancy the Home Teams number will be the final say. Warm up pitches do not count towards the pitch count.**
- 16. Intentional Walks – Before delivering a pitch if a Manager or Pitcher can request to intentionally walk the batter without throwing a pitch.**

**However 4 pitches will be added to the pitch count. The batter then advances to 1st base. You are limited to ONE Intentional Walk, per batter, per game. After this is done both teams must compare the pitch count.**

**17. Third visit in an inning and fourth in a game to same pitcher, you must replace the pitcher. A coach may go to the mound and include all infielders.**

**18. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.**