

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 1st and 3rd 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. Each team may have up to 2 Parent Volunteers to help their team and the Parent Volunteers must have their **ID Badge** with the **red lanyard** on when in the Dugout. 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!

Softball Majors

1. No Parent Volunteers are allowed on the Field.
(See Rule #9 in League Rules.)
2. 10 players are allowed on Defense.
3. 10 players are allowed to bat.
4. **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.**
5. 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.
6. Infield Fly rule is in effect.
7. **Intentional Walks – Before delivering a pitch if a Manager or Pitcher can request to intentionally walk the batter without throwing a pitch.** The batter then advances to 1st base. **You are limited to ONE Intentional Walk, per batter, per game.**
8. If a pitcher intentionally rolls a ball to a batter to intentionally walk them, the 1st ball is a ball, the 2nd ball gets the pitcher and Manager a warning, and the 3rd ball gets the Pitcher and acting Manager Ejected followed by a 1game suspension.
9. **The Pitcher’s Glove must shall be one solid color other than White, Gray, or Optic Yellow, or if Multi-Colored, White, Gray, or Optic Yellow shall not be included in the colors. A Glove that is judged to be distractive is illegal.**
10. 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.

11. A Pitchers maximum innings per game is 9, per week is 18.

12. 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.

13. When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled. If the pitcher has possession of the ball within the pitcher's circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately attempt to advance or return to base. If they don't they are out. This is an Umpire Judgment!

14. The pitching rubber is 40ft. from home plate.

15. Maximum of 5 pitchers per game.

16. A coach may go to the mound and include all infielders.

17. Leaving a base prior to the ball being released by the pitcher, the runner is out.

18. If a batter holds the bat in the strike zone upon delivery of a pitch, even if they do not offer at the ball, it will be called a strike. They must withdraw the bat backwards and away from the ball.

19. Batter may advance after a called 3rd strike if the pitch is not caught by the catcher if a. 1st base is unoccupied or b. 1st base is occupied with 2 outs.

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