# POINTS OF EMPHASIS

- 1. All managers and coaches are required to have passed a Background Check administered by Northwest Little League and be a certified coach with the NWLL Coaching Clinic prior to participating in any team practice or game. All volunteers are required to have passed a Background Check administered by Northwest Little League prior to participating in any team practice or game.
- 2. Only eligible players in uniform, a manager and no more than 2 coaches are allowed on the playing field, including the dugout, during a game. Each of those managers or coaches must wear visible proof of their current NWLL Coaching Certification at all times, otherwise they will not be allowed on the playing field including the dugout. **Exception:** In the T-ball Division two additional, background-checked volunteers are allowed to help in the dugout during games. Batboys and batgirls are NOT permitted.
- 3. 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.
- 4. Tobacco, including e cigarettes and vapor is prohibited on the playing field, benches or dugout, excluding the parking lots.
  Alcohol in any form is not allowed on the premises
- **5**. Any player who has been injured in a practice or game that required professional medical attention **MUST** provide documentation from the doctor granting a **FULL** release before participating in any further practices or games.
- 6. Pitchers are allowed 8 warm up pitches and shall not consume more than one minute of time. Managers or Coaches are not allowed to be on the field of play when the pitcher is warming up.
- 7. Pitchers may only be warmed up by properly equipped players. The catcher, when warming up a pitcher before a game, must be in full catcher's gear. When warming up a pitcher between innings, the catcher must wear a mask. For boys, a protective cup must be worn.
- 8. HOME TEAM occupies 1st base side. Following the game they must rake the dirt areas of field bases, pitcher's mound, and home plate area.

  Maintain the Official Pitch Count (if applicable). The pitch count must be announced after each half inning.

  Machine Pitch responsible for setting up, taking down and putting away the pitching unit.
- 9. VISITING TEAM occupies 3rd base side and shall furnish an ADULT scorekeeper and announcer in the score booth. The game will not start until an ADULT scorekeeper and announcer are in place.
- 10. No on-deck batters are allowed outside of the dugout. Intermediate, Junior, and Senior baseball and softball on-deck batters are allowed. The on-deck batters must be at the back of the batter.
- 11. During inclement weather, the Managers are responsible to know if games are to be played by coming to the field, or contacting their respective player agent, or checking the website. 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. Managers and Coaches are encouraged to prepare the fields for play following inclement weather.
- **12**. The team managers are responsible for checking the rainout schedule and notifying their teams as to the status of their make-up game(s).
- 13. Teams are not allowed to practice on the fields. Exception: teams may practice on the field if their game is forfeited.

- **14**. 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.
- 15. Each team must remove all trash from within and around dugouts at the completion of every game.
- 16. If your team is scheduled for Concession or Operations duty and the required amount of volunteers from the assigned team are not available, the game will be suspended until the required amount of volunteers are present to man the Concession Stand or Operations. The manager of a team that fails to perform their Operations or Concession Duty may be suspended a minimum of one game.
- 17. A representative from each team must attend the Monthly General Board Meeting. Failure to attend will result in Manager being suspended for next game starting after manager selection.
- 18. Authorized Color of Game Pants: Gray, Black or White pants ONLY. No piping.

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.

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: III (c)

LL BASEBALL

10 year olds will be eligible for the Major & AAA Minor League.

Boys

Ages	Division
4, 5, 6	T-Ball
7, 8	Machine Pitch
9, 10, 11	AAA Minor
10, 11, 12	Major
12, 13	Intermediate
13, 14	Junior
14,15, 16	Senior

Girls

4, 5, 6       T-Ball         7, 8       Coach Pitch         9, 10, 11       AA Minor         10, 11, 12       Major         13, 14       Junior         14,15, 16       Senior	Ages	Division
9, 10, 11 AA Minor 10, 11, 12 Major 13, 14 Junior	4, 5, 6	T-Ball
10, 11, 12 Major 13, 14 Junior	7, 8	Coach Pitch
13, 14 Junior	9, 10, 11	AA Minor
	10, 11, 12	Major
14,15, 16 Senior	13, 14	Junior
	14,15, 16	Senior
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AAA Minor Division will not play with the dropped third strike. When possible the girl's teams will mirror the age of the boy's teams, however, Little League allows flexibility in more the age make of the girls and the make-up of the girls program is dependent on actual registration number and inter-league agreements.

### REGULATION: IV LITTLE LI

### 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 third inning for all major programs. Each player on a team roster will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least once per game (based on a 6-inning game). Any player who was a sub in one game MUST START the next game.

### REGULATION: IV (a)

### LL MAJOR BASEBALL& SOFTBALL

Major Boys, 9 year olds are NOT eligible.

Major Girls, 9 year olds are eligible on an individual basis with NWLL Board Approval.

### REGULATION: VI

### ALL LEAGUES EXCEPT FOR TBALL

All teams will file a game report in the log kept in the operation center. Managers must record each pitcher, and pitch count. Also final score, players who were absent, did not play, did not start, or 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 or removal by the Executive Committee. Managers must present their completed line up card to the Home Plate Umpire at the plate meeting at the start of the game.

## 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. Each manager must sign the official pitch log at the conclusion of each game. The pitch count will be announced after each half inning.

The Visiting Team Manager must report their score and the Home Team must report the pitch count (if applicable) electronically, to scoring official (website), after each game. If the score and pitch count is not reported, the, pitcher(s) (if applicable) may become ineligible to pitch. Each manager must sign the scorebook at conclusion of each game.

### ALL MINOR 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 six (6) defensive outs. No player will sit out back to back innings (consecutive innings).

MANAGERS ARE SUBJECT TO DISCIPLINARY ACTION BY THE PRESIDENT OR EXECUTIVE BOARD FOR FAILURE TO PROPERLY PLAY ALL PLAYERS per Regulation IV(i) in the Little League Rule Book.

### REGULATION: VIII (b)

### LL MINOR BASEBALL and SOFTBALL LEAGUES

Any 10 or 11 year-old player who does not participate and complete at least 1 tryout will be ineligible for the major league program during the remainder of the season; unless the player has a valid reason for missing tryouts that is approved by the NWLL Regular Board of Directors (late move in, medically unable). Parent is required to present reason to the Executive Board.

Any 10, 11, or 12 year old may request, at registration, to NOT play in the Major Program. An accepted request means that player will be ineligible for the major league program during the remainder of the season.

If any 10, 11, or 12 year old has NOT made a request to NOT play in the Major Program and is drafted by a Major team and refuses to go to that Major team, player will be ineligible for the major league program during the remainder of the season and will be ineligible for any All-Stars division.

### 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.

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

### REGULATION: 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 lineup 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.

Major teams will NOT use the Continuous Batting Order.

### **TEN RUN RULE**

There are no 10 run rules for Little League Divisions and below. Intermediate, Junior and Senior Division will be in effect after 5<sup>th</sup> inning.

### HALF-INNING RUN RULE

All minor teams below Major Division will use the 5 run per half inning rule mandated by Little League for the entire game.

#### TIME LIMITS

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

Program	Innings	Time Limit	Additional Information
T-Ball (Boys and Girls)	N/A	1 hour	No new batter after time has expired (finish batter at bat)
Machine/Coach Pitch (Baseball/Softball)	6	90 minutes	No new inning after 80 minutes. Drop dead at 90 minutes, finish batter.
AAA Minor (Baseball)	6	1 hr, 45 minutes	No new inning after 1 hour, 35 minutes, Drop dead at 1 hour, 45 minutes, finish batter.
Major (Baseball/Softball)	6	1 hr, 45 minutes	No new inning after 1 hour, 35 minutes, finish inning
Intermediate	7	2 hours	No new inning after 1 hour, 50 minutes, finish inning
Junior (Baseball/Softball)	7	2 hours	No new inning after 1 hour, 50 minutes, finish inning
Senior (Baseball/Softball)	7	2 hours	No new inning after 1 hour, 50 minutes, finish inning

Teams will not be allowed to take the field more than 30 minutes prior their respective game time. Teams must be accompanied by a NWLL certified coach.

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

If a prior game finishes within 10 minutes of the next game 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.

Lineups must be turned in to the official scorekeeper 10 minutes prior to start of game. All Major Divisions to include Intermediate Division must provide an official copy of lineup to the Head Umpire. All substitutions will need to be made thru the Head Umpire. At the completion of the game, the official lineup card will be signed by the Head Umpire and placed with the Official Scorebook. Managers must list all players even if absent.

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

NO ON-DECK BATTER OR FIRST BATTER UP FOR ALL DIVISIONS 12 and Under.

THERE WILL BE NO FORFEITS IN THE MINOR DIVISIONS. INSTEAD, A SCRIMMAGE GAME WILL TAKE PLACE WITH THE SCHEDULED UMPIRES. THE TEAM OR TEAMS THAT FAILS TO MEET THE CRITERIA OF REGULATION: Rule 4.16 WILL BE AWARDED A LOSS.

### REGULATION: Rule 4.16

### Major Divisions

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 are 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.

Rule 1.16

MINOR and LL BASEBALL & SOFTBALL

**Helmets**: IN ADDITION to the helmet rule defined by Little League ALL players, Baseball and Softball, will use helmets equipped with facemask during practices and games. Little league issued helmets are issued with facemasks. The facemasks must NOT be removed. **Exception:** Majors and above, the facemask is optional. If a chinstrap is attached, it must be worn as intended. If a player goes up to bat without a league approved helmet they will immediately be sent back to the dugout to put on a league approved helmet before being allowed to bat. In a game, if a batter approaches the plate without the proper helmet the penalties are as such. The 1<sup>st</sup> infraction will yield a warning. The 2<sup>nd</sup> infraction will yield an automatic out. The 3<sup>rd</sup> infraction, the Manager is ejected. In Softball, **all infielders** will wear a fielding mask.

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.

Rule 4.07

ALL LEAGUES

When a manager, coach, player, or spectator is ejected by an umpire from a game, he or she shall leave the game site immediately and take no further part in the game. The game site is defined as the property owned or leased by Northwest Little League of San Antonio. Any manager, coach, player, or spectator ejected from the game is suspended for his or her team's next physically played game within the division ejected.

Rule 4.11 (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. If inning is not completed, score will revert to last completed inning.

Rule 6.02(c)

**ALL LEAGUES** 

Batter must keep one foot in the batter's box during their at-bat.

Rule 6.08(a)(2)

BASEBALL (Major & Minor Divisions Only)

Prior to pitch being thrown, the defense elect to "Intentionally Walk" the batter by announcing such decision to the plate umpire. The ball is dead and no other runners may advance unless forced by the batter's award. Four (4) pitches will be added to the pitch count.

Rule 6.09 (d) Games Played On Field 3 (Davenport)

**ALL LEAGUES** 

Home Run is a fly ball going over the wall in fair territory.

ALL LEAGUES, ALL FIELDS

Home Run is 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

All Fields: All equipment must be stored in the dugout or outside of the field. Gates next to the dugout must be closed.

**Field #1 (Navarro):** 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.

**Field #2 (Manwaring):** 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.

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

WITH THE EXCEPTION OF TEE-BALL, COACHES MAY NOT BE ON THE FIELD OF PLAY IN BETWEEN INNINGS.

### Rule 9.01(d)

The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgement of the umpire, this behavior is occurring, both the player and manager may be ejected from the game.

### BASEBALL PITCHING DISTANCES/BASE PATHS:

Majors and Below (Baseball) – 46' pitching distance (60 foot base path) the entire season. Intermediate – 50' (70 foot base path) the entire season. Junior, Major & Minor – 54' (80 foot base path) the first half of season. Second half (60'6" (90 foot base path) Senior, Major & Minor - 60'6" (90 foot base path) the entire season.

## PLAYOFFS (if schedule permits):

### Machine/Coach, Minor/Major/Intermediate, and Junior Leagues

Playoff will consist of 1<sup>st</sup> half vs. 2<sup>nd</sup> half winner. The winner will advance to the city tournament.

End of season tournaments may be considered depending on schedule and willing participants. Any end of season tournament will have no bearing on which team moves on to the city tournament.

# SPECIAL RULES for T-BALL

- Defensive Play A team shall play its entire roster defensively with a maximum number of six infielders including the catcher (if used). Infielders must remain behind the pitcher's mound. All defensive players must stay behind the pitcher's mound. No more than 5 players inside the baseline (6 if using catcher). Outfielders must be at least 10 feet behind baseline. There will be no catchers position. Catchers gear will not be issued.
- 2. 5 runs or three outs will end the offensive inning.
- Pitcher No player can play the pitcher position more than one (1) inning per game.
- 4. Batter may advance until ball comes into infield.
- 5. Player out at any base will go back into respective dugout.
- No more than 3 league approved coaches on field (defense). Coaches must remain behind first and third
  base in foul territory. One coach will stand behind pitcher. When ball is returned to coach at pitcher's
  mound, play stops. Coaches MAY NOT interfere with any batted ball.
- 7. No more than 2 league approved coaches/volunteers are permitted in the dugout
- 8. If Coach at pitching mound hit by batted ball, batter will be granted first base.
- 9. Players can advance only one base for over throws.
- 10. If a player doesn't get to bat in a game. That player must be the lead-off batter in the next game.
- 11. There are no strikeouts in T-Ball.
- 12. A throwing attempt must be made to record an out at a base unless the player is within five feet of the base.

### SPECIAL RULES for MACHINE PITCH LEAGUES

### 1. GAME DURATIONS

- A. All games will be played within the time limits defined as follows. Start time is the schedule game time for first game of the day.
- B. The time limit is: 90 minutes. No new inning after 80 minutes and drop-dead at 90 minutes; finish batter. If unable to complete inning, score will revert to previous inning.
- C. All Machine Pitch games called due to time limits shall be considered regulation games, regardless of the number of innings played.

### 2. GAME CURFEWS

No new inning shall start after 10:00 P.M.

### 3. MANDATORY PLAY

No player will sit on the bench for more than one (1) inning while on defense. Exception: Players listed as absent and/or sick are exempt from mandatory play.

### 4. BATTING ORDERS

All games will play with a continuous batting order. (Rule 5.07) Each team shall present the score keeper with a line up sheet which lists ALL players, their numbers and position and all substitutes and all players sick and/or absent.

# MACHINE PITCH—pitching distance is 46 feet, 40 mph.

A. No walks will be issued in Machine Pitch. A batter will be out for swinging at three strikes. failing to swing or make contact on the 5<sup>th</sup> pitch. A player who fouls a 5<sup>th</sup> pitch will receive an additional pitch UNTIL the batter misses the ball, fails to swing or puts the ball legally in play. The ball does not have to go outside the circle to be legally in play. The side will retire when three (3) outs occur, when five (5) runs have scored or when every player has had a turn at bat; whichever happens first.

B. Runner or runners may advance one (1) base (at their own risk) on an overthrown ball that remains in play, but not more than one (1) base per batted ball sequence.

C. A batted ball that strikes the pitching machine will be ruled a "dead ball." The batter will proceed to 1st base and base runners will advance to the next base, if forced by the batter going to 1st base.

D. Base stealing is permitted on passed balls that leave the dirt area at home plate. NO bunting

in Machine Pitch. Player cannot leave base until ball crosses the plate.

E. Teams are allowed up to four (4) adults (one (1) manager, two (2) adult base coaches and a pitching coach) in the dugout during a game. NOTE: The pitching coach only delivers the pitched ball to the batters. He/she may NOT communicate in any way to or coach any player on offense before, during or after a pitch or play. The Pitching Coach must not place the ball in the pitching machine if a batter is in an unsafe position at home plate. The pitching coach shall kneel away from play and make every effort to not interfere. If thrown ball hits pitching coach, player is out; subject to umpire discretion. Manager is not allowed to be the pitching coach. Violation may result in being moved to another base coach.

F. A player may only play the position of pitcher for 2 innings of a game.

### 6. GENERAL GROUND RULES FOR MACHINE PITCH

A. Before the game, the Umpires and both Teams Managers will meet to accept the settings on the pitching machine. NOTE: At any time, if both managers agree or at the Umpires discretion, the pitching machine may be adjusted to ensure the ball is passing through the strike zone. Coaches are NOT allowed to adjust pitching machine. If adjustment is made without umpire approval, pitching coach is warned, if happens again will be ejected from game. Machine shall only be adjusted at top of inning or if required due to safety of players.

B. NO Infield Fly Rule.

- C. All teams may use two (2) adult base coaches while on offense; however, there must also be an adult coach or manager in the dugout at all times. (Rule 4.05-NOTE) Coaches should NOT touch players.
- D. Outfielders shall be stationed in the outfield grass prior to ball being batted. (NOTE: Teams will be permitted to place an additional player in the outfield—this will give the teams 10 players on the field and assist in mandatory play.)
  - E. Catcher may use fielder's glove instead of catchers' mitt.
  - F. Teams are responsible for cleaning their respective dugouts.
- G. Home team is responsible for raking all dirt areas after game. Home team is responsible for getting pitching machine prior to game and also putting back after game. Visitors will provide an adult volunteer to score keep and announce the game and must be in scorebox and have official scorebook.
- H. It is the scorekeeper's responsibility to take the scorebook to the Managers and Umpire(s) following the game to get required signatures.
- I. Managers will use lineup cards listing every player assigned to that team and during the game; all substitutions shall be made through the Plate Umpire.
- J. Official Scorebook MUST be signed by BOTH team Managers (Coach acceptable in lieu of Manager) and the Umpire(s). Failure to sign shall not affect the outcome of a game.
- K. Home Team will occupy the first base dugout, while the Visiting Team will occupy the third base dugout.
  - L. Player playing pitcher is the ONLY player required to play behind pitching machine.
- M. Any pitched ball that bounces before or on the plate and the player doesn't swing, it does not go against pitch count.

# Pool Player Rules for Intermediate, Junior and Senior Divisions ONLY Based on Little League Inc. – Guidelines

A pool of players will consist 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 or catch, 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 six 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 of Directors.

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 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: 4

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

Pool play will be allowed during interleague play for softball in majors and above.