POINTS OF EMPHASIS

- 1. All managers and coaches are required to have passed a Background Check administered by Northwest Little League, complete the Abuse Awareness Training, and complete the Diamond Leader Program training to be eligible to be an All-Star Manger. 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. **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. A list of all approved managers and coaches will be maintained and secured in the operations room. (Softball Only If no female manager/coach on a team, the manager will designate and identify one female parent in attendance to assist in a case of an injury to a player or an emergency).
- **3**. 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. Incident report form must be completed for any injuries sustained during a NWLL sanctioned game or practice, form must be provided to the Safety Officer in person or via e-mail as soon as practicable.
- **6**. Pitchers are allowed 8 warm up pitches and shall not consume more than one minute of time.
- 7. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen. The catcher, when warming up a pitcher before and during a game, must be in full catcher's gear. Any player warming up a pitcher between innings, must wear a catchers mask. For boys, a protective cup must be worn.
- **8. HOME TEAM** occupies 1st base side and hall furnish an individual age 14 or older to act as the scorekeeper and announcer in the score booth. Maintain the Official Pitch Count (if applicable). The pitch count must be announced after each half inning.

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Machine Pitch - responsible for setting up, taking down and putting away the pitching unit.

- **9. VISITING TEAM** occupies 3rd base side and Following the game they must rake the dirt areas of field bases, pitcher's mound, and home plate area. The game will not start until these individual(s) acting as the 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.
- 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. The team managers are responsible for checking the rainout schedule and notifying their teams as to the status of their makeup game(s).
- 12. Teams are allowed to practice on the fields during scheduled game times if the game is forfeited. No games (scrimmage or scheduled) will be played without an official umpire.
- **13**. All divisions Majors and below are NOT permitted to practice on Sunday. All divisions Majors and below are limited to a TOTAL of 4 NWLL activities (practices and games) in calendar week. These limitations are for the regular season only and not during tournament play.
- 14. Each team must remove all trash from within and around dugouts at the completion of every game.
- 15. If your team is scheduled for Concession 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. The manager of a team that fails to perform their Operations or Concession Duty may be suspended a minimum of one game.
- 16. Authorized Color of Game Pants: Any solid-colored pant. Pin-striping or pipping is not allowed.
- 17. If all teams complete their designated responsibilities (i.e. concession duties, provide announcers, scorekeepers, and pitch counter the NWLL Board will reimburse each team an amount totaling \$50 (receipt must be provided as proof of expense incurred) to the manager/coach/team parent at the end of the regular season.

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

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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.

League Age Determination:

Your player's league age is determined by the Little League Baseball® and Little League Softball® Age Charts. The dates for baseball and softball are different, but each determines the division in which your Little Leaguer will play this season. The Age Determination Date for a Little League Baseball player is the actual age of a child on August 31 of the current year. The Age Determination Date for a Little League Softball player is the actual age of a child on December 31 of the previous year.

League Age for 2024 Season:

Baseball -8/31/2024 (actual age of child on or before this date) Softball -12/31/2023 (actual age on or before this date)

LL BASEBALL

10 year old's will be eligible for the Major & AAA Minor League. AAA Minor Division will not play with the dropped third strike.

В	0	y	S

Ages	Division
4, 5, 6	T-Ball
7, 8	Machine Pitch
9, 10, 11	AAA Minor
9, 10, 11, 12	Major
12, 13	Intermediate (50/70)
13, 14	Junior
14,15, 16	Senior

Girls

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

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When possible the girl's teams will mirror the age of the boy's teams, however, Little League allows flexibility in more the age of the girls and the make-up of the girls program is dependent on actual registration number and inter-league agreements.

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.

LL MAJOR BASEBALL& SOFTBALL

Major Boys and Girls 9 year old's are eligible to play in major division individual basis but must be evaluated and approved by NWLL Board.

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.

MANAGERS ARE SUBJECT TO DISCIPLINARY ACTION BY THE PRESIDENT OR EXECUTIVE BOARD FOR FAILURE TO PROPERLY PLAY ALL PLAYERS.

LL MINOR BASEBALL and SOFTBALL LEAGUES

Any player who does not participate and complete at least 1 evaluation will lose their returning player status, will be placed in the open draft, and is eligible to be drafted by any team in their respective division or above. Participation in evaluations can be waived if a player has a valid reason for missing that is approved by the NWLL BOD (i.e. late move in, medically unable); the parent is required to present reason to the BOD.

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

Any 12 year old player must have a approved waiver to play in minor division

Any Minor Player is subject to selection by draft by any Little League (Majors) team of the local league. Refusal of a Minor player to comply with being drafted by a Little League (Majors) team, shall result in forfeiture of further eligibility in the Little League (Majors) Division for the current season.

ALL LEAGUES – PLAYER EVALUATIONS

Any player candidate failing to attend at least one of the spring evaluation/tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors - LL Regulation IV(f).

Late registrant players who fail to participate and complete 1 evaluation will be randomly placed on a team, if slots are still available, following assignment of players who participated in and completed at least 1 evaluation. These Players, who fail to participate and complete an evaluation, 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 evaluations requirements. For example: Evaluations Tryouts cancelled because of weather – declaring all players eligible for the draft.

ALL LEAGUES - DRAFTING PLAYERS

Drafting Plan

NWLL will use the Plan B as listed in the Little League Approved Draft Methods.

Drafting Teams

All returning players in the All division except T-BALL, will return to the previous Spring rostered team, the remaining players will follow the Plan B Draft Plan.

Parents can request to have their player to return to the draft in any division except T-BALL, this will remove the returning player status and the player will be not be listed as available to be drafted in round one of the draft. The player will be eligible to be drafted by any team beginning in round 2.

This draft takes place in two separate parts.

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First part includes those players who are returning from the spring divisions except T-BALL in the same division, AND; have registered for the current season

Second part of the draft includes:

All players who are eligible for selection and have attended the required number of player evaluations.

This first draft of returning players must be completed before the second part of the draft, and all returning players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice.

The draft rotation follows the reverse order of finish from the previous season, with the last place team's manager receiving the first pick. For example, in a four-team league, the team that finished last in the previous season would get the 1st, 8th, 9th, and 16th picks through the first four rounds.

Draft Participants

During the draft for all divisions except T-BALL, only the following individuals will be allowed to participate in the drafting process: Board Approved Divisional Managers, Vice President baseball, Vice President Softball, League President, Registration Committee Chair or their designee, and Coaching Coordinator or Safety Officer.

No other individual (s) including coaches or team parents will be allowed to participate in the draft.

Player Trades

The President, VP Baseball and/or VP Softball will discuss all proposed trades of players, the President has final say of trade approval. If the trade is controversial, the President will present the proposed trade to the Board of Directors for a vote and final approval or denial.

ALL LEAGUES PLAYING GAME RULES

The Continuous Batting Order is mandatory for all Tee Ball, Coach/Machine Pitch, Minor, Major, 50/70, and Junior League Divisions – This rule does not apply to the Senior Division. 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

In addition to the continuous batting order rules, an effort must be made to play every player in

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the field for six (6) defensive outs. <u>No player will sit out back to back innings (consecutive innings)</u>. Teams using Continuous Batting Order CANNOT use a Courtesy Runner.

RUN RULE

15 run rule is in effect in for Baseball and Softball Major, 50/70, Junior, and Senior Divisions. 15 after 3 innings, 10 after 4 innings, and 8 or more runs after five innings, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

HALF-INNING RUN RULE

All minor and below divisions will use the 5 run per half inning rule.

TIME LIMITS

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

Program	Inning s	Time Limit	Additional Information	Runs Per Half Inning
T-Ball (Boys and Girls)	N/A	50 minutes	Drop dead at 50 minutes, finish batter.	5 Runs Per Half Inning
Machine/Coach Pitch (Baseball/ Softball)	6	1 hr 15 minutes	Drop dead at 1 hour 15 minutes, finish batter.	5 Runs Per Half Inning
AAA Minor (Baseball)	6	1 hr, 30 minutes	Drop dead at 1 hour, 30 minutes, finish batter.	5 Runs Per Half Inning
Major (Baseball/ Softball)	6	1 hr, 45 minutes	No new inning after 1 hour, 35 minutes, finish inning	7 Runs Per Half Inning
Intermediate	7	1 hr, 45 minutes	No new inning after 1 hour, 50 minutes, finish inning	7 Runs Per Half Inning
Junior (Baseball/ Softball)	7	1 hr, 45 minutes	No new inning after 1 hour, 50 minutes, finish inning	7 Runs Per Half Inning
Senior (Baseball/ Softball)	7	2 hours	No new inning after 1 hour, 50 minutes, finish inning	No per half inning rule

Teams will be allowed to take the field more than 30 minutes prior their respective game time and will only be allowed to use the outfield for warming up, if a team violates this rule they will forfeit their early access to the field and will be asked to wait outside the field until umpires arrive. Teams must be accompanied by a NWLL approved coach.

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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.

HERE WILL BE NO FORFEITS IN THE MINOR DIVISIONS. INSTEAD, A SCRIMMAGE GAME WILL TAKE PLACE WITH THE SCHEDULED UMPIRES. NO GAME CAN BEGIN WITHOUT AN OFFICIAL UMPIRE PRESENT.

ALL Divisions

Any team may start and finish the game with a minimum of 8 players. The 9th batting position will be skipped without penalty. Any team with 8 players will be allowed to use the last batter from the opposing team to field 9 defensive players.

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 1st infraction will yield a warning. The 2nd infraction will yield an automatic out. The 3rd infraction, the Manager is ejected. In Softball, all infielders will wear a fielding mask.

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.

ALL DIVISONS

When a manager, coach, player, or spectator is ejected by an umpire from a game, he or she shall

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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.

ALL DIVISIONS

A tie game at the end of regulation innings may continue until the tie is broken in accordance with rules 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.

ALL DIVISIONS

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

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.

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.

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 including the area marked by the white line 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 area immediately outside the entrance to the dugout (black mat) will be considered an extension of the dugout and the manager and/or coaches are permitted in this area. If a manger and/or coach is hit with a ball entering this area, it will be treated as a dead ball.

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

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

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" and 90 foot base path)

Senior, Major & Minor - 60'6" and 90 foot base path the entire season.

SOFTBALL PITCHING DISTANCES/BASE PATHS:

Coach Pitch/Minors – 35' pitching distance/60' base paths Machine Pitch – 46' at 40 miles per hour/60' base paths Majors – 40' pitching distance/60' base paths Junior/Senior – 43' pitching distance/60' base paths

PLAYOFFS (if schedule permits):

Machine/Coach Pitch, Minor, Major, 50-70, Senior, and Junior Leagues (if applicable) End of season league tournament team seeding will be determined by the overall team records (both local league and inter-league games will count). The winning team of the end of season league tournament will represent NWLL at the City Tournament in their division (minor, major, 50/70, junior, and senior). The winning team is allowed by City Tournament rules to pick up 2 players to add to their roster for the City Tournament.

SPECIAL RULES for T-BALL

- 1. 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 a catchers position. Catchers gear will be issued.
- 2. 5 runs or three outs will end the offensive inning.
- 3. 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.

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- 6. No more than 4 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 overthrows.
- 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: 1 hour 15 minutes. Drop dead at 1 hour 15 minutes. Finish the 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.

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

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- 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 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. 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 score box

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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 & Softball (Major and Minors) and Minor Baseball & 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

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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.

Tournament/All-Star Selection Process

Manger Selection

As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program (LittleLeague.org/DiamondLeader). This program must be completed prior to the individual being named a tournament team manager/coach and before participating in any practices or games. Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/Tournament Director.

The selection of Tournament/All-Star Mangers will be determined by the President of the League

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in consultation with Vice President baseball, Vice President Softball, Coaching Coordinator, and Head Umpire in Chief; and presented to the Board for final approval.

Player Selection

This will be a voluntary tryout no player is required to attend. All players will have the opportunity to attend the tryout and will be evaluated by the Managers, Coaches, Divisional Player Agents, and selections will be presented to the President of the League for review and final approval.

Adopted by NWLL Board of Directors -				
President of NWLL - Tony Puente				
Vice President Baseball - Paul Cruz				
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Vice President Softball - Matt Trevino				
Umpire in Chief - Mario Canales				
Coaching Coordinators - Rich Kalka and Justin Heinz				

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