



OPERATING MANUAL  
AND  
SUPPLEMENTAL RULES

*Approved January 22, 2015*

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## **CODE OF CONDUCT**

### **OFFICIAL LITTLE LEAGUE REGULATIONS ON FIELD DECORUM**

We have observed locally the implementation of Codes of Conduct for amateur athletic competitions. Little League Rules define appropriate behavior in the rulebook. In addition, the North Snohomish Little League (NSLL) Board has approved the NSLL Code of Conduct, which follows the review of the official Little League Field Decorum Regulations:

#### **OFFICIAL REGULATIONS, ARTICLE XIV:**

- (a) The actions of players, manager, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league board of directors (**or by the district, if the Big League is administered as a district operation**).
- (b) Uniformed players, news photographers, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior to and during games. Little League Majors and below: Batboys and/or batgirls are not permitted at any level of play. Except for the batter, base-runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen. **Exception: The on-deck position is permitted in Intermediate (50-70) Division, Junior League, Senior League, and Big League.**
- (c) Two adult base coaches are permitted.
- (d) A manager or coach shall not leave the bench or dugout except to confer with a player or umpire and only after receiving permission from an umpire. (**Exception:** In Minor League and Tee Ball, managers and coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball. At least one adult manager or coach must be in the dugout at all times.)
- (e) The possession of firearms and/or use of tobacco, cigarettes and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts. Alcohol is prohibited at the game site.
- (f) Managers and coaches shall not warm up pitchers.

### **NSLL CODE OF CONDUCT**

- A coach or manager ordered by an umpire or league official to leave the premises for any reason shall not be permitted to attend the next game for his/her team. **A second offense will result in suspension for the remainder of the season, including tournament play and All-Stars.**
- The use or possession of any alcoholic beverage or illegal drugs on NSLL property is strictly prohibited. This shall include all Little League activities regardless of location. Violation of this will result in an automatic 1- year suspension from any activity involving NSLL. The use of tobacco in any form is prohibited in all areas of the NSLL complex.
- No profanity.
- Screaming or yelling at or towards anyone in the league for reasons other than to get someone's attention is prohibited.
- Demeaning, humiliating, or undignified comments towards players, umpires, parents, or fellow coaches under any circumstances is strictly prohibited (please refer to the anti-harassment / bullying policy on page 4).
- **Speed Limit 5 MPH** (walking speed) in roadways and parking lots while attending any NSLL function. Watch for small children around parked cars.
- **Always Be Alert** for traffic and other hazards.
- **No Playing in Parking Lots** at any time.
- No Playing on or around lawn equipment. (No one under the age of 18 may operate any of the lawn equipment.)
- Glass containers are prohibited due to safety, littering and equipment damage considerations.

- Everyone is responsible for ensuring that all debris and litter is placed in containers as provided. (Plastic garbage bags are available in the storage sheds).
- No throwing rocks.
- No horse play in walkways or spectator areas at any time.
- No climbing fences or "fence batting" (this includes batting baseballs into the fences or backstops.)
- No pets, except service animals, are allowed on NSLL premises. Service animals must be leashed and picked up after.
- **All teams must be represented at all monthly meetings of the Board of Directors in order that teams will be aware of all League functions. The representative may be the team manager, coach or team parent.**

## **ANTI-HARASSMENT / BULLYING POLICY**

NSLL is committed to a safe and civil recreational environment for all players, volunteers, parents and visitors free from harassment, intimidation or bullying. Any physical, verbal, or written act of abuse, violence, threat, harassment, intimidation, vulgarity, profanity, derision, or hazing will not be tolerated. Such behavior will result in disciplinary action and may be grounds for immediate suspension or expulsion. Any unwanted behavior should be reported to a Manager, Coach, Umpire, Player Agent or any other League Official without the fear of retaliation. Bystanders overhearing offensive conversations or witnessing such actions are entitled to protection under this harassment policy as well, and are obligated to report and/or testify to any such offenses to the appropriate League Official. Hearsay must be corroborated by valid, honest testimony.

Failure to comply with the above may result in expulsion from the NSLL field or complex.

## **GENERAL LEAGUE RULES AND PROCEDURES**

### **PLAYING TIME**

Playing time is the highest priority for all of the participants; it is also the area where the greatest number of conflicts and complaints arise between managers and parents. GO OVER THE RULES WITH THE PARENTS at the beginning of the season. Explain the Substitution Rules and the documentation process. By adhering to the Substitution Rules and by documenting playing time you will minimize the problems that will arise.

#### **The Substitution Rule:**

OFFICIAL REGULATIONS, ARTICLE IV, SECTION (i)

Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.

**PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) and the requirement for this game before being removed.

The manager shall for the:

- A. First Offense – receive a written warning.
- B. Second Offense – a suspension for the next scheduled game.
- C. Third Offense – a suspension for the remainder of the season.

**NOTE 1:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the board of directors. However, forfeiture of a game may not be invoked.

**NOTE 2:** There is no exception to this rule unless the game is shortened for any reason, at which time the Local League may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.

**NOTE 3:** In Minor League, if a half-inning ends because of the imposition of the five-run limit in "Rule 2.00 – Inning," and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

**Big League:** Mandatory play does not apply.

**Minor League and Tee Ball:** If a league uses 15 to 20 player rosters they may reduce the Mandatory Rule to three (3) defensive outs and one (1) at bat per game.

Rainouts are not uncommon for our league, so the Substitution Rule comes into play frequently. By adhering to the Rule, conflicts regarding playing time are easily avoided. Recording playing time in the League provided scorebook is the manager's responsibility, and he/she will be required to submit these scorebooks on all players 9-years-old and above for review by the District Tournament Committee. Therefore, all managers at minors and above shall be required to keep a detailed and accurate account of player substitutions in their scorebook. **Proper documentation provides the manager, the parents and the League with the best means for settling playing time disputes.** Playing time disputes must be filed with the Player Agent for that division. Once a complaint has been filed, the Player Agent will request to review the manager's scorebook **before** the next regularly scheduled game.

## 10-RUN RULE

NSLL incorporates the 10-run rule for all divisions (except T-Ball). At the completion of the 4<sup>th</sup> inning, if the run differential is 10 runs or more, the game shall be considered complete, and the manager with the least runs will concede the game. Note: If a game extends beyond the fourth inning, and the home team achieves the ten run differential in a subsequent inning, the game is considered immediately over. If the visiting team increases their lead to 10 or more runs in any inning after the fourth, the home team must be given their turn at bat in that inning to try and close the gap. If the game is called due to darkness or inclement weather, the official score shall revert to the last completed inning for that game.

**Note: Early substitution will insure compliance with the Substitution Rule.**

## CALLING THE GAME FOR DARKNESS / INCLEMENT WEATHER

Only the plate umpire will make the determination to stop the game for darkness. The umpire will take into consideration all safety aspects prior to making his/her final decision. The umpire's decision is final.

## RAINOUTS

A game shall be recorded as completed if:

- a. 4 innings (5 innings for Intermediate and above) have been completed.
- b. The home team has scored more runs in three and a half-innings (four and a half-innings for Intermediate and above) than the visiting team has scored in four (five for Intermediate and above) complete half-innings.
- c. The home team scores one or more runs in its half of the fourth inning (fifth inning for Intermediate and above) to tie the score.

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. Only those players at the previously delayed game shall be eligible for play. Note: All records, including pitching, shall be counted.

## BATTER-RUNNER

A batter-runner cannot be tagged out after overrunning or over sliding first base if said runner returns immediately to the base. If after overrunning or over sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged. (The rule of thumb here is **"intent"** to avoid unnecessary conflicts.)

## SCORE BOOTH / OFFICIAL SCOREBOOK

NSLL requires that a SCORE BOOTH SCOREBOOK for each game is kept as a double-check system. The Official Pitch Count will also be kept in the score booth by a representative from the home team. The home team's scorebook will be viewed as the OFFICIAL SCOREBOOK and must be kept outside of the dugout. As stated earlier, managers will be required to keep a scorebook that will be instrumental in creating rosters and in documenting play and performance. For teams that interleague off-site, your team scorebook will be considered the Official North Snohomish Little League account of the game. **PROPER DOCUMENTATION is to be made available for review upon request by a Board Official.**

## DISENGAGEABLE BASE RULE

OFFICIAL PLAYING RULES, RULE 1.06:

First, second and third bases shall be marked by white canvas or rubber covered bags, securely anchored to the ground. ... **Leagues are required to ensure that first, second and third bases will disengage their anchor.**

## **DRAFT PROCEDURES** **(SENIORS, JUNIORS, INTERMEDIATE, MAJORS, AAA, AND AA)**

### **COACH BLOCKS**

Each player's parent can place a Coach Block on one (1) Manager ONLY per season. No exceptions. This must be done when the player is registered.

### **DRAFT SYSTEM**

#### **DAY OF DRAFT - *Reminder – DO NOT inform the players of their draft positions***

AA, AAA, Majors, Intermediate and Juniors/Seniors drafts must comply with Little League approved systems; variations are not permitted without prior written permission (Reg. V) from Little League Headquarters (Charter Committee). AA, AAA, Majors, Intermediate, Juniors & Seniors will follow Little League Draft Plan B, Alternative Method, described in the Little League Operating Manual. To be draft eligible players must attend at least one try out. "Hat Pick" refers to non draft eligible players (players who did not attend any tryouts).

### **PRIOR TO THE DRAFT**

- Working from the Registration and Try-out lists, a Draft Form is created
- The form will include an area to record manager's names in an order to be determined by drawing draft sequence numbers from a nontransparent container.
- Copies of the form are to be handed out to managers prior to the draft.
- The Player Agent will duplicate this form on the draft erasable white board.
- The Player Agent will track picks on the draft board and the master copy of the draft form.
- Try-out lists will be reviewed with the managers to confirm absent and option players.

### **THE DRAFT**

#### **Procedure**

- Managers will draw numbers from a nontransparent container to determine draft order.
- The draft will be held in a serpentine manner. For example, the manager who draws the first pick in a four team league will pick 1, 8, 9, 16, 17 etc until all teams are filled.
- The Player Agent will call out the first manager's name.
- The manager will select a player by calling out the age and try out number.
- The Player Agent will repeat the selection.
- Information is recorded on the Draft Form.
- Proceed to the next manager on the Draft Form.
- Coach's son/daughter must be picked by the manager in the first round, regardless of League Age. The Player Agent will automatically place the player onto the manager's roster in the appropriate round. See section on sons/daughters of coaches and managers for more detail.
- Manager's son/daughter must be picked by the manager prior to the close of the specified round. The Player Agent will automatically place the player onto the manager's roster in the appropriate round. See section on sons/daughters of coaches and managers for more detail and for the required rounds.
- When a player with a sibling is drafted, the Player Agent or manager will immediately announce (before the next selection) that the player has a sibling and that the sibling option applies. If no exception applies, the manager must draft the sibling and the Player Agent will automatically place the sibling onto the manager's roster in the appropriate round. See section on brothers/sisters in the draft for more detail and for the required round.

## **Seniors Baseball**

- All draft eligible 16 year olds will be picked first.
- All returning draft-eligible Seniors players will be picked next.
- Draft eligible 15 year olds will be picked next until there are a number of openings left equal to the amount of 16 year old "Hat Picks" remaining.
- "Hat Pick" 16 year olds will be picked last by random draw from a nontransparent container.

## **Intermediate Baseball**

- A player must be draft eligible in order to be selected to an Intermediate team. There will be no "Hat Pick" players placed on an Intermediate team.
- Teams within the Intermediate Division are selected to form the most competitive teams possible. As a result, unlike drafts for Seniors, Juniors, Majors, AAA and AA, there is no requirement to select a particular league age player first.
- Rules regarding manager and coach sons, daughters and siblings, and siblings of drafted players, apply to Intermediate.

## **Juniors Baseball and Softball**

- All draft eligible 14 year olds will be picked first. If 15 year olds are playing in the Juniors Softball division, they will be treated as 14 year olds for purposes of the draft (including draft rounds for option players).
- All returning draft-eligible Juniors players will be picked next.
- Draft eligible 13 year olds will be picked next until there are a number of openings left equal to the amount of 14 year old "Hat Picks" remaining.
- "Hat Pick" 14 year olds will be picked last by random draw from a nontransparent container.

## **Majors Baseball and Softball**

- All draft eligible 12 year olds will be picked first.
- All returning draft eligible Majors players will be picked next.
- Draft eligible 10 and 11 year olds will be picked next until there are a number of openings left equal to the amount of 12 year old "Hat Picks" remaining.
- "Hat Pick" 12 year olds will be picked last by random draw from a nontransparent container.
- Majors teams will have a maximum of 12 players.
- Majors teams will have a maximum of eight 12 year old players.
- Majors teams will have a maximum of two 10 year old players.

## **Minors Softball**

- All draft eligible 11 year olds will be picked first.
- All draft eligible 10 year olds will be picked next.
- All draft eligible 9 year olds will be picked next.
- All "Hat Pick" 11 year olds will be picked next by random draw from a nontransparent container.
- All "Hat Pick" 10 year olds will be picked next by random draw from a nontransparent container.
- All "Hat Pick" 9 year olds will be picked next by random draw from a nontransparent container.
- Any draft eligible 8 year olds will be picked last if needed.

## **AAA Baseball**

- All draft eligible 11 year olds will be picked first.
- All returning draft eligible AAA players will be picked next.
- Draft eligible 9 and 10 year olds will be picked next until there are a number of openings left equal to the amount of 11 year old "Hat Picks" remaining.
- "Hat Pick" 11 year olds will be picked last by random draw from a nontransparent container.



## AA Baseball

- All draft eligible 10 year olds will be picked first.
- All draft eligible 9 year olds will be picked next.
- All "Hat Pick" 10 year olds will be picked next by random draw from a nontransparent container.
- All "Hat Pick" 9 year olds will be picked next by random draw from a nontransparent container.
- Any draft eligible 8 year olds will be picked last if needed.

## BROTHERS/SISTERS IN THE DRAFT (THE SIBLING OPTION)

When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager (including children of the manager or coach), that manager must draft the other brother or sister unless an exception applies. When a player with a sibling is drafted, the Player Agent or manager will announce that the player has a sibling and that sibling option applies. The manager must then select the sibling in the first round for which that sibling is draft eligible for that manager (the "appropriate round" for siblings), unless one of the exceptions described below applies. If no exception applies, the Player Agent will automatically place the sibling onto the manager's roster in the appropriate round.

There are two exceptions to the sibling option:

1. The sibling players are trying out for different divisions. For example, the older brother is trying out for Majors and the younger brother is trying out for AA. In this case, the sibling option is not available to the manager and the sibling is not eligible to be drafted in the Majors division.
2. The sibling players are trying out for the same division but the parents have specifically requested that the players not be placed on the same team. In this case the sibling option is not available to the manager but the sibling is available to be drafted by any other manager.

Here are two examples:

- a. A player is 11 years old and her 12 year old sister is drafted onto a Majors softball team. Assuming no exception applies, the sibling would be that manager's first pick after all draft-eligible 12 year olds have been selected.
- b. Assume the same scenario as above, except that both girls are 12 years old. The sibling would then be selected in the round immediately following selection of the first sibling.

## SONS/DAUGHTERS OF COACHES AND MANAGERS

Little League rules allow for three types of option players: (1) sons/daughters of coaches; (2) sons/daughters of managers; and (3) siblings trying out for the same division (regardless whether they are children of the coach or manager or a drafted player). *For purposes of option 1, sons/daughters of coaches, each manager can only have one coach.* During an NSLL draft, each manager must exercise all three options and select the corresponding player, unless specifically stated below.

If a coach has a son or daughter eligible for the draft, the manager is required to select the child. The manager must select the coach's son/daughter at or before the close of the first round, regardless of League Age. Where a coach has two or more children playing in the same division, the oldest child is drafted first. Siblings of the coach's son/daughter will be placed on the manager's roster pursuant to the sibling option, as described above.

If a manager has a son or daughter eligible for the draft, the manager is required to select the child. The manager's child must be selected at or before the close of the specific draft round in the chart below, depending on the League Age of the player. Where a manager has two or more children playing in the same division, the oldest child is drafted first. Siblings of the manager's son/daughter will be placed on the manager's roster pursuant to the sibling option, described above.

SOFTBALL DIVISIONS			
	5 <sup>th</sup> Round	4 <sup>th</sup> Round	3 <sup>rd</sup> Round
Juniors	League Age 12	League Age 13	League Age 14/15
Majors	League Age 10	League Age 11	League Age 12
Minors	League Age 8/9	League Age 10	League Age 11

BASEBALL DIVISIONS			
	5 <sup>th</sup> Round	4 <sup>th</sup> Round	3 <sup>rd</sup> Round
Seniors	League Age 14	League Age 15	League Age 16
Juniors	League Age 12	League Age 13	League Age 14
Intermediate	League Age 11	League Age 12	League Age 13
Majors	League Age 10	League Age 11	League Age 12
AAA	League Age 9	League Age 10	League Age 11
AA	League Age 8	League Age 9	League Age 10

Pursuant to the rules above, the Player Agent will automatically place the sons and/or daughters of coaches and managers onto the appropriate manager's roster in the appropriate round.

### **OTHER RULES AND REQUIREMENTS**

The Player Agent can rebalance Minors teams (Minors Softball, AAA Baseball, and AA Baseball) as needed. The following groupings will be adhered to whenever possible:

1. Keeping siblings ***within the same age grouping*** on the same team. When the first sibling is drafted, the second sibling is drafted in the next round.
2. Try-out ratings will be compared before a younger sibling is placed on a higher minor team than an older sibling.
3. Last season's AAA players will not be allowed to be drafted at the AA level. And last season's Majors players will not be allowed to be drafted at the AAA level.

PLAYER AGENT'S LIST: This will consist of a Major League replacement listing of all the minor league players of the same age group as the Majors (listed by age). The only ***ineligible*** players are those who have rejected major league status, and who will be placed on a minor team.

The draft shall only be attended by approved Board members, managers and coaches. Board members attending the draft must refrain from participating in the selection of players. Information provided by Board members must be limited to instructions regarding the draft process, procedural issues, rule interpretations, and facts about the players such as age, restrictions (coach blocks, brother options, level requests, etc.) and eligibility (draft eligible vs. "Hat Pick").

Managers and coaches participating in the draft, who were unable to attend at least one tryout, must rely on the written tryout evaluations of a designated Board member and/or other managers and coaches.

## **TRADES, OPTIONS AND RELEASES**

The NSLL Board of Directors releases players and approves players for trades and options. The Player Agent must be involved for the player and the Board. IT IS THE PLAYER AGENT'S RESPONSIBILITY TO WORK OUT THE TRADE, NOT THE MANAGER'S.

If a manager wants to trade a player, he or she must contact the Player Agent. The manager MUST NOT contact other managers, prospective players, or their parents. A manager's request for a trade and the circumstances of the situation must be evaluated to assure that a trade is the last option. The Board of Directors will vote on the request and then the Player Agent will notify all other managers at the same level of play. They will be presented with the trade opportunity, only considering players of equal talent/experience. NO MANAGER IS REQUIRED TO ACCEPT OR PARTICIPATE IN A TRADE. If there are other candidates for a trade, all candidates are presented to the trading manager, and he must then draw one of those names from a hat.

Trades can only be conducted AFTER the draft and up to 14 days following the day of the draft. If all of the following parties do not agree to the trade, then there is NO TRADE:

1. The managers of both teams.
2. The Player Agent.
3. The Board of Directors by majority vote.

**EXAMPLE:** Bobby X. is a property player for the Little League (Majors) team, the Cardinals. Bobby's parents want him to be coached by the manager of another Majors team, the Mets. The parents request that Bobby's manager trade him to the Mets.

1. Bobby's manager would contact the Player Agent.
2. The Player Agent would contact all of the other managers at the Majors level, and inform them of the request for trade.
3. Those managers who might be interested in such a trade would then need to have the Player Agent evaluate whoever is of an equivalent skill level, seek that player's parent's agreement to the trade, and have that player successfully qualified by the Player Agent and approved by the Board.
4. The names of those players who qualify, and who have agreed to participate in the trade are then placed in a hat and the name is drawn.
5. Final approval to the trade must then be voted on by the NSLL Board of Directors and pass by a majority vote.

There is a lot of work that would have to go into a trade, and a lot of places where it can go badly. Try to avoid trading, make your draft selections wisely. Let's revisit our example:

Suppose:

1. Bobby's manager contacts the Player Agent for a trade.
2. The Player Agent contacts all of the other managers at that level, but no one is interested.
3. Bobby's parents still insist that he be placed on another team.
4. The only remaining option is for Bobby to be released from the team by the Board of Directors, which requires majority vote approval. He then is placed on the Player Agent's roster for reassignment to AAA.
5. Bobby's former manager with the Cardinals contacts the Player Agent to bring up another player from AAA to fill the position vacated with Bobby's release.

Neither of these scenarios is desirable. Make wise draft selections and make sure you follow the substitution rules. Communicate with the parents on your teams, and strive to improve the skills and performance of the players. Have everybody working toward making this a fun season of baseball.

## **TEE BALL LOCAL RULES**

Tee Ball baseball will be played according to the official minor league regulations and playing rules along with the local rules set forth and approved by the NSLL Board of Directors.

1. Each batter will be pitched three (3) balls by an APPROVED Manager or Coach only. No parents are allowed to pitch to the players. The ball will be pitched overhand only. After three thrown pitches, if the batter is unsuccessful at putting the ball in play, the tee will be used until the ball is successfully put into play.
2. The home team will occupy the third base dugout and the visitor's will occupy the first base side.
3. Both teams will be responsible for preparing and maintaining the field before and after games. This includes raking all dirt areas, installing, removing and properly storing bases and other equipment, and cleaning up all trash in and around the dugouts and field.
4. Each team is allowed 10 minutes for warm-ups, beginning with the visiting team. Warm ups are to start NO LATER than 20 minutes prior to the assigned game time.
5. On deck batters are not allowed.
6. The home team coach is the umpire.
7. Players WILL BE alternated between all positions, including infield and outfield positions and may not play any one position more than two innings. If safety is at stake, placement of fielders will be done using the manager's best judgment and prior notification to the player's parents and the League Safety Officer.
8. The batting order will contain the entire roster of players that are present and will be rotated for every game. **The side is retired when three outs have occurred or five runs have crossed the plate.**
9. Game length is 4-6 innings. No inning is to start after 1 hour 30 minutes.
10. Stealing of bases is not allowed and runners are not to advance on overthrows.
11. Rainouts may be made up, as long as both managers agree. The home team manager will take the responsibility for scheduling the makeup game. Contact the Vice-President for field availability. There are no league standings and game scores are not kept.

## **SINGLE A LOCAL RULES**

Single A (Rookie) baseball and softball will be played according to the official minor league regulations and playing rules along with the local rules set forth and approved by the NSLL Board of Directors.

1. The home team will occupy the third base dugout and the visitor's will occupy the first base side.
2. Both teams will be responsible for preparing and maintaining the field before and after games. This includes raking all dirt areas, installing, removing and properly storing bases and other equipment, and cleaning up all trash in and around the dugouts and field.
3. Each team is allowed 10 minutes for warm-ups, beginning with the visiting team. Warm ups are to start NO LATER than 20 minutes prior to the assigned game time.
4. On deck batters are not allowed.
5. Each team will provide an approved adult coach/manager to pitch (or run the pitching machine) for their team. This person will act as an umpire if the home team cannot provide one. The ruling by this umpire is final. There are not to be any arguments or disagreements from coaches, parents or players. Any rule clarification (not judgment calls) should be handled with the manager requesting a time-out and a quiet and quick discussion at the mound. If the issue cannot be resolved quietly and quickly the call stands and play continues. There will be no game protests, though a request for clarification can be made to the NSLL Umpire in Chief.
6. Each batter may receive 5 pitches. A missed third swing or fifth pitch constitutes a strike out. If the fifth pitch is hit foul, the batter will remain batting as long as the previous pitch is fouled off. There are no walks. Whether pitching by hand or machine, the pitch should replicate as near as possible a player-thrown pitch. For baseball, this means that a coach-thrown ball must be overhand, with a speed that allows for the trajectory to be fairly straight (if using a pitching machine, set at approx. 35 mph).
7. If the ball is batted and is hit at the coach/manager, it is the coach's responsibility to avoid the ball. If the ball hits the coach, the batter is awarded first base and the play is dead. All base runners will advance one base.
8. Catchers are limited to 2 innings. Players MUST BE alternated between all positions, including infield and outfield positions and may not play any one position more than two innings. If safety is at stake, placement of fielders will be done using the manager's best judgment and after notification to the player's parents and the League Safety Officer.
9. The batting order will contain the entire roster of players that are present and will be rotated for every game. **The side is retired when three outs have occurred or five runs have crossed the plate.**
10. The batter and baserunners may advance one extra base (e.g., a runner may go from first to third) on a ball hit into the outfield. Play will be considered dead when the ball has been returned to the infield, even if it is not yet under control by the defensive team. If baserunners clearly left the prior base before the ball was returned to the infield (in the judgment of the umpire), those baserunners may continue to the next bag. The batter and all baserunners are at risk of being put out at all times. Extra bases cannot be taken on an overthrow. Stealing of bases is not allowed.
11. Game length is 4-6 innings. No inning is to start after 1 hour 45 minutes.
12. Minimum playing time on defense will be 3 innings. Games called due to rain-outs and/or darkness may be made up, as long as both managers agree. The home team manager will take the responsibility for scheduling the makeup game. Contact the NSLL Scheduler for field availability. There are no league standings.

## **AA & AAA LOCAL RULES**

AA and AAA baseball and minors softball will be played according to the official minor league regulations and playing rules along with the local rules set forth and approved by the NSLL Board of Directors.

1. The home team will occupy the third base dugout and the visitors will occupy the first base side.
2. Both teams will be responsible for preparing and maintaining the field before and after games. This includes raking all dirt areas, installing, removing and properly storing bases and other equipment, and cleaning up all trash in and around the dugouts and field.
3. Each team is allowed 10 minutes for warm-ups, beginning with the visiting team. Warm ups are to start NO LATER than 20 minutes prior to the assigned game time.
4. The official scorebook shall be the home team's dugout book. This book is to be kept by an Official Scorekeeper outside the dugout. Players' last names must be used on the Official Score sheet and line-up card. The home team shall provide one adult to keep the Score booth Scorebook and provide supervision to run the scoreboard. Each team's scorebook will be turned in at the All-Star try-outs / selection process. THERE ARE NO EXCEPTIONS TO THIS. ALL TEAMS MUST KEEP A TEAM SCOREBOOK AND TURN IT IN AT THE END OF THE SEASON. IF THIS IS NOT DONE, IT COULD AFFECT THE ELIGIBILITY OF THE PLAYERS ON THAT TEAM FOR ALL-STARS. Each player must participate in 60% of the regularly scheduled games to be eligible.
5. The home team is responsible for providing a plate umpire. This should be a parent or volunteer that has attended the umpire's clinic. It would be advisable to have more than one parent attend the clinic to account for absences.
6. The batting order will contain the entire roster of players that are present and will be rotated for every game. **The side is retired when three outs have occurred or five runs have crossed the plate.** (Note: If, during an inning, a ball is put into play that would normally result in more than 5 runs crossing home plate, the runners and batter will be allowed to continue until the defense has completed the play. The official scoring will show only 5 runs and any additional scoring made during the play will be ignored and the side will be retired). The batting order will proceed with the next consecutive player when the next at-bat commences, and must remain in the same order throughout the game. If a player has to leave, the opposing team and umpire must be notified and that spot in the order will be skipped.
7. **For AA only: No stealing past second base is allowed.** This rule does not apply to AAA.
8. Minimum playing time on defense will be 3 innings. Regular exceptions and make-up rules apply for games called due to rain-outs and/or darkness.
9. Game length is 4-6 innings. No inning is to start after 2 hours from the official start time.
10. Rainouts may be made up, as long as both managers agree. The home team manager will take the responsibility for scheduling the makeup game. Contact the vice-president for field availability.
11. There are no league standings.
12. An end-of-season pool-play tournament will be held after the regularly scheduled games and before All-Star practice begins. This is to keep tournament candidates in playing condition and to give all players some post-season experience.

## **MAJORS, INTERMEDIATE, JUNIORS & SENIORS LOCAL RULES**

Majors and Upper Division baseball and softball will be played according to the Official Major, Junior & Senior League regulations and playing rules along with the local rules set forth and approved by the NSLL Board of Directors except when superceded by District rules.

1. The home team will occupy the third base dugout and the visitors will occupy the first base side.
2. If both teams are NSLL teams, both teams will be responsible for preparing and maintaining the field before and after games. This includes raking all dirt areas, installing, removing and properly storing bases and other equipment, and cleaning up all trash in and around the dugouts and field. Otherwise, the home team is responsible.
3. Each team is allowed 10 minutes for warm-ups, beginning with the visiting team. Warm ups are to start NO LATER than 20 minutes prior to the assigned game time.
4. The official scorebook shall be the home team's dugout book. This book is to be kept by an Official Scorekeeper outside the dugout. Players' last names must be used on the Official Score sheet and line-up card. The home team shall provide one adult to keep the Scorebook and provide supervision to run the scoreboard. Each team's scorebook will be turned in at the All-Star try-outs / selection process. **THERE ARE NO EXCEPTIONS TO THIS. ALL TEAMS MUST KEEP A TEAM SCOREBOOK AND TURN IT IN AT THE END OF THE SEASON. IF THIS IS NOT DONE, IT COULD AFFECT THE ELIGIBILITY OF THE PLAYERS ON THAT TEAM FOR ALL-STARS.**
5. Game length is 4-6 innings for Majors, 5-7 for Intermediate, Juniors and Seniors. No inning is to start after 2-1/2 hours from the scheduled start time if there is a following game scheduled. Weekday game length will be subject to darkness as determined by the umpires and managers.
6. **For Majors only, continuous batting order is in effect.** This rule does not apply to Intermediate, Juniors and Seniors.
7. Rainouts may be made up if at all possible. Majors teams will be given preference over the minors for field availability. Participation is an important factor in All-Star eligibility; each player must participate in 60% of the regularly scheduled games to be eligible (with the exception of school ball players whose games count toward the Little League requirement). The home team manager will take the responsibility for scheduling the makeup game. Contact the vice-president for field availability.
8. Weekly wins and losses must be reported to the Vice President as early as possible following Saturday's games.
9. For teams not playing in TOC's or other Invitational's, an in-house pool-play tournament will be held after the regularly scheduled games and before All-Star practice begins (subject to participation, we must have 4 teams minimum to participate in these in-house tournaments). This is to keep tournament candidates in playing condition and to give all players some post-season experience.

## **ALL-STAR MANAGER SELECTION**

Manager Selection: In order to address the influences of favoritism, subjectivity, politics, and to select the best managers to represent NSLL, the Operations Committee has devised the following process in the selection of All-Star Managers. This process will use two equally "weighted" components for selecting the best managers/coaches for the job in each division. Each section provides 1/2 of the over-all score.

### Section 1: Application/Interview/Board Review and Approval

Candidates must submit a resume/application by April 1<sup>st</sup>, expressing their desire to manage the All-Star team and explaining what their qualifications are and why they feel they are the best candidate for the job. An interview may be conducted with the Vice Presidents and President. Criteria such as experience, conduct, league participation, commitment, people skills, knowledge of the game, integrity, inspiration, attitude, leadership and discipline will be examined.

### Section 2: Team Standings

Standings after the regularly scheduled games will be used. League and non-league record may be used in this scoring (unofficial games will not count).

1. If all managers decline the All-Star selection, then the Vice President of baseball for that division will be allowed to select any active manager from existing teams in the appropriate division to submit for Board approval.
2. Any eligible manager that has shown a negative impact upon the league during the season will be disqualified for consideration.

Once the Manager is chosen, he/she will choose a coach(es). Each coach must be approved by the Board of Directors prior to the first practice.



**ALL-STAR PLAYER SELECTION**  
**9, 10 & 11 YEAR OLDS**

1. Players will be presented with an application by the Player Agent during the regular season that must be filled out and turned in by May 31st.
2. All 9, 10 & 11 year olds at the AA / AAA / Majors level who are eligible for All-Stars per the Little League Rule Book, AND who have completed and submitted an application, are invited and eligible to participate.
3. A try-out lasting a minimum of two (2) days will be held beginning on the first available practice date as dictated by Little League rules to determine the best players to be selected for the team.
4. It is encouraged that a manager / coach / league approved representative from each team with an eligible applicant trying out be present at try-outs to assist with any questions the All-Star manager may have about the player(s).
5. The Vice President and the Player Agent will conduct the try-outs. No player will be selected using favoritism (i.e.: son or manager's own team player). A scoring method of skills will be used for each player to determine the best players. The Player Agent will provide the forms used for scoring. The Player Agent and All-Star manager must be in agreement upon final selection of players.
6. All players are subject to Board approval.

**ALL-STAR PLAYER SELECTION**  
**11-12 MAJORS DIVISION**

1. Players will be presented with an application by the Player Agent during the regular season that must be filled out and turned in by May 31st.
2. Ballots will be provided to all majors teams by the Player Agent so as to allow players to vote for 6 players ON OPPOSING TEAMS ONLY. The top 4 vote getters will be placed on the All-Star team. **THIS INFORMATION WILL BE KNOWN ONLY BY THE PLAYER AGENTS.**
3. The Vice President and Player Agent will conduct a meeting of all Majors managers upon completion of the regular season where:
  - a. They will be provided with a ballot of all the eligible applicants.

*These players must have demonstrated throughout the season through behavior and performance, to have the skill level, mental and emotional focus, commitment and desire required to best represent NSLL in a competitive post-season atmosphere.*

Managers will also have the opportunity to speak of their performance at positions and their statistics during the regular season.
  - b. The managers will then vote by secret ballot on ten (10) players who they would like to see on the All-Star team.
  - c. The next six (6) vote getters will then be placed on the All-Star team. **THESE PLAYERS WILL BE KNOWN ONLY TO THE PLAYER AGENTS.**
  - d. The Player Agent and the Vice President will then reveal to the All-Star Manager the ten (10) applicants chosen by the Majors players and the managers. The All-Star Manager will then be allowed to choose the final two (2) to four (4) applicants.
4. It is encouraged that 13 players be selected. However, participation levels may dictate 14 players as the maximum.
5. No favoritism will be allowed in the selection of players (i.e.: sons, relatives, or current team players that are not deemed the best players available.)
6. All players selected are subject to Board approval.

## **ALL-STAR PLAYER SELECTION** **INTERMEDIATE, JUNIORS & SENIORS DIVISIONS**

1. The Player Agent will present players with an application during regular season that must be filled out and turned in by May 31st.
2. Ballots will be provided to all Junior and Senior teams by the Player Agent so as to allow players to vote for 6 players (from their respective division), including players from own team. The top 4 vote getters (by division) will be placed on their respective All-Star team. **THIS INFORMATION WILL BE KNOWN ONLY BY THE PLAYER AGENTS.**
3. The Vice President and Player Agent will conduct a meeting of all Intermediate, Juniors and Seniors managers (by division) upon completion of the regular season to accomplish team player selection.
  - a. They will be provided with a ballot of all the eligible applicants.

*\*These players must have demonstrated throughout the season through behavior and performance, to have the skill level, mental and emotional focus, commitment and desire required to best represent NSLL in a competitive post-season atmosphere.*

Managers will also have the opportunity to speak of their performance at positions and their statistics during the regular season.
  - b. The managers will then vote by secret ballot on ten (10) players (from their respective division) who they would like to see on the All-Star team.
  - c. The next six (6) vote getters (by division) will then be placed on the All-Star team. **THIS INFORMATION WILL BE KNOWN ONLY BY THE PLAYER AGENTS.**
  - d. The Player Agent and the Vice President will then reveal to the All-Star Manager the ten (10) applicants (by division) chosen by the Junior and Senior players and the managers. The All-Star Manager will then be allowed to choose the final two (2) to four (4) applicants (for their respective division).
4. It is encouraged that 13 players be selected. However, participation levels may dictate 14 players as the maximum.
5. No favoritism will be allowed in the selection of players (i.e.: sons, relatives, or current team players that are not deemed the best players available).
6. All players selected are subject to Board approval.