

Niceville Valparaiso Little League Baseball & Softball Local Rules 2018 Season

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1. Introduction

Niceville-Valparaiso Little League Baseball, Inc. (NVLL) is a non-profit organization whose sole purpose is to provide all children between the ages of four and sixteen years old an opportunity to participate in Little League Baseball and Softball. NVLL is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation.

NVLL is chartered by Little League Baseball (LLB), Incorporated under whose auspices NVLL has derived its operating procedures and regulations. The structure of NVLL is detailed in the Niceville-Valparaiso Little League Baseball Constitution. The purpose of these “Local Rules” is to augment those procedures and regulations contained in the Little League Baseball and Softball Operating Manual, Little League Baseball Official Regulations and Playing Rules and Little League Softball Official Regulations and Playing Rules. Copies of these publications are available directly from LLB, Inc.

The Board of Directors shall NOT allow proxy votes at any duly constituted meeting.

2. Boundaries

LLB Regulation II (g) limits a league’s boundaries from which to draw its players to an area defined by the District Administrator and approved by the Regional Director. The approved boundary map can be found on the NVLL website.

3. General Rules

3.1. Conduct

- 3.1.1.** Managers and Coaches are responsible for the safety and behavior of their players on and around the field (including practice).
- 3.1.2.** Prohibited behavior by managers, coaches, umpires, parents or spectators on or around concession areas, practice or game fields. Violators will be asked to leave the area immediately by the Park Ranger, Player Agent, or Umpire in Charge. Repeat offenders may be barred from further participation, including as a spectator, in youth baseball activities.
 - 3.1.2.1. Use of profane, foul, and/or abusive language
 - 3.1.2.2. Consumption of alcoholic beverages
 - 3.1.2.3. Being under the influence of alcohol
 - 3.1.2.4. Smoking or chewing tobacco will not be allowed
- 3.1.3.** Equipment abuse, such as throwing helmets, hitting or throwing bats against fence, etc. will not be allowed at any time.
- 3.1.4.** Any Manager, Coach, Parent, Spectator or Player ejected from a game:
 - 3.1.4.1. Must leave the FACILITY immediately (LLB Rule 4.07) and not return until notified by his/her Player Agent;
 - 3.1.4.2. Is automatically suspended for his/her team’s next physically played game.

- 3.1.4.3. Must meet with League's Player Agent who shall investigate the incident and present the facts along with his/her recommendations to the Board of Directors or a duly appointed committee of the Board of Directors; and
- 3.1.4.4. If requested by the Board of Directors, or a duly appointed committee of the Board of Directors, he/she must then meet with the Board of Directors or, a duly appointed committee of the Board of Directors, who shall review the facts of the incident and, if necessary, recommend any additional punishment.
- 3.1.4.5. Repeated incidents shall not be tolerated and are adequate justification for suspension for the season from the league.

3.2. Complaints

A "Chain of Command" shall be adhered to for all complaints. Managers, Coaches and Parents should first consult their league's Player Agent, before taking complaints to the next level. The next level of command is the NVLL League Player Agent, followed by the Vice-President of Baseball or Softball, then the League President who will present the matter to the Board of Directors (or a duly appointed committee of the Board of Directors) for final resolution. If the individual(s) involved are dissatisfied with the ruling of the President and Board of Directors (or duly appointed committee), the matter may be appealed to the District One District Administrator by presenting such request, in writing, to the President. The District Administrator will not consider any complaints that are not submitted in writing by the League President. The District Administrator may investigate the matter using any means at his/her disposal and provide a ruling on the matter. In similar fashion, the matter may be referred by the District Administrator to the Southern Region Director, and by the Southern Region Director to Little League International in Williamsport. Under no circumstances are NVLL participants to submit complaints to the District Administrator, Southern Region or Williamsport.

3.3. Managers/Coaches

IAW Regulation 1(b) of the LLB Official Regulations and Playing Rules, no person can manage, coach, or umpire without the President appointing and the Board approving that appointment. The selection process for managers and coaches is outlined in the NVLL Constitution.

The President and the Board need not give reason to a person if he or she is not appointed or approved as a manager, coach, or umpire for the coming season.

3.4. League Structure and Division

NVLL will operate under a single-divisional format for all divisions within the Little League. NVLL may choose to internally split the teams into two "Conferences", called the National Conference and American Conference in order to facilitate a regular season playoff. Managers will be assigned to either the American or National Conference prior to the draft. The American Conference shall consist of players chosen by American Conference managers and the National Conference shall consist of players chosen by National Conference managers.

4. Baseball

4.1. Age Structure

4.1.1. Senior League Baseball Composition

Players will be drafted from the eligible group of **thirteen to sixteen**-year olds.

4.1.2. Junior League Baseball Composition

Players will be drafted from the eligible group of **twelve to fourteen**-year olds. Based on rating by Managers during tryout, **fifteen**-year old players may be assigned Junior League by the league's Player Agent after the Player Agent consults with the Managers, notifies player's parent, presents player's case to the Board of Directors, and receives Board of Directors' approval and Little League Charter approval.

IAW Regulation IV (a) "If a player is selected to and/or participates in one or more regular season games on a Junior League team, he/she will be ineligible to participate in the Major Division from that point forward in regular season and/or tournament play."

4.1.3. Intermediate League Baseball Composition

Players will be drafted from the eligible group of **twelve to thirteen**-year olds.

4.1.4. Little League (Majors) Baseball Composition

Players will be drafted from the eligible group of **ten to twelve**-year olds.

Any twelve-year old player that is deemed to lack sufficient maturity and/or skill where his/her participation in the "Majors" constitutes a heightened physical danger to himself/herself shall be handled IAW Regulation V (a).

4.1.5. Minor League Player-Pitch (Minor-A) Baseball Composition

Players will be drafted from the eligible group of **nine to eleven**-year olds.

Based on rating by Managers during tryout, **nine and ten**-year old players lacking sufficient maturity and/or skill where his/her participation in the "Minor A" constitutes a heightened physical danger to himself/herself shall be assigned to "Minor B" by the league's player agent after player agent consults with the managers, notifies player's parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

4.1.6. Minor League Machine-Pitch (Minor-B) Baseball Composition

Players will be drafted from the eligible group of **seven and eight**-year olds.

Based on rating by Managers during tryout, **seven and eight**-year old players lacking sufficient maturity and/or skill where his/her participation in the Minor B constitutes a heightened physical danger to himself/herself shall be assigned to baseball Pee-Wee Coach Pitch Division by the league's Player Agent after Player Agent consults with the managers, notifies player's parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

4.1.7. Pee-Wee Coach-Pitch (Minor-C) Baseball Composition

Players shall be assigned from the eligible group of **five to six**-year old boys and girls.

IAW Regulation III (c), Six-year olds are only eligible to play coach-pitch or machine-pitch if they have participated in Tee-Ball for one year.

4.1.8. Pee-Wee T-Ball Baseball Composition

Players shall be selected from the eligible group of **four to five**-year old boy and girls.

4.1.9. Playing Up or Playing Down

Any player that desires to play in a division outside of the above stated age structure requires approval from the league Player Agent and the gaining division managers. Such player is required to attend tryouts for both the player's appropriate league age as well as the gaining league age. Players may **ONLY** play "up" one age group (i.e. league age seven-year olds are ineligible for Minor-A, league age eight-year old are ineligible for Majors).

4.2. Playing Time

Playing time shall be in compliance with LLB Regulation IV (i).

As allowed by LLB Rule 4.04, NVLL will exercise the option to adopt the continuous batting order for the Major League division. For Junior League and Senior League, continuous batting order may be used if mutually agreed by both team managers prior to the start of the game.

IAW Rule 4.04 Note 1, continuous batting order is mandatory for all Tee Ball and Minor League divisions.

Defensive alignment for Baseball Tee Ball divisions shall be IAW Rule 3.17, Note.

4.3. Run Rule

As allowed by LLB Rule 4.10 (e), NVLL will exercise the option to implement the 10 run rule after four innings or three and one-half innings if the home team is ahead (three innings or two and one-half innings if the home team is ahead for Pee-Wee Coach Pitch division).

4.4. Time Limit

4.4.1. Majors, Minors, and Pee-Wee Divisions: IAW Regulation X (a) and (c):

- 4.4.1.1. **Majors:** No new inning shall begin after 1 hour and 40 minutes from the scheduled start time. Ties are allowed.
- 4.4.1.2. **Minor A:** No new inning shall begin after 1 hour and 30 minutes from the scheduled start time. Ties are allowed.
- 4.4.1.3. **Minor-B machine pitch:** No new inning shall begin after 1 hour and 20 minutes from the scheduled start time. Ties are allowed.
- 4.4.1.4. **Pee-Wee Coach-Pitch Division:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes. Tie games are allowed.
- 4.4.1.5. **Pee-Wee T-Ball Division:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes. Tie games are allowed.

4.5. Intermediate/Junior/Senior League Playing Rules

The Intermediate, Junior and Senior Divisions will utilize the *District 1 Inter League Baseball & Softball Rules for Junior/Senior Divisions*.

4.6. Minor League Playing Rules

- 4.6.1.** Teams will play with ten players on the field. If a team is unable to field ten players, they may play with nine players. (Note: This rule does not apply to the Pee-Wee Coach Pitch with Tee Option Division.)
- 4.6.2.** The defensive team will have four outfielders all playing at outfield depth. No “short fielder” or extra infielder will be allowed. (Note: This rule does not apply to the Pee-Wee Coach Pitch with Tee Option Division.)
- 4.6.3.** IAW LLB Rule 2.00 – Inning – The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. (Note: This rule does not apply to the Pee-Wee Coach Pitch with Tee Option Division.)
- 4.6.4. Minor-A**
 - 4.6.4.1. No new inning shall begin if a team can not score enough runs to make up the score differential in their remaining at bats. If the home team is mathematically eliminated in this manner, the home team shall bat in its half of the inning.
- 4.6.5. Minor-B Machine-Pitch**
 - 4.6.5.1. Placement of the Machine
 - 4.6.5.1.1. Games will be played with a pitching machine placed at 46 feet from the plate.
 - 4.6.5.1.2. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.
 - 4.6.5.2. Rulings Involving the Machine and Safety Circle
 - 4.6.5.2.1. Batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the coach feeding the machine. RULING: Batter is awarded 1st base. Runners advance if forced.
 - 4.6.5.2.2. Ball popped up, lands in the safety circle, and comes to rest without touching anything. RULING: Batter is awarded 1st base. Runners advance if forced.
 - 4.6.5.2.3. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. RULING: Batter will be awarded 1st base.
 - 4.6.5.2.4. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. RULING: Ball is live.
 - 4.6.5.2.5. Batted ball rolls or passes directly through safety circle without touching anything. RULING: Ball is live.
 - 4.6.5.3. The “player pitcher” on the team in the field does not pitch; he/she is a fielder only. He/she must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. For safety reasons, he/she cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine.
 - 4.6.5.4. For safety reasons, no fielder shall be closer than 30 feet away from the batters’ box until the ball crosses the plate. A solid or dashed 30’ arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire’s discretion up to three bases will be awarded to the batter/runner(s) for intentional violations of a fielder.

- 4.6.5.5. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations.
- 4.6.5.6. Adjustment of the Machine:
 - 4.6.5.6.1. The machine will be set at 38 MPH (typically 52% with the variable speed switch).
 - 4.6.5.6.2. The machine may be adjusted for accuracy at the beginning of a team's at-bat a half inning before the 1st batter.
 - 4.6.5.6.3. The machine may be adjusted for accuracy during the game at the umpires' discretion.
- 4.6.5.7. Adult Placement:
 - 4.6.5.7.1. When a team is batting, two adult base coaches are permitted. One adult will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play.
 - 4.6.5.7.2. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:
 - 4.6.5.7.2.1. An umpire;
 - 4.6.5.7.2.2. A coach/manager from the defensive team;
 - 4.6.5.7.2.3. A coach/manager from the offensive team.
 - 4.6.5.7.3. The adult feeding the machine must remain within the safety circle at all times during play.
 - 4.6.5.7.4. The adult feeding the machine will not coach in any manner during this half of the inning.
 - 4.6.5.7.5. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.
 - 4.6.5.7.6. Adult feeding machine will place ball into the machine immediately after presenting it to the batter.
- 4.6.5.8. Each batter will receive four pitches or three strikes to get a hit.
 - 4.6.5.8.1. There will be no called balls or walks.
 - 4.6.5.8.2. Players will receive four pitches within the strike zone. If the Umpire determines the pitch was not in the strike zone, then "NO PITCH" will be called and the batter will be awarded an additional pitch. A "no pitch" is a dead ball situation.
 - 4.6.5.8.3. There will be no called strikes. However, missed swings and foul balls count as strike. Foul balls on the third strike or the fourth pitch do not count against the batter. If a third-strike or fourth pitch is bunted foul, the batter is out.

- 4.6.5.9. The base runners must stay in contact with the base until the ball is hit.
- 4.6.5.10. Infield Fly rule will not apply.
- 4.6.5.11. Bunting will be allowed during the entire season.
- 4.6.5.12. Halting play will be in accordance with Little League Rules.

4.6.6. Minor-C Pee-Wee Coach-Pitch

- 4.6.6.1. When a team is batting two (2) adult base-coaches plus one (1) adult pitcher are permitted on the field. The base-coaches must remain in the coaching boxes at all times during play.
- 4.6.6.2. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 4.6.6.3. The defensive player listed as “pitcher” on the defensive team does not pitch. He is a fielder only. He must begin each pitch at a distance from the plate even with the adult pitcher. For safety reasons, he cannot leave this position until the ball is hit. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
- 4.6.6.4. The pitching coach/volunteer shall deliver the pitch in an overhand manner. Penalty: The play continues. After the play has ended, the defensive team has the option of taking the result of the play or no-pitch.
- 4.6.6.5. The pitching coach shall not directly or indirectly coach the base-runners while in the pitching position. Penalty: First Offense: Warning; Second Offense: Interference shall be called.
- 4.6.6.6. The pitching coach/volunteer may coach the batter while in the batter’s box.
- 4.6.6.7. All outfielders shall stay behind the baselines.
- 4.6.6.8. Base runners may not advance until the ball is hit. Penalty: LLB Rule 7.13
- 4.6.6.9. Batter/Runner is allowed to advance only one base on an overthrow.
- 4.6.6.10. Bunting is prohibited. Penalty: Batter is out.
- 4.6.6.11. The infield fly rule shall not be in effect at any time.
- 4.6.6.12. The batter will receive up to a maximum of six (6) pitches to put the ball in fair play.
- 4.6.6.13. Foul balls on the last pitch do not count against the batter.
- 4.6.6.14. There will be no called balls or walks. The batter is not awarded first base for being struck by a pitch.
- 4.6.6.15. The last pitch must be hittable. The umpire can rule a “no pitch” and award the batter an additional pitch if he judges this pitch to be out of the strike zone.
- 4.6.6.16. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

- 4.6.6.17. The pitching coach shall position himself/herself as not to interfere with the defensive team on any possible play once the ball has been hit. When a batted ball hits the Pitching Coach, the following shall apply:
 - 4.6.6.17.1. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - 4.6.6.17.2. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

4.6.7. Minor D T-Ball

- 4.6.7.1. Every player on a team's roster will play defensively and have at least one time at bat each inning (except for disciplinary reasons). See below for more than one at bat per inning.
- 4.6.7.2. An adult manager or coach from the batting team will place the ball on the tee.
- 4.6.7.3. A base runner may advance only when the batter hits the ball.
- 4.6.7.4. Bunting is prohibited.
- 4.6.7.5. The infield fly rule shall not be in effect at any time.
- 4.6.7.6. Except in the case of the last batter, play ceases when any of the following occur:
 - 4.6.7.6.1. All runners have been stopped from advancing through normal baseball rules.
 - 4.6.7.6.2. The ball has been returned to the plate (either the coach or catcher has possession), at which time the ball is ruled dead.
- 4.6.7.7. When the ball is ruled dead, runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to the previous base.
- 4.6.7.8. In the case of the last batter, play ceases if the batter fails to safely reach first base or when the lead runner has been stopped from advancing.
- 4.6.7.9. If the last batter fails to safely reach first base, no runs may score.
- 4.6.7.10. In the case of the last batter, once a base is tagged, no runner may advance past that base. Runners that have advanced beyond that base may continue to advance until they are tagged out or a base ahead of them is tagged.
- 4.6.7.11. When a team is batting, two adult base coaches are permitted. They must remain in the coaching box at all times during play.
- 4.6.7.12. Two defensive coaches are permitted on the field.
- 4.6.7.13. A runner/batter is allowed to advance only one base on an overthrow.
- 4.6.7.14. If the teams do not have an equal number of players at the beginning of the game, the following batting rules apply:
 - 4.6.7.14.1. If one team has thirteen players and the other has eleven players:
 - 4.6.7.14.1.1. In the first inning, the first and second batters will bat twice. The batting order for the first inning is 1-11, 1, 2.
 - 4.6.7.14.1.2. The second inning the third and fourth batters will bat twice. The batting order is 1-11, 3, 4.

- 4.6.7.14.1.3. Similarly, in the third inning the fifth and sixth batters will bat twice.
- 4.6.7.14.2. If one team has thirteen players and the other has twelve:
 - 4.6.7.14.2.1. In the first inning, the first batter will bat twice. The batting order for the first inning is 1-12, 1.
 - 4.6.7.14.2.2. The second inning the second batter will bat twice. The batting order is 1-12, 2.
 - 4.6.7.14.2.3. Similarly, in the third inning the third batter will bat twice.
- 4.6.7.14.3. The adult manager or coach of the batting team that places the ball on the tee shall remain in foul territory.

5. Softball

5.1. Age Structure

5.1.1. Senior League Softball Composition

Players will be drafted from the eligible group of **fourteen to sixteen**-year olds.

5.1.2. Junior League Softball Composition

Players will be drafted from the eligible group of **twelve to fourteen**-year olds.

Based on rating by managers during tryout, **fifteen**-year old players may be assigned Junior League by the league's player agent after player agent consults with the managers, notifies player's parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

5.1.3. Little League (Majors) Softball Composition

Players will be drafted from the eligible group of **ten to twelve**-year olds.

Any twelve-year old player that is deemed to lack sufficient maturity and/or skill where her participation in the "Majors" constitutes a heightened physical danger to herself shall be handled IAW Regulation V (a).

5.1.4. Minor League Machine-Pitch Softball Composition

Players will be drafted from the eligible group of **seven to nine**-year olds.

Based on rating by managers during tryout, **seven** year old players lacking sufficient maturity and/or skill where her participation in the Minor machine pitch constitutes a heightened physical danger to herself shall be assigned to baseball Pee-Wee Coach Pitch Division by the league's player agent after player agent consults with the managers, notifies player's parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

5.1.5. Pee-Wee Coach-Pitch with Tee Option Softball Composition

Players shall be selected from the eligible group of **four to six**-year old girls.

5.1.6. Playing up or Playing down

Any player that desires to play in a division outside of the above stated age structure requires approval from the league player agent and the gaining division managers. Such player is required to attend tryouts for both the player's appropriate league age as well as the gaining league age. Players may ONLY play "up" one age group (i.e. league age seven-year olds are ineligible for Minor-A, league age eight-year old are ineligible for Majors)

5.2. Playing Time

Playing time shall be in compliance with LLB Regulation IV (i).

As allowed by LLB Rule 4.04, NVLL will exercise the option to adopt the continuous batting order for the Major League division. For Junior League and Senior League, continuous batting order may be used if mutually agreed by both team managers prior to the start of the game.

IAW Rule 4.04 Note 1, continuous batting order is mandatory for all Minor League divisions.

5.3. Run Rule

As allowed by LLB Rule 4.10 (e), NVLL will exercise the option to implement the 10 run rule after four innings or three and one-half innings if the home team is ahead (three innings or two and one-half innings if the home team is ahead for Pee-Wee Coach Pitch division).

5.3.1. Majors and Minors Divisions

5.3.1.1. There will be a 5 (five) run rule per inning in Minors and Majors Softball

5.4. Time Limit

5.4.1. Majors, Minors, and Pee-Wee Divisions: IAW Regulation X (a) and (c):

5.4.1.1. **Majors:** Drop dead time of 1 hour and 40 minutes

5.4.1.2. **Minors:** No new inning after 1 hour 20 minutes.

5.4.1.3. **Pee-Wee Coach Pitch with Tee Option Division:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes. Tie games are allowed.

5.5. Junior/Senior League Playing Rules

The Junior and Senior Divisions will utilize the *District 1 Inter League Baseball & Softball Rules for Junior/Senior Divisions*.

5.6. Minor League Playing Rules

5.6.1. Machine-Pitch

5.6.1.1. Placement of the Machine:

5.6.1.1.1. Games will be played with a pitching machine placed at 35 feet from the plate.

5.6.1.1.2. An eight-foot radius circle (Pitching Circle) will be drawn around the center of the pitching mound. Refer to Rule 7.05 in the LL Softball Rulebook

5.6.1.1.3. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.

- 5.6.1.2. Rulings Involving the Machine and Safety Circle:
 - 5.6.1.2.1. Batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the coach feeding the machine. RULING: Batter is awarded 1st base. Runners advance if forced.
 - 5.6.1.2.2. Ball popped up, lands in the safety circle, and comes to rest without touching anything. RULING: Batter is awarded 1st base. Runners advance if forced.
 - 5.6.1.2.3. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. RULING: Batter will be awarded 1st base.
 - 5.6.1.2.4. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. RULING: Ball is live.
 - 5.6.1.2.5. Batted ball rolls or passes directly through safety circle without touching anything. RULING: Ball is live.
- 5.6.1.3. The “player pitcher” on the team in the field does not pitch; she is a fielder only. She must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. For safety reasons, she cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine.
- 5.6.1.4. For safety reasons, no fielder shall be closer than 30 feet away from the batters’ box until the ball crosses the plate. A solid or dashed 30’ arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire’s discretion up to three bases will be awarded to the batter/runner(s) for intentional violations of a fielder.
- 5.6.1.5. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire’s judgment, for extra-base hits or intentional safety circle violations.
- 5.6.1.6. Adjustment of the Machine:
 - 5.6.1.6.1. The machine will be set at 33 MPH (typically 36% with the variable speed switch).
 - 5.6.1.6.2. The machine may be adjusted for accuracy at the beginning of a team’s at-bat a half inning before the 1st batter.
 - 5.6.1.6.3. The machine may be adjusted for accuracy during the game at the umpires’ discretion.
- 5.6.1.7. Adult Placement:
 - 5.6.1.7.1. When a team is batting, two adult base coaches are permitted. One adult will be in the dugout at all times to maintain order. The base coaches must stay in the coaches’ boxes at all times during play.
 - 5.6.1.7.2. An adult will pitch to the offensive team’s batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:

- 5.6.1.7.2.1. An umpire;
- 5.6.1.7.2.2. A coach/manager from the defensive team;
- 5.6.1.7.2.3. A coach/manager from the offensive team.
- 5.6.1.7.3. The adult feeding the machine must remain within the safety circle at all times during play.
- 5.6.1.7.4. The adult feeding the machine will not coach in any manner during this half of the inning.
- 5.6.1.7.5. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.
- 5.6.1.7.6. Adult feeding machine will place ball into the machine immediately after presenting it to the batter.
- 5.6.1.8. Teams will play with 10 players on the field. If a team cannot field ten players, they may play with nine players.
- 5.6.1.9. The defensive team will have four outfielders all playing at outfield depth. No "short fielder" or extra fielder will be allowed.
- 5.6.1.10. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first.
- 5.6.1.11. Each batter will receive four pitches or three strikes to get a hit.
 - 5.6.1.11.1. There will be no called balls or walks. If it is obvious, to the umpire, that a ball cannot be hit, the umpire will call "no pitch" and award the batter an additional pitch. A "no pitch" is a dead ball situation.
 - 5.6.1.11.2. There will be no called strikes. However, missed swings and foul balls count as strikes. - Foul balls on the third strike or the fourth pitch do not count against the batter. If a third-strike or fourth pitch is bunted foul, the batter is out.
- 5.6.1.12. The base runners must stay in contact with the base until the ball is hit.
- 5.6.1.13. Infield Fly rule will not apply.
- 5.6.1.14. Bunting will be allowed during the entire season.
- 5.6.1.15. Halting play will be in accordance with Little League Rules.

5.6.2. Pee-Wee Coach-Pitch with Tee Option Division

- 5.6.2.1. Every player on a team's roster will play defensively and have at least one time at bat each inning (except for disciplinary reasons). See below for more than one at bat per inning.
- 5.6.2.2. An adult manager or coach from the batting team will pitch underhand from the designated pitcher's area. A Tee may be used for up to 2 swings AFTER a maximum of 5 pitches have been thrown. A Tee may be used at any time for a four-year old player.
- 5.6.2.3. A base runner may advance only when the batter hits the ball.
- 5.6.2.4. Bunting is prohibited.
- 5.6.2.5. The infield fly rule shall not be in effect at any time.

- 5.6.2.6. Except in the case of the last batter, play ceases when any of the following occur:
 - 5.6.2.6.1. All runners have been stopped from advancing through normal softball rules.
 - 5.6.2.6.2. The ball has been returned to the 8' radius pitcher's circle (either the coach or pitcher's helper has possession), at which time the ball is ruled dead.
- 5.6.2.7. When the ball is ruled dead, runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to the previous base.
- 5.6.2.8. In the case of the last batter, play ceases if the batter fails to safely reach first base or when the lead runner has been stopped from advancing.
- 5.6.2.9. If the last batter fails to safely reach first base, no runs may score.
- 5.6.2.10. In the case of the last batter, once a base is tagged for a forced out, no runner may advance past that base. Runners that have advanced beyond that base may continue to advance until they are tagged out or a base ahead of them is tagged.
- 5.6.2.11. When a team is batting, two adult base coaches are permitted. They must remain in the coaching box at all times during play.
- 5.6.2.12. Two defensive coaches are permitted on the field, positioned in the outfield foul territory and must remain at least ten feet from the offensive coaching box at all times.
- 5.6.2.13. A defensive player at the catching position is optional.
- 5.6.2.14. A runner/batter is allowed to advance only one base on an overthrow.
- 5.6.2.15. A team will have a maximum of five infielders (not counting the catcher and pitcher). All other defensive players must be positioned on the outfield.
- 5.6.2.16. If the teams do not have an equal number of players at the beginning of the game, the following batting rules apply:
 - 5.6.2.16.1. If one team has thirteen players and the other has eleven players:
 - 5.6.2.16.1.1. In the first inning, the first and second batters will bat twice. The batting order for the first inning is 1-11, 1, 2.
 - 5.6.2.16.1.2. The second inning the third and fourth batters will bat twice. The batting order is 1-11, 3, 4.
 - 5.6.2.16.1.3. Similarly, in the third inning the fifth and sixth batters will bat twice.
 - 5.6.2.16.2. If one team has thirteen players and the other has twelve:
 - 5.6.2.16.2.1. In the first inning, the first batter will bat twice. The batting order for the first inning is 1-12, 1.
 - 5.6.2.16.2.2. The second inning the second batter will bat twice. The batting order is 1-12, 2.
 - 5.6.2.16.2.3. Similarly, in the third inning the third batter will bat twice.
- 5.6.2.17. If, in the umpire's judgment, any action by the adult pitching coach interferes with a play in progress, the umpire will declare "dead ball," and award the batter and/or appropriate runner(s) to advance as he deems appropriate to the situation. Only exception to the rule is for matters of safety.

5.6.2.18. The adult manager or coach of the batting team that places the ball on the tee shall remain in foul territory and is subject to offensive interference rules.

6. Teams

6.1. Registration

IAW LLB Regulation IV (f) NOTE, NVLL will close registration after player selections have been made.

6.2. Tryouts

Tryouts will be conducted IAW the LL Operating Manual recommendations.

6.3. The Draft

As defined in the LL Operating Manual an “Option” is an agreement between the manager and the Player Agent which covers a special condition. The only “Options” recognized by NVLL will be those where immediate family members are involved.

6.3.1. Minor Divisions

The Draft rotation will be a “Snake Draft” format (Round One: 1, 2, 3, 4; Round Two: 4, 3, 2, 1). Managers will make a random draw for the draft order.

6.3.2. Major Divisions

NVLL selects Plan B Alternate from the Little League Operating Manual for the 2018 Baseball and Softball Season.

6.4. Team Assignments

After the Major, Minor-A and Minor-B division drafts are completed, players will be assigned to Pee-Wee teams based on age of four-, five- and six-year olds and tryout ratings of seven- and eight-year olds. Every effort will be made to divide age, talent, and experience equally across each division. Siblings will be placed on the same team if selected to the same division.

6.5. Filling Vacancies

IAW Regulation III (d) (2) - Note 1, NVLL will exercise its option to prohibit the filling of team vacancies from lower leagues during the last two weeks of the regular season and playoffs. Player replacements shall be IAW LLB Reg. III

7. The Season and Playoffs (Major and Minor)

7.1. Length of Season

The season will be played over approximately eight weeks with each team playing approximately twice a week. Game facility saturation may occasionally result in only a single game being played in a week. NVLL will attempt to not schedule games during spring break due to high player absenteeism. Rained-out games will be rescheduled subject to field and umpire availability.

7.2. Playoffs

Minor-A, Minor-B and Majors Baseball: The playoffs will be two double elimination tournaments in order that NVLL may guarantee a winner take all game on the day of closing ceremonies. The

tournaments will be held concurrently and seeding for the tournaments is via random draw. In the event of rain or circumstances beyond control of the league, the tournament format may be changed to ensure a final championship game on the day of closing ceremonies.

Minor and Majors Softball: The playoffs will be two double elimination tournaments in order that NVLL may guarantee a winner take all game on the day of closing ceremonies. The tournaments will be held concurrently and seeding for the tournaments is via random draw. If there are less than 6 teams in a division, the playoff will be a round robin format with the top two teams playing in the final game on the day of closing ceremonies. Tiebreaker procedures will be used IAW Section III and IV (pages T-25 and T-26) of the Little League Rule Book. In the event of rain or circumstances beyond control of the league, the tournament format may be changed to ensure a final championship game.

7.3. Playoff Rules

- 7.3.1. Regular season rules with the following exceptions.
- 7.3.2. No ties.
- 7.3.3. If Time limits are needed in certain divisions than they will be determined before tourney begins.
- 7.3.4. Home team (to match the scoreboard) shall be determined by a coin toss prior to the game.
- 7.3.5. For Majors Baseball, the continuous batting order option shall NOT be used in any playoff game.

8. Tournament Teams

8.1. Tournament Team Player Selection

- 8.1.1. Approximately two weeks before the end of the season, the league's player agent shall call separate meetings of all managers in the Senior, Junior, Major, Minor A, and Minor B leagues to select the first 10 positions on each of the tournament teams. Any ten-year olds selected to play in the Major League will automatically be nominated for their respective tournament team and shall be represented by their player agent and/or manager who may vote for the players from their division at the respective tournament team selection vote. Similarly, any eight-year old selected to play in the Minor-A League will automatically be nominated for their respective tournament team.
- 8.1.2. Each manager will provide a list (verbal or written) of nominees to the division player agent at or before the meeting. This list may include players from other teams. These nominations will include any comments the manager feels are relevant. From the compiled list of all managers' nominations, each manager will be asked to rank order the first 15 players where the first pick is listed as (1) and the fifteenth pick is listed as (15).

- 8.1.3.** Each manager’s list of player nominations will be evaluated in the following manner:
- 8.1.3.1. Each nominated player’s name will be placed on a chart with his or her ranking listed to the right under the name of the evaluating manager.
 - 8.1.3.2. Any player not ranked in the top fifteen by an evaluating manager shall receive a ranking of 25 from that manager.
 - 8.1.3.3. Each player’s rating will be computed by discarding the highest and lowest managers’ ratings then adding the remaining ratings. This rating will be used to rank-order the players.
- 8.1.4.** When all players are rank-ordered, the first 10 players will be named to the tournament team.
- 8.1.5.** The manager of the tournament team must fill the remaining 2-4 positions on the team from the list of eligible players in that age group.

8.2. Additional Tournament Team Player Selections

With approval of the DA 8/9/10, 9/10/11 baseball and softball tournaments, more than one All Star Team may be fielded upon the approval of the Board of Directors or a duly appointed committee of the Board of Directors. If such team(s) is (are) fielded, the selection of players shall be made in the same manner as the first team as described in A above. This selection shall be made from eligible players not already selected to an All Star team, including those selected by the manager according to VIII A 5 above.

8.3. Tournament Team Manager and Coaches Selection

The league’s player agent shall provide voting ballots to the managers to nominate and recommend tournament team managers. The recommended manager of a team will recommend selections for his/her two coaches. These recommendations will be considered during the manager selection process as outlined in the Constitution.

The Board of Directors must approve all managers and coaches selected for tournament teams. The Board of Directors will review selections, make any alterations deemed necessary, and approve the final selections for tournament team managers and coaches based on a simple majority vote of the Board of Directors.

8.4. Other “Special Tournament” Teams

The players, managers and coaches of any other Little League Baseball/Softball approved “Special Tournament” teams shall be nominated and selected in the same manner as described in A, B and C above. [D.A. SPECIAL GAMES REQUEST]

9. Safety

9.1. Baseball

- 9.1.1.** Player pitchers will not be allowed to wear sunglasses unless they are prescription.

9.2. Softball

- 9.2.1.** Player pitchers will not be allowed to wear sunglasses unless they are prescription or are covered by a mask.