

NSLL Rules for all Little League Divisions

1. All games are 6 innings or 2 hrs in length **maximum**. No inning will begin after 1 hr and 45 minutes from scheduled start time, unless the games starts late due to umpires arriving late or weather delay, then it will be 2 hrs from **the actual** start time. Game must end at 2 hrs. **The score reverts back to the last full inning.**
2. An adult (**over 21**) must be in the Dugout at all times. If both Coaches want to coach 1st and 3rd then a parent volunteer must be in the dugout. If a parent volunteer is not available then a coach must stay in the dugout with the players.
3. All Coaches must wear their **ID Badge** when coaching their team on or off the complex.
4. Each team may have up to 2 Parent Volunteers to help their team and the Parent Volunteers must have their **ID Badge** with the **red lanyard** on when in the Dugout. Parent Volunteers are not allowed to Coach the bases or be on the field. Only 1 Parent Volunteer is active and allowed in the Dugout during a game. The other parent volunteer may keep the book but is not permitted in the dugout.
5. Catchers must wear the catchers' helmet with facemask when doing both Pitchers warm-up and infield warm-ups. Also all catchers must have a throat guard and groin flap, male catchers must also wear a cup.
6. There is **no swinging of bats** anywhere on the complex except when **"at Bat"** during a game or if **in the batting cages**. No batting practice is permitted on any field within 30 minutes of game time. This includes use of 'hit sticks'.
7. All players must use a Little League approved bat. **ALL LITTLE LEAGUE BASEBALL BATS MUST BE USABat approved.** NSLL will perform spot checks throughout the season in all Divisions. Coaches will ultimately be responsible for checking of bats. If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box then the batter is out for illegal action. The defensive manager may elect to take the result of the play in-lieu of the batter being called out. First violation and the offensive team will lose one adult base coach. Second violation the manager will be ejected from the game. (and the next played game). If a player is called out for using an illegal bat without completing the at-bat, then the at-bat does not count toward minimum playing time.
8. No one except a team player, properly equipped is permitted to warm-up pitchers at any time on or off the complex. (Capable player with helmet/face mask and cup)
9. "Home" team is responsible for set up and removal of bases and pitching machines, all coaches (home and visitors) are responsible for getting the field into playable shape. Plan ahead; if it has been a rainy day arrive early!
10. If both coaches are unavailable to coach a game 1 Parent Volunteer is allowed to manage the team and be on the field, and 1 Parent Volunteer will remain in the dugout, with permission from either the Division Player Agent or Field Duty Supervisor. If 1 coach is present, only 1 Parent Volunteer may be used and they must be in the dugout only!
11. Players must not wear jewelry, such as but not limited to, rings, watches, earrings, bracelets, necklaces. This rule applies regardless of the composition of the jewelry. (Medical alert jewelry is permitted.)
12. Players are not permitted to wear their cap under their batting helmet.
13. A player including the catcher cannot block a base without having the ball.
14. Any live ball including a walk is permitted to overrun first base.
15. No spectators are permitted behind the backstop
16. If any medical professional, umpire, manager, coach or the players parent has determined that a player sustained a possible concussion the player must be removed from the game or practice for the remainder of the day. Return to play must be done with a physician's clearance letter

Slide or attempt to avoid contact

Little League does not allow a mandatory slide rule.

It can't be the league rule nor can it be an agreed upon ground rule at the start of a game. The rule is slide or attempt to avoid contact. If the runner attempts to avoid contact and runs out of the base line to avoid being tagged they are out. Intentionally running into the defender to dislodge the ball and the runner is out and should be ejected from the game.

If they attempt to avoid contact and bump the defender they are not out from the contact.

North Shore Little League Code of Conduct

Position Objective:

To provide role model for players and to instill a spirit of sportsmanship to players and parents, while providing a positive Little League learning experience.

Code of Conduct:

Managers, Coaches, Players, and Parents shall conduct themselves in a sportsmanlike manner at all times, on or off complex while as a representative of NSLL, **including through Social Media**

1. **Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator.**
2. **Verbal abuse and/or the use of profanity upon any person, before, during or after a game.**
3. **Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.**
4. **Be guilty of objectionable demonstrations of dissent at an official's decision.**
5. **Refuse to abide by an official's decision.**
6. **Consumption of alcoholic beverages or illegal drugs at the NSLL Complex or other fields used by NSLL.**
7. **Smoking on the field of play or in the dugout. Smoking on the complex, in general, is prohibited.**
8. **Any act or behavior deemed to be disruptive or detrimental to the league.**
9. **Stealing of signs for location or pitch selection.**

Persons guilty of such conduct may be subject to the following:

- Immediate suspension from the remainder of the game
- Immediately required to leave the complex
- Suspension for the remainder of the season
- Review by the Executive Board of Directors

Failure to abide by the direction of the field duty supervisor or executive board member in charge may result in immediate termination and forfeiture of the game

The violating person shall have the right to submit written notification to the **Executive Board of Directors** within 24 hours of the violation.

Managers and coaches are the backbone of the league. They teach, they mentor, and they lead the youth of our community. It is a very important position and should not be taken lightly. Please also remember that you as parents also make a difference with the children of our League. Don't forget that playing baseball and softball at this level should be both educating and fun.

I have read and understand the Code of Conduct and will abide by it.

Signed: _____

Date: _____

Division: _____ **Team:** _____

North Shore Little League – Forfeit Reschedule Policy

1.) The Policy is for the following divisions:

Minors BB, Majors BB, Minors SB, Majors SB, Junior/ Senior.

2.) All games will be played at the scheduled time. Scheduled games will not be rescheduled except for field conditions, weather, or as per paragraph six herein. The player agent will reschedule all postponed games. All coaches are notified that postponed games will be played as per North Shore Little Leagues field availability. Most rescheduled games will be played on Sunday afternoons. The Player Agent will reschedule postponed games and notify both coaches of the time and location of the rescheduled game. The rescheduled game will be played as per this policy.

3.) North Shore Little League teams with only eight players at game time will play the game as scheduled. The team with eight players will present the batting order with eight positions. The team starting a game with eight players will not incur a penalty. In the event a ninth player arrives after the start of the game the ninth player will be inserted in the batting order in the ninth position. And bat in ninth position accordingly. If the ninth player arrives while the team is on defense, the coach shall request time-out and enter the ninth player immediately. At all times, if nine players are present the team must play nine players. In the divisions where ten players are permitted the team must play ten players if ten players are present.

4.) In the event a team starts the game with nine players and due to attrition the team is reduced to eight players an out will be recorded each time the vacant position in the batting order is scheduled to bat. In the Baseball Majors with the EH Rule where ten players are permitted the out will also be recorded if the team is reduced to nine if they start with 10. In Softball Majors where ten players are permitted the out will be recorded if the team is reduced to eight. In the event a team is reduced to seven players the game will be suspended and all details referred to the Player Agent. Final disposition of the game will be determined by the Executive Board.

5.) Games will start at the scheduled time. If seven or less players are present a ten minute courtesy will be extended. If after the ten minutes courtesy seven or less players are present the games is declared a forfeit. If both teams have seven or fewer players present both teams incur a forfeit. A forfeit is recorded as a loss in the standings. Coaches should make every attempt to play a scrimmage.

6.) In extreme cases a coach may contact the Player Agent and request to reschedule a game due to a school or similar situation. Possible situations:

- School trip, School concert, Religious holiday, Community event

By requesting an exception the coach is certifying that the event is impacting the team to the extent that the available roster is being reduced to seven or fewer players. The coach will provide the Player Agent with the names and phone numbers of affected players. The Player Agent will conduct an investigation and make a determination if the request will be approved. If the Player Agent determines that fraudulent information had been presented the game will be played as scheduled and the coach will be suspended for one game.

7.) A game will not be rescheduled due to inability of both the manager and coach to attend. Managers are encouraged to recruit a reserve coach to be used when necessary. The name of the reserve coach is to be supplied to the Player Agent. Reserve coach must be one of the parent volunteers. If no parent volunteer is available an appointed coach must be an approved coach, or parent volunteer who has passed the background check and has been approved by the Player Agent.

Note: A considerable amount of effort is required to prepare and schedule fields, field prep, umpires, field duty, etc. to accommodate a make-up game. Weather related make-ups are un-avoidable. Coaches are required to make every effort to play games on schedule and be prepared to play make-up games when assigned by your player agent. Special accommodations cannot be made.

NSLL Player Participation Rule & Penalties

Little League Baseball has a mandatory player participation rule for every team player. Reg. IV(i) Reads as follows:

“Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least once (1)”. Six (6) defensive outs is intended to be (2) full innings on defense in the event the inning ends from run rule in lieu of (3) outs.

Penalty: The player(s) involved shall start the next scheduled game, play any previous requirement not completed from the previous game and the requirement for the current game before being removed.

The Manager or Coach 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 remainder of the season.**

Players who are injured or in some other way unable to participate, but in attendance and in uniform, must be listed on both teams' scorecards as ineligible for that game. This shall be brought to the attention of the umpire in chief of that game.

North Shore Little League strongly encourages and expects its coaches to go beyond the Little League minimum requirement for playing time with all players.

Coaches should make every effort to extend a fair amount of playing time to each player. All players should be given the opportunity to play in the infield unless the coach determines it a safety hazard to the player.

Note:

All players are expected to:

Be starters in at least 4 games

Play at least 2 full games without being removed

Never play the minimum three games in a row

T-Ball Rules

1. 1 Parent Volunteer is allowed on the Field.
2. All Players are on the field for Defense.
3. Defense shall be Normal Infield plus 1, all other players will be placed in the outfield.
4. All Players Bat.
5. Runners only advance 1 base at a time.
6. Last Batter hits a Home run to clear the Bases.
7. Each Team goes through their batting order each inning.
8. Coaches shall rotate players so all players are given the opportunity to play both infield and outfield.
9. **At Mid-season coaches may elect to soft toss to hitters in lieu of the tee. After 3 soft tosses If a batter has not hit the ball the can hit from the tee to put the ball in play.**

Pee Wee Rules

1. 1 Parent Volunteer is allowed on the Field.
2. A Coach or Parent Volunteer must stay in the dugout.
3. 10 Players are allowed on Defense. Normal infield positions with 4 outfielders.
4. Rotate your players on Defense.
5. No player shall play more than 3 innings combined per game at 1st base, 3rd base, or Pitcher.
6. Each player must be rotated after 2 innings at same position.
7. Continuous batting order.
7. 5 hittable pitches per batter.
8. **3 outs by the defense** or last batter in lineup ends the inning.
9. If after the batter has his/her five pitches and does not make contact (must return to dugout) **this is not an out** charged to the team, only defensive outs apply.
10. Runners advance 1 base at a time, unless the ball is cleanly hit to the outfield and no player has fielded the ball when the batter/runner has reached first base, that player may attempt to advance to second base. The last batter/runner clears the bases.

Farm Rules

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. One Defensive Coach is allowed on the Field.
3. 10 players are allowed on Defense, 4 in the outfield.
4. Continuous batting order.
5. All Bats must comply with LL rule 1.10. Coaches will ultimately be responsible for checking of bats. (See Rule #7 in League Rules)
6. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
7. There must be a player catcher every inning even if you only have 8 players.
8. No player shall play more than 3 innings combined per game at 1st base, 3rd base, or Pitcher.
9. Each player must be rotated after 2 innings at same position.
10. 5 pitches per batter to put ball in play or strikeout, **NO WALKS.**
11. No bunts or half swings (10ft. line has been omitted any ball in fair territory is fair)
12. Any Batted Ball hitting the Pitching Machine or Umpire at the machine is a dead ball. The Batter gets 1st base and all other base runners advance 1 base if forced.
13. Infield Fly rule is not in effect.
14. No Pinch runners. Last batted out can be used if there is an injury.
15. **No stealing from 1st base. Runners may advance from 1st base only when the ball is put in play.**
16. **A player may only advance one base on a steal. Stealing of home is NOT permitted. There is no limit on steals per inning. **Delayed stealing is not permitted****
17. All runners may advance to a base until the ball is controlled by an infielder within the infield as outlined by the base paths. Any runner advancing beyond this point will be returned to the previous base, unless an out is recorded on that player.
A runner shall be entitled to the base they are headed to, if in the umpire's judgment, that player is more than halfway to that base. If not the player shall be returned to the base they last legally touched.
18. Coaches may request 2 defensive timeouts per inning.
19. Pitching Machines can be adjusted at the beginning of an inning, unless the Umpire deems it unplayable. If it is deemed unplayable the umpire may adjust it.
20. Protest on rules only; see **Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.**

Clarifications:

- A ball starting foul and spinning back into fair territory, without being touched foul, is a fair ball.
- "No pitch" can only be called by the umpire. "No Pitch" will not be called just because a pitch is not a strike. It will be called if, in the opinion of the umpire, the ball is completely unhittable. If no pitch is called then the ball is dead and no runners may advance.
- **Delayed Steal: Once a pitch has crossed home plate or passed the catcher, but prior to the catcher being in the process of returning the ball to the pitcher, a runner may attempt to steal. A runner off the base and attempting to steal on the throw-back to the pitcher is not permitted. A runner who becomes out during a delayed steal shall be out, A runner who is safe during a delayed steal shall be returned to his original time of pitch base.**

Minors Rules

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. 9 players on Defense.
3. Continuous batting order.
4. Approved Bats: See Rule 7 in Rules for all divisions
5. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
6. Subs must have 6 Consecutive Outs or run rule in the field before the player they subbed for can reenter. After minimum play requirements have been met free substitution on defense is allowed, however substitutions must be made at the time the team takes the field.
7. Bunting is allowed.
8. Infield Fly rule is in effect.
9. No Pinch Runners. Last batted out can be used if there is an injury.
10. No Leading.
11. **Stealing is permitted with no limit. NSLL Rule for Minors Stealing: A player may only advance one base on a steal, even if there is an overthrow. Delayed stealing is not permitted.**
12. Leaving a base early has penalties and affects all runners.
13. Pitchers are allowed 75 pitches per game. Pitching Rest is as follows:
 - a. If a pitcher pitches 66 or more pitches in a day, 4 days rest.
 - b. If a pitcher throws 51 – 65 pitches in a day, 3 days rest.
 - c. If a pitcher throws 36 – 50 pitches in a day, 2 days rest.
 - d. If a pitcher throws 21 – 35 pitches in a day, 1 day of rest.
 - e. If a pitcher throws 1 – 20 pitches in a day, no days of rest.If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue and complete the at-bat and is only required to observe the rest threshold reached during the at-bat provided the pitcher does not deliver a pitch to another batter.
14. Pitch counts must be checked after each half inning, if there is a discrepancy the Home Teams number will be the final say. Warm up pitches do not count towards the pitch count.
15. A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who has caught 4 or more innings in a game is prohibited from pitching in that game.
16. Intentional Walks – The pitches must be thrown. You are limited to ONE Intentional Walk, per batter, per game.
17. Third visit in an inning and fourth in a game to same pitcher, you must replace the pitcher. A coach may go to the mound and include all infielders.
18. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.
- 19.. A pitcher must indicate visually to the umpire, the batter and any runners the hand with which he intends to pitch. This may be done by wearing a glove on the other hand while touching the pitcher's rubber. A pitcher is not permitted to switch pitching hands until the at-bat has been completed.

Delayed Steal: Once a pitch has crossed home plate or passed the catcher, but prior to the catcher being in the process of returning the ball to the pitcher, a runner may attempt to steal. A runner off the base and attempting to steal on the throw-back to the pitcher is not permitted. A runner who becomes out during a delayed steal shall be out, A runner who is safe during a delayed steal shall be returned to his original time of pitch base.

Majors Rules

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. 9 players on Defense.
3. **Continuous Batting order. All players in uniform and able to play shall be in the batting order.**
4. Once the Umpire says Play Ball your lineup is set, meaning if you don't start the game with an EH you can not add one later, even if Home team has not batted yet.
5. **Subs must have 6 Consecutive Outs or Run rule in the field on defense. Once all players have played the minimum free substitution on defense is permitted. Players remain in the original spot in the batting order the entire game.**
6. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
7. Approved Bats: See Rule 7 in Rules for all divisions
8. Bunting is allowed.
9. Infield Fly rule is in effect.
10. No Leading.
11. No Limit on Steals.
12. Leaving a base early has penalties and affects all runners. **See Rule 7.13 in the rule book**
13. Pitchers are allowed **85** pitches per game.

Pitching Rest is as follows:

- a. **If a pitcher pitches 66 or more pitches in a day, 4 days rest.**
- b. **If a pitcher throws 51 – 65 pitches in a day, 3 days rest.**
- c. **If a pitcher throws 36 – 50 pitches in a day, 2 days rest.**
- d. **If a pitcher throws 21 – 35 pitches in a day, 1 day rest.**
- e. **If a pitcher throws 1 – 20 pitches in a day, no days rest.**

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue and complete the at-bat and is only required to observe the rest threshold reached during the at-bat provided the pitcher does not deliver a pitch to another batter.

14. **A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who has caught 4 or more innings in a game is prohibited from pitching in that game.**
15. Pitch counts must be checked after each half inning, if there is a discrepancy the Home Teams number will be the final say. Warm up pitches do not count towards the pitch count.
16. **Intentional Walks – MUST THROW THE PITCHES** to intentionally walk the batter. The batter then advances to 1st base. **You are limited to ONE Intentional Walk, per batter, per game.**
17. Third visit in an inning and fourth in a game to same pitcher, you must replace the pitcher. A coach may go to the mound and include all infielders.
18. Protest on rules only; see **Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.**
19. Players may advance on a third strike that is not caught in flight by the catcher if first base is un-occupied with less than two outs or there are two outs regardless of base runner position. On a dropped third strike play it first base the fielder is permitted to use either the white or the orange base and the runner is also permitted to use either base.
20. A pitcher must indicate visually to the umpire, the batter and any runners the hand with which he intends to pitch. This may be done by wearing a glove on the other hand while touching the pitcher's rubber. A pitcher is not permitted to switch pitching hands until the at-bat has been completed.

2018 Playoff Rules

1.) Higher seed from regular season is always Home Team. Championship game Home/Away is determined by a coin flip. In unseeded Divisions, a coin toss will decide the Home and Visiting Team for all games.

2.) Regulations game rules 4.10, 4.11, 4.12 apply.

3.) In inning 1 thru 5, the inning ends with 3 outs, 5 runs (except Softball Minors which is 3 runs). The 6th inning or extra innings which have unlimited runs continues until 3 outs are recorded or the Home team wins.

4.) No Inning begins after 2 hours. Unless there is a tie in which case you play till there is a winner. An inning beginning before the 2 hour mark may continue past 2 hours until 3 outs are recorded or the Home team wins.

5.) During an extra-inning game there will be no relief from the maximum innings played per position rules

6.) Any championship game shall be played until completion. Rain or darkness will not end the game. If not possible to finish at that time the game will continue from that exact point until completion, at the earliest possible time to reschedule. All pitching rules regarding rest are in effect.

Softball-A Rules

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. One Defensive Coach is allowed on the Field.
3. 10 players are allowed on Defense.
4. Continuous batting order.
5. All bats used for Softball must be a softball bat which meets Little League specifications and standards. It shall be printed with a BPF factor of 1.20
6. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends.
The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
7. There must be a player catcher every inning even if you only have 8 players.
8. No player shall play more than 3 innings combined per game at 1st base, 3rd base, or pitcher.
9. Each player must be rotated after 2 innings at same position.
10. 5 pitches per batter to put ball in play or strikeout, NO WALKS.
11. Any Batted Ball hitting the Pitching Machine or Umpire at the machine is a dead ball.
The Batter gets 1st base and all other base runners advance 1 base if forced.
12. Bunting is permitted, no fake bunts or slap hits are allowed, once a batter squares to bunt **and the ball exits the pitching machine** it releases the Pitcher, First Baseman, and Third Baseman to charge the bunt.
13. Infield Fly rule is not in effect.
14. No Pinch runners. Last batted out can be used if there is an injury.
15. No leading or stealing.
16. A runner may advance only when a batted ball is put into play.
17. All runners may advance to a base until the ball is controlled by an infielder within the infield as outlined by the base paths. Any runner advancing beyond this point will be returned to the previous base, unless an out is recorded on that player.
A runner shall be entitled to the base they are headed to, if in the umpire's opinion, that player is more than halfway to that base. If not the player shall be returned to the base they last legally touched.
18. Coaches may request 2 defensive timeouts per inning.
19. Pitching Machines can be adjusted at the beginning of an inning, unless the Umpire deems it unplayable. If it is deemed unplayable the umpire may adjust it.
20. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.

Clarifications:

- **A ball starting foul and spinning back into fair territory, without being touched foul, is a fair ball.**
- **No pitch can only be called by the umpire. "No Pitch" will not be called just because a pitch is not a strike. It will be called if, in the opinion of the umpire, the ball is completely unhittable. If no pitch is called then the ball is dead and no runners may advance.**

Softball Minors

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. 10 players are allowed on Defense.
3. Continuous batting order.
4. All Bats used for Softball must be a Softball bat which meets Little League specifications and standards. It shall be printed with a BPF factor of 1.20. If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box then the batter is out for illegal action. The defensive manager may elect to take the result of the play in-lieu of the batter being called out. First violation and the offensive team will lose one adult base coach. Second violation the manager will be ejected from the game.
5. In innings 1 thru 5, 3 Outs, or when 3 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
6. Infield Fly rule is in **NOT IN** effect. **Infield fly rule will be in effect in All-Stars**
7. Intentional Walks – **Does not need to throw the pitches.** You are limited to ONE Intentional Walk, per batter, per game.
8. If a pitcher intentionally rolls a ball to a batter to intentionally walk them, the 1st ball is a ball, the 2nd ball gets the pitcher and Manager a warning, and the 3rd ball gets the Pitcher and acting Manager Ejected followed by a 1 game suspension.
9. The Pitcher's Glove shall be one solid color other than White, Gray, or Optic Yellow, or if Multi-Colored, White, Gray, or Optic Yellow shall not be included in the colors. A Glove that is judged to be distracting is illegal. **Pitchers shall not wear any item on the pitching hand, wrist, or arm except a solid dark colored long sleeve shirt. A pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, grey, or a uniform color.**
10. No Pinch Runners. Last batted out can be used if there is an injury.
11. Subs must have 6 Consecutive Outs or run rule in the field before the player they subbed for can reenter. After minimum play requirements have been met free substitution is allowed.
12. **Stealing is permitted with no limit. A walk is a live ball, if the runner chooses to advance beyond 1st base in a non-stop motion thru first base they are permitted to stop however the 3 second rule will apply. Throw back to pitcher, may not advance even if ball is missed. A runner stealing second or third base is not permitted to advance more than the one base even if there is an overthrow.**
13. When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately (within 3 seconds) attempt to advance to the next base or return to the base the runner is entitled. If the pitcher has possession of the ball within the pitcher's circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately (3 seconds) attempt to advance or return to base. If they don't they are out. This is an Umpire Judgment!
14. The pitching rubber is 35ft. from home plate.
15. Pitchers can pitch a maximum of 6 innings per game, and 6 innings for the week Sunday-Saturday
16. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed.
17. Third visit in an inning or fourth in a game to same pitcher, you must replace the pitcher. A coach may visit the mound and include all infielders.
18. Leaving a base prior to the ball reaching the batter and the runner is out.
19. If a batter holds the bat in the strike zone upon delivery of a pitch, even if they do not offer at the ball, it will be called a strike. They must withdraw the bat backwards and away from the ball.
20. Protest on rules only; see Rule 4.19. No arguing or protesting on safe/out, fair/foul, all/strike or any Judgment calls.

Softball Majors

1. No Parent Volunteers are allowed on the Field. (See Rule #10 in League Rules.)
2. 10 players are allowed on Defense.
3. 10 players are allowed to bat.
4. All Bats used for Softball must be a Softball bat which meets Little League specifications and standards. It shall be printed with a BPF factor of 1.20. If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box then the batter is out for illegal action. The defensive manager may elect to take the result of the play in-lieu of the batter being called out. First violation and the offensive team will lose one adult base coach. Second violation the manager will be ejected from the game.
5. In innings 1 thru 5, 3 Outs, or when 5 Runs Score, the inning ends. The 6th inning, which has unlimited runs, continues until 3 outs are recorded or the Home team wins.
6. Infield Fly rule is in effect.
7. **Intentional Walks – MUST THROW THE PITCHES** to intentionally walk the batter. The batter then advances to 1st base. **You are limited to ONE Intentional Walk, per batter, per game.**
8. If a pitcher intentionally rolls a ball to a batter to intentionally walk them, the 1st ball is a ball, the 2nd ball gets the pitcher and Manager a warning, and the 3rd ball gets the Pitcher and acting Manager Ejected followed by a 1game suspension.
9. The Pitcher's Glove shall be one solid color other than White, Gray, or Optic Yellow, or if Multi-Colored, White, Gray, or Optic Yellow shall not be included in the colors. A Glove that is judged to be distractive is illegal. **Pitchers shall not wear any item on the pitching hand, wrist, or arm except a solid dark colored long sleeve shirt. A pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, grey, or a uniform color.**
10. Subs must have 6 Consecutive Outs or Run rule in the field and a complete at Bat before the player they subbed for can reenter. After minimum play requirements have been met free substitution is allowed. Players remain tied together in the batting order and cannot be on defense at the same time.
11. A Pitchers maximum innings per game is 9, per week is 18. Sunday to Saturday
12. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed.
13. When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately (within 3 seconds) attempt to advance to the next base or return to the base the runner is entitled. If the pitcher has possession of the ball within the pitcher's circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately (3 seconds) attempt to advance or return to base. If they don't they are out. This is an Umpire Judgment!
14. The pitching rubber is **40ft.** from home plate.
15. Maximum of 5 pitchers per game.
16. A coach may go to the mound and include all infielders.
17. Leaving a base prior to the ball being released by the pitcher, the runner is out.
18. If a batter holds the bat in the strike zone upon delivery of a pitch, even if they do not offer at the ball, it will be called a strike. They must withdraw the bat backwards and away from the ball.
20. Protest on rules only; see **Rule 4.19. No arguing or protesting on safe/out, fair/foul, ball/strike or any Judgment calls.**
21. Players may advance on a third strike that is not caught in flight by the catcher. If first base is un-occupied with less than two outs or there are two outs regardless of base runner position. On a dropped third strike play at first base the fielder is permitted to use either the white or the orange base and the runner is also permitted to use either base.