

NORTH PENN LITTLE LEAGUE

RULE BOOK



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NORTH PENN LITTLE LEAGUE

ADMINISTRATIVE RULES

I. Administrative Rules

A. General

1. The Official Little League Rulebook will be the official rulebook for North Penn Little League (NPLL). The only exceptions to these rules will be those listed in this North Penn Little League rulebook. In all cases, these general rules will take precedence over the "official rule" book.
2. The Division Commissioner shall be responsible for ensuring that all Managers and Coaches not only enforce the rules but act in a manner consistent with the spirit of the rules and the best interest of the players.
3. Only Little League Team members, managers, coaches and umpires shall be permitted on the ball fields during practices and games. The Intermediate and Majors Divisions may have one (1) manager, two (2) coaches and one (1) score keeper in the "dugout or bench" area during games.
4. When a team is at bat, only the batter, base runners and base coaches will be allowed on the field. Base coaches must be managers or coaches.
5. A protested game must be submitted in writing, within 24 hours, to the League President. The protest will be acted upon as soon as possible by the Board of Directors. A judgment call by an Umpire is NOT grounds for a protest. The procedure for filing a protest is, to notify the Umpire and the opposing manager before any succeeding play begins, that the game is being played under protest. Both score books must indicate the inning, player at bat, number of outs, balls and strike count, base runners and position, and score at the time of incident.

B. Roster/Player Conduct

6. After the Draft, all rosters will be final. If a parent or child wants to change teams, the parent must present valid and justifiable reasons to the Board of Directors. The exception to this rule is if a parent was to become the team Manager. The Board will handle change requests after the draft on a case by case basis.
7. Each Team manager is responsible for the conduct of his team members. Profane language by team members, coaches, parents, spectators, or umpires is strictly prohibited. All Coaches, Players, Umpires, Parents and Spectators are to adhere to the "North Penn LL Code of Conduct". Violations of this rule will be referred to and handled by the League Board. If the board confirms the violation, a minimum of one game suspension will prohibit the

offender from attending the Little League fields. For a second violation the penalty will be determined by the League Board of Directors.

8. Cheering is allowed from the dugout; however no banging of benches, shaking fences, or taunting of an opposing pitcher or other players will be tolerated. Cheering should stop when a pitcher is set to begin his delivery.
9. Players are requested to remain on the ball field during the entire game. Team members are NOT permitted to eat during games and practices.

C. Uniforms/Player Equipment

10. Approved Little League uniforms, including Hat, Shirt, Pants, Socks, must be worn at each game. Rubber spikes are recommended. (NO metal spikes permitted in Little League Divisions and no half socks or jewelry.)
11. Chest protectors are available to all batters at all times. ALL batters and base runners during games and practices must wear a batting helmet (with facemask). For Intermediate and Majors batters have the option of wearing a face mask.
12. Full catcher's equipment must be worn at all times. For Minors, Majors and Intermediate, this includes the use of a protective "cup" and a throat protector. The home plate umpire will confirm the use of proper equipment before play is started.
13. Each Team Manager will be responsible for their Team's Little League equipment and uniforms. This responsibility includes the cleaning and the return of uniform and equipment by July.

D. Fields/Game Equipment

14. The Visiting team is responsible for supplying game equipment and umpire equipment to the baseball field.
15. Both the Home and Visiting teams are responsible for policing the entire playing field and surrounding area after each game.
16. The Home team must drag the infield after each game including locking up of respective sheds or job boxes.
17. Managers shall not release their players to the snack stand until the field and adjacent areas are clean.
18. In accordance with the North Penn School District, there will be NO SMOKING throughout all fields on school property.
19. Snack Bar stand closes at 8:15 PM.

E. Umpires

- 20. The home plate umpire is the “umpire and chief” for all division games. Once a game starts the umpire is in control of the game and decides whether the game is stopped because of weather or light issues.
- 21. For Tee Ball and the Rookie Division, the coaches assisting the players in the field will act as the umpire.
- 22. For all Intermediate and Major games, the League will provide the plate umpire. Both teams must supply a game ball to the umpire. The umpire and chief may elect to use a volunteer for a base umpire.

F. Postponed Games

- 23. Postponed Games (Intermediate, Majors, and Minors) due to weather MUST be made up on the first open Friday or Sunday following the postponement as scheduled by the Division Commissioner. The games must be played at that time or are subject to FORFEIT. If a Manager is not available, he must appoint a representative to manage the team.

The available times are:

<u>Friday</u>	<u>Sunday</u>
6:00 PM	1:00 PM
	3:30 PM
	6:00 PM

- 24. If a team is postponed twice in one week, the Division Commissioner will be responsible for rescheduling the events
- 25. There will be NO Double-Headers played without the approval of the Division Commissioner.

G. Saturday Game times

- 26. 10am – 12pm No inning can start after 12pm. You can finish an inning but no new innings. Games can end in ties.
- 27. 12:30pm – 2:30pm No inning can start after 2:30pm. You can finish an inning but no new innings. Games can end in ties.
- 28. 3 – 5pm No inning can start after 5pm. You can finish an inning but no new innings. Games can end in ties.

T-BALL DIVISION

II. Playing Rules:

1. Three (3) Coaches are allowed on the field to assist the defensive team. No inning shall be started if weather or light conditions are questionable. All play must be completed by 7:30 PM.
2. A continuous batting order will be in force, with the maximum of nine (9) batters, and the minimum of six (6) players batting per inning. Three outs still apply after the sixth batter. Coaches must announce the 9th Batter.
3. There is no base stealing or sliding in T-Ball. If a play is being made on a runner, the runner must avoid contact with the defensive player. Failure to comply with this rule will result in the runner being called out.
4. It is mandatory that a player be inserted as a base runner for a catcher when there are two outs or the final batter is up to the plate.
5. Managers must announce the final batter.
6. When a ball is hit out of the infield, the runner(s) may advance until the ball is returned to the infield. Runners cannot advance on an overthrow.
7. Please have all players take a position as infielders or outfielders. Maximum of 6 infielders (including catcher) 4 Outfielders on the field.
8. Players should be rotated each inning and positions to develop all players skills.
9. Infielders must be in the proper positions.
10. Any VIOLATIONS of the above rules will be reviewed by the Board of Directors to determine the course of action or penalty (if any) in a prompt and professional manner.
11. Game length is a maximum of 1 1/2 hours or 3 innings.

ROOKIE DIVISION

A. Game Play

1. No inning shall be started if weather or light conditions are questionable. All play must be completed by 7:45 PM.
2. A continuous batting order will be in force, with the maximum of nine (9) batters, and the minimum of six (6) players batting per inning. Three outs still apply after the sixth batter. Note: A strike out is NOT considered an earned out! Coaches must announce the 9th player at bat.
3. Each player will be thrown a maximum of six (6) pitches. Managers must announce the final pitch to the hitter. Hitting tees cannot be used. If a hitter fails to make contact after the sixth pitch, the players at bat will end. A players "at bat" can not end on a foul ball, unless a catch is made.
4. There is no base stealing.
5. If a play is being made on a runner, the runner must avoid contact with the defensive player. Failure to comply with this rule will result in the runner being called out.
6. When a ball is thrown "out of play" the Umpire (coach of Defensive Team) shall award two bases to all runners governed by the position of the runners at the time the ball was THROWN.
7. When a ball is thrown into the infield and the runner is past the half way mark the runner MAY advance to the next base only!
8. It is mandatory that a player be inserted as a base runner for a catcher if there are two (2) outs or the final batter is at the plate.

B. Play Requirement

9. Every player must play half the innings and include a minimum of one at bat.

Penalty: The player(s) involved must start the next game and complete any previous requirement not completed.

10. Players should be rotated in their respective playing positions each inning.
No player should play the same position twice in a game!

11. Teams must utilize a minimum of two (2) catchers per game with the maximum of four (4) innings per game.

12. Four outfielders will be used for each game if available.

13. Any VIOLATIONS of the above rules will be reviewed by the Board of Directors to determine the course of action or penalty (if any) in a prompt and professional manner.

14. Game length is a maximum of 1 3/4 hours or 4-5 innings.

MINORS DIVISION

A. Game Play

1. No inning shall be started if weather or light conditions are questionable. Visiting team cannot start a new inning after 7:40 pm before Mother's day, 7:50 pm from Mother's day until June 1, and 8:05 thereafter.
2. A continuous batting order will be in force, with the maximum of seven (7) batters per inning. Three outs still apply. Managers must announce the last batter. Free substitution applies.
3. The pitch count will follow regular baseball rules, 4 balls or 3 strikes. A players "at bat" can not end on a foul ball, unless a catch is made. Please encourage your players to swing! The seventh batter of an inning will get one recount (total of two) before a walk must be taken. In the last inning the seventh batter will get unlimited recounts. The recount rule will not change after May Managers' meeting.
4. Strike Zone for umpires: Horizontally one ball width on both sides of the plate; vertically batters shoulders to knees.
5. If the 7th batter hits the ball, conditions exist as if there were two outs in the inning. The inning continues in a normal manner until an out is made or a player with the ball throws to home and a defensive player touches home plate while in possession of the ball. If there are less than two (2) outs in the innings and there are runners on base, when the 7th batter takes his position at the plate, the inning CANNOT end by a base runner being thrown out trying to steal a base. If a pitched ball hits the seventh batter, the batter shall take 1st base and the inning will continue with the same conditions existing as if the seventh batter were up. The same for the eighth batter should that batter be hit, etc.
6. Stealing of second and third base is allowed. The base runner can not advance past the stolen base on a pick-off throw from the catcher. Base runners can not steal until the pitched ball reaches home plate. No stealing is allowed on a wild pitch. The ball must be catchable, meaning that the catcher must be able to catch the ball within the batter's box area and it is within the catchers reach.
7. When a pitcher is within the pitching mound and is in the possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball, base runner(s) shall not leave the bases until the ball reaches home plate.

Violation: Base runner(s) is returned to 1st Base, ball is dead, no pitch is called.

8. A batter may not take second base on a walk.
9. If a play is being made on a runner, the runner must avoid contact with the defensive player. Failure to comply with this rule will result in the runner being called out.
10. When a ball is thrown "out of play" the Umpire shall award two bases to all runners governed by the position of the runners at the time the ball was THROWN. This rule will apply to the seventh batter as well (see rule 3).
11. A player can not intentionally BUNT in Minors. Bunting is not allowed.
12. It is mandatory that a player be inserted as a base runner for a catcher if there are two (2) outs or the final batter is at the plate. The runner must be the player who made the last out. The catcher must be the player catching the next half-inning. The pinch runner does not affect the minimum play requirement.

B. Play Requirement

13. Every player must play half the innings and include a minimum of one at bat.

Penalty: The player(s) involved must start the next game and complete any previous requirement not completed.

14. Teams must utilize a minimum of two (2) catchers per game with the maximum of four (4) innings per game.

C. Pitching (Covers all ages within the division)

15. A Manager must remove the pitcher when the pitcher reaches 50 pitches in a game. If the pitcher reaches the pitch count limit while facing a batter the pitcher may continue to pitch to that batter.
16. If a pitcher walks 4 batters in a row you must remove the pitcher. The pitcher who was removed cannot return in the game as a pitcher.
17. Game pitch counts will be reported to Division Commissioner within 24 hours.
18. Pitchers must adhere to the following rest requirements:
 - 51-65 pitches: 3 calendar days
 - 36-50 pitches: 2 calendar days
 - 21-35 pitches: 1 calendar day
 - 1-20 pitches: no rest requirements

(Example of a calendar day: if a player pitches on a Friday, the first calendar day is Saturday.)
19. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

20. If a pitcher hits two batters in an inning, the pitcher must be removed from the pitching position, another pitcher may be entered. The umpire shall use discretion to make sure hitters are making an effort to get out of the way.
21. A Manager or coach may approach the pitcher mound to visit the pitcher a limit of two times in an inning, except for injuries. The pitcher must be removed on the third visit.
22. Minors pitching distance is 46 feet.
23. No balks will be called.
24. Intentional walks are prohibited.
25. A pitcher may not re-enter the game as a pitcher. Once a pitcher is removed from the pitching mound he may not return as a pitcher.

D. Call Ups

26. League Call Ups: A "Rookie" league player may be called up to Minors prior to the start of a game if the team cannot field a minimum of 9 players for a scheduled game. The player must be from the approved Call Up List provided by the League. A maximum of three calls are permitted per game.
27. If a "Rookie" league player is called up to the Minors, the player MUST play a minimum of six outs or a maximum of nine (unless he is the ninth player) outs at the discretion of the manager. A called up player CANNOT start a game unless he is the ninth player.
28. If a team cannot field 9 players at the start of a game, the manager may solicit an approved "Rookie" league player from the scheduled Rookie league game.
29. Nine players are necessary to start a game, but the game could be finished with 8 players if a player is injured or has to leave early.
30. A call up player can not pitch.
31. A maximum of three calls are permitted per game. If more are needed to make nine players the game could be forfeited.

DURING REGULAR SEASON (ALL DIVISIONS)

FIRST OFFENCE: VERBAL WARNING

SECOND OFFENCE: ONE GAME SUSPENSION OF THE TEAM MANAGER AND/OR GAME TIME MANAGER.

THIRD OFFENCE: THE OFFENDING MANAGER WILL BE REMOVED FROM LEAGUE PLAY UNTIL THE COURSE OF ACTION IS DETERMINED BY THE BOARD OF DIRECTORS.

MAJORS DIVISION

A. Game Play

1. No inning shall be started if weather or light conditions are questionable. Visiting team cannot start a new inning after 7:50 pm before Mother's day, 8:00 pm from Mother's day until June 1, and 8:15 thereafter.
2. A continuous batting order and free substitution will be in force for the entire season.
3. Only 9 batters are to bat in an inning, provided three (3) outs have not been made. Prior to the ninth batter taking his position in the batter's box, coaches must announce that the "ninth batter is now batting." The 9th batter must hit the ball, strike out or may walk, if the manager would like to have the hitter take a walk. If the walk is refused the batter will be issued a new count. In innings 1, 2 & 3, one (1) recount may be taken for a maximum of (2) two recounts total before a walk must be taken. In innings 4, 5 or 6 the number of recounts is unlimited.
4. If the 9th batter hits the ball, conditions exist as if there two outs in the inning. The inning continues in a normal manner until an out is made or a player with the ball throws to home and a defensive player touches home plate while in possession of the ball. If there are less than two (2) outs in the innings and there are runners on base, when the 9th batter takes his position at the plate, the inning CANNOT end by a base runner being thrown out trying to steal a base. If a pitched ball hits the ninth batter, the batter shall take 1st base and the inning will continue with the same conditions existing as if the ninth batter were up. The same for the tenth batter should the batter be hit, etc.
5. A batter or base runner may only advance one base on a walk. If the catcher does not cleanly return the ball (a completed catch in the pitching dirt area) to the pitcher it is a live ball and runners can advance until the pitcher regains control in the pitching dirt.
6. A base runner must maintain contact with the bag until the ball crosses home plate. (Violation: 1st Offense Base runner(s) is returned to their base, the ball is dead, no pitch is called. 2nd Offense Base runner is called out!)
7. Stealing of 1st, 2nd and 3rd base is permitted. Delayed stealing is not allowed. If a runner begins to steal and stops, a warning will be given. The next occurrence that runner is ruled out. Leads are permitted once the ball crosses home plate.
8. Stealing of home is only permitted when there is either a passed ball or an overthrow from the catcher to the pitcher. On a passed ball where the runner

elected not to steal home, once the catcher secures the ball the runner can only steal if there is an overthrow. No delayed stealing of home.

9. For a non-passed ball, the catcher must return the ball to the catcher cleanly (ball does not hit the ground) with the pitcher standing on any portion of the pitching mound dirt area. Once this action occurs all runners should return to their respective bases assuming they did not straight steal the next base. On overthrows to the pitcher the ball is live.
 10. There is NO drop third strike rule in effect in the majors division.
 11. If a play is being made on a runner, the runner must avoid contact with the defensive player. Failure to comply with this rule will result in the runner being called out.
 12. If a batter has a foot completely out of the batter's box and makes contact with the ball, either fair or foul, he is automatically out and the ball is dead. The runners, if any, may not advance. If the batter swings and does not make contact, it's a strike. Any part of the foot on or within the line markings is considered to be in the box.
 13. The infield fly rule WILL be in effect. Runners must be on first and second or bases loaded with less than two outs for this rule to be in effect. The umpire must call the infield fly for it to be in effect.
 14. Once a player shows BUNT on a pitch, he shall NOT swing away on that same pitch. Violation: The batter will be called out!
 15. When a ball is thrown "out of play" the Umpire shall award two bases to all runners governed by the position of the runners at the time the ball was thrown.
 16. Major's ground rule: If a ball is stuck in or under the outfield fence (on the bounce or fly) it will be a ground rule double. The player closest should signal that the ball is stuck by raising their throwing arm. In the judgment of the umpire, if the signal is false, he shall award three bases to the base runner.
 17. It is strongly suggested that a player be inserted as a base runner for a catcher if there are two (2) outs or the final batter is at the plate. The runner must be the player who made the last out. The catcher must be the player catching the next half-inning. The pinch runner does not effect the minimum play requirement.
- B. Play Requirement
18. Every player on a team roster will participate in each regulation game for a minimum of 12 defensive outs and bat at least one time in a 6 inning game. No player should sit more than one inning consecutively.

Penalty: The player(s) involved must start the next game and complete any previous requirement not completed before being removed.

19. Team must utilize a minimum of two (2) catchers per game with the maximum of three (3) innings.

C. Pitching (Covers all ages with in the division)

20. A Manager must remove the pitcher when the pitcher reaches 75 pitches in a game. If the pitcher reaches the pitch count limit while facing a batter the pitcher may continue to pitch to that batter.

21. Game pitch counts will be reported to Division Commissioner within 24 hours.

22. Pitchers must adhere to the following rest requirements:

66+ pitches: 4 calendar days

51-65 pitches: 3 calendar days

36-50 pitches: 2 calendar days

21-35 pitches: 1 calendar day

1-20 pitches: no rest requirements

(Example of a calendar day: if a player pitches on a Friday, the first calendar day is Saturday.) Thresholds are utilized. For example a pitcher may start a batter with 64 pitches and does not need to be removed at 65 to preserve the 3 calendar days rest requirement. He may complete pitching to that batter and remain eligible 3 calendar days later. When reporting pitch counts note the number of actual pitches and whether the threshold is being utilized.

23. A pitcher who delivers 41 or more pitches (threshold allowed) in a game cannot play the position of catcher for the remainder of that day. A catcher cannot catch more than 3 innings per game and they must be done consecutively.

24. If a pitcher hits two batters in an inning, or four batters in a game, the pitcher must be removed from the pitching position. The umpire shall use discretion to make sure hitters are making an effort to get out of the way.

25. No balks will be called, but the manager and pitcher will be notified by the umpire of the infraction. Exception: If a player squares to bunt and the pitcher fails to deliver the ball once starting his/her windup, a balk shall be declared with the batter being issued a "ball." No other runner may advance.

26. A manager or coach may approach the pitcher mound to visit the pitcher a limit of two times in an inning, except for injuries. The pitcher must be removed on the third visit in an inning.

27. Majors pitching distance is 46 feet.

28. Neither a pitcher nor a catcher may not re-enter the game at that position once removed.

29. Intentional walks are prohibited.

D. Call Ups

30. League Call Ups: A "Minor" league player may be called up to Majors prior to the start of a game if the team cannot field a minimum of 9 players for a scheduled game. The player must be from the approved Call Up List provided by the League.

31. If a "Minor" league player is called up to the Majors, the player MUST play a minimum of six outs or a maximum of nine (unless he is the ninth player) outs at the discretion of the manager. A called up player CANNOT start a game unless he is the ninth player.

32. If a team cannot field 9 players at the start of a game, the manager may solicit an approved "Minor" league player from the scheduled Minor league game. The "Minor" league manager will have the right of refusal.

33. Nine players are necessary to start a game, but the game could be finished with 8 players if a player is injured or has to leave early.

34. A call up player cannot pitch or catch.

35. A maximum of three calls are permitted per game. If more are needed to make nine players the game could be forfeited.

DURING REGULAR SEASON (ALL DIVISIONS)

FIRST OFFENCE: VERBAL WARNING

SECOND OFFENCE: ONE GAME SUSPENSION OF THE TEAM MANAGER AND/OR GAME TIME MANAGER.

THIRD OFFENCE: THE OFFENDING MANAGER WILL BE REMOVED FROM LEAGUE PLAY UNTIL THE COURSE OF ACTION IS DETERMINED BY THE BOARD OF DIRECTORS.

INTERMEDIATE DIVISION

A. Game Play

1. No inning shall be started if weather or light conditions are questionable. Visiting team cannot start a new inning after 7:50 pm before Mother's day, 8:00 pm from Mother's day until June 1, and 8:15 thereafter.
2. All games will be 7 innings and a continuous batting order and free substitution will be in force for the entire season.
3. Stealing of all bases is permitted at any time unless time is called by the umpire.
4. Dropped third strike rule will be implemented; with no or one (1) outs if first base is unoccupied the batter can run, with two (2) outs the batter can run regardless.
5. If a play is being made on a runner, the runner must avoid contact with the defensive player. Failure to comply with this rule will result in the runner being called out.
6. The infield fly rule WILL be in effect. Runners must be on first and second or bases loaded with less than two outs for this rule to be in effect. The umpire must call the infield fly for it to be in effect.
7. It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark.
8. The on-deck batter is permitted.
9. Once a player shows BUNT on a pitch, he shall NOT swing away on that same pitch. Violation: The batter will be called out!
10. When a ball is thrown "out of play" the Umpire shall award two bases to all runners governed by the position of the runners at the time the ball was THROWN.
11. Intermediate League ground rule: If a ball is stuck in or under the outfield fence (on the bounce or fly) it will be a ground rule double. The player closest should signal that the ball is stuck by raising their throwing arm. In the judgment of the umpire, if the signal is false, he shall award three bases to the base runner.

12. It is strongly suggested that a player be inserted as a base runner for a catcher if there are two (2) outs. The runner must be the player who made the last out. The catcher must be the player catching the next half inning. The pinch runner does not effect the minimum play requirement.
13. After 5 full innings (4 ½ if the home team is winning), if a team is winning by 15 runs or more, the mercy rule is in effect and the game is over. If the visiting team has a lead of 15 or more, the home team must always get their last at bat.

B. Play Requirement

14. Every player on a team roster will participate in each regulation game for a minimum of 12 defensive outs and bat at least one time in a 6 inning game. No player should sit more than one innings consecutively

Penalty: The player(s) involved must start the next game and complete any previous requirement not completed before being removed.

C. Pitching (Covers all ages with in the division)

15. A Manager must remove the pitcher when the pitcher reaches 85 pitches in a game. If the pitcher reaches the pitch count limit while facing a batter the pitcher may continue to pitch to that batter.
16. Game pitch counts will be reported to Division Commissioner within 24 hours.
17. Pitchers must adhere to the following rest requirements:
 - 66+ pitches: 4 calendar days
 - 51-65 pitches: 3 calendar days
 - 36-50 pitches: 2 calendar days
 - 21-35 pitches: 1 calendar day
 - 1-20 pitches: no rest requirements

(Example of a calendar day: if a player pitches on a Friday, the first calendar day is Saturday.)
18. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
19. If a pitcher hits two batters in an inning, or four batters in a game, the pitcher must be removed from the pitching position. The umpire shall use discretion to make sure hitters are making an effort to get out of the way.
20. Balks. The umpire will give one warning (per pitcher per game) on a balk. After that warning, any balks by the same pitcher will be called and the penalty enforced. After any balk warning or balk call, the umpire and shall explain to the pitcher why it was called. Pitch counts per the 2013 Little League Official Rule Book.

21. A manager or coach may approach the pitcher mound to visit the pitcher a limit of two times in an inning, except for injuries. The pitcher must be removed on the third visit in an inning.
22. Intermediate league pitching distance is 50 feet.
23. A pitcher may not re-enter the game as a pitcher. Once a pitcher is removed from the pitching mound he may not return as a pitcher.
24. Intentional walks are prohibited.

D. Call Ups

25. League Call Ups: A "Majors" league player may be called up to Intermediate prior to the start of a game if the team cannot field a minimum of 9 players for a scheduled game. The player must be from the approved Call Up List provided by the League.
26. If a "Majors" league player is called up to the Intermediate, the player MUST play a minimum of six outs or a maximum of nine (unless he is the ninth player) outs at the discretion of the manager. A called up player CANNOT start a game unless he is the ninth player.
27. If a team cannot field 9 players at the start of a game, the manager may solicit an approved "Majors" league player from the scheduled Majors league game. The "Majors" league manager will have the right of refusal.
28. Nine players are necessary to start a game, but the game could be finished with 8 players if a player is injured or has to leave early.
29. A "Majors" league player cannot pitch in Intermediate.
30. A maximum of three calls are permitted per game. If more are needed to make nine players the game could be forfeited.

DURING REGULAR SEASON (ALL DIVISION'S)

FIRST OFFENCE: VERBAL WARNING

SECOND OFFENCE: ONE GAME SUSPENSION OF THE TEAM MANAGER AND/OR GAME TIME MANAGER.

THIRD OFFENCE: THE OFFENDING MANAGER WILL BE REMOVED FROM LEAGUE PLAY UNTIL THE COURSE OF ACTION IS DETERMINED BY THE BOARD OF DIRECTORS.

JUNIOR, SENIOR AND BIG LEAGUE

PIAA / NFHS RULES

SECTION 1—PLAYING FIELDS

1.1 The field, and all dimensions will be of regulation size, as specified by the Official Major League Baseball Rules.

SECTION 2—EQUIPMENT

2.1 All regulation baseball equipment and accessories are legal and may be used at the team's discretion unless specifically prohibited in the NPLL rulebook.

2.2 Metal Spikes are permitted

2.3 HELMETS: NPLL requires that each team wear and have available a sufficient supply of DOUBLE EARFLAP BATTING HELMETS. BATTERS AND ALL BASERUNNERS must wear these PROTECTIVE HELMETS. Ball boys and all players under 19 are required to wear a protective helmet anytime they are on the field or in the coaches box.

2.4 CATCHERS EQUIPMENT: CATCHERS ARE REQUIRED TO WEAR A PROTECTIVE HELMET, which may include a hockey style catcher's mask. In addition, Catchers must wear a heavy duty protective cup, throat guard, chest protector, and shin guards. CATCHERS EQUIPMENT MUST FIT THE PLAYER PROPERLY TO GIVE THE PLAYER MAXIMUM PROTECTION. A CATCHERS MASK MUST BE WORN BY ANY PLAYER, OR COACH UNDER 19 YEARS OLD, WARMING UP A PITCHER BOTH ON AND OFF THE FIELD. IT IS THE RESPONSIBILITY OF THE COACH TO MAKE SURE THIS IS ENFORCED. PENALTY: Any offender will be warned of the violation of the above rules and will be ejected if they continue to violate the rule or refuse to comply. CATCHERS EQUIPMENT SHOULD BE CHECKED REGULARLY TO MAKE SURE THEY ARE IN GOOD WORKING ORDER.

2.5 PROTECTIVE CUP : It is required that all catchers wear a heavy duty protective cup. It is also highly recommended that all players wear a heavy duty protective cup as well. Coaches should discuss this with players and their parents.

2.6 BASEBALLS: It is the responsibility of the home team to supply all baseballs for that game. These baseballs must be in suitable condition as determined by the Umpire-in-Chief, and must include at least two new baseballs. Baseballs must have a leather cover. No synthetic covered baseballs are acceptable as game balls. Typically leather baseballs of Little League quality or better are acceptable.

2.7 LITTLE LEAGUE PATCHES: All Little league players must wear a patch on his uniform (left sleeve or breast). Replica of patch may also be screen printed on uniform shirt on left sleeve or breast.

2.8 JEWELRY AND OTHER POTENTIALLY DANGEROUS EQUIPMENT Any equipment judged by the Umpire to be potentially dangerous is illegal. Jewelry of any kind, whether it be metal or not is prohibited, with the exception of medical alert tags. Such tags should be taped to the body so it is visible. There are no warnings required for enforcement of this rule.

2.9 FIRST AID All teams must carry first aid kits and ice packs (if ice is not readily available) to all games and practices. Coaches should make sure that these kits are replenished as needed throughout the season.

2.10 BASEBALL BATS The following rules regarding bats should be followed for the following leagues.

- Current PIAA baseball rules for bats –3 BBCOR .50
- Maximum Length: 36"
- Maximum Diameter: 2 5/8"
- One piece wood bat (no composites) can be bamboo
- Maximum Length: 36"
- Maximum Diameter: 2 5/8"

Coaches should inspect the other teams bats prior to the start of the game and report any illegal bats to the other coach and umpire. Illegal bats should be put away and not used in the game. Teams that continuously have illegal bats should be reported to the Division Commissioner for possible disciplinary action.

SECTION 3—GAMES

3.1 Length of Game: 7 innings

3.2 Tie Games: In case of a tie, extra innings will be played, provided that at the time and natural conditions permit continuation. It is a regulation game, if game is called by the umpire in chief because of darkness, rain, or other causes provided four or more equal innings have been played. All games that are not regulation (official) will be suspended, to be resumed from the point of suspension at a later date. All previous records and situations are kept intact just as if the game were being concluded on the original date. Any abnormal roster situations caused by the continuation should be brought to the attention of the Division commissioner for resolution prior to the date game is to be resumed.

3.3 Tie Games (standings): If a regulation game end in a tie for any reason, it will be counted as a half win and half loss for each team in determining league standings. A tie

called for any reason in a playoff game will be considered a suspended game and be resumed as directed by the Division Commissioner.

3.4 Time Limits: There are normally no time limits. Games for these leagues will not be scheduled on a field less than two hours apart. Two and one-half hours or three hours is preferable. The home team coach should address any time limits on a field prior to the game, at the ground rule meeting, with the visiting team coach and umpires. If there is a time limit, no new inning will begin 15 minutes prior to that expiration time. Should the time limit expire and the inning is not complete, the score will revert back to the last full inning. The umpire may count the inning as being completed if in their judgment either team purposely delayed the inning from being completed. If there is no mention of a time limit it should be assumed that the game will be played to the completion. Games may be shortened as provided in paragraphs 3.2, 3.6, and 3.8.

3.5 Lineup Cards - Lineup cards must be exchanged by the teams prior to the start of the game. In the roster section of the lineup cards the last names of all players eligible for the game along with their player number should be entered. In the event coaches have their rosters preprinted at the bottom of the card, they need to add any additional eligible players not listed. In the lineup section at the top of the card coaches should indicate the starting lineup, and beginning positions. All potential substitute players should be listed in the roster section below. It is recommended that the roster section at the bottom of card list every eligible player on the team whether or not they are attending that game or not. Eligible players brought up from younger teams, need to be listed as well, with an indication as to which league they are rostered on following their last name. Any time a player is entered or re-entered into the game that team must give those changes to the opposing coach or their scorekeeper. Scorekeepers must record all player changes in their official books. This does not include position changes.

3.6 Mercy Rule - games will end in the fifth inning (or later) when a team is 15 (or more) runs behind and batted at least as many times as the team that is ahead. If the home team is leading by 15 or more runs in the bottom of the fifth inning or later, they will not take their at bat and the game will be over. These rules also apply to all PLAYOFF games.

3.7 Game Results - The winning teams manager or coach shall email the final score of the game along with the game number, to the Division Commissioner or their designee, within 48 hours after each game. In the case of a tie game, the home team shall report the score. If a team continually fails to report scores on a timely basis disciplinary action can be taken by the Division Commissioner.

3.8 Lightning - Umpire in Charge will stop a game at the first sign of lightning and the game will NOT be continued that day. The game will be suspended and finished another day if the game is not official at that point.

3.9 Game Times - Game times will be as follows:

- Week Nights: 6:00pm (regular season games)
- Saturday: based on team availability (regular Season & playoffs)
- Sundays and Holidays: Although we attempt to start these games after 1:00pm,

3.10 Rescheduling of Games (within 48 hours of game time): With the exception of weather related postponements, no regular season game may be rescheduled unless arranged more than 48 hours prior to a game. The Division Commissioner, or their designee, must be notified of the request for postponement at least 48 hours prior to the scheduled game. Any team canceling within the 48 hour period will be assessed a forfeit. Teams have the option of playing the game at a later date, but that will not change the result of the forfeit and/or the standings.

3.11 Rescheduling of Games (More than 48 hours before game time): Postponed games MUST BE RESCHEDULED BY THE TEAMS WITHIN TWO DAYS OF THE POSTPONED GAME. Both coaches will arrive at a mutually agreeable date and then contact the Baseball Commissioner, or their designee, for approval. If the two teams cannot agree on a new date then the Division Commissioner will independently reschedule the game at a date and time of their choosing and both teams must play on that date. Penalty for failure to comply will be a forfeit. If both teams refuse to play they will each forfeit and receive a loss. No games will be rescheduled during the last week of the season without prior approval by the Division Commissioner.

SECTION 4 - PLAYERS/MANAGER/COACHES

4.1 SUBSTITUTIONS If a team started with nine or ten starting players in their lineup, any of those players may be withdrawn from the game and re-enter once, provided such player occupies the same batting order position in the lineup and is otherwise eligible to play. A substitute player, once withdrawn, may not re-enter the game except under rule 4.2.

4.2 ABNORMAL SUBSTITUTIONS: If a player(s) becomes sick and/or injured so that he cannot continue, or is ejected and no legal substitute remains to replace him, an abnormal substitution may be made as follows: the opposing team's manager shall choose a substitute, (non starter) not otherwise eligible because of having been removed from the game, to replace the injured/sick player. If no such substitute is available, any starting player who is not in the current line-up may be chosen by the opposing team manager. Such abnormal substitute must be otherwise eligible to play and may not have been previously ejected from the game by an umpire. An injured player replaced under these circumstances may not return to the game.

4.3 COURTESY RUNNERS: The offensive manager, at his discretion, may use a courtesy runner (any eligible player not in the current lineup) for the pitcher and/or the catcher to speed up the game. The number of outs is not material. The same runner may run for the pitcher and catcher in the same inning provided they are not on the bases at the same time. Teams batting all

players, under rule 4.6 may only use the player that made the last BATTED out. This may require looking back into the preceding inning. Pitcher and catcher for this purpose is defined as players in those positions the last time the team was in the field, unless this is the first inning then use lineup.

4.4 BATTING AND FIELDING OPTIONS: Besides being able to bat the customary nine batters in a game, a Coach has two other options prior to the start of the game. He/she may invoke the "Extra Player Rule" or the "Bat and Field All Players Rule". Such rules are explained in sections 4.5 and 4.6 that follows. If these options are not elected prior to the start of the game and not disclosed at the ground rule meeting and indicated on their lineup card, they are not available to that Coach for that game. Both teams in a game do not need to elect the same option.

4.5 EXTRA PLAYER RULE: The extra player must be declared by the manager at the ground rule meeting before the game and reflected on their lineup card. The extra player can bat anywhere in the ten (10) batter lineup. The nine (9) fielders, for any given inning, may be made up of any of the ten (10) players in the lineup at that time, and can change every inning. An injured, ill, or ejected player with no eligible substitute (including "abnormal" substitutes), in the extra player lineup, results in an out at the missing spot in the batting order. If a team only has ten (10) players at a game they should consider using the "Bat and Field All Players Rule" instead due to more relaxed rules for injured or missing players.

4.6 BAT AND FIELD ALL PLAYERS RULE: The Bat and Field All Player Rule, must be declared by the manager at the ground rule meeting before the game and reflected on their lineup card. If a team elects this option, they have free substitution in the field, with the exception of the pitcher. Section 4.10 and 4.11 of this rulebook should be followed with regard to pitchers. If a player is unable to bat in his spot in the lineup due to injury, illness, or left due to schedule conflicts, that spot in the order will be skipped with no penalty to the team. Skipping the spot for any other reason will be an automatic out. It is responsibility of the manager to let the other team know prior to the next player batting of their intention to skip this spot and the reason why it is being skipped. If the manager fails to do so, the batter skipping their spot will be considered an automatic out for that at bat and every subsequent at bat for that player. Player that is skipped will be removed from the lineup for the rest of the game and may not re-enter in any capacity. Players arriving late will be added to the bottom of the batting order and will bat the next time that spot comes up in the batting order. The manager must inform the opposing teams manager and/or scorekeeper of this addition prior to the player entering the game.

4.7 BASE RUNNERS: A runner cannot leap or jump over another player's torso anywhere in the field of play. When a defensive player has the ball and is waiting to tag the runner, the runner must slide or legally avoid the tag. If the runner crashes into the

defensive player, he is declared out, whether the ball is held or not. The ball is immediately dead and other runners must return to the last base legally touched at the time of the collision. A player shall not maliciously run into a fielder. Penalty: Offender is ejected from the game (umpire to determine if malicious).

4.8 FAKE TAGS: A fielder may NOT fake a tag without the ball on any runner or he will be charged with obstruction.

4.9 FAKE BUNT THEN SWING: Faking a bunt and then swinging at the ball is prohibited in NPLL. Batter is automatically out, regardless if he hits the ball or not. Ball is dead and runner(s) return to their base of origin.

4.10 Pitching Rules: Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) A pitcher once removed from the mound cannot return as a pitcher. Junior, Senior, and Big League Divisions only: 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 per game. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

17-18 = 105 pitches per day

13 -16 = 95 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of game

4.11 HIT BATTER RULE No pitcher may hit three batters in one inning or a total of five batters in a game. If, or when either of these situations occurs, the pitcher must be immediately removed from the pitching position. He may continue to play at another defensive position, but he is not permitted to pitch again during that game.

4.12 FORCE PLAY SLIDE RULE: On a force play, if a runner is going to slide he must slide in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended. Directly into a base means that the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases. The runner's leg may not be raised higher than the fielder's knee when the fielder is in a standing position. A runner may choose not to slide but must run in a direction away from the fielder to avoid making contact or altering the play of the fielder. Contact with the fielder is legal provided the base runner slides in the manner provided above.

PENALTY: With less than two outs, the batter-runner, as well as the interfering runner shall both be declared out and no other runner(s) shall advance. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance. If the runner's slide is flagrant the runner may be ejected from the game by the umpire.

4.13 HEAD FIRST SLIDING: NPLL strongly discourages head first sliding into any base, and recommends that member organizations adopt an organization policy that discourages coaches and players from teaching and using this technique.

4.14 THROWING THE BAT: When a bat is thrown by a batter, his team will be given a warning by the umpire. In the event that any player on the offending team throws the bat again, that batter will be declared out and the ball declared dead (all runners return to the base they occupied before the event). If a bat is thrown maliciously in the opinion of the umpire, the batter is declared out and the player is ejected from the game and may be subject to further disciplinary action by the Division Commissioner.

SECTION 5 - FORFEITURE AND PROTEST

5.1 FIELDING AND BATTING AT LEAST NINE PLAYERS: A team failing to field at least nine eligible rostered players by fifteen (15) minutes past the scheduled start time will forfeit the game. In addition, a team cannot start the game or play anytime during the game without at least nine eligible players in the field and in their lineup. If at any time they have less than nine players the game will be over and that team will forfeit the game.

5.2 PARTICIPATION OF INELIGIBLE PLAYERS: Playing in-eligible player(s) will result in the forfeiture of all games in which such player(s) participated.

5.3 FAILURE TO RESCHEDULE POSTPONED OR SUSPENDED GAMES: Teams that fail to re-schedule postponed or suspended games within the time limits set by the Division Commissioner may receive a forfeit for those games.

5.4 FORFEITING PLAYOFF GAMES: Any team that cannot field a team on the date of a scheduled playoff game will receive a forfeit and loss for that game.

SECTION 6 - EJECTIONS

6.1 DISCIPLINARY ACTION FOR MANAGER/COACHES OR PLAYERS:

Managers, coaches, or players ejected from a game will face disciplinary action as follows:

—Managers/coaches - Automatic one game suspension for the next game. If deemed necessary, additional disciplinary action will be determined by the Division Commissioner.

—Players - Automatic one game suspension for the next game. If deemed necessary, additional disciplinary action will be determined by the Division Commissioner.

All suspensions may be adjusted as deemed appropriate by the Division Commissioner and the Board of Directors. Any manager, coach, or player that continues to be a disciplinary problem, may be removed by the Division Commissioner and the Board of Directors for the balance of the season. If removed, only with the approval of the Board of Directors can this person be allowed to come back into the NPLL.

NORTH PENN LITTLE LEAGUE

PLAYOFFS

Playoffs will be held at the Intermediate, Major and Minor League divisions at the end of the regular season.

Seeding

Regular season win/loss records will be used to determine seeding of the teams.

The team with the most wins in a division will be seeded first for that division. The team with the second most wins will be seeded second for that division, and so on.

In the event that two or more teams have the same number of wins, 'head to head' win/loss records will be used to determine seeding. The team with more wins against another team will be seeded ahead of that team.

In the event that 'head to head' numbers of wins are the same, the team which allowed the fewest total runs in 'head to head' play will be seeded ahead of the other team.

In the event that seeding still cannot be determined, a coin flip will be used to determine seeding. This coin flip will be held in the presence of the Board of Directors.

The Division Commissioner will be responsible for distributing seeding charts to his/her division.

RULES

PLAYING RULES FOR THAT DIVISION WILL APPLY.

Exception: Playing Rules that are designated to be playoff rules will take precedence over regular season rules and govern play in the playoffs.

Games

All games will be played according to the playoff schedule time and place.

All games must be played in sequence.

The Home/Visiting team will be decided by a coin toss. The winner of the coin toss gets to select Home or Visitor. The coin toss must happen in the presence of either managers or their designated representative. Managers may perform the coin toss prior to game day if that is more convenient.

- The team with the higher seeding will call the coin toss.
- The Home Team will occupy the Home Team dugout (1st base) and the Visiting Team will occupy the Visiting Team Dugout (3rd base).

Once a game has been played through four (4) full innings, 3 ½ innings if the home team is ahead, the game will be considered a complete game. The Division Commissioner will be responsible of notifying all teams in their division of any and all game schedule changes.

In the event a game is 'called' at any point after four (4) full innings, 3 ½ innings if the home team is ahead, that game will be considered complete. The score of the game after the last complete inning played will be considered the final score of that game. A game can only be 'called' before the scheduled start of that game, at the field with both Managers and either the Umpire or the Division Commissioner present. The only exception is if the Division Commissioner can contact both Managers before the scheduled start of that game.

In the event a game is 'called' before play can begin, that game will be played in place of the next scheduled game. All games after that will likewise be shifted ahead by one (1) game on the current schedule. In the event that a game cannot be completed, both Managers will mark their scorebooks accordingly and verify with the Umpire. Both Managers will contact the Division Commissioner as soon as practicable after an incomplete game. Failure to do so may result in forfeiture of the game.

The Division Commissioner will then inform both Managers of the time and place for the game to be continued. The incomplete game must be continued and completed before the next game on the schedule can start. Pitching eligibility for continued games will be the same as if the game was being played without interruption.

If a team is unable to field nine (9) players at the scheduled start of the game, the game will be delayed for 15 minutes past the scheduled starting time according to the Umpire. If at the end of the 15minute delay, a team is still unable to field nine (9) players, that team will forfeit the game.

The Division Commissioner must be contacted as soon as practicable, after the game, by the Managers of both teams to be informed of the final score of that game. Failure to do so may result in forfeiture of the game. The Division Commissioner will be responsible for coordinating Umpires for their Divisions games.

DURING PLAYOFFS

**FIRST OFFENCE: ONE GAME SUSPENSION OF THE TEAM MANAGER AND/OR GAME TIME MANAGER.
SECOND OFFENCE: THE OFFENDING MANAGER WILL BE REMOVED FROM LEAGUE PLAY UNTIL THE COURSE OF
ACTION IS DETERMINED BY THE BOARD OF DIRECTORS.**

RAIN OUT PROCEDURE

ALL DIVISIONS: The home team reschedules the game in coordination with your Division Commissioner. The Division Commissioner must contact both teams and the game umpire to notify them that the game has been postponed.

Home team must call the Umpire Chief, Joe Jefferies (Cell: 610-554-8488) when a game is canceled. Games will be rescheduled according to General Rule #23.

Postponed Games (Intermediate, Majors and Minors) due to weather MUST be made up on the first open timeslot following the postponement. Games will be made up according to the following schedule. The games must be played at that time or are subject to FORFEIT. If a Manager is not available, he must appoint a representative to manage the team. The available times are:

Friday

6:00 PM

First postponed game

If all of Friday's times are taken, games will then be played on Sunday.

Sunday

1:00 PM

First postponed game

3:30 PM

Second postponed game

6:00 PM

Third postponed game



Parent / Volunteer pledge

I will teach all children to play fair and do their best. I will positively support all managers, coaches and players. I will respect the decisions of the umpires.

I will praise a good effort despite the outcome of the game.

Little League Player pledge

I trust in God. I love my country and will respect its laws. I will play fair and strive to win. But, win or lose, I will always do my best.