

**North West Leon Little League (NWLLL)
Local Rules and Ground Rules
2011**

Guidelines for Regular Season Play for All Divisions

**Divisions
Age Alignment**

TBall	4-6 Years Old
Machine Pitch	(6) 7-8 Years Old
Minor League	(8) 9-10 Years Old
Major League	(10) 11-12 Years Old

- a. **T-Ball:** For the current season, all players league age 4 to 6 will play T-Ball.
 - b. **Machine Pitch:** All players league age 7 and 8 will play Machine Pitch. Players that are league age 8 will have to perform an evaluation.
 - c. **Minor and Major League Baseball:** All players league age 9 and 10 will have to perform an evaluation and will be drafted into Minor League Baseball. All players league age 11 and 12 will also have to perform an evaluation and will be drafted into Major League Baseball.
 - d. **Minor and Major League Softball:** All players league age 7-12, except players that played in the majors last year, will attend evaluations to determine placement into the Little League Softball Division draft.
 - e. **ANY EXCEPTIONS TO THE ABOVE RULES MUST BE APPROVED BY THE BOARD!**
7. The Manager shall ensure that safety equipment, helmets and bats are placed against the outside (field side) fence prior to the game for inspection by the Umpire-in-Charge.
 8. **Unsportsmanlike conduct by any person or child at a NWLLL practice or game will result in 1st offense-warning by Umpire or league official, 2nd offense-ejection from the NWLLL event for the rest of the day, 3rd offense-1wk suspension from participating/attending in any NWLLL function including any practices and/or games, 4th offense-ban from participating/attending NWLLL functions including any practices and/or games. Each violation will be reported back to NWLLL board members in the form of an incident report and a call to the offender will be made by a board member to discuss the incident to try and resolve the issue and to explain that in no way will unsportsmanlike conduct be allowed at NWLLL. The unsportsmanlike rule does not reset and will accrue through the entire season.**
 9. For safety reasons, any player caught digging holes in any part of the playing field may be removed for the remainder of the game at the discretion of the Umpire-In-Chief (UIC). Players will remain in the dugout for duration of game
 10. All managers, coaches, umpires, and scorekeepers must attend a clinic sponsored by the District Administrator, or Little League Baseball, or NWLLL, prior to the start of the regular season. The Coaching Coordinator is responsible for giving information on clinics to the managers and coaches.
 11. The Manager is responsible to ensure all proof of age; residency and volunteer applications are submitted prior to the first scheduled game.

12. Manager must submit a volunteer application and be approved by the Board of Directors prior to receiving equipment.
13. Any person may submit a complaint in writing to any board member. Any board member has the right to commence disciplinary action against any person involved in any NWLLL program in accordance with the Florida District 20 Local League Officials Handbook.
14. All umpires, coaches and managers must be appointed by the President and approved by the Board of Directors for every division of play.
15. All managers, coaches, umpires, concession workers and other regular volunteers must comply with Little League's Child-Protection Policy. Background Checks are required.
16. The official colors for NWLLL are Navy / Gray and White. The League name, NWLLL Panthers, and official colors used in combination on a uniform will be reserved for League officials and tournament teams unless the Board of Directors approves an exception in advance.
17. All teams will provide one adult volunteer to act as the official Team Parent. The Team Parent is considered part of the League's Auxiliary. The Team Parent will assist the Manager with any administrative and non-field activities. The Team Parent for each team, in coordination with the Volunteer Coordinator, will provide a concession volunteer for their assigned games.
18. There shall be a trained volunteer scorekeeper/Pitch Counter on all levels above Machine Pitch, (Minor League, Major League, baseball and softball teams). The home team must make provision for the official scorebook to be recorded; the umpire-in-charge is responsible for presenting and retrieving the official scorebook from and to each game. Pitching logs, pitch counts and other game notations will be included in the official scorebook and also fall under the auspices of the umpire-in-charge. Managers and the umpire-in-charge are to sign all official game records at the conclusion of the game.
19. Each Manager of a player pitch baseball team must maintain a pitch count log in accordance with 2011 Little League Pitch Count Rules. Regulation VI - Pitchers
20. The home team is responsible for lining the field, including the batter's box, at least 30 minutes prior to the first game of the day. The home team of every game that follows the first game of the day is required to provide field maintenance prior to the start of their game. A section of the Coach's Clinic will cover the requirements of this rule.

T-Ball Ground Rules:

1. In the T-Ball division, there will be six (6) swings allowed before the batter must sit down.
2. In the T-Ball division, there will be a circle around the pitcher's mound. The umpire will call time when the ball has returned to the mound (either by running or by throwing it in) or a good faith attempt is made in judgment of the volunteer umpire.
3. The home team will provide a volunteer parent to umpire from behind the plate, and the visiting team will supply the base umpire. The managers should brief the volunteers of the basic rules before the game. If a rule discrepancy arises on a play, the two managers and the volunteer umpires shall come together and resolve the problem immediately. The home plate umpire will make the final decision if a decision is not reached quickly. Judgment calls cannot be disputed, or discussed. The home team manager and plate umpire are responsible for getting the games started on time.
4. A coach MAY, depending on the batter, "coach pitch" three balls to a batter before using the Tee.
5. Regulation ball for T-Ball is RIF 1 Ball or equivalent.

6. All players on the roster will play a defensive position for the entire game. To the greatest extent possible, managers must allow players to play both an infield and outfield position in each game. Extra players in the game are allowed in the outfield only. For purposes of determining defensive positioning, the infield is defined as any area located one foot (1') or more within the marked baseline and the outfield is defined as being any area located two feet (2') or more beyond the marked baseline.
7. No T-ball player will be allowed to assume the defensive position of catcher either directly in front of or behind the plate.
8. There will be two defensive coaches allowed on the playing field for instructional purposes only.
9. There will be no score kept in T-Ball.
10. There will be a 1 hour and 15 minute time limit on T-Ball games, or a total of six (6) innings, whichever comes first. No inning will begin fifteen (15) minutes prior to the end of scheduled regulation time.
11. The side is out in T-Ball when the offensive team bats through the entire roster in its half-inning. (See rule 5.07)
12. There will be no sliding for all T-Ball players.
13. The Board of Directors will attempt to keep the number of players on a T-Ball team to no more than twelve (12) players. The Board of Directors reserves the right to make exceptions, however there will be no waiting list in T-Ball. (See Regulation IV (f))

Machine Pitch Ground Rules:

1. PLACEMENT OF THE MACHINE:
 - a. Games will be played with a pitching machine placed at 46 feet from the plate, using a standard baseball, (no RIF balls).
 - b. A four-foot circle will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.
2. RULINGS INVOLVING THE MACHINE AND SAFETY CIRCLE
 - a. Batted ball hits the pitching machine, associated equipment (power box, cord, etc), or the coach feeding the machine. RULING: Batter is awarded 1st base. All runners advance if forced.
 - b. Ball popped up, lands in the safety circle, and comes to rest without touching anything. RULING: Batter is awarded 1st base and all runners advance if forced.
 - c. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. RULING: Batter will be awarded 1st base and all runners advance if forced.
 - d. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. RULING: Ball is live.
 - e. Batted ball rolls or passes directly through safety circle without touching anything. RULING: Ball is live.
 - f. A standard baseball will be used during play, NO RIF balls.
 - g. The machine used for play will be a Blue Spring Ultimate machine.
3. The "player pitcher" on the team in the field does not pitch; he is a fielder only. He must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety square and the other foot outside of the square. For safety reasons, he cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine. If player leaves early, then 1st offense team warning and each additional offense the batter is awarded 1st base and runners advance if forced to by batters advance.

4. For safety reasons, no fielder shall be closer than 30 feet away from the batters' box until the ball crosses the plate. A solid or dashed 30' arc will be striped for reference. If a player or multiple players violate this rule, then 1st offense team warning and each additional offense the batter is awarded 1st base and runners advance if forced to by batters advance.
5. If any player crosses the safety square during play or deflects or throws a live ball into the square, the umpire will halt play and award the runner(s) the next base to which the base runners were headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations.
6. ADJUSTMENT OF MACHINE:
 - a. The managers and player agent will agree upon the pitching machine's speed before the beginning of the season. The setting may be changed during the season with the approval of all managers and the player agent.
 - b. The machine will be set at 38 MPH (typically 52% with the variable speed switch) for tournament play.
 - c. The machine may be adjusted for accuracy at the beginning of a team's at bat half inning before the 1st batter.
 - d. The machine may be adjusted for accuracy during the game at the umpires' discretion. No pitch count for a player will be reset as a result of having to adjust the machine while an "at bat" on a player has already begun.
7. ADULT PLACEMENT:
 - a. When a team is batting, two adult base coaches are permitted. One adult coach will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play.
 - b. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following and chosen by the offensive team:
 - 1) An umpire
 - 2) A coach/manager from the defensive team
 - 3) A coach/manager from the offensive team (only if a player is used as a base coach).
 - c. The adult feeding the machine must remain within the safety circle at all times during play.
 - d. The adult feeding the machine can verbally coach during the inning.
 - e. If, in the umpire's judgment, any action by the adult pitcher or any of the adult coaches on either team interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.
 - f. Adult feeding machine will place ball into the machine immediately after presenting it to the batter.
 - g. When a team is on defense, they may have up to two and no more than two coaches in the field to coach the defense. One may be in the infield and one may be in the outfield. If a coach ever interferes with a play in any way, one or more bases will be awarded to the offensive team. The infield defensive coach must be out of the way and in foul territory in the infield.
8. Teams will play with 10 players on the field. If a team cannot field ten players, they may play with nine players. A continuous batting order is required.
9. The defensive team will have four outfielders all playing at outfield depth (IN THE GRASS). No "short fielder" or extra infielders will be allowed. If any outfielder enters the clay area before the ball is put in play, then a warning will be given to that team. The

- second offensive will result in a one base advance by all runners and so on for each additional offense. If the outfielder fields a batted ball in violation of this rule, the batter will be awarded first and all runners will advance one base.
10. The batting team will be retired when they have accumulated three outs or nine batters, whichever comes first.
 11. Each batter will receive five pitches or three strikes to get a hit.
 - a. There will be no called balls or walks. If it is obvious, to the umpire, that a ball cannot be hit, the umpire will call “no pitch” and award the batter an additional pitch. A “no pitch” is a dead ball situation.
 - b. There will be no called strikes. However, missed swings and foul balls count as strikes just as in Little League baseball. Foul balls on the third strike or the fourth pitch do not count against the batter, just as in Little League baseball. Also like regular Little League baseball, if a third strike or fourth pitch is bunted foul, the batter is out.
 12. STEALING: Stealing is not allowed. If a runner is deemed to have left early, the first offense will be a verbal warning to that team. The second offense will be an automatic out. Leaving early will always be deemed no pitch to the batter and the play will be dead.
 13. INFIELD FLY RULE: Will not apply.
 14. BUNTING: Will be allowed during the entire season.
 15. **All players must participate at one of the infield positions, excluding catcher, during a regular season game. No player may play more than 2 innings at the same position. Tournament games are excluded from the above rule. NWLLL league rule only.(Interleague no player may sit more than three consecutive outs.)**
 16. HALTING PLAY:
 - a. When a batted ball still on the clay and controlled by an infielder, a runner can only advance to the base their headed unless a play is attempted. At which time one more base can be attempted at their discretion, without further advance.
 - b. If any player controls the ball at any base, no runner can advance further than the base they occupy or are in attempt to occupy. If attempt is made by fielder after control, then runners can attempt one base at their discretion without further advance.
 - c. If the ninth batter puts the ball in play, the play is live until an out is recorded or the ball is controlled at home plate.
 - d. If any play is attempted and an overthrow is the result, any runner can advance only one base at their discretion without further advance.
 17. The entire season and tournament will be played in the Machine Pitch Format.
 18. Catchers must wear the appropriate equipment (chest protector, shin guards, facemask, mitt and helmet. Boys must wear an athletic cup.)
 19. There is a 1 hour and 30 minute time limit, or a total of 6 innings, whichever comes first (unless home team is batting at 1:30). No inning will begin 15 minutes prior to the end of scheduled regulation time. No ties will be played out unless a tournament game. After 1 hour and 45 minutes the game will halt.
 20. No one is allowed on the playing field prior to his or her scheduled pre-game warm-up time. Home Team: May take the field 25 minutes prior to game time and have possession for 10 minutes. Visiting Team: May take the field 15 minutes prior to game time and have possession for 10 minutes. Both teams must be in their dugouts 5 minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.
 21. **This is a training league to teach young children how to play baseball while keeping it as fun and safe as possible for the young in-experienced players. Any situations that come up in a game which are not clearly defined by the above mentioned rules**

will be resolved by a quick on field meeting between the 2 opposing managers and the umpire. The umpire has the final decision on the situation if the opposing managers can't come up with an agreement in two minutes that would benefit all players involved and the league according to the league rules and in the spirit of Little League.

Minor League Baseball (Player Pitch):

1. Games may be played with 8 players, as long as there are less than 9 players present from a team. The opposing team will play 9 players, if there are 9 players present. If a 9th player arrives late, they will be entered into the game at the bottom of the batting order.
2. No new inning may start after 1 hour 30 minutes of game time. Time limits are from scheduled start time (not from actual start time).
3. No one is allowed on the playing field prior to his or her scheduled pre-game warm-up time. Home Team: May take the field 25 minutes prior to game time and have possession for 10 minutes. Visiting Team: May take the field 15 minutes prior to game time and have possession for 10 minutes. Both teams must be in their dugouts 5 minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.
4. Inter-league rules supersede Local Ground Rules where conflicts exist

Major League Baseball Ground Rules:

1. No one is allowed on the playing field prior to his or her scheduled pre-game warm up time. Home Team: may take the field 25 minutes prior to game time and have possession for 10 minutes. Visiting Team: may take the field 15 minutes prior to game time and have the field for 10 minutes. Both teams must be in their dugouts 5 minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.
2. Inter-league rules supersede Local Ground Rules where conflicts exist

Minor League Softball Ground Rules:

1. Games may be played with 8 players, as long as there are less than 9 players present from a team. The opposing team will play 9 players, if there are 9 players present. If a 9th player arrives late, they will be entered into the game at the bottom of the batting order.
2. No new inning may start after 1 hour 30 minutes of game time. Time limits are from scheduled start time (not from actual start time).
3. No one is allowed on the playing field prior to her scheduled pre-game warm up time. Home Team may take the field twenty-five (25) minutes prior to game time and have possession for ten (10) minutes. Visiting Team may take the field fifteen (15) minutes prior to game time and have possession for ten (10) minutes. Both teams must be in their dugouts five (5) minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.
4. Inter-league rules supersede Local Ground Rules where conflicts exist

Little League (Major League) Softball Ground Rules:

1. No one is allowed on the playing field prior to her scheduled pre-game warm up time. Home Team: may take the field twenty-five (25) minutes prior to game time and have

possession for ten (10) minutes. Visiting Team: may take the field fifteen (15) minutes prior to game time and have the field for ten (10) minutes. Both teams must be in their dugouts five (5) minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.

2. Inter-league rules supersede Local Ground Rules where conflicts exist

Junior/Senior League Softball Ground Rules:

1. No one is allowed on the playing field prior to her scheduled pre-game warm up time. Home Team: may take the field twenty-five (25) minutes prior to game time and have possession for ten (10) minutes. Visiting Team: may take the field fifteen (15) minutes prior to game time and have the field for ten (10) minutes. Both teams must be in their dugouts five (5) minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.
2. Inter-league rules supersede Local Ground Rules where conflicts exist.

Player / Coach / Fan Conduct

If any inappropriate conduct occurs, (cussing, fighting, drinking, arguing, etc.) it should be reported immediately to a league official. The official will stop play of any current game if necessary and deal with the situation. If the official deems the conduct inappropriate, the offender may be warned, asked to leave the game, suspended or terminated.