

NCLL Minors Division Regular Season Playing Rules for 2022

1. Length of Game. A complete game is six (6) innings long. No new inning can start after one hour and thirty minutes (1:30). All games have a hard stop time of one hour forty-five minutes (1:45). If at the one hour & forty-five minute (1:45) mark an inning is not complete, the final score will revert to the last completed inning. If after six (6) innings the game is tied and the time limit has not expired, extra innings will be played following standard scoring rules. Extra-inning games will follow the same time constraints described above. Games can end in a tie.

2. Forfeiture of Game. Teams must start with 8 players for a legal game, or the game will be forfeited. There will be a 10-minute grace period until a forfeit will be called by the umpire. Once a game is forfeited, an exhibition game will follow and the team with 8 or more players will lend the team with 7 or less players enough players to play. In the case of a forfeit, a win will be awarded with a score of 6 – 0.

3. Warm-up. Warm-up time is provided for each team before the game. To allow for proper warm-up each player should arrive at least 20 minutes before a game. Once the game begins there will be no throwing of balls except on the playing field for safety reasons. The one exception to this rule is if the field has as an enclosed outfield fence, players can warm-up between the foul poles on the other side of the outfield fence during the game.

4. Defense and Playing Time. Teams will play with **3 outfielders, or a total of 9 players**. Each player is to play a minimum of 3 innings or half of the game. A player arriving late to the game is to play a minimum of half the remaining game. No player shall sit the bench for two consecutive innings. Players must rotate positions within infield and outfield during the course of the year, with safety in mind. (Note: plan rotations knowing you may play less than 6 innings at the start of the season.)

5. Pitcher and Catcher. Only 8 warm-up pitches are allowed between innings or after a pitching change. All pitchers must abide by Little League pitch count rules; refer to the pitching logs available on the google document for pitch counts (www.ncllmilw.com) for required days of rest based upon pitches thrown. The maximum number of pitches allowed per day is 75; however, if the player exceeds the maximum during an at-bat, the player may complete pitching to that batter. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (i) the batter reaches base; (ii) the batter is retired; or (iii) the third out is made to complete the half-inning. In short, the rule will allow a pitcher to finish the at-bat which may take them over the pitch count, and not be penalized for the additional day of rest. (Note: For these situations, you must make it clear to both the opposing coach and umpire that this is the last batter your pitcher will face.)

The pitcher would be allowed to play the catcher position provided the pitcher is move, removed, or the game is complete before delivering a pitch to another batter. If the player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

In addition, any player who played catcher in 4 or more innings in a game may not pitch during the same calendar day. If a catcher catches 3 innings or less, moves to the pitcher position, and pitches 21 pitches or more and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

(Note: Violations to pitch count rules will result in disciplinary action, which may include forfeiture of game and/or a suspension for the coach(es) up to the remainder of the season.)

Little League Rest Requirements:

1-20 Pitches = 0 days rest needed

21-35 = 1 day rest

36-50 = 2 days rest

51-65 = 3 days rest

66-75 = 4 days rest

75 pitches is the maximum any one player can throw

No pitcher may pitch in 3 consecutive days. **The manager may visit a pitcher 2 times in an inning the 3rd time the pitcher must be removed. The pitcher may be visited by the manager 3 times in a game and must be removed on the 4th visit.**

6. Batting. A continuous batting order shall be used; however, each game starts a new batting order. If a player arrives late, the manager shall place this player at the end of the line-up after the opposing coach and the umpire(s) are notified, and there is no penalty. In the event a team starts the game with 8 players, an out will be recorded for the 9th spot in the batting order for the entire game, unless the 9th player arrives. If a player starts the game and when a child is injured, becomes ill or must leave the game site after the start of the game the team will skip over him/her when his/her time at bat comes up without penalty (Rule 4.04). If the player returns, he/she is inserted into his/her original spot in the batting order. Refer to rule 6.07 in the Little League Rule Book for details regarding batting out of turn.

7. On-Deck Hitters. On deck hitters are not allowed to hold or swing a bat until it is their turn to bat; there are no on-deck circles. The only player that can hold a bat is the player up to at bat. No practice swings until a player gets to the plate.

8. Team Assignments. The home team will occupy the 1st base bench, and the home team will supply two baseballs for the game. The winning team is required to record the final score and player pitch counts for BOTH teams by 11:00pm the day of the game within the google document for pitch counts. Managers are encouraged to track the pitch count for both teams, but only required to do so for their own team; Managers may ask the umpire for the opposing team's pitch count during the course of the game. Teams should confirm the final score and pitch counts at the end of each game. Any disputes must be brought to the Division Coordinator. (Note: Failure to enter in game scores and pitch counts on time will result in disciplinary action, which may include forfeiture of game and/or a suspension for the coach(es).)

9. Run Limit. There will be a 5-run limit per inning. This rule is waived for the last inning or last at bat when each team can have unlimited runs. The last inning is determined by the umpire. There is NO slaughter rule.

10. Base Running. A base runner may leave the base when the baseball crosses the plate. **Prior to Monday May 23rd runners may not steal home plate on a passed ball, double steal, wild pitch, or on an overthrow from the catcher to the pitcher. Starting on Monday May 23rd, runners may steal home plate at any time, including advancing on a wild pitch or an overthrow from the catcher to the pitcher. Players may not steal home on a standard throw from catcher to pitcher.** Players must slide or attempt to get around a fielder who has the ball and is waiting to make the tag or be called out; player must slide feet first when attempting to advance a base and can slide headfirst when returning to a base.

11. Courtesy runner. **If a catcher or pitcher is on base with 2 outs a courtesy runner may be used for the pitcher and must must be used for the catcher. The courtesy runner shall be the player who made the last out during the inning.**

12. Bench/Dugout. A coach or adult must be in the dugout at all times when kids present during game. NO EXCEPTIONS!

13. Zero Tolerance Policy. Little League Baseball and NCLL have a zero-tolerance policy. Unsportsmanlike behavior will not be tolerated. Each participant and fan should treat players on each team, coaches, umpires, and fans with respect.

14. Judgment Calls. Coaches, players, and fans shall not argue with umpires regarding judgment calls. Only the manager can question the umpire rule interpretation or to get an explanation of a call she or he does not understand.

15. Equipment. All players must be properly equipped for practice and games in accordance with Little League rules. Helmets must stay on the player's head until the player reaches the team bench. A player throwing a helmet, bat, or equipment will receive a warning. If a second offense occurs during the game, the player will be either be called out (if bat) or removed from the game (if helmet or equipment). All male catchers must wear an athletic supporter with a cup. Athletic supporters with cups and mouth guards are encouraged for all players. If a player or coach is warming up a pitcher on the diamond, they player or coach must wear a helmet.

16. Field Prep /Clean-up. After each game, each team is responsible for cleaning up the ball field and their respective bench or dugout. **Both the home team and away team should drag and clean up the fields after the late game at West Allis.**

17. Park Safety. All managers, coaches, players, and fans should abide by county and city park rules. **There is absolutely no smoking , vaping, or tobacco use during a little league game, this include on and off the fields of play. Coaches police your parents on this.**

18. Enforcement of Rules. Managers and coaches are expected to help enforce NCLL playing rules to ensure the safety of players, coaches, and fans. In addition, an umpire or a NCLL Board member has the right to ask any player, coach, or fan to leave the park. If the offending party refuses to leave the park, the umpire or Board member has the authority to suspend the game, and if necessary, call law enforcement authorities.

19. Miscellaneous. Rainouts may be rescheduled, but not guaranteed. For all other rules please refer to the Little League Rule Book.

20. The following criteria will be used to seed teams in the end of the season machine pitch Minors Division Tournament.

- Win Percentage
- Head-to-Head
- Runs Allowed Head-to-Head
- Coin Flip