

Northeast Little League, Incorporated

League Local Rules (Spring 2019 Update)

The conduct and operations of Northeast Little League, Incorporated (the “League”) are governed by Little League Baseball, Incorporated Official Regulations, Rules and Playing Rules and the Little League Operating Manual (collectively “Official Little League Publications”). Where Local Option Regulations, Rules and Policies are not specified or allowed, the Little League Official Publications will be followed.

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Summary of Changes for Spring 2019

1. For safety, batters shall not show a bunt then swing (Rule 2.1.12)
2. Reduce number of games for Majors from 24 to 20 (Rule 1.4.4.a)
3. Clarify language of "Regular season" vs "Postseason" vs "Tournaments" (many places throughout document)
4. Clarify the protest process for regular and post-season games (Rewrite of Section 1.9)
5. Rain delay policy (Rule 2.1.13)
6. Time limits and tie breakers for post-season games (Rule 2.1.14)
7. Remove rule that guarantees manager of Majors regular-season winner can manage an all-star team (1.6.2.a)
8. Removal of rule allowing parents of players younger than 12 to refuse promotion to Majors Division (Rule 1.3.3.c.5)

Article I - The League

Northeast Little League (NELL) offers baseball, softball and tee ball. NELL offers four baseball divisions: Juniors/Seniors, Intermediates, Majors, and Minors. NELL breaks down their Minor division into three subdivisions (AAA, AA, and A) and breaks down tee ball into two subdivisions (Pee Wee and Rookie Ball). The objectives of the skill instruction are broken down in attachment 1.

In the Minor A subdivision, the general offensive objectives are swing mechanics and contact (including swinging and bunting) from a machine-thrown pitch. The defensive objectives include fielding grounders and pop flies, catching and throwing. Acclimate players to the catcher position and teach them to catch behind a batter.

In the Minor AA subdivision, the general offensive objectives are swing mechanics and contact (including swinging and bunting) from a kid-thrown pitch. The defensive objectives include fielding grounders and pop flies (tracking and on the move), catching and throwing. Acclimate players to the catcher position and teach them to catch behind a batter from a kid thrown pitch. This is also the subdivision in which pitchers are first developed. NELL encourages the coaches to teach each player how to pitch and to acclimate as many strong players to the catcher's position as possible.

In the Minor AAA subdivision, the general offensive objectives are swing mechanics and contact (including swinging and bunting) from a kid-thrown pitch (including off-speed pitches). The defensive objectives include strategy and refining technique. A large focus is placed on catcher development in this subdivision, where stealing is a factor. Pitcher refinement includes teaching off-speed pitches and placement.

Players may compete in one of three different phases of the Little League season:

1. Regular Season:

- a. The regular season are the games listed on the NELL schedule at the beginning of the season.
 - b. NELL Local Rules, along with Little League rules, govern this phase.
2. Post-Season:
- a. At the conclusion of the regular season, teams in each division will compete in a bracket style or round robin-style competition to determine the winner of the division for the season.
 - b. NELL Local Rules, along with Little League rules, govern this phase.
3. Tournaments:
- a. Little League, and District 5 specifically, will host official Little League tournaments.
 - b. Examples
 - i. Intra-District Team Tournaments - Post-season winners from various Little Leagues compete against each other
 - ii. All Star Tournaments – A selected group of players from each Little League compete against each other.
 - c. Little League rules fully govern these tournaments, and NELL Local Rules do not apply.

Section 1.1 - Player Age and Team Structure

1. Majors Division

- a) Includes league age 10 through 12-year-olds.
- b) All 12-year-olds must be drafted into the Majors division.
- c) Each team will have a maximum of eight 12-year-olds.
- d) The goal is to have a minimum of 4 teams.

2. Minor AAA Division

- a) Includes league age 9 through 11-year-olds
- b) The goal is to have a minimum of 4 teams.
- c) All remaining undrafted 11-year-olds must be drafted into the AAA division;
- d) Age 8: In order for an 8-year-old to be drafted or move up to AAA, the following requirements must be fulfilled:
 - 1. The child must be registered in the requested division; or,
 - 2. The request must be provided in writing by parent(s) to the VP of Baseball and/or the applicable player agent; and,
 - 3. Consent granted by the VP of Baseball and the applicable Player Agent.

3. Minor AA Division

- a) Includes league age 8 through 10-year-olds
- b) The goal is to have a minimum of 4 teams.
- c) All remaining undrafted 9 and 10-year-olds must be drafted into the AA division;
- d) Age 7: In order for a 7 year old to be drafted or move up to Double AA, the following requirements must be fulfilled:
 - 1. The child must be registered in the requested division; or,

2. The request must be provided in writing by parent(s) to the VP of Baseball and/or the applicable player agent; and,
3. Consent granted by the VP of Baseball and the applicable Player Agent.

4. Minor A Division

- a) Includes league age 7 and 8-year-olds
- b) The goal is to have a minimum of 4 teams.
- c) The remaining undrafted players 7 through 8 must be drafted into the A Division
- d) Age 6: In order for a League age 6 year old to move up to Single A, the following requirements must be fulfilled:
 1. Player must have participated in Tee Ball for one season;
 2. The child must be registered in the requested division; or,
 3. The request must be provided in writing by parent(s) VP of Baseball and/or the applicable player agent; and,
 4. Consent granted by the VP of Baseball and the applicable Player Agent.
- e) The number of team players shall be determined by President, VP of Baseball and the applicable Player Agent based on number of registrants.

5. Tee Ball – Pee Wee Division

- a) Includes all league age 4 year olds & 5 year olds who are new to the game
- b) Each team will have a minimum of 6 and a maximum of 9 players

6. Tee Ball - Rookie Ball Division

- a) Includes league age 5 year olds who have already played the game & all league age 6 year olds who register for tee ball.
- b) Each team will have a minimum of 7 and a maximum of 10 players

7. Fall Ball

- a) Fall Ball is played at the start of the school year as an instructional season.
- b) Coaches work with players in new positions and at higher levels as part of a process of improving skills and an understanding of the game.
- c) Fall Ball provides an opportunity to play youth baseball in a fun and casual atmosphere.
- d) Players will be placed according to their league age in the following Spring Season.

Section 1.2 - Manager Selection Process

1. Candidate Registration

- a) Each candidate must register or submit volunteer and manager/assistant coach applications; and, satisfactorily pass the background check and any other League or Official Little League Publications requirements.
- b) The League follows the rules and guidelines as established in the Official Little League Publications in the selection of managers.

2. Selection Process

- a) The VP of Baseball and the applicable Player Agents create the list of managerial nominees and sends recommendations to the President;
- b) The President reviews the list and submits to the Board;

- c) The President considers all candidate applications and many factors when developing the managers nominee list to present to the Board;
- d) The President presents the nominee list to the Board for voting. The Board may vote:
 - 1. "Approved" or "declined" to approve or deny the entire list; or,
 - 2. Board may vote "approved" or "declined" on particular individuals on the nominee list.
- e) Managers are selected by a majority vote.
- f) Once the vote is complete, the President shall:
 - 1. Notify the managers they have been approved or denied as managers by a majority vote of the Board; and,
 - 2. Seek replacements for consideration by the Board if any nominee is denied by the Board (in other words, an individual receives a majority of "declined" votes);
- g) Upon being selected managers shall:
 - 1. Be asked to accept the position and required to abide by all rules, regulations and requirements as identified by the league in the selection criteria; and,
 - 2. Assume all duties and responsibilities for the manager role in the respective division.

Section 1.3 - Regular Season Team Selection

1. Late Registrations

- a) League will accept late registrations based on majority approval of Board of Directors Executive Committee;
- b) No late registrations for the Majors Division will be accepted. (b)

2. Try-Outs

- a) Try-outs are for children League Age 6 (if registered for minor divisions) and older
- b) Every player candidate for the major and minor divisions must attend a tryout (regular or make up.)
- c) Failure to attend a tryout will result in the player being randomly assigned to a team.

3. Player Drafts

- a) Rules for all Divisions
 - 1. NELL requires a redraft every season using the Serpentine Draft Plan.
 - 2. Team names and colors are selected in the order of the draft.
 - 3. Practice times are selected in the opposite order of the draft.
 - 4. Managers have 2 minutes to determine their selection.
 - 1. In the event time expires, they must be notified they have 10 second to make a selection.
 - 2. If the manager fails to make a selection, they must wait until their next selection to fill the void.

b) Tryout requirement

1. If a registered child not known by the majority of the managers does not attend a tryout, the child will be drafted by random selection at the end of draft.
2. If the child is known by a majority of the managers, the child will be given a grade by the managers, along with the respective Player Agent. The grade will be a round before which the child cannot be drafted.
 1. For example, consider a player does not attend the tryout but is known by most managers.
 2. The managers and Player Agent agree that the player is very good and assign him a grade of the 3rd round.
 3. This means that the player cannot be drafted by any team before the third round, but is available to any team beginning in the third round.
3. This random selection process will be determined by the applicable player agent, the League President and the VP of Baseball.

c) Majors Division

1. Random selection of draft position by drawing numbers from a hat.
2. The Manager protects his son/daughter per the Official Little League Publications:
 1. A league age 9 or 10 year old is drafted in or before the 5th round of the draft;
 2. A league age 11 year old is drafted in or before the 4th round of the draft; and,
 3. A league age 12 year old is drafted in or before the 3rd round of the draft.
3. The Manager may select any Coach who is registered at the time of the draft. His/her son or daughter is protected per the Official Little League Publications:
 1. A league age 9 or 10 year old is drafted in or before the 5th round of the draft;
 2. A league age 11 year old is drafted in or before the 4th round of the draft;
 3. A league age 12 year old is drafted in or before the 3rd round of the draft.
4. All players may be drafted at any time as long as all the 12 year olds play in the Majors Division.

d) Minors AAA

1. Random selection of draft position by drawing numbers from a hat.
2. The Manager protects his son/daughter per the Official Little League Publications. Each of the coaches children will be protected per the Official Little League Publications:

1. A league age 8 or 9 year old will be drafted in the 5th and 6th round of the draft, based on the VP of Baseball and Player Agent's evaluation.
 2. A league age 10 year old will be drafted in the 3rd or 4th round of the draft, based on the VP of Baseball and Player Agent's evaluation
 3. A league age 11 year old will be drafted in the 1st or 2nd round of the draft, based on the VP of Baseball and Player Agent's evaluation.
3. All players may be drafted at any time as long as all the 12 year olds play in the Majors Division.
- e) Minors AA and A
1. Random Selection of draft position by drawing numbers from a hat.
 2. The Manager protects his son/daughter.
- 4. "Player Pool" System**
- a) The Board of Directors ("Board") will determine if player pool is necessary upon completion of registration based on number of registrants.

Section 1.4 - Regular Season Schedules

- 1. Preseason**
 - a) Opening Day will follow two weeks of pre-season practice, following the draft.
 - b) A coach's clinic and meeting will precede the draft. Per Little League rules, coaches must attend a one clinic every three years.
 - c) The BMOD and scorekeeper training will precede opening day and is encouraged to align with distribution of uniforms (must attend BMOD training to receive uniforms).
- 2. Drafting Order**
 - a) Majors draft will be held first (recommended for a Thursday)
 - b) Minors AAA, Minors AA, Minors A and then Tee Ball drafts will follow (recommended for a Saturday)
 - c) This provides a margin for those players/parents refusing the majors promotion.
 - d) In the case of a refusal, the players must be re-drafted from the refusing player's position.
- 3. Practices**
 - a) Practices may start the day following the draft.
- 4. Games Schedule**
 - a) Majors schedule is for 20 games;
 - b) Minors and Tee Ball schedules will be for 20 games.
- 5. Fundraiser**
 - a) The fundraiser is recommended to be scheduled to occur before Spring Break (poor turnout afterward).
- 6. Division Champions**
 - a) Division Champions will be determined by the following dates:

1. Spring: The week prior to Memorial Day weekend (before the Friday of the weekend);
2. Fall: the Week prior to Thanksgiving Day.

7. No games will be scheduled on the following days:

- a) Spring: Pinellas County Spring Break (Monday to Saturday); MLK, President's Day, Good Friday, and Mother's Day.
- b) Fall: Halloween.

Section 1.5 – Post-Season to Determine Regular Season Champions

1. Majors Division

- a) Season will be split into two halves, with the first half champion playing the second half champion in a best of three competition at the end of the regular season.
- b) The championship games will be played only after all regular season games necessary to determine first and second half champions are completed.
- c) All regular season rules apply throughout the playoffs.
- d) If the same team wins both halves, it will be declared champion.
- e) Ties for individual half champions will be decided by a one game playoff between the applicable teams. (If questions please see little league rules)
 1. The tie breaker for the first half will occur on the first weekend following the first half. The game will start at 4pm on Saturday in case the game goes to extra innings.
 2. In the event of a tie involving more than 2 teams, the tiebreaker will be “head-to-head” then “runs against” to get the top two teams for the playoff.
- f) The first half champion will fulfill the duties of the BMOD for the game.
- g) The second half champion will prep the field for game play.
- h) Both teams will supply concession workers.

2. Minor Divisions

- a) Division Champion will be determined by a post-season bracket competition.
- b) A bracket, including double or single elimination shall be determined by President, VP of Baseball and the applicable Player Agent based on time available.
- c) NELL encourages the use of the modified double-elimination bracket, which requires only one game between the losers’ bracket champion and the winners’ bracket champion to determine the post-season champion.

3. Minor AAA

- a) 2nd half standings will set the initial seeding by little league bracket rules.
- b) Tie breakers for seeding will be determined first by head to head competition and then by runs allowed.
- c) Mercy rule is in effect, per little league rule book. (15 runs after 3 innings; 10 runs after 4 innings)
- d) 5 run rule limit is lifted.

4. Minor AA and A

- a) Seeding will be set by a blind draw.
- b) Winners are determined by the team with more runs after the 4th inning (3 ½ if home team is ahead).
- c) Games cannot end in a tie.
- d) 10 run rule (per little league rule book) in effect;

5. Post-season Game Procedures

- a) All home and visitors will be determined by a coin flip by the Board Member on Duty.
- b) The higher seeded team will fulfill the duties of the BMOD for the game.
- c) The lower seeded team will prep the field for game play.

6. Minimum Number of Players to Field a Team

- a) If a coach knows that his team will not have the minimum number of players for a game, he/she should contact the player agent or VP of Baseball to request younger players to be brought up from a lower division.
- b) The goal is to avoid forfeits at all costs.
- c) Teams must have a minimum number of players to field a team for post-season games. Failure to provide the minimum will result in a forfeit for that team. The minimums are:
 - 1. Minor A teams must provide a minimum of 6 players to compete in a post-season game.
 - 2. Minor AA teams must provide a minimum of 8 players to compete in a post-season game.
 - 3. Minor AAA and Majors teams must provide a minimum of 9 players to compete in a post-season game.

7. Fall Ball Post-Season

- a) Majors and Minors Division Champions will be determined by a post-season.
- b) Majors
 - 1. 10 run rule (per little league rule book) in effect;
 - 2. 2 inning pitcher limit is lifted.
- c) Minor AAA
 - 1. 2 inning pitcher limit is lifted;
- d) Minor AA and A
 - 1. No rule differences from spring

Section 1.6 – Little League Tournament Teams Selection

1. Intra-District Team Tournaments for Regular Season Teams

- a) NELL may send two teams:
 - 1. Majors Champion, upon Board of Directors approval
 - 2. Minor AAA Champion (with needed substitutions based on absentee travel, sickness or injury), upon Board of Directors approval

2. All-Star Team Manager and Coaches Selection

- a) The winning manager of the Majors division is not guaranteed to be the manager of an all-star team.
- b) Picking the All-Star Manager for all age divisions
 - 1. Coaches desiring to be an All-Star Manager must submit their request to manage an All-Star team to the Vice President of Baseball prior to team selection who will submit recommendations to the board for approval.
 - 2. Per Little League rules, the manager of an All-Star team must have managed or coached a team in the same division as the All-Star team.
 - 1. Ex: A manager for the Intermediates division may manage an Intermediates All-Star team, but not a Juniors or Majors team.
 - 2. Ex: A manager in AAA may manage a 10U or 9U All-Star team, but not a Majors or Intermediates team.
- c) Managers are allowed to name their coaching staff.
- d) All regular season managers and coaches are eligible to be named upon board approval.
- e) Board approval for all managers and coaches is a majority vote.
- f) NELL sends up to 8 Teams
 - 1. Juniors / Seniors Division
 - 1. Managers must have coached in this division during the regular season.
 - 2. Intermediates Division
 - 1. Managers must have coached in this division during the regular season.
 - 3. 12 Year Old, (this team includes the best players in majors division), and the best eligible players in the Intermediates division..
 - 4. 11 Year Old, (A 10 year old may play on this team with VP of Baseball approval only)
 - 5. 10 Year Old Blue (A 9 year old may play on this team with VP of Baseball approval only),
 - 6. 9 Year Old Red (Younger team made of 8 and 9 year olds that played AAA)
 - 7. 8 Year Old Blue and Red Teams (Two teams divided equally among 6 through 8 year olds from Minors AA.)
 - 1. Per District Rules, only players that played “coach pitch”, which is our AA division, are eligible for this team.

3. All-Star Team Player Selection

- a) Intermediate Player Evaluation and Availability
 - 1. All Intermediate players that wish to be selected for the 11U or 12U teams must express their interest in writing to the VP of Baseball.
 - 2. Majors managers are required to attend at least two Intermediates games for each Intermediates team at NELL to evaluate the talent and better their ability to vote on these players.

3. Managers of All-Star teams are allowed to conduct a tryout for all players so that managers can evaluate them in order to vote for the All-Star teams.
- b) Majors - Managers, the applicable Player Agent, and the VP of Baseball will meet and submit ballots for the following 2 Teams:
1. 12U: 12 players, 3 alternates (Manager Discretion to add more). This includes players in the Intermediates division who are league-age 12 and under.
 2. 11U: 12 players, 3 alternates (Manager Discretion to add more). This includes players in the Intermediates division who are league-age 11.
 3. All 10 Year olds (and younger) who played in Majors will be placed on the 10 "Blue" team.
 4. Each Manager will circle 12 names and turn in one ballot for each team (a league age 10-12 ballot and a league age 11 ballot).
- c) Minor AAA - Managers, the applicable Player Agent and VP of Baseball will meet and submit ballots for the following 2 Teams:
1. 10 Year Old "Blue" Team: 12 players, 2 Alternates (Manager Discretion to add more)
 2. 9 Year Old "Red" Team: 12 players, 2 Alternates (Manager Discretion to add more) (Younger 9 Year Old Team)
 3. Each Manager will circle 12 names and turn in one ballot for each team (A league age 10 "blue" ballot, and a league age 9 "red" ballot).
- d) The Player Agent and VP of Baseball will select All-Star Teams and submit to the Board for approval based on the following process.
1. Board approval for player selection is a majority vote.
 2. All unanimous selections make the team they were selected to.
 3. All additional spots will be ranked by the number of ballots voted to the respective team. (For example if player A receives 3 votes on the 10-12 ballot and Player B receives 2 votes on the 10-12 ballot, then Player A is picked over Player B)
 4. The Manager of the All-Star team (beyond the top 9) has the last three-five selections and the ability to have more than 12 players. Manager has option to default to a ballot for the entire team, rather than top 9.
 5. Manager has the discretion to make any final roster decisions.
 6. League encourages the use of many alternates for practices in the case of extra players being needed for All-Stars.

4. Tournament Uniforms

- a) If the All-Star teams are not sponsored, NELL will cover the cost of the Manager and two coaches uniforms.
- b) Players will bear the cost of the uniform.
 1. The ability to carry this burden will NOT play a factor in the player's decision process by which they accept or reject the post season bid.
 2. If the player candidate cannot pay for the uniform, NELL will bear the cost of the uniform.

Section 1.7 - League Fundraiser

1. Hit-a-Thon
2. Mandatory participation will be held for ALL players and teams.
3. Teams not participating will have a make-up session scheduled by the League.

Section 1.8 - Discipline Procedure for Altercations.

1. Disciplinary actions must be submitted to the applicable Player Agent and VP of Baseball to determine penalty or punishment to be consistent with Rule 9.05.
2. Profanity will not be tolerated. Managers, coaches or other associates observed using profanity on the field of play will be ejected from the game and field of play.
3. Reporting Rules Violations
 - a) We strongly encourage for the coaches at the games to work out any problems or questions about rules. We encourage parents to discuss potential rules violations with coaches. And we encourage parents and coaches to ask board members for clarification of rules. Only after multiple open conversations, if a disagreement still exists, the situation should be reported to the board.
 - b) If a rule violation is suspected to occur, please contact the player agent for that respective division.
 1. The player agent will follow up with the persons involved, and communicate any needed clarification of the rules.
 2. In most cases, we expect the situation to be handled with a clarification from the player agent.
 3. The player agent will log the issue to the board for visibility.
 - c) If the player agent determines that a rule violation has occurred, the player agent will communicate the decision to the offending coach to make sure the coach understands the rule.
 1. The player agent will log the issue with the board.
 2. The player agent will follow up with the person that reported the issue.
 3. The player agent will communicate to the other coaches in that division to make sure everyone understands the rule.
 - d) If an offending coach is reported for having violated the same rule for a second time, the VP of Baseball will get involved.
 1. The VP of Baseball will investigate to determine if the rule was truly violated.
 2. The VP of Baseball will log the issue with the board and discuss at the next board meeting.
 3. The VP of Baseball will contact the violating coach and issue a formal warning.
 4. The VP of Baseball will communicate the warning to the other coaches in the division.

- e) If an offending coach is reported for having violated the same rule for a third time, the President and board will get involved.
 - 1. The President will investigate to determine if the rule was truly violated.
 - 2. The President will log the issue with the board and convene a special hearing.
 - 3. The president, along with the board, will determine if the coach should be suspended.
 - 4. The President will communicate the warning to the other coaches in the division.

Section 1.9 - Regular and Post-Season League Protests

- 1. Regular Season Protests
 - a) Protests for regular season games can be decided at a future date, since these games can be completed in the future without affecting other games.
 - b) Any question of rule interpretation should be issued by a team's manager to the primary umpire prior to the next pitch or play.
 - c) If the manager does not agree with the primary umpire's interpretation, the manager can choose to play the game under protest or to immediately escalate to the chain-of-command before the next play.
 - d) If the game is stopped during a protest, the game clock stops and the drop-dead time for the game will be pushed back.
 - e) If the game is played under protest, the same chain of command will be honored for a decision after the game has ended.
 - f) If the protest is upheld, then the game will be continued from the moment in the game that the protest was issued.
 - g) Note: We want games to keep moving but do our best to get the call right. Managers should use their best judgement to balance both goals when deciding how to handle disagreements and protests.
- 2. Post-Season Protests
 - a) Protests for post-season games must be decided before another pitch is thrown, since the result of a game has a direct effect on future games.
 - b) Any question of rule interpretation should be issued by a team's manager to the primary umpire prior to the next pitch or play.
 - c) If the manager does not agree with the primary umpire's interpretation, the manager may immediately escalate to the chain-of-command before the next pitch. The manager has the right to stop the game until the issue is resolved to their satisfaction, or until the chain-of-command has made an ultimate decision.
 - d) If the game is stopped during a protest, the game clock stops and the drop-dead time for the game will be pushed back.
- 3. Chain-of-command for game protests will be as follows:
 - a) First, Player Agent (for the appropriate division), Coaching Coordinator or Umpire in Chief
 - b) Then, Vice President

- c) Then, President, who will have the ultimate say

Article II – League Rules

Section 2.1 - Follow Official Little League Publications, except as noted in these League rules

1. Adult base coaches utilization.
 - a) Tee ball and Minors Divisions MUST use adult base coaches.
 - b) Majors Division can use player base coach, but player must wear a League approved batting helmet while on the field.
2. Managers are responsible for ensuring that all bats for both games and practices adhere to the Little League standard and bear the “USA Bat” label.
3. Face masks must be worn on batting helmets.
4. All Games must be made up within 2 weeks (14 calendar days)
5. NELL strongly discourages the teaching and throwing of curve balls at any level (Majors Division and below).
6. Players in the dugout and bull pen may not swing the bat.
7. There is a two minute time limit between innings.
8. For all divisions, the home team is responsible for lining the field before the games
9. Home team is responsible for keeping the official score and rule book. Scorebooks are required to be turned in to the NELL office at the end of the season.
10. Visiting team is responsible for keeping pitch count and turning in the form.
11. Visiting team is responsible for setting up and operating the scoreboard.
12. The Pitch Count and score must be recorded within 24 hours, by the responsible team as aforementioned.
13. Coaches and players must remain in the dugout when not actively participating on the playing field as described herein.
14. NELL does not recognize forfeits in regular season play. If a team cannot field 9 players, and knows prior to a game, they must use a player from the player pool from the next lower division. If a team cannot field 9 players during a game, but has 6 or more, the opposing team will supply the required players lowest in the batting order for that specific inning, in the outfield positions. If a team cannot field six players, the game shall be rescheduled at the next opportunity (the offending team's next practice at the latest).
15. The Obstruction Rule is defined in the Little League handbook in Rule 2.0. Please know this rule well as It relates to fielders obstructing baserunners, which happens quite frequently, especially in the minors divisions.
16. Batters may not show bunt, pull the bat back, then swing.
 - a) This is a safety concern for all Little League divisions from Majors through Tee-Ball.
 - b) Defining “show bunt”

1. When a batter's hands are separated with both hands touching the bat, but only one hand on the bat grip, with the bat being held stationary over or in front of the plate.
- c) When a batter shows a bunt, pulls back, then swings:
 1. If the batter makes contact, and the ball is fair, the batter is out and no runners can advance.
 2. If the batter swings and misses, or fouls off the ball, the team gets a warning.
 3. After receiving a warning, should any batter from that same team attempt to show bunt then swing, that batter is automatically out and no runners can advance, even if no contact is made.

17. Rain Delays

- a) The primary umpire is in charge of deciding if a game must be delayed due to rain, if the game can resume, and if the game must be called.
- b) Regular Season
 1. Rain delays do not change the time limit or drop-dead time for a game. Normal time limits will apply no matter the delay.
 2. If the first inning is not completed due to rain, then the game will be replayed from its beginning at a future date.
 3. If at least one inning has been completed, then the game will be official.
 4. If the game is called in the middle of an inning due to rain, then the score will be reverted back to the last completed inning and will be official.
 1. Exception: If the home team has taken the lead and the inning is not finished due to rain, then the current score will be honored and the home team will be declared the official winner.
 5. Official games may end in a tie.
- c) Post-Season
 1. Rain delays will cause the game clock to be paused.
 1. For example, if a game has a limit of two hours, and 30 minutes into the game there is a rain delay, the game clock will stop. When the game resumes, there will be 90 minutes remaining to complete the game.
 2. If a game continues on a future day, the time limit is still enforced minus the clock stoppage.
- d) Pitch Counts
 1. The official Little League pitch count rules are not altered by rain delays.
 2. For clarity, pitch counts do not apply within a single game, but only per day.
 1. For example, consider if a pitch count limit for a pitcher is 50 for one day, and that pitcher has reached 45 pitches, but then a rain delay forces the game to be suspended. When the game is resumed a week later, that pitcher is eligible to continue pitching in that game. The pitcher does not have only 5 pitches left in the game.

18. Time limits and tie-breakers for Post-Season games

- a) We cannot have post-season games end in ties, and we want teams to determine the winner on the field of play.
 1. Majors
 1. The teams should continue playing until the game has ended.
 2. No inning can begin after 11pm.
 3. If the game is still tied and the time limit has been reached, then the game will continue on a future date determined by the coaches and the Board.
 4. Extra innings (starting with the 7th inning) shall start with a runner on second base.
 1. The runner will be the last batted out from the previous inning.
 2. Minors AAA
 1. The teams should continue playing until the game has ended.
 2. No inning can begin after 10pm.
 3. If the game is still tied and the time limit has been reached, then the game will continue on a future date determined by the coaches and the Board.
 4. Extra innings (starting with the 7th inning) shall start with a runner on second base.
 1. The runner will be the last batted out from the previous inning.
 3. Minors AA and A
 1. The teams should continue playing until the game has ended.
 2. No inning can begin after 9pm.
 3. If the game is still tied and the time limit has been reached, then the game will continue on a future date determined by the coaches and the Board.
 4. Extra innings (starting with the 5th inning) shall start with a runner on second base.
 1. The runner will be the last batted out from the previous inning.

Section 2.2 - Majors Division

1. Pitch counts (without interlock):
 - b) Games 1-3 50 pitch maximum (HARD STOP);
 - c) Games 4-6 65 pitch maximum (HARD STOP).
 - d) The rest of the season Official Little League Publications' rules still must be followed, standard pitch counts.
2. League will utilize the mandatory 10 run rule (per little league rule book) in Majors Division only, during regular season
3. The home team is responsible for supplying two baseballs for the game.

4. Defensive coaches must be off the field of play during the game. You may instruct from the sidelines but within 5 feet from the dugout.
5. Majors (FALL BALL)
 - a) 10 run mercy rule is lifted
 - b) Teams must practice ONLY once per week once the season starts
 - c) Continuous Batting is in effect. Each team shall bat the full roster every game.
 - d) NELL is requiring that the manager assign the 12 rostered players a batting position (1 – 12) for the 1st game. This shall be the order of batter for the remainder of the season.
 - e) The lead-off hitter for each subsequent game shall be the hitter that follows the last batter to complete an at-bat of the previous game.
 - f) All players present at the beginning of each game will be listed in the batting lineup in the same sequence of the original batting order, prior to the start of the game. This lineup will remain the same throughout the game. Players arriving after the beginning of the game will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.
 - g) The batting order may be reset, one time only at the change in halves.
 - h) Pitchers may not pitch more than six outs per game. Each team must pitch at least two players younger than league age 12 in each game.
 - i) Only pitch count is reported to Player agent by the visiting team; scores not tracked

Section 2.3 - Minors Rules

- 1. Equal Playing Time in Minors is a mandatory requirement.**
 - a) The Minors divisions are development divisions.
 - b) Each player is entitled opportunities to play infield and outfield.
 - c) Each player in all minor divisions shall be placed in infield positions for as close to an equivalent number of outs as possible.
 - d) The equal play time rule for each respective sub-division shall be followed during all post-season games.
- 2. Continuous Batting Order Remains in Effect at all Times**
 - a) NELL is requiring that the manager assign the 12 rostered players a batting position (1 – 12) for the 1st game. This shall be the order of batter for the remainder of the season.
 - b) The lead-off hitter for each subsequent game shall be the hitter that follows the last batter to complete an at-bat of the previous game.
 - c) All players present at the beginning of each game will be listed in the batting lineup in the same sequence of the original batting order, prior to the start of the game.
 1. This lineup will remain the same throughout the game.
 2. Players arriving after the beginning of the game will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.

- d) The batting order may be reset, one time only, at the beginning of the second half of the season.
- e) During post-season games, the lineup can be reset every game.
- f) Intentional walks are not encouraged in minors.
 - 1. During the regular season, Minors managers cannot elect to (automatically) intentionally walk a batter by announcement, as opposed to pitching.
 - 1. In other words, all batters in minors have the right to receive pitches. If a manager wants to walk a batter, the pitcher must walk the batter by throwing four balls.
 - 2. In the playoffs, Managers can elect to walk an opposing batter by holding up four fingers. The batter shall run to first immediately, without any pitches being thrown. The pitcher will have 4 pitches added to his pitch count total.

Section 2.4 - Minors AAA Rules

1. Basic Rules

- a) The home team is responsible for supplying two baseballs for the game.
- b) Offensive Team Coach calls balls and strikes if no umpire is available.
- c) The infield fly rule is in effect and must be called by the main umpire.

2. Pitching

- a) Kid pitch will continue all season.
- b) 1st half of season: 2 inning limit (6 consecutive outs) or 50 pitch maximum (HARD STOP) per game regardless of league age, whichever comes first.
 - 1. A pitcher can only span across three different innings and not four.
 - 1. Ex: Pitcher A pitches 1 pitch in the 2nd inning and does not record an out. They are still eligible to pitch the 3rd and 4th innings assuming they do not meet their pitch limit before recording the 6th out.
 - 2. Ex: Pitcher A pitches 1 pitch in the 2nd inning and 15 pitches in the 3rd without recording an out. Pitcher A is eligible to pitch the 4th but not the 5th regardless of pitch count.
 - 3.
- c) 2nd half of season: No inning limit. Regular Little League pitch count rules apply.
- d) Fall Ball
 - 1. 1st half of season: 2 inning limit (6 consecutive outs)
 - 2. 2nd half of season: 3 inning limit (9 consecutive outs)
- e) Official Little League Publications on pitch counts still must be followed.

3. Defense

- a) The intent is to play children in multiple positions, at least one infield position, during the season to develop skill for their level of play.
- b) Assuming a 4 or 5 inning game, each player must play at least 1 inning in the infield but only sit on the bench for a maximum of 2 innings.

- c) Assuming a 6 inning game, each player must play at least 2 innings in the infield but only sit on the bench for a maximum of 3 innings.
- d) Infield positions include pitcher and catcher.
- e) Defensive coaches must be off the field of play during the game. You may instruct from the sidelines but within 5 feet from the dugout.

4. Offense

- a) 5 runs limit per inning.
- b) Stealing home is not permitted in the 1st half of season, but is permitted in the 2nd half of the season.
 - 1. The runner at third, and all runners, advance at their own risk and can be tagged out.
 - 2. In the first half of the season, if a runner touches home safely, they cannot be tagged out even though stealing home is not permitted. The runner who is safe at home will be sent back to third base. Any other runner who advanced will be sent back to the previous base if they are forced back by the runner in front of them.
 - 1. Example 1: Runners on second and third and a wild pitch allows both runners to advance. The lead runner is sent back to third. The trailing runner, now at third, is forced back to second.
 - 2. Example 2: Runners on first and third and a wild pitch allows both runners to advance. The lead runner is sent back to third. The trailing runner, now at second, is allowed to stay at second.

5. Standings

- a) Standings will be kept the 2nd half of the season (last 10 games).
- b) The finish will determine the initial seeding process for the post-season.

6. Time Limits

- a) Saturdays- Do not start an inning after 2:00 hours.
- b) Weekdays- Do not start an inning after 1:45 minutes.
- c) Games may end in a tie.
- d) Please attempt to keep the game moving, NELL really would like to see all games go 6 innings.

7. Managers are responsible for clearing all debris from the dugout.

8. Fall Ball

- a) Teams must practice ONLY once per week once the games start
- b) Only pitch count is reported to Player Agent by the visiting team
- c) Scores and standings are not tracked

Section 2.5 - Minors AA Rules

*Follow Official Little League Publications, except as noted in these League rules

1. Basic Rules

- a) There is no Infield Fly Rule in effect.

2. Pitching

- a) Kid pitch will continue all season.
- b) 1 inning limit (3 consecutive outs) per player per game.
 - 1. A pitcher can only span across two different innings and not three.
 - 1. Ex: Pitcher A pitches 1 pitch in the 2nd inning and does not record an out before run limit is reached. They are still eligible to pitch the 3rd inning assuming they do not meet their pitch limit before recording the 3rd out.
 - 2. Ex: Pitcher A records 1 out in the 2nd inning they are eligible to pitch 2 outs in the 3rd inning.
 - 3. Ex: Pitcher A pitches 1 pitch in the 2nd inning and does not record an out before run limit is reached. Pitcher A pitches 15 pitches in 3rd inning without recording an out before run limit is reached. Pitcher A is not eligible to pitch in the 4th inning.
- c) Larger strike zone to be used, one baseball on the inside and outside of the plate
- d) Kids MUST pitch from the pitching rubber
- e) All strike outs count as outs.
- f) Keep pace of play moving along
 - 1. Offensive coach will stand behind pitcher for the entire inning with at least 5 baseballs in a bucket.
 - 2. After each pitch, the catcher will toss the ball to the defensive coach at the backstop.
 - 3. After each pitch, the offensive coach will quickly provide the pitcher with a new ball.
 - 4. The pitcher is encouraged to make a new pitch quickly after the most recent pitch.
 - 5. After 4 balls have been reached, the offensive coach will switch positions with the pitcher and quickly make the next pitch.
- g) Batters hit by a pitch by a player will be awarded first base.
- h) Coach Pitch
 - 1. When four balls have been reached on a batter by a player, the coach will pitch to finish that batter.
 - 2. When a coach comes in, the batter will reset to a maximum of 1 strike.
 - 3. The coach will pitch up to 5 balls to finish the batters at bat.
 - 1. If the player fouls off the 5th pitch, the player will receive another pitch.
 - 4. If the player does not put the ball into play after the 5th pitch, the batter will be considered to have been struck out.

3. Defense

- a) Play is dead when any one of the following occur:
 - 1. A force play is made at an infield base. When a force play is recorded, all runners must stop at their current base. Runners may only advance one base on a force play.
 - 2. The lead runner is prevented from advancing (for example the third baseman possesses the ball and the runner on second stops).

3. The ball is controlled by the pitcher on the pitching mound clay.
 - b) Defensive coaches
 1. The defensive team must provide a coach positioned at the fence behind the plate to collect baseballs not caught by the catcher from which they will direct their fielders.
 1. The defensive coach behind the plate must remain behind the batter (for safety reasons-foul balls) against the fence.
 2. If they are too close to the batting players and could potentially intimidate the players.
 2. Defensive coaches must be off the field of play during the game. You may instruct from the sidelines but within 5 feet from the dugout.
 - c) Assuming a 4 inning game, each player must play at least 2 innings in the infield but only sit on the bench for a maximum of 1 inning.
 - d) Assuming a 6 inning game, each player must play at least 3 innings in the infield but only sit on the bench for a maximum of 2 innings.
 - e) Infield positions include pitcher and catcher.
 - f) No single player shall play the same position twice in a single game.
- 4. Offense**
- a) The offense is out when 3 outs are made or when 5 runs are earned, whichever occurs first.
 - b) 5 runs limit per inning
 - c) No Stealing (Rule 7.13)
 - d) Runners may advance at their own risk; however they may advance only one base on each over thrown ball.
- 5. Pace of Play**
- a) Coach is responsible to move the game along (2 minutes between innings!)
 - b) There is no lying or sitting down, digging or pulling up the grass.
- 6. Time Limits**
- a) Saturdays- Do not start an inning after 2 hours.
 - b) Weekdays- Do not start an inning after 1:45 minutes.
- 7. Managers are responsible for clearing all debris from the dugout.**
- 8. Fall Ball**
- a) Teams must practice ONLY once per week once the season starts.

Section 2.6 - Minors A Rules

*Follow Official Little League Publications, except as noted in these League rules

- 1. Basic Rules**
 - a) The regulation game will be limited to 4 innings.
 - b) There is no Infield Fly Rule in effect.
- 2. Pitching**
 - a) Pitching Machine will be used to deliver pitches

- b) The Pitching Machine and Coach operating the machine are NOT a part of the field.
 - 1. Any batted or thrown ball that hits the machine will be ruled dead immediately.
 - 2. Any batted or thrown ball that inadvertently hits the coach who is operating the machine will be ruled dead immediately.
 - 3. When the ball is ruled dead, the batter and all runners can safely advance to next closest base.
- c) The home team is responsible for setting up the pitching machine and supplying the five baseballs for the game.
- d) The pitching machine must also be set to 32 mph, 3-4-5 settings.
- e) The player in the pitcher position must have at least one foot in the pitching mound clay when the ball is pitched by a machine

3. Defense

- a) Play Time
 - 1. All players may play on defense. Only six players (including the catcher) may play in the infield. The extra players play in the outfield only (in the grass beyond the clay).
 - 2. Assuming a 4 inning game, each player must play at least 2 innings in the infield.
 - 3. Infield positions include pitcher and catcher.
- b) Defensive Coach
 - 1. The defensive team must provide a coach positioned at the fence behind the plate.
 - a. The coach should collect baseballs not caught by the catcher.
 - b. The coach must remain behind the batter and near the fence for safety reasons.
 - c. The coach must avoid getting too close to the batters and be careful not to intimidate them.
 - 2. One additional defensive coach can be positioned in the outfield to help position their fielders
 - a. No defensive coaches are allowed in the infield
- c) Play is dead when any one of the following occurs:
 - 1. A force play is made at an infield base. When a force play is recorded, all runners must stop at their current base. Runners may only advance one base on a force play.
 - 2. The lead runner is prevented from advancing (for example the third baseman possesses the ball and the runner on second stops).
 - 3. The ball is controlled by the pitcher on the pitching mound clay.
 - 4. When a ball is hit to the outfield and fielded by an outfielder, the ball is dead when the return throw hits the infield clay, infield grass, or an infielder and all runners safely reach the base to which they are running.
 - a. All runners advance at their own risk and can be tagged out. However, they cannot advance to any further bases even if there

is a play made to another base or an overthrow. Any runners that do attempt to advance to another base will simply be sent back to the base they reached safely.

4. Offense

- a) Offensive coaches, not coaching the bases, will only take the field when they are operating the pitching machine or actively pitching to a batter at which time they must stay on the pitching clay and lessen their profile:
 - 1. Will not introduce balls to the playing field that are not in play (i.e., ball store may not be placed on the ground or anywhere they can be accidentally introduced into the field of play-like on a lid);
 - 2. Will take a knee when a ball is in play;
 - 3. Will place a bucket, if needed, behind the machine.
- b) When the pitching machine is in use,
 - 1. 5 Pitches maximum per batter
 - 2. If the 5th or subsequently awarded, pitch fouled off, the batter is awarded another pitch.
 - 3. If the 5th pitch lands on or before the plate, and the batter does not swing, the batter is awarded another pitch, following a machine adjustment.
 - 4. The batter can back out of the box while the coach adjusts and takes a practice pitch.
- c) The offensive team is out when 3 outs are made or the offensive team bats through its entire roster in its half of the inning, whichever occurs first.
 - 1. Balance the line-ups so the team with the most kids is the limit (e.g., For example, visitor has 12 kids and home team has 10 kids, home team may bat all 10 and then 2 more in order unless three outs is reached first).
- d) 5 runs limit per inning
- e) No Stealing (Rule 7.13)
- f) Runners cannot advance on an overthrow.

5. Pace of Play

- a) Coach is responsible to move the game along (2 minutes between innings!)
- b) There is no lying or sitting down, digging or pulling up the grass.

6. Time Limits

- a) Saturdays- Do not start an inning after 1:30 minutes
- b) Weekdays- Do not start an inning after 1:15 minutes.

7. Managers are responsible for clearing all debris from the dugout.

8. Fall Ball

- a) Teams must practice ONLY once per week once the games start.

Section 2.7 - Tee Ball Rules

*Follow Little League Rules, below are the only exceptions

1. Rules for both divisions

- a) Only adult base coaches may be used
- b) Maximum of 1 hour game time
- c) No practices once the games have started
- d) There is a 2 minute time limit between innings
- e) Players on the bench or dugout may NOT hold or swing a bat
- f) All players will be in the field every defensive inning using the 6 normal infield positions, with the remainder of the players in the outfield
- g) Each player should play in the infield and outfield every game
- h) No player should play the same position twice in the same game
- i) Batting order remains the same throughout the game. Next offensive half inning begins with the next player in the order

2. Pee Wee Division

- a) The offensive team bats through its entire roster in its half of the inning.
- b) Each player advances one base at a time, even if an out occurs.
- c) The last hitter is the “home run hitter” and all runners advance to home.
- d) The lineup should rotate every inning so each player has equal opportunity to lead off and hit the “home run”
- e) The tee is used at all times
- f) No catcher position

3. Rookie Ball Division

- a) Coach pitch
 - 1. A maximum of 10 pitches from the coach. If the player does not hit a fair ball after 10 pitches, then the player will hit off the tee
 - 2. Coach will pitch while kneeling down.
 - 3. Coach will pitch overhand.
- b) Inning is over when:
 - 1. 3 outs are made;
 - 2. 5 runs reached; or
 - 3. Offensive team bats through entire line up in its half inning, whichever occurs first.
- c) Balanced lineups
 - 1. Team with the most players sets the limit.
 - 2. Ex: If visiting team has 9 players and home team has 7 players, home team is able to bat all 7 plus 2 more each inning to balance the visiting team’s 9.
- d) No score will be kept.
- e) Catcher is a required position.
 - 1. Catcher will wear catchers equipment, including an athletic cup and mask with a throat guard.
- f) Running the bases
 - 1. Batters can advance more than one base on a batted ball hit to the outfield.
 - 2. Runners should not advance on overthrows to bases.

4. Pace of Play

a) Coach is responsible to move the game along (2 minutes between innings!)

Appendix 1 - The NELL Objectives of Skill Instruction

Skill Instruction Expectation for NELL Levels	Tee Ball			Baseball				Softball		
	Tee Ball Age 4	Tee Ball Age 5	Tee Ball Age 6	A (7 to 8)	AA (8 to 10)	AAA (9 to 11)	Majors (10 to 12)	Minor B (6 to 9)	Minor A (8 to 11)	Major (10 to 12)
Terminology										
Throwing										
Mechanics										
Accuracy										
Consistency										
Distance										
Catching										
Mechanics										
Glove Positioning										
Consistency										
Hitting										
Mechanics										
Tee										
Bunting										
Contact										
Distance										
Baserunning										
Direction										
Overrun										
Rounding										
Sliding										
Stealing										
Positions										
Infield										
Positions										
Backup										
Base Coverage										
Verbal Communication										
Cut-Off (Second)										
Cut-Off (All)										
Ground Coverage										
Outfield										
Positions										
Backup										
Ground Coverage										
Catcher										
Receiving										
Blocking										
Fielding										
Covering										
Non-Verbal Communication										
Holding/Picking Runners										
Pitcher										
Motion										
Accuracy										
Consistency										
Speed										
Positioning										
Variable Speeds										
Non-Verbal Communication										
Fielding										
Grounders										
Pop Flies										
Line Drives										
Pop Priority										