

Northwood Little League

Local Playing Rules

Spring 2024

Last date approved on:
Feb 8, 2024



Northwood Little League, Inc., will play according to Little League Baseball, Inc., Official Regulations and Playing Rules unless otherwise noted in the following paragraphs. These additional rules are intended to supplement, and in specific cases, supersede the Little League Rules and Regulations.

Five minutes before the scheduled start time of each game, all players and coaches will assemble near home plate and recite the Little League pledge, and all Parents and spectators shall recite the Parent's Little League Pledge.

The pace of the game rules must be followed. Per Little League Rules, no half inning warm up can exceed one minute. *[Keep the games moving. This is not optional, it is mandatory.]*

- A. **Junior League** shall play according to Little League Rules and as modified by District 55 for interleague or interdivisional play.
- B. **Intermediate Division (50-70)** shall play according to Little League Rules and as modified by District 55 for interleague or interdivisional play.
- C. **Little League Division "Majors"** shall play according to Little League Rules, except as below OR modified for interleague play by District 55:
 - 1. There shall be no time limit on games unless a scheduled game follows. When a scheduled game follows, no new inning can start 15 minutes prior to the scheduled time of the following game. Incomplete games will be completed per League rules.
 - 2. Teams will use the Continuous Batting Order.
 - 3. Players shall not sit out more than three (3) consecutive defensive outs within the first four innings and no more than six (6) total defensive outs in a game. *[Every player gets at least 4 innings on defense within a 6 inning game. No player can sit out two defensive innings in a row with the first 4 innings.]*
- D. **Minor League "AAA" Division** shall play according to the Little League "Majors" Division rules except:
 - 1. Free substitution for defensive purposes from the bench is allowed only at the beginning of each half inning. This does not apply to pitchers or injured players.
 - 2. A maximum of five (5) runs per inning may be scored in all innings except from the sixth inning until the conclusion of the game. The offensive team shall take the field after the third out is recorded or after having scored its 5th run, whichever occurs first.
- E. **Minor League - AA Division** shall play according to the AAA Division rules.
- F. **Minor League - A-Ball Division (Player Pitch)** shall play according to the AA Division except:
 - 1. Up to two (2) defensive coaches may be on the field at all times to instruct the players on the finer points of play. An offensive coach will be on the field behind the pitcher's mound while the kid pitch option is being used.
 - 2. Only limited flight type baseballs shall be used.
 - 3. Teams shall field ten (10) defensive players, four (4) of which shall be outfielders.
 - 4. No outfielder shall play closer than fifteen (15) feet from any baseline. No outfielder is allowed to make an unassisted play at any base.

5. The player pitcher during the Coach Pitch portion of play must be within five (5) feet of the pitching rubber and the coach pitcher must pitch from the 46' pitching rubber. The coach pitcher must make best effort to avoid contact with a batted ball. If the coach pitcher is hit by a batted ball, then it is in play.
 6. No base runner shall steal any base. Sliding is allowed in order to avoid contact or safely stop from overrunning a base. A player cannot slide into another player. Players must be properly trained in sliding.
 7. No base on balls will be awarded to a batter. Each batter will receive a maximum of seven (7) pitches from the Player Pitcher with three (3) strikes being an out. If a batter has not attained three (3) strikes and the player pitcher has thrown four (4) balls out of the strike zone or hit the batter, then the offensive coach will take over with a maximum of 3 pitches with no count on the batter. If the last pitch is a foul ball, then the batter gets another pitch.
 8. No pitcher may pitch more than two (2) innings per game. The Little League pitch count rules must be followed.
 9. Bunting the ball is not allowed. Batters attempting to bunt will be called out and the ball is dead.
 10. When a batted ball reaches the outfield, runners can attempt to advance only to the base they were going to at the time the ball reaches the infield. Runners cannot advance on overthrows. *[The ball is considered to have reached the outfield once it has passed the nearest infielder. (It does not have to reach the grass.) The ball is considered to have returned to the infield once it crosses the baseline. (Again, dirt and grass are not the distinction.)]* If a runner incorrectly advances safely, then they will be returned to the correct base under a dead ball situation. If they are put out while incorrectly advancing, then they will be called out. *[The intent is for players to learn to aggressively try for additional bases.]*
 11. No new inning can begin after 1 hour and 45 minutes from the scheduled start time. (A new inning is defined as the moment the last out of the prior inning is recorded.) *[Please keep the game moving. Players should be prepared to take their defensive positions immediately following the last out of their offensive turn.]*
 12. No protest will be accepted for any reason. Any questions or rule interpretations shall be directed to the Division Commissioner for clarification or resolution. No score or league standings shall be kept during regular season games. **Managers shall not keep scorebooks or statistics during the regular season.**
 13. The Manager, a coach, or an authorized adult volunteer must be in the dugout with the players at all times.
 14. There is no mandatory infield play. Coaches are encouraged to (1) rotate players around the infield and outfield; (2) allow each player who wants to and can do so safely to play at least one infield and one outfield position per game. No player may play any position for more than two innings in a single game, unless there is a safety issue that has been previously presented to the Division Commissioner.
- G. **Minor League - Rookie Ball Division** (Coach Pitch) shall play according to the A-Ball Division rules except:
1. Coaches must pitch overhand from no closer than 30 feet. Pitching "line drives" from one knee or while sitting on a bucket is highly recommended.
 2. A player is out after three (3) strikes or after seven (7) pitches whichever comes first, as long as the seventh (7th) pitch is not hit foul.
 3. No new inning can begin after 1 hour and 30 minutes from the scheduled start time. (A new inning is defined as the moment the last out of the prior inning is recorded.) *[Please keep the game moving. Players should be prepared to take their defensive positions immediately following the last out of their offensive turn.]*
- H. **Tee Ball Division** (Instructional) shall play according to the Rookie Ball rules except:

1. A maximum of five (5) runs per inning may be scored during any inning. The offensive team shall take the field after the sooner of 3 outs being recorded against them or having scored 5 runs with the next scheduled batter leading off the next inning. *[There is no batting the entire order each half inning. There is no "last batter home run" under any circumstances. They must begin to understand the connection to being safe or out while playing both offense and defense at this level.]*
 2. There are no walks. No bunting is allowed. Batters can only become a runner by reaching base safely after hitting a fair ball off the batting tee. Hitting most of the tee is considered a foul ball no matter where the ball lands. If the ball is fair and goes through the infield and beyond the baselines, then the batter/runner should be entitled to attempt to get one extra base. *[The half inning goes faster when you get an occasional double.]*
 3. Catchers are required to wear a catcher's helmet, with facemask and throat protector and all other supplied equipment. The catcher shall play no closer than ten (10) feet to the batter and face opposite the batter while he/she is hitting. *[The half inning can start without a catcher. The game should not be slowed by the catcher attempting to get fully dressed in the equipment.]*
 4. Runners can only advance on a batted ball. There is no leading or stealing. Sliding is allowed in order to avoid contact or safely stop from overrunning a base. A player cannot slide into another player. Players must be properly trained in sliding.
 5. The batter is allowed five (5) swings at the ball on the tee in which to hit the ball fairly. After five (5) foul or missed swings, the coach will assist the batter in hitting.
 6. There is no mandatory infield play. Coaches are encouraged to (1) rotate players around the infield and outfield; (2) allow each player who wants to and can do so safely to play at least one infield and one outfield position per game. No player may play any position more than once in a single game, unless there is a safety issue. *[Do not put a kid at first base who can not safely catch a thrown ball.]*
 7. Games shall be limited to a one and one-half (1 1/2) hour time limit or five innings, whichever comes first.
- I. **Ice Cream League** (Instructional) shall play according to the Tee Ball rules except:
1. All players on the defensive team shall play in the field with no player at the catcher's position. Coaches and parents, up to one per player, are allowed on the field to assist the players.
 2. Runners can only advance on a batted ball and will only advance one base at a time. No sliding is allowed.
 3. The offensive team shall take the field after batting through their entire order. No outs are made or recorded regardless of actual play.
 4. No new inning shall start after one (1) hour or three innings, whichever comes first.

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