

2007
NORTHERN LOCAL LITTLE LEAGUE RULES

All Little League rules will be followed. Any exception to the rules is herein listed:
Good sportsmanship is a must from not only the players and coaches but the parents and fans also! Nothing less will be tolerated. The home plate umpire has the authority to remove any player, coach, or spectator from the ball park. Anyone refusing to leave, if told to do so, will be grounds for a forfeit for their team. Remember we are dealing with young kids, we as coaches and parents need to set the example. (if a spectator is causing a problem, the home plate umpire should talk to that teams head coach first to try and resolve it)

Umpires: We are using high school kids to do the umpiring. They are not perfect. They will make mistakes. Verbal abuse from the coaches/parents will not be tolerated. It is also important that the umpires understand these rules and what we expect from them in return.

1. There will be a double elimination league tournament for all age groups at the end of the season. A coin toss will decide the home team before each game. Home team will be the official book. Pitching rules will be **sit what you pitch**. The tournament will rotate in every 5 years. 2005~7-8 at Thornville, 9-10 at Glenford, and 11-12 at Somerset.
2. Time limits for fields with lights:
 - **All 7-8 year old games are limited 1 hour and 30 min.**
 1. If no games are scheduled after them, they may play a 6 inning game.
 2. If there aren't four complete innings at the point of violation of the curfew, the game will continue at a later date.
 3. If there are four complete innings at the point of violation of the curfew, the game is over.
 - **On nights that are followed by a school day:**
 1. No inning can start after 9 PM
 2. No inning can start after the game has continued 1 hour and 45 min. from its beginning.
 3. No game can continue past 10 PM
 4. A game that is scheduled to begin at 5:30 must end before 7:15
 5. If there aren't four complete innings at the point of violation of the curfew, the game will continue at a later date.
 6. If there are four completed innings at the point of violation of the curfew, the game is over.
 - **On nights there is no school the following day:**
 1. No inning can start after 10 PM
 2. If there aren't four complete innings at the point of the violation of the curfew, the game will continue at a later date.

3. If there are four complete innings at the point of the violation of the curfew, the game is over.

If a mutual date and time cannot be agreed upon for a rescheduled game, it will go down as a “forfeit” by the team that was behind when the game was called. If the team that was ahead at the time the game was called does not agree upon a date and time then it will be their “forfeit”. If a coach does not want to reschedule it will go down as a loss and no further action is required. Rainouts will be rescheduled and restart where it was left off. The home team will be the official book for each game. The home plate umpire will be the official clock and will announce the starting time when the first pitch is thrown. **The time limits will be strictly enforced.**

7-8 RULES

1. Coach pitch, coaches must stand 35 feet from home plate to throw the pitch. **NO UNDERHAND PITCHES.**
2. Maximum of 6 pitches to a batter, if the 6th pitch is fouled off the batter will continue to hit until batter hits a fair ball or misses. Three (3) misses is a strikeout. **NO WALKS.**
3. Can play 10 fielders and bat 11 players, little league substitution rules apply. The four outfielders may play any where in the outfield. An outfielder may not play in the infield or vice versa. **Everyone must play at least two (2) defensive innings and a least one (1) at bat. If a coach wants to bat all his players, he may do so but he must tell the opposing coach before the first pitch and play the entire game that way. Each player must still play two (2) innings in the field.**
4. If a fair-batted ball hits the pitching coach or an umpire, the batter will hit again and keep the same count.
5. No swinging bunts (fake bunts)-Automatic out.
6. 13 run mercy rule after 4 innings, 3 ½ innings if home team is up. 7 runs after 5th inning if the home team is ahead.
7. 6 runs per inning allowed by each team, game cannot end in a tie.
8. For stop of play, the lead runner must be stopped from advancing. Once the lead runner is stopped, the umpire may then call timeout. **Player must be in the infield with possession of the ball to call timeout.** No hash marks between bases.
9. No infield fly rule.
10. No head first sliding (automatic out).
11. No leading off, runners caught leaving the base early will return to base and given a warning.
12. Teams can start the game with 8 players without penalty of outs.
13. Must field a catcher.

9-10 RULES

1. Can play 10 fielders and bat 11. A team can start and finish a game with as few as 8 players, taking an out for each missing batter. Outs can be placed anywhere in the lineup. Little League substitution rules apply. The four outfielders may play anywhere in the outfield. An outfielder may not play in the infield or vice versa. Everyone must play two (2) defensive innings and bat at least once (**unless child is being disciplined by his/her coach or parents**).
2. No balks.
3. No swinging bunts (fake bunts)-Automatic out.
4. Slide rule is not in effect.
5. *Plays at home, players must make an effort to avoid contact with catcher (running into the catcher will result in an out and warning, second offense will result in ejection).*
6. 13 run mercy rule after 4 innings or 3 ½ innings if home team is ahead. 7 run mercy rule after 5 innings 4 ½ if home team is ahead.
7. 6 runs per inning are allowed for each team.
8. Standard Little League pitching rules*****
9. For stop of play, the lead runner must be stopped from advancing. Once the runner is stopped the umpire may call timeout. **PLAYER MUST BE IN THE INFIELD IN POSSESSION OF THE BALL TO CALL TIMEOUT.**
10. No head first slide (automatic out).
11. No infield fly rule.
12. A team may bring up players from 7-8 only if needed to fill an opening a team cannot use a player that is on another teams roster in the same age bracket or older.
13. No leading off, runners caught leaving early will result in returning to base and given a warning.
14. Courtesy runner can be used for the catcher if on base and two outs. This is to help speed the game along.
15. Maximum of three (3) coaches in dugout and/or on field per team during games.

11-12 RULES

1. Can play 9 fielders and bat 10 can start and finish the game with 8 players taking an out anywhere in the lineup. This needs to be decided at the beginning of the game. A team can bring up a player from 9-10, if needed to fill an opening. A team cannot use a player that is on another team's roster in the same age bracket.
2. Standard Little League pitching rules*****
3. 13 run mercy rule after 4 innings, 3 ½ innings if home team is ahead. 7 run mercy rule after 5 innings, 4 ½ innings if home team is ahead.
4. 6 runs per inning allowed by each team.
5. No swinging or slap bunts (fake bunts)-Automatic out.
6. **INFIELD FLY RULE IS IN EFFECT.**
7. No Slide Rule.
8. **Plays at home: players must make effort to avoid contact with catcher (running into catcher will result in an out, second offense result ejection).**
9. For stop of play, the lead runner must be stopped from advancing, once runner is stopped, the umpire may call timeout. **PLAYER MUST BE IN THE INFIELD WITH POSSESSION OF THE BALL TO CALL TIME.**
10. No headfirst slides (automatic out).
11. No balk rule.
12. No leading off, runners caught leaving early will result in returning to base and given a warning.
13. Courtesy runner can be used for the catcher if on base and two outs. This is to help speed the game along.
14. Maximum of 3 coaches in dugout and/or on field per team during games.

***LITTLE LEAGUE PITCHING RULES:

- The week starts on Sunday and ends on Saturday
- A maximum of 6 innings per week may be pitched
- No limit to the number of pitchers used in a game
- The 12 yr old pitching rules are waived
- If a pitcher hits three (3) batters in an inning or five (5) in a game the pitcher must be removed
- Eight (8) warm-up pitches to start game and three (3) warm-up between innings
- Eight (8) warm-up pitches for new pitchers
- Make up games are included in the week being played
- If a pitcher pitches three (3) innings or less, must have one day rest
- If a pitcher pitches more than three (3) innings must have three (3) days rest

Regardless if a pitcher pitches 4, 5 or 6 innings, he must rest for 3 day.

(even if it is the beginning of the new week) (example: a pitcher pitches 5 innings Friday He cannot pitch again until Tuesday. This will be his 3 days rest)

ALL STAR SELECTION

Tryouts for all-stars will be held two (2) weeks before the season ends. All coaches of that age group will be present to assist in the selection. It will be a two-day tryout. All-star coach will be the coach that wins the end of season tournament. There will be 12 players selected for the team. Somerset will be the sponsor for the 11-12 all-star team that was selected, Thornville will be the sponsor for the 7-8 all-star team that was selected, Glenford will be the sponsor for the 9-10 all-star team that was selected.

LEAGUE PRESIDENTS:

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