

2008  
**NORTHERN LOCAL LITTLE LEAGUE RULES**

All 2007 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 team's head coach first to try to resolve it)**

1. **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.
2. Time limits for fields with lights:
  - a. **All 7-8 year old games are limited 1 hour and 30 min.**
    - i. If no games are scheduled after them, they may play a 6 inning game.
    - ii. If there aren't four complete innings at the point of violation of the curfew, the game will continue at a later date.
    - iii. If there are four complete innings at the point of violation of the curfew, the game is over.
  - b. **On nights that are followed by a school day:**
    - i. No inning can start after 9 PM
    - ii. No inning can start after the game has continued 1 hour and 45 min. from its beginning.
    - iii. No game can continue past 10 PM
    - iv. A game that is scheduled to begin at 5:30 must end before 7:15
    - v. If there aren't four complete innings at the point of violation of the curfew, the game will continue at a later date.
    - vi. If there are four completed innings at the point of violation of the curfew, the game is over.
  - c. **On nights there is no school the following day:**
    - i. No inning can start after 10 PM
    - ii. If there aren't four complete innings at the point of the violation of the curfew, the game will continue at a later date.
    - iii. If there are four complete innings at the point of the violation of the curfew, the game is over.
3. **RESCHEDULED GAMES**
  - a. 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".

- b. If a coach does not want to reschedule it will go down as a loss and no further action is required.
- c. Rainouts will be rescheduled and restart where it was left off. The home team will be the official book for each game.
- d. 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.**

#### 4. **YEAR END TOURNAMENT**

- a. There will be a double elimination league tournament for all age groups at the end of the season.
- b. A coin toss will decide the home team before each game. Home team will be the official book.
- c. Pitching rules:
  - i. a player can pitch in no more than three innings in any game and not more than twelve innings in a calendar week.
  - ii. The player's first pitch constitutes an inning.
- d. The tournament will rotate in every 5 years. 2005~7-8 at Thornville, 9-10 at Glenford, and 11-12 at Somerset.

#### 5. **PITCHING RULES**

- a. Our calendar week starts on Sunday and ends on Saturday
- b. No player shall pitch in more than three innings in any game. The first pitch thrown constitutes one inning. During the regular season, no player shall pitch in more than six innings in any calendar week. During the league tournament, no player shall pitch in more than twelve innings in a calendar week.
- c. No limit to the number of pitchers used in a game.
- d. The 12 yr old pitching rules are waived.
- e. If a pitcher hits three (3) batters in an inning or five (5) in a game the pitcher must be removed.
- f. Eight (8) warm-up pitches to start game and three (3) warm-up between innings.
- g. Eight (8) warm-up pitches for new pitchers
- h. Make up games are included in the week being played

#### 6. **ALL STAR SELECTION**

- a. 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.
- b. The All Star coach will be the coach of the team that is in first place at the end of the regular season. His assistants must be chosen from other teams in the league
- c. A total of 12 players will be on each team. No alternates selected.
- d. Each player's parent must sign a letter of commitment (dedication). The letter shall require the parent to commit to have their child at all tournament games. If they can't commit, the player with the next highest score moves up.

- e. Somerset will be the sponsor for the 11-12 all-star team that is selected.  
Thornville will be the sponsor for the 7-8 all-star team that is selected.  
Glenford will be the sponsor for the 9-10 all-star team that is selected.

**7. TEAM RECORDS**

- a. A team's win-loss record shall be based solely on games played against teams who submit to these rules. At the time of the writing of these rules, this would only be teams from Glenford, Somerset, and Thornville.

**8. BACKGROUND CHECKS**

- a. Fingerprinted background checks pertaining to the care and custody of kids shall be mandatory for admission inside the fence and to dugouts at Northern Local Little League diamond during practices and games. This applies to all coaches, managers, presidents, board members, and any person having access to, or contact with players or teams.
- b. A list of all persons from each town, who have passed a background check will be given to each president for review.

**9. Selection of Players (The Draft)**

- a. The Northern Local Little League Draft Board shall consist of the presidents of the three communities. A president may designate someone to represent him on the draft board at his discretion. All decisions made by the designee shall be binding.
- b. A community shall have the right to alter the selection process to try to balance the League Age of the players on its teams with approval of the other two towns' presidents. This may only be done to equalize the number of players of each League Age so as to prevent problems in succeeding seasons. Since talent is difficult to quantify, League Age shall be the only measurement used when balancing teams.
- c. All boys and girls must go through the draft.
- d. **EXCEPTIONS:**
  - i. A head coach's son or daughter becomes part of his/her team. The child will be placed on the coach's team without using a draft choice but will count toward the total number of players on the team.
  - ii. If the head coach or manager changes teams, their son or daughter will be reassigned to the coach's team, subject to the approval of the board. The child will be considered a draft choice in the first round.
  - iii. If the head coach and child are new to the league in the same year, the child can be placed on the coach's team, but will be considered a draft choice in the first round, with Board approval.
  - iv. A sibling of an active player may be placed on the same team as the established player and it will not be considered a draft choice.
  - v. There is to be no provision for assistant coaches and their sons or daughters being placed on teams outside the drafting process.
- e. Any player who quits a team the prior year and registers for the upcoming year must go back into the draft.

- f. Requests for team placement for ride sharing and such shall have no effect on the draft. In the matter of siblings whose parents have requested they play together, the coach will have option of taking both or neither. If he elects to take both, this will use up his next draft choice and he will be passed during the next round.
- g. The drafting of new players will take place soon after yearly signups with the draft board in attendance. It will take place at one location sequentially beginning with the town that hosts the 7-8 year old tournament, followed by the town that hosts the 9-10 tournament, and finally the town that hosts the 11-12 tournament.
- h. The Selection Process
  - i. Each community will decide the maximum and minimum number of players to be rostered per team.
  - ii. Drafting order for the first three rounds will be the reverse order of the league standings from the previous season. 1<sup>st</sup> place team drafts last, while last place team drafts 1<sup>st</sup> each round, etc.  
(EXCEPTION: The 2008 draft order for 7-8 and 9-10 year old teams will be determined by coin flip.)
  - iii. For 2008 ONLY: The available players' pool will be segregated by league age. Coaches will choose from the oldest group first until it is depleted. Then they may select from the younger group. This is done to guarantee age equity on all teams.
  - iv. When a team reaches the maximum number of players (as decided by the board) their selections are complete regardless of what round this occurred in.
  - v. The fourth round will begin the leveling portion of the draft. Also done in reverse order and continuing until all teams have the same number of players or the player pool is exhausted. Every team with fewer players than the team with the largest roster participates in round four and only "drops out" when they reach the number of players as the largest team's roster.
  - vi. If players remain to be chosen after the "leveling" rounds, the draft continues in serpentine fashion. The team with the worst previous season record picks first and so on until the team with the best record from the previous season. However, the team that picked last in the former round picks first in the next round.
  - vii. Coaches may not choose to "skip" a round. If there are players remaining in the pool of available players the coach must choose one.
- i. Within a week of the draft all coaches are to contact the players now drafted and all returning roster players to notify them of team meetings and or practices.
- j. A supplemental draft may be held if needed no later than April 3 of each year. This is an extension of the original draft and the starting order will be where the original draft stopped. All players who are registered that

miss the first draft tryout will be contacted to attend a supplemental draft held no later than April 10<sup>th</sup> of each year.

- k. A team using a player that did not go through the draft process approved by the draft board shall forfeit every game in which the disputed player participated.
1. For the 2008 season all players will be drafted. Beginning with the 2009 season players are only drafted when they change age groups, when they are new to the league, or when they quit and return to the league.

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## 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 6<sup>th</sup> 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 5<sup>th</sup> 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.

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