

NORTH SCOTT LITTLE LEAGUE (NSLL) Local Rules

Updated 2/1/2017

North Scott Little League Divisions

Majors

The Majors Division is a competitive player pitch division required for all 12 year olds, and recommended for most 11 year olds and advanced 10 year olds. Players must attend a preseason skills assessment and will be placed in a pool and selected to teams according to their ability. League typically consists of 4-6 teams with 11-12 players on each team.

- League age 11 & 12
- 10 year olds can also be selected to a Majors team.
- All 11 year olds not drafted by a Major team will be placed on a AAA or AA team.
- Teams are formed by a common draft.

Minors AAA

The AAA division is a competitive player pitch division recommended for 11 year olds not selected for Majors, most 10 year olds and advanced 9 year olds. The AAA division gives players a chance to develop the baseball skills necessary to advance to the Majors division. Players must attend a preseason skills assessment and will be selected to teams according to their ability. League typically consists of 6-8 teams with 11-12 players on each team.

- League age 10 & 11
- 9 year olds can also be selected to a AAA team.
- All 10 year olds not drafted by a AAA team will be placed on a AA team.
- Teams are formed by a common draft.

Minors AA

The Minors AA division is a semi-competitive, hybrid player pitch and coach pitch division recommended for 10 year olds not selected to the AAA division, most 9 year olds and advanced 8 year olds. This league is structured for the development of first time pitchers. Rules are in place to eliminate walks and maintain the flow of the game. Players must attend a preseason skills assessment and will be selected to teams according to their ability. League typically consists of 6-8 teams with 11-12 players on each team.

- League age 9 & 10
- Advanced 8 year olds have the option to attend the player assessment camp to be considered for placement on a AA league team.
- Teams are formed by a common draft.

Coach Pitch (High A)

The Coach Pitch division is a coach pitch (coach's will actually pitch) division recommended for most 8 year olds and advanced 7 year olds. This division uses an official hard ball, is more competitive than the Instructional Division, and has a year end tournament. Teams will be formed by the school that they attend. If there are not enough kids to field a full team for your school you will have the option to join a team from a nearby school. League age 8 & 7

- Teams are formed by school. (If a school does not have enough players to field a team, the players from that school will have the option of joining a team from a nearby school.)

Instructional – (Low A)

The Instructional division is also a coach pitch (machines will no longer be used) division recommended for most 7 year olds and advanced 6 year olds. This division uses a safety ball and is focused on introducing the kids to the basic fundamentals of baseball. Teams will be formed by the school that they attend.

- League age 7 & 6
- Teams are formed by school. (If a school does not have enough players to field a team, the players from that school will have the option of joining a team from a nearby school.)

MAJOR, AAA & AA DIVISIONS RULES & REGULATIONS

The NSLL local rules described below are in addition to the guidelines set forth in the Little League, Inc. rule book. These rules are intended to be more stringent than the Little League, Inc. rules and, therefore, take precedence over any conflicts between the two. Rules (and related situations) that are (1) found to be less stringent than Little League, Inc. rules or (2) not addressed in the Little League, Inc. rule book and in the rules below are subject to further review by the NSLL Board of Directors. Intentional violation of any of the foregoing rules shall result in forfeiture of any and all games won while in violation of these rules.

1. The format of the NSLL is to have five (5) total divisions – one major division and four minors divisions. The minors divisions are AAA, AA, Coach-Pitch and Instructional. The rules described herein apply to the Major division and the AAA and AA minors divisions.
2. Batting order and number of fielders shall be as follows:
 - a. Major Division – Bat nine (9) players or continuous batting order. (Coaches must declare before the start of the game); play nine (9) in the field.
 - b. AAA Division – Continuous batting order; play nine (9) in the field.
 - c. AA Division – Continuous batting order (everyone on roster bats); play ten (10) in field.
3. Rule for AAA and AA Minor Divisions only – the maximum runs a team can score in an inning is five (5).
Exception: in the last inning played the maximum runs a team can score is ten (10). This does not have to be the sixth inning.
Example: if the coaches agree to play only five innings due to darkness then each of the teams can score a maximum of ten (10) runs in the fifth inning.
4. If a player moves from the community or resigns from the team, the player agent for the league shall be notified of such within 24 hours. The player agent is responsible to work with team losing player to determine if/how to replace player. A team losing a player in such a manner which causes the team roster to drop below 11 players must replace the player on the roster before the commencement of the 2nd game after the player's resignation or departure from the community. If the team's roster number is 12 or greater, the team may elect to not replace resigning player. This rule does not apply to teams whose players are temporarily absent (on vacation, injured, ill, etc.).
5. Any player quitting a team, for any reason, wanting to return shall have the case brought to the attention of the NSLL Board of Directors. After review, they may be accepted back into the league. The player may not come back the same year and must try out the following year.
6. Major, AAA and AA division teams will be formed by common draft and will be re-drafted each year.
7. There will be no late sign-ups allowed after the player drafts. The only exception would be for players who have just moved into the North Scott Little League boundaries. The NSLL will try to assign these players to an appropriate team based upon their previous level of playing experience. Other extenuating circumstances will be reviewed by the board for approval.
8. There will be a tournament at the end of the season for each division. The pairings or pools for the league-ending tournaments will be determined by a blind draw at the regularly scheduled June meeting.
9. All-star games will be held in Long Grove the same day as Strawberry Fest (second Sunday in June). Number of games for each division will be determined by the number of teams in each division. If there are 8 or more teams in a division, there will be two all-star games and if there are 7 or less teams in a division there will be one all-star game.
10. The team designated as the home team shall occupy the dugout or team bench on the third base side of the infield.
11. A team shall not be required to play more than one suspended, postponed or tie game in any one calendar week. In the event teams involved in a postponed, suspended or tie game have more than one such game to be played, the first such game shall take precedence.

12. In the event of a rain out, the game shall be rescheduled before the beginning of the NSLL Tournament. It is the obligation of the home team coach to provide 3 dates within the next 7 days to the visiting coach. If there is any conflict between coaches regarding rescheduling the game, they should contact the league vice-president. The matter will be settled by the vice-president who will endeavor to pick the most compatible date for both teams.
Failure to follow this procedure will result in a loss for the home team, and a win by forfeiture for the visiting team. If the game is rescheduled on a date when both teams play a regularly scheduled game against each other, the regularly scheduled game shall be played first followed by the rescheduled game.
13. Any postponed games due to weather conditions during the last week of the regular season may or may not be made up depending on the amount time available before the start of the end of season tournament.
14. Any player may be benched for violation of Little League rules and regulations, NSLL local rules or for poor conduct by player's coach and/or manager. The coach/manager shall notify the player agent of the league the nature of the violation and the proposed discipline. The player agent must approve such discipline. The coach /manager shall submit the nature of the violation and proposed action to the opposing coach/manager and umpire prior to the commencement of the game. If the coach /manager is unable to locate the player agent before the game, the opposing coach/manager and the player's coach/manager both shall notify the player agent the nature of the suspension after the game. In the event the player agent should find the grounds for benching was not well founded, the team benching the player shall forfeit the game.
15. Both home and visiting teams shall have a scorebook and keep a pitch count log. The home team scorebook is the official one. At the conclusion of each game, both coaches and the plate umpire shall sign both books and sheets indicating the number of pitches thrown by each pitcher. Failure to comply will result in a warning for the first offense, a one game manager's suspension for the second offense and following offenses.
16. Any game shall be considered a complete game if it is suspended after 4 innings of play or 3 ½ innings if the home team is winning. Any game that has been suspended before that time shall be started and played from the exact point of suspension and played to its completion. If necessary, 3 dates will be chosen by opposing coaches to continue a suspended game. If a date is not agreed upon of the 3 chosen, the league vice-president will choose the date. If the game is rescheduled on a date when both teams play a regularly scheduled game against each other, the regularly scheduled game shall be played first followed by the rescheduled game.
17. Any coach (manager) or player who is ejected from any league game, will be suspended the rest of the game plus the next league game.
18. A coach may visit a pitcher on the mound.
19. No inning shall be started after 7:30 p.m. if the next day is a school day. No inning shall be started after 8:00 p.m. on a non-school day.
20. No base runners may slide headfirst into any base unless said runner is returning to a base.
21. A minimum number of eight players must be present for an official game to begin (all levels). Should a game begin with eight players and an additional player arrives, that player must be entered into the game at arrival time. When only eight players are present, the ninth spot in the batting order will be an out. Should a player arrive after the start of a game, that player must be placed in the ninth spot in the batting order (whether the team has batted or not).
22. The home teams are responsible for providing umpires for each game, unless the umpire coordinator has supplied umpires for you. If a relative is umpiring, the home field coach must notify the opposing coach and both coaches must agree on accepting the umpires. Otherwise, the game can be protested. If the game starts with an agreement no protest may be filed.
23. Rule for Major division only – when the catcher has control of the ball in his throwing hand in the catcher's or batter's boxes, and the runner has stopped forward motion, the runner can not advance home. Runner has to return to 3rd base.
24. Rule for AAA & AA leagues only – base runner at 3rd base cannot advance home on a passed ball, wild pitch or an errant throw by the catcher to the pitcher. Base runner at 3rd base can attempt to advance home if the catcher makes a throw to any base to make a play on a runner, if the ball is batted into fair territory or if the ball is batted into foul territory and caught by the defensive team.

25. The first batter of each half inning will be permitted outside the dugout in the on deck area between half innings. No players are allowed outside the dugout in the on deck area at any time during play.
26. A quick return pitch is a pitch made with obvious intent to catch a batter off balance before batter is ready to hit. A quick return pitch is an illegal pitch and is not to be registered in the batter's count. However, the quick return pitch will count against the pitcher's overall pitch count.
27. All home plate umpires for Major and AAA division games must be at least 13 years old. Base umpires for Major and AAA division games must be at least 12 years old. Home plate umpires for AA division games must be at least 12 years old and base umpires must be at least 11 years old.
28. The Special Pinch Runner described in the Little League rule book (rule 7.14) will not be used in the NSLL Instructional, Coach Pitch, AAA and AA divisions because continuous batting order is used in those leagues. Exception: teams can special pinch run for the current catcher that is on base when there are two outs for the purposes of allowing the catcher to change into their gear for the next defensive half inning. The special pinch runner must be the player who made the last out.
29. Players must participate in at least 60% of scheduled North Scott Little League regular season games to be eligible to participate on the North Scott 9, 10, 11 or 12 Little League World Series teams. The North Scott Little League board may waive this rule for any player upon an appeal to the Little League board of directors.
30. Pitching rules will be used as directed under Section VI, Option 2, part (d) on page 36 of the Little League Official Regulations and Playing Rules for Majors and AAA. AA league pitching rules are outlined below.
31. All coaches must be in the dugout, except for coaches in designated Coaches' boxes.
32. All boys are required to wear cups when participating in NSLL games.

Pitching Rules for AA Division (no walks)

- A maximum of eight pitches per batter may be thrown by the player.
- Strikeouts are called but no walks will be awarded to any batter.
- During player pitch, a coach will take over pitching to the same batter should:
 - a. The batter be pitched four called "balls"...
 - b. The batter is hit by a pitch...
 - c. The 8-pitch maximum is met without either (a) or (b) occurring, or a playable ball being hit, or a strike out being called...
- Whenever a coach enters the game to pitch to his/her player, the strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes.
- When the coach pitches, the umpire will continue to call balls and strikes. The player still cannot walk but can be called out on strikes.
- If a batter is hit by a pitch thrown by a player, the coach will come in to pitch and the batter will revert to a no strike count.
- Coaches must pitch overhand and be within 6 feet of the pitcher's mound.
- A player can only pitch a maximum of two innings per game during the regular season. A player can pitch 3 innings per game during post-season play. Little League pitch count and required rest rules apply.
- All players must pitch from the rubber.
- Warm up pitches between innings and for any new pitcher making an appearance during the same inning will be limited to eight.
- Base Running Rules for AA Division:
 - a. No stealing is allowed.
 - b. During player pitch runners may advance one base on a passed ball. A passed ball is defined as any pitch that gets past (behind) the catcher. If the catcher blocks the ball and keeps it in front or to the side of him the runner(s) may not advance.
 - c. Home plate is closed. The base runner at 3rd base cannot advance home on a passed ball, wild pitch or an errant throw by the catcher to the pitcher. The base runner at 3rd base can attempt to advance home if the catcher makes a throw to any base to make a play on a runner, if the ball is batted into fair territory or if the ball is batted into foul territory and caught by the defensive team.
 - d. During coach pitch, the runners may not advance unless the ball is put in play.

Common Draft Rules & Procedures for Majors, AAA & AA

- The purpose of the draft system is to make equitable distribution of player talent and to provide good balance among the teams within each division.
- A special emphasis will be made to equally distribute the top pitchers. □ The board president and player agent will oversee the draft.
- Players who did not attend the assessment will be discussed prior to the draft and will be designated a division and draft round as agreed to by the league managers, board president and player agent. If no information is available to properly designate a draft round for a player, the player's name will be placed in a "Hat" for a "Blind Draw" by a coach.
- Only managers, designated coaches and board members may attend the draft. The draft and player assessments will be held in strict confidence.
- Teams will be redrafted every year.
- Draft order will be selected via random draw.
- The draft will be a serpentine style draft. For example, if there are 6 teams in the draft. Round 1 – 1,2,3,4,5,6 Round 2 – 6,5,4,3,2,1.
- The team manager can designate one assistant coach to be approved by the board.
- Sons/Daughters of the coaches will be automatically drafted by that team in the equivalent round of each player's assessment. Example: If coach 1's son is evaluated as the 15th ranked player, he will be the team's 3rd round pick (15/6 teams= 3rd round). Coach 2's son is evaluated as the 4th ranked player, he will be the team's 1st round pick.
 - o If both coach's players are ranked as 1st round picks, they will automatically be given the last slot in the draft order and the players will be their 1st & 2nd round picks. (That team's first selection would be the last pick of the 3rd round.)
 - o If a drafted player has a sibling who is eligible to play in the same division, that sibling will automatically be selected by the same team in equivalent round of the 2nd sibling's assessment.

COACH PITCH (High A) DIVISION RULES & REGULATIONS

NSLL will organize and run a coach pitch division as preparation for later play in the minors. While all ages 7 through 9 would be eligible, it is to be intended for 8 year olds. As in the past, player movement between leagues will take place where required for roster sizes and where requested due to ability levels and parents wishes. The games will be played with 60-foot bases and an official little league baseball (hardball). There is a 6-foot radius circle around the pitcher's plate 46 feet from home plate. There are hash marks placed half way between 1st and 2nd, 2nd and 3rd, and 3rd and home.

Coach-Pitch Division – all 9 year old boys not selected to play in the Major, AAA and AA Leagues and any other eligible players. 11 or 12 players allowed per roster; numbers other than 11 or 12 acceptable by board approval only. Goal is 6 teams or 8 teams total (even number).

1. Runner's advancement is determined by their position when the ball is controlled inside the baselines. Runners must return to the previous base, at the risk of being put out, if they have not crossed the hash mark. If the runners have crossed the hash mark they can either advance to the next base or return to the previous base, both at their own risk. If the ball is controlled inside the baseline and the runner is not past the hash but attempts to advance to the next base the runner (1) can be put out trying to advance or (2) if runner is not put out they must be sent back to the previous base by the umpire at no risk of being put out.
2. Runners can only advance one base on each overthrow. If the runner is between the previous base and the hash mark, they can advance only to the next base. If the runner is between the hash mark and the next base, they may advance to the next base and the following base (maximum of 90 foot advancement possible on an overthrow).
3. Bunting is NOT allowed.
4. A maximum of 5 runs are allowed per inning, with 10 runs allowed the last inning.
5. Games are 6 innings with a 90-minute time limit on school nights for the AAA and Majors division. Games are 5 innings with a 90-minute time limit on school nights for the AA division.
6. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position.
7. All roster players bat in a continuous batting order.
8. The player pitcher must stand within the circle until the ball is pitched.
9. The coach pitcher must pitch overhand and keep one foot on or in the pitcher's circle. The coach may coach the runners while in the pitching position. Once the ball has been hit, the coach must not distract or obstruct the view of the fielders. The

umpire has the option to call interference on the offense & call the batter out. All runners will return to their original base. This is a judgment call.

10. If coach pitcher is hit by a batted ball, it is a dead ball and counts as if it was a foul ball.
11. There is no stealing.
12. The batter gets 3 strikes or 5 pitches and then is out. If a foul ball is hit on the last pitch, but not caught by a fielder in the air, the batter shall receive additional pitches until batter strikes out or gets put out.
13. Coaches must stay in or near the dugout. Only the coach pitching and the 1st and 3rd base coaches will be allowed on the field. The defensive team is allowed 2 coaches to stand at each foul line in the outfield in foul territory.
14. Runners can only advance one base on an overthrow.
15. Games will be on Tuesday and Thursday nights at 6:00 p.m.
16. Shirts will be tucked in and baseball hats worn if supplied by sponsor.
17. There will be one (1) paid umpire in the field. Umpires shall be at least 9 years old.
18. All boys are required to wear cups when participating in NSLL games.
19. All players must sign up in the town where the North Scott elementary school they attend is located. If they attend a school outside of the North Scott school district, they must sign up based upon which North Scott elementary school they would attend based on their geographic location (new rule in 2009).
20. There will be a tournament at the end of the year (location to be determined). The pairings or pools for the yearend tournament will be by blind draw at the regularly scheduled June meeting.
21. All-star games will be held in Long Grove the same day as Strawberry Fest (second Sunday in June). Number of games will be determined by the number of teams in the league. If there are 8 or more teams in the league, there will be two all-star games and if there are 7 or less teams in the league there will be one all-star game.

** Coaches please encourage the catchers to move up in the box and attempt to catch the pitched balls. Coaches teach your players how to run the bases properly, not just run until they are told to return by the umpire.

INSTRUCTIONAL LEAGUE (Low A) RULES & REGULATIONS

1. Playing Field:
 - Bases will be 60 ft. apart.
 - Pitcher's mound will be set at 46 feet with a six-foot radius circle centered at 46 feet from home plate. The defensive player occupying the pitch position must be inside the circle until the ball is hit. The coach pitcher may move closer to the batter to deliver the pitch.
 - Home team is responsible for setting up the diamond.
2. Length of Game:
 - Game will be a maximum of five (5) innings. An inning ends after (5) runs or three outs, which ever comes first.
 - No new inning will start after 1-1/2 hours from the start of the game during the school year.
 - The batter gets 3 strikes or 6 pitches and then is out. If a foul ball is hit on the last pitch, but not caught by a fielder in the air, the batter shall receive an additional pitch. (More than one foul can be hit on the last pitch.)
 - Coaches have the discretion to extend an inning so each player is able to have 2 at bats.
3. Offensive Rules:
 - All players will get equal playing time.
 - All players must play at least two (2) innings outfield in a 4 or 5 inning game. Coaches will pitch to their own teams.
 - > All roster players bat in a continuous order.
 - Batters and base runners must wear helmets. Intentional removal of the Helmet by a batter or base runner, is an automatic out.
 - A batter who throws the bat while swinging at the ball or immediately after the ball will receive a warning. Any further violation will constitute an out. Throwing the bat in a deliberate manner as to cause damage to equipment and / or grounds or to cause injury to participants and / or spectators, will be just cause for immediate removal from the game. Coaches will use their judgment for this decision.
 - No leading off base.
 - No stealing bases.
 - Bunting is not allowed.
 - Three outs per inning.
4. Defensive Rules:

- Defense will consist of standard five infielders, catcher and four outfielders. No rover position. Outfielders cannot make plays as an infielder. (Example: Left fielder cannot field a ground ball and run to second base to make an out.)
 - The defensive player occupying the pitch position must be inside the circle until the ball is hit.
 - Catcher must wear full protective equipment including, but not limited to, helmet, chest protector, shin guards, and face mask.
5. A coach may enter the field of play to coach the defense. No more than two.
 6. Poor sportsmanship will not be tolerated from players, coaches or fans. Immediate removal from the playing area may be instituted.
 7. The coaches will arrange rain dates.
 8. Upon fielding of the ball in the outfield, the base runner may advance one or more bases at their own risk.
 9. Play is stopped when the ball is thrown into the infield and is controlled by an infielder inside the baselines.
 10. Runner's advancement is determined by their position to the hash mark when the ball is controlled by the infielder. Runners will return a base if they have not crossed the hash mark or advance a base if they have crossed the hash mark when play is stopped.
 11. Coaches will work together to fairly umpire the game.
 12. Rawlings T-Ball, rubber coated will be used. Only one ball in play at a time.
 13. Runners can only advance one base on an overthrow.
 14. There are no umpires for Instructional League games.
 15. All boys are required to wear cups when participating in NSLL games.
 16. All players must sign up in the town where the North Scott elementary school they attend is located. If they attend a school outside of the North Scott school district, they must sign up based upon which North Scott elementary school they would attend based on their geographic location (new in 2009).
 17. All Instructional League players will receive participation medals at the end of the year. There will be no year end tournament.

The Instructional League is organized and run by the North Scott Little League for play in the North Scott area. Little League age 6, 7 and 8 year old boys and girls are eligible. As in the past, player movement between leagues will take place where required for roster sizes.

WORLD SERIES TEAM SELECTION PROCEDURES

- The objective of the tournament selection process is to create the fairest way to select the best, most competitive team possible to represent the NSLL in World Series tournament play. Players will nominate themselves to be selected on a WS team.
- Players must willing to fulfill the commitment of playing on a WS team.
- Players must play in the NSLL as an 11 year old to be selected to the 12 year old WS team unless the player relocated to the area as a 12 year old. (This change takes effect for the 2018 season)
- Each team manager will independently vote for 10 players from the nominated list to make the World Series team. The board president and/or player agent will then compile the vote totals to determine the top 10 vote getters that will automatically make the WS team.
- The tournament team manager will be nominated and selected after the first 10 players have been selected.
- The selected tournament manager shall complete the roster by selecting the eleventh, and at the manager's discretion, a twelfth player to complete the roster.
- World Series team rosters will be posted on the NSLL website on June 15th.