



2009 NEW CITY LITTLE LEAGUE APPROVED BASEBALL RULES

(Revised 3/11/09)

New rules and changes are listed in bold

MANAGER/COACH RULES

Each team may have 1 manager and no more than 3 coaches in the dugout at any time (except Frontier and Pioneer divisions). Two members of the manager/coaching staff must be team parents. (NCLL Rule)

One member of the manager/coaching staff can remain outside of the dugout while the team is on the field (Juniors, Majors, AAA, AA). He/she must be within arms distance of the dugout fence. When a team is at bat, with the exception of the 1st and 3rd base coaches, no one else can be outside the dugout. For safety reasons, no coach can be above the top of the fence. (NCLL Rule)

UNIFORM RULES FOR ALL DIVISIONS

All players must wear solid grey baseball pants, proper team uniform shirt, team color or white socks and team hat. (Exception: call-ups). Player is ineligible to play without the proper uniform. (NCLL Rule)

Manager/Coaches must wear team hat and/or NCLL attire. No other baseball organization attire is permitted. (NCLL Rule)

PITCHING RULES

In addition to the Little League pitch count rules, the following rules are in effect:

All Divisions – pitcher can play the catcher position as long as he has not thrown more than 40 pitches that day (LL).

If a player pitches more than 40 pitches in a game then the player cannot pitch in their team's next game. (AAA, Majors, Juniors) (LL).

For the AAA, Majors, and Juniors: pitching count rules are:

61 pitches in a day - 3 calendar days rest and a game
41-60 pitches in a day - 2 calendar days rest and a game
21-40 pitches in a day - 1 calendar days rest
20 pitches or less - no rest necessary

New City Little League (AA, AAA, Majors, Juniors) follows all LL daily maximum pitch count rules.

For the AA Division, the pitching count rules are:

- a) **61 pitches in a day – 4 calendar days rest**
- b) **41-60 pitches in a day – 3 calendar days rest**
- c) **21-40 itches in a day – 2 calendar days rest**
- d) **20 pitches or less – no rest necessary**

STARTING TIME / LENGTH OF GAME RULES

For the first game of the day regardless of a weekday or weekend day, the 2 hour rule is in effect based upon the SCHEDULED starting time of the game. (NCLL Rule) *Example - on a 5:30pm weeknight game, no inning may start after 7:30 pm even if the game started at 6:00pm. Managers are responsible to get their game started at the scheduled game time.*

For a weekend game, the 2 hour rule is in effect for the 8:30am game so no inning may start after 10:30am. For all other games, the 2 hour rule is in effect from the actual start time of the game, determined by the Director/Umpire.

The 2 hour rule is not in effect for the last game of the day including weeknights when only one game is scheduled.

No inning shall start after 10:00PM. An inning is considered to start, the moment that the third out is made, completing the preceding inning.

No pitch can be made at Zukor Park after 10:20pm. At that point the game will be in a suspended mode. All players, coaches/managers, and fans must be out of the park no later than 10:30pm.

2009 Frontier and Pioneer Rules

Common Rules

- **50 foot base paths.**
- **No player shall sit out for more than 1 defensive inning at a time.**
- **A continuous batting order will be utilized.**
- **No bunting allowed**
- **A maximum of two defensive coaches may be on the playing field, but one coach must remain in the dugout.**
- **Base runners can only advance one base on a wild throw from a defensive player.**

Frontier Specific Rules

- This is a non-competitive program designed to teach, develop, and encourage young players. No score will be kept.
- All games must end after 2 hours and weekdays games must end by 7:30pm.
- Adult pitching throughout the game from approximately 30 to 40 feet on one knee. A maximum of 10 pitches will be pitched to each batter. After the 10th pitch is thrown, the batter must use a batting tee.
- An inning will end after 3 defensive outs or when the maximum number of batters on the team that game has batted.
- 10 defensive players will be used including 4 outfielders (no short outfielder).
- No walks.
- Base runners cannot steal.

Pioneer Specific Rules

- No score will be kept in the first half of the season. Score will be kept in the 2nd half of the season.
- Kids will pitch the entire season from 43 feet. (6 balls and 3 strikes).
- When a pitcher walks 4 batters in an inning, a new pitcher must enter the game. Pitchers can pitch up to 50 pitches in a game and no more than 3 innings in total. A pitcher can finish pitching to a batter if they reach 50 pitches but then must be removed from the pitcher's position.
- Little League Pitching Rest Rules apply:
0-20 pitches – no rest
21-40 – 2 days rest
41-60 – 3 days rest
61 pitches or more – 4 days rest
- Pitchers can catch as long as they have not thrown more than 40 pitches in a game (LL).
- If a pitcher hits two batters in an inning, he must be replaced (NCLL).
- A team may use an unlimited number of pitchers in a game.
- Defensively, a team will use 9 players and 3 must be outfielders.
- Umpires – as of 3/11/09 – tbd.
- Two steals per inning are allowed but no steals of home base.
- An inning will end after 3 outs (strikeouts are allowed).
- A 5 run maximum rule will occur in all innings for the entire regular season. During the playoffs, a 5 run maximum rule will exist only through the 3rd inning.

AA DIVISION RULES

Little League Baseball Pitch Count rules will be in effect. Delivery of a single pitch constitutes having pitched an inning.

There is a maximum of 5 runs scored per ½ inning. This rule does NOT apply: a) 5th or 6th inning, b) in extra innings and c) in any inning in the playoffs.

A Continuous batting order will be utilized and no player may sit out two (2) consecutive innings in the field. (NCLL Rule)

Bases on balls (walks) will be awarded after six (6) balls. (NCLL Rule)

Base Runners may advance only one (1) base after a pitch, at own risk, for a maximum of three (3) bases in an inning. However, stealing of home is not permitted. After the maximum number of advances has been reached, if a base runner attempts to advance and reaches the base safely, the play is dead and runner returns to the previous base. Otherwise, if he is tagged out by a fielder, he is out. After the 3 advance rule has been achieved, players may only advance on a batted ball, walk, hit by pitch, and catcher's interference. If a player attempts to steal a base but is thrown out, it does not count as a stolen base/advance. (NCLL Rule)

Infield Fly rule will not be called. (NCLL Rule)

Warm-up pitches are limited to one minute of time. {8.03} The pitcher is allowed 8 warm-up pitches in the first inning as a pitcher, but only 5 pitches in subsequent innings. (NCLL Rule)

Relief pitcher is allowed 10 warm-up pitches in one minute. (NCLL Rule).

Pitchers are no longer required to warm-up in the bullpen before entering the game to pitch, but Managers are strongly advised to have player warmed-up prior to entering the game to pitch. (NCLL Rule)

AAA DIVISION RULES

There is a maximum of 5 runs scored per ½ inning. This rule does NOT apply: a) 5th or 6th inning, b) in extra innings and c) in any inning in the playoffs.

Little League Baseball Pitch Count rules will be in effect. Delivery of a single pitch constitutes having pitched an inning.

Twelve year old players may not pitch in the AAA League (LLB Rule)

A Continuous batting order will be utilized. (NCLL Rule)

A player may not sit-out two (2) consecutive innings in the field.

Warm-up pitches are limited to one minute of time. {8.03} The pitcher is allowed 8 warm-up pitches in the first inning as a pitcher, but only 5 pitches in subsequent innings. (NCLL Rule)

Relief pitchers are allowed 10 warm-up pitches in one minute. (NCLL Rule)

Pitchers are no longer required to warm-up in the bullpen before entering the game to pitch, but managers are strongly advised to have player warmed-up prior to entering the game to pitch.

Base runners may only score after a pitch, via stolen base, wild pitch or passed ball, for a maximum of three (3) times in an inning. After the maximum number of advances has been reached, if a base runner attempts to advance and reaches the base safely, the play is dead and runner returns to the previous base. Otherwise, if he is tagged out by a fielder, he is out. After the 3 advance (score) rule has been achieved, players may only advance (score) on a batted ball, walk, hit by pitch or catcher's interference. (NCLL Rule)

In AAA League games, batters may advance to second base after reaching first base on base on balls at their own risk. (LL Rule)

MAJOR LEAGUE RULES

Little League Baseball Pitch Count rules will be in effect. Delivery of a single pitch constitutes having pitched an inning.

Player Replacement: When a team loses 2 players (13 to 11), prior to or during the season up through May 15, 2009, subject to approval by the Majors VP and Player Agent, the team must select a player from the AAA. (NCLL Rule)

A 9 player + EH batting order will be utilized. A 10 player batting order in total. A team can play with only 9 players.

Minimum play is 1 at bat and 3 innings in the field.

Players must come in and out of the batting lineup in the same spot in the batting order.

Maintain Little League Special Runner rule. Players not in the current batting lineup can become Special Runners. Only one Special Runner per inning and a player can be taken out for a special runner only once a game (LL).

All players, arriving to the game prior to the beginning of the second inning, must play at least their "minimum time". (NCLL Rule).

New City Little League will utilize Little League rules/PENALTIES when players do not receive their minimum playing time assuming they arrive by the start of the 2nd inning and are available at the field for the entire game (see section IVi in the 2008 Green Book for list of team/manager penalties). Players not receiving their minimum play time must start the next game, get their previous game "missed" time and full minimum playing time for that game as well before being taken out of the game. Minimum play does not apply for Mercy games. Minimum play does apply for 5 ½ inning games.

Warm-up pitches are limited to one minute of time. {8.03} The pitcher is allowed 8 warm-up pitches in the first inning as a pitcher, but only 5 pitches in subsequent innings. (NCLL Rule)
The pitching chart must be signed after each game by the opposing manager or coach, and must be carried by each team for review at every game. (NCLL Rule)

GENERAL RULES FOR ALL COMPETITIVE (AA-MAJORS) BASEBALL DIVISIONS

Pitching Rules

The Little League Baseball Pitch Count rule will be in effect. Delivery of a single pitch constitutes having pitched an inning. Pitching week is Sunday through Saturday.

Innings pitched in suspended games are charged against a pitcher's eligibility. In suspended games resumed in a subsequent week, pitchers of record may continue to pitch to the extent of remaining eligibility for that calendar week. {LLB, VI (Note 2)}

A manager or coach may visit with a pitcher (at the mound) twice in an inning, but on the third visit in an inning or the fourth visit in the game, the player must be removed as a pitcher.

Illegal Pitch rules are not in effect, but after one warning to a pitcher, a quick pitch will be called a ball. (The manager of the offense may decline the penalty and accept the play.) (NCLL Rule)

Forfeit

A game may not be started or continued with less than nine (9) players on each team. This shall not be grounds for an automatic forfeiture but shall be referred to the Board of Directors for a decision. {LLB, 4.16, 4.17} Each team has 15 minutes from scheduled start time until a forfeit is called. At the respective VP's discretion, games can be rescheduled with good cause and significant advanced notice. (NCLL Rule).

Appeal Play

Any appeal must be made before the next pitch, or any play or attempted play... An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that indicates an appeal to the umpire... Ball must be live to make an appeal. {7.10}

After the umpire calls "Play", the pitcher must step on and then off the pitcher's plate and throw the ball or walk to the base to appeal. This is a live ball and a base runner may attempt to advance to the next base.

Mercy Rule

If after four (4) innings, or three and one-half innings when home team is ahead, the number of runs used to concede via terms of the "Mercy Rule" (NCLL Rule) shall be...

in a Major League game, ten (10) runs or more

in AAA games, twelve (12) runs or more

in AA games, fifteen (15) runs or more

Protesting Game

Protest shall be considered only when based on violation or interpretation of a playing rule, or use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. All protests must be submitted by the manager, in writing, to the league president within 24 hours. {4.19(a) (c) (e)}

Equipment and Safety

While running to first base, the batter must safely touch the runner's base or may be called out for interference. (NCLL Rule) Applies to offensive interference by batter-runner. {7.09(k)}

Junior League bats diameter have been reduced from 2 3/4" to 2 5/8".

Little League level bats cannot be longer than 33" in length, 2 1/4" in diameter and a non-wood bats must be printed with a BPF (bat performance factor) of 1.15 or less.

After a player has missed two (2) consecutive weeks of practices or games for health reasons, the safety director must receive a medical release note before the player returns to play. (NCLL Rule)

On-deck position is not permitted IN ANY DIVISION. Only the first batter will be permitted outside the dugout between half-innings. {1.08(Notes)}. Traditional batting donut is not permitted. {1.10(Note 1)}

Any part of an undershirt exposed to view shall be of a solid color (not white or gray). {1.11 (a) (3)}

Players must not wear watches, rings, pins, jewelry or other metallic items. (Exception for medical alert) {1.11 (j)}

All batters, base runners, and child base coaches must wear a safety helmet. {1.16}

Catchers must wear a mask, throat protector and catcher's helmet. Even "goalie-style catcher's masks must have a throat protector. {1.17}

All male players must wear safety cups. (NCLL Rule)

Gum chewing is not allowed during practice or games, and food is not allowed in the dugout.

Players may bring plastic water bottles. (NCLL Rule)

Any manager, coach or player ejected from a game is suspended from the next physically played game. {4.07}

Smoking is prohibited on the playing field, benches or dugouts. {XIV (e)}

Managers and coaches must be over 18 years of age. (NCLL Rule)

Managers or coaches must not warm up a pitcher at any time. {3.09}

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. {4.10(d)}

Only one offensive time-out will be permitted each inning. {5.10(d) (Note)}

On a third strike, the catcher need not catch the ball. The batter is automatically out. {6.05(b)}

Base runners may not leave the base until the ball has been pitched and has reached home plate. The penalties for violation by any runner are described in 7.13.

When a thrown ball goes out of play, the ball is dead. If the wild throw is the first play by an infielder, each runner advances two bases from the base occupied when the ball was pitched (batter advances to second base). In all other cases, each runner advances two bases from the position of the runner at the time wild throw was made. {7.05(g)}

A pitch that goes out of play results in all runners advancing one base. {7.05(h)}

A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. {7.08(a) (3)} Runner must try to avoid contact with fielder. (The runner is not out for not sliding if they try to avoid contact).

Any runner is out when the runner slides head first while advancing. (This does not apply when returning to a base from a run down or pickoff situation.) {7.08(a) (4)}

Only the manager or an acting manager may confer with an umpire. (NCLL Rule)

Player Replacements

Majors: When a team loose 2 players (13 to 11), prior to or during the season, subject to approval by the Majors VP and Player Agent, the team must select a player from the AAA. No call ups after May 15, 2009. A team can call up an age player from the AAA. (NCLL Rule)

AAA: When a team loose 2 players prior to or during the season, subject to approval by the AAA VP and Player Agent, the team must select a player from the AA. No call ups after May 15, 2009. A team can call up an age player from the AA. (NCLL Rule)

AA – no call ups.

All teams may play no more than two games before replacing a lost player on their roster. (NCLL Rule)