

## 2016 NBLL Rules for Majors

1. Games are generally 6 innings with no time restrictions. Games may be shortened due to weather or mercy rule.
2. Minimum playing time for players is defined in accordance with Regulation IV (i)
  - a. All players shall play in each game for a minimum of three (3) full defensive innings. Substitutions shall be made no later than the bottom of the 3rd inning for the visiting team and top of the 4th inning for the home team.
  - b. Any game shortened by darkness, weather or mercy rule 4.10 (e) is not an excuse to not satisfy this minimum play.
3. An on deck position is not permitted.
4. All bats used must be stamped and approved and meet Little League International specifications. Please visit [www.LittleLeague.org](http://www.LittleLeague.org) for the latest approved bats and regulations.
5. All male players must wear athletic supporters. NBLL highly recommends heart guards for all players who may pitch in a game as well. NBLL recommends that these be worn to practices as well.
6. All male catchers must wear a metal, fibre, or plastic type cup.
7. Headfirst sliding is not permitted into a base, but is permissible for returning to a bag. The runner shall be called out if he/she slides head first into a bag. (LL Rule)
8. Managers and coaches may not warm up a pitcher on the mound. Players must wear a mask
9. When a violation of the mandatory play rule occurs the offended player(s) shall start the next scheduled game on defense, play any previous requirement not completed as well as the requirement for this game prior to being removed.
10. The Manager shall for the:
  - a. First Offense – receive a written warning.
  - b. Second Offense – a suspension for the next scheduled game.
  - c. Third Offense – a suspension for the remainder of the season
  - d. If violation is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.
11. Batting Order/ Substitute Players/Player Substitutions
  - a. A continuous batting order shall be used which includes all players on the roster present for the game. Players arriving after submissions of the line-ups to the umpire shall be placed in the order after the last player named in the batting order.
  - b. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the order without penalty.
  - c. If the injured, ill or absent player returns they will be reinserted into their original spot in the batting order and the game continues.

- d. A player may be entered and/or re-entered defensively into the game anytime with the exception of the pitcher. A player once removed, as a pitcher may not re-enter that position.

## **2016 NBLL Majors Pitching Guidelines**

### **Maximum Number of pitches**

Based on League Age (age on April 30, 2016)

- Age 9 or 10: 75 pitches per day
- Age 11 or 12: 85 pitches per day

*\* If the pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until a) that batter reaches base; b) that batter is put out; or c) the third out is made to complete the half inning.*

### **Required Days of Rest**

- 66+ pitches = 4 calendar days
- 51-65 pitches = 3 calendar days
- 36-50 pitches = 2 calendar days
- 21-35 pitches = 1 calendar day
- 20 or less pitches = 0 calendar days

***Pitcher to catcher ban:*** Any pitcher who delivers 41 or more pitches in a game may not play catcher for the remainder of the day.

***Catcher to Pitcher ban:*** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

### **Notes:**

- 1) Any player on a roster is eligible to pitch.
- 2) Once a pitcher is removed, he/she may not pitch again in the same game.
- 3) A pitcher may re-enter the game at any position other than catcher (if pitcher threw 40 or fewer pitches, he/she may play catcher after pitching).
- 4) A player may play catcher, and then come in to pitch, provided he/she did not play catcher for 4 or more innings; however, a pitcher may not play catcher after pitching unless he/she has delivered 40 or fewer pitches.

## Other Rules:

Item	Majors
<b># of Innings</b>	6
<b>End of Inning</b>	3 outs
<b># of Fielders</b>	9 players
<b>Minimum Play</b>	3 full innings of defense.
<b>Pitcher</b>	<b>Kid pitches to opposing team.</b> Standard balls and strikes including walks, hit-by-pitch, and strikeouts.
<b>Pitch Count</b>	Pitch count rules apply.
<b>Base running</b>	Steals allowed. Defense is responsible for stopping base runners progress.
<b>Advanced Base running</b>	No lead-offs. Runner advances at own risk once the ball reaches the batter.
	Uncaught/Dropped Third Strike Rule - If the catcher drops or misses strike three, the batter can run to first, unless occupied with less than two (2) out, and must be thrown or tagged out.
<b>Batting</b>	Bunting is allowed. Slash bunting strongly discouraged.
<b>Scoring</b>	No run limit per inning. 10-run mercy rule after the 4th inning.
<b>Time Limit</b>	No Time Limit unless following game scheduled: No new inning after 2:00. No pitch after 2:20.
	The game winner shall be determined as that team leading after the last full inning of play.
	Exception: Any game tied at the end of six (6) innings may proceed with the following time limits: i. No new inning after two hours and thirty minutes (2:30) ii. No pitch after two hours and fifty minutes (2:50).
	iii. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.