



NORTHRIDGE CITY LITTLE LEAGUE 2019 LOCAL RULES

NORTHRIDGE CITY LITTLE LEAGUE

"Where Character is Built and Champions Are Made"

Players ages four (4) through fifteen (15) will play baseball following Official Regulations and Playing Rules as published by Little League Baseball, Incorporated in Williamsport, Pennsylvania. The following local rules and regulations supplement those rules.

Northridge City Little League
18755 Devonshire St. Northridge, CA 91324

Elaine Harry, President
(818) 730-2097
eharry.ncll@gmail.com
Rich Kang, Vice President
(818) 419-5627
rich@kang.us

Northridge City Little League – Founded 1955

TABLE OF CONTENTS

TABLE OF CONTENTS	2
LOCAL RULE SUPPLEMENT AND VIOLATION OF LOCAL RULES	3
RULES FOR ALL DIVISIONS	4
I. PRACTICE	4
II. FIELD PREPARATION.....	5
III. SCOREKEEPING.....	5
IV. FIELD DECORUM.....	5
V. STARTING A NEW GAME/INNING	6
VI. MINIMUM PLAYING TIME RULES	6
VII. PLAYER / MANAGER MISCONDUCT REGULATIONS.....	7
VIII. GAME BALLS.....	8
IX. TEAM ROSTERS.....	8
X. SELECTION OF PLAYERS (TRYOUTS ARE MANDATORY).....	9
XI. LEAGUE STANDINGS	10
XII. PROTESTS AND INCOMPLETE GAMES	11
XIII. TOURNAMENT TEAM SELECTION.....	12
XIV. TOURNAMENT TEAM MANAGER(S) SELECTION	13
XV. NCLLSCHEDULING	13
XVI. POLICY FOR RESCHEDULING OF GAMES	14
XVII. NOTIFICATION OF VIOLATIONS	15
XVIII. MINOR INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES.....	16
XIX. COAST INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES	16
XX. FARM INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES	19
XXI. FIELD POLICIES & PROCEDURES	22

NORTHRIDGE CITY LITTLE LEAGUE - 2019 LOCAL RULES

PLAYERS, AGES FOUR (4) THROUGH FIFTEEN (15) WILL PLAY BASEBALL FOLLOWING OFFICIAL REGULATIONS AND PLAYING RULES AS PUBLISHED BY LITTLE LEAGUE BASEBALL, INCORPORATED, WILLIAMSPORT, PA.

THE FOLLOWING LOCAL RULES AND REGULATIONS SUPPLEMENT THOSE RULES.

VIOLATIONS OF LOCAL RULES:

ANY VIOLATION OF THE FOLLOWING SUPPLEMENTAL RULES AND REGULATIONS MAY RESULT IN SUSPENSION OR REMOVAL OF A MANAGER, COACH OR PLAYER FOR THE REMAINDER OF THE PLAYING SEASON, BY ACTION OF THE BOARD OF DIRECTORS. SUCH ACTION SHALL TAKE PLACE AT THE NEXT REGULARLY SCHEDULED BOARD OF DIRECTORS MEETING FOLLOWING A VIOLATION OF THESE RULES AND REGULATIONS. THE ACTION OF THE BOARD OF DIRECTORS SHALL REQUIRE A SIMPLE MAJORITY VOTE.

RULES FOR ALL DIVISIONS

I. PRACTICE

- A. Permission to use any fields for practice whether league pre-arranged or individual team(s) for practice must be obtained from the Player Agent. Practices or games are subject to cancellation due to weather or to field maintenance without prior notice.
- B. Team Practice
1. Each team shall have a minimum of two (2) practices and a maximum of five (5) practices per week for the period between team selection and the first scheduled game.
 2. During the playing season, ONE (1) PRACTICE SESSION PER WEEK OTHER THAN GAME, IS MANDATORY with maximum of three (3) practices per week. **NO EXCEPTIONS.**
- C. Pre-Game Practice
1. **No use of field for practice or play is permitted prior to 8:00 a.m. Monday through Sunday.**
 2. Both teams will share the outfield and adjoining batting cages until forty (40) minutes prior to the scheduled game time. The infield will be off limits during this time for field preparation. No hitting or use of bats is allowed in the outfield during this time. Bats may only be used in the batting cages or at the soft toss nets.
 3. The VISITING TEAM shall have the entire field from forty (40) minutes to twenty-five (25) minutes prior to the scheduled game time.
 4. The HOME TEAM shall have the entire field from twenty-five (25) minutes to ten (10) minutes prior to the scheduled game time.
 5. Both teams shall miss pre-game practice if ten (10) minutes or less remains after the conclusion of a prior game.
 6. Time in excess of ten (10) minutes for weekend games shall be equally divided with home team using the field prior to field preparation.
 7. THE HOME TEAM SHALL BE RESPONSIBLE FOR FINAL FIELD PREPARATION ten (10) minutes prior to game time. During this time, use of the field for practice by either team is prohibited.
 8. The managers from the opposing teams shall meet with the umpire at home plate prior to the start of the game. (Ref. LL rule 4.01)
- D. Game Coordinator
1. The **VISITING TEAM** is responsible for providing a game coordinator in the event the umpire is under the age of 18 years old. This is a Little League mandatory rule. The Game Coordinator must be an adult over the age of 18 and must remain on the field (not the dugout, score booth, or stands) during the entire game.
- E. Screen Drills
1. Screen drills are prohibited at all times except at designated areas of the Little League complex or any location that leagues permit is involved. No HARD BALLS may be used at any time.

II. **FIELD PREPARATION**

- A. UNDER NO CIRCUMSTANCES SHALL MATERIAL (SUCH AS SAND, DIRT ETC. BE BROUGHT ONTO THE FIELD WITHOUT PERMISSION OF THE COMPLEX COMMISSIONER OR THE LEAGUE PRESIDENT
- B. Pre-game:
1. Prior to the commencement of each game, the home team shall prepare the field for play, i.e., attach the bases, loosen and smooth the pitchers mound, base paths and infield area as is deemed necessary, water the infield dirt sections, and line the batting box areas, base paths, and T-ball area with the whitening material.
- C. Post-game:
1. Following the completion of each game or the last scheduled game of the day, the Home team manager will place the bases and the chalk in the score shack, turn off the score board and lock the score booth window and door. He/she is also responsible for completing field maintenance as prescribed by the Complex Commissioner.
- D. Manager / Coach Responsibilities:
1. EACH TEAM IS RESPONSIBLE FOR CLEANING ITS RESPECTIVE DUGOUT AFTER EACH GAME. Instruct all parents of their responsibilities to maintain the cleanliness of their own respective bleacher areas.

III. **SCOREKEEPING**

- A. Official Score Keeper
1. The Home team shall provide an Official Score Keeper. (T-Ball Division is excluded) The Official Score Sheet will be filled out in its entirety. Include name of official scorekeeper, time started, time ended, date of game, which division, final score, pitching record, absentee player(s), any significant events, and managers initials and signatures at completion of the game. This form is to be deposited in score box provided outside the snack bar. The Score Sheet shall also be e-mailed or sent via text to the Official Scorekeeper prior to the next day.
- B. Score Booth
1. During the playing of a pre-season, season or post-season game, the only people allowed in the score-keeping booth are:
 - a. The official scorekeeper from the home team. (Adult only)
 - b. The scoreboard operator from the visiting team. (Adult only)
 2. The scoreboard operator from the visiting team is responsible for obtaining the electronic scoreboard electrical panel from the snack bar. At the conclusion of the game the panel is to be returned to the snack bar. This applies on weekend games also. The panel is never to be left in the score booth between games.

IV. **FIELD DECORUM**

- A. No Managers or Coaches with open-toed shoes are permitted on the field during any practice or game.

V. STARTING A NEW GAME/INNING / ENDING GAME

- A. The official starting time shall be recorded on the official scorekeeper's sheet.
- B. The last game of the day on any field shall be ended no later than the official sunset time. The umpire should notify the managers of the opposing teams the official sunset time at the meeting at home plate prior to the start of the game. Regardless of the notification no game shall proceed past the official sunset time.

VI. MINIMUM PLAYING TIME RULES

- A. All eligible players must be allowed to play a minimum of three (3) innings in each regulation game as defined in the Little League Playing Rules. This rule shall not interfere with the right of the manager to deny a players playing privilege for disciplinary reasons or player's absence.
- B. The three (3) innings rule is interpreted as nine (9) defensive outs and at least one (1) appearance at bat. For a starter, three (3) innings does not necessarily mean three (3) consecutive innings. NOTE: For purposes of this rule, an un-played home half of sixth inning (seventh in Senior League) shall be counted as three (3) defensive outs.
- A. In the event a player does not complete at least three (3) innings and bat at least once, said player shall be required to appear on the starting roster for the next game and will not be substituted for until that player has played three (3) innings PLUS the innings that player missed in the previous game.
- B. A player on a Little League Minor team and below shall start every other game even though the three (3) inning requirement has been met.
- C. Little League Minors will use rotational batting order and free substitution. The three (3) inning playing rule is in effect.
- D. During the top of the fourth (4th) inning, (except at the top of the fifth (5th) inning for Senior Leagues) a Manager may notify the umpire of any potential violation of the three (3) inning rule, and unless corrected upon notice given by the umpire, the official scorekeeper shall make a notation of such violation on the official score sheet.

NORTHRIDGE CITY LITTLE LEAGUE - 2019 LOCAL RULES

- E. Violation of the three (3) innings rule is not a cause for a protest of the game but all managers should be aware that the three (3) innings rule is a fundamental policy position of NCLL. A violation of this rule will result in punitive action against the manager.
- F. A maximum of three (3) adults will be allowed in the dugout or playing area of any one (1) team. This includes the base coaches. **No other adults, including parents, or children who are not team members are permitted in the dugout at any time.**
 - 1. A maximum of four (4) adults are allowed for Coast AA teams.

VII. PLAYER / MANAGER MISCONDUCT REGULATIONS

- A. **Each manager shall be responsible to read the regulations listed below in Section B. to the team members and their parents prior to the start of the season.**
- B. Players may be benched or suspended for the following offenses:
 - 1. Playing ball in the interior of the complex whether in uniform or out of uniform.
 - 2. Riding of bikes, skateboards or motorbikes in the interior of the complex.
 - 3. Willful or flagrant acts of temper, and/or foul language.
 - 4. Being found in the flood control property or the parcels of land anywhere on the outside perimeter of the NCLL complex.
 - 5. The use of tobacco in any form, in the interior complex, fields or in the dugouts, at any time.
- C. Managers & coaches may be penalized for the following:
 - 1. Knowingly allowing their players to play ball in the interior of the complex.
 - 2. Warming up players on the interior of the complex.
 - 3. Willful or flagrant acts of temper, and/or foul language.
 - 4. The use of tobacco in any form, in the interior complex, fields or in the dugouts, at any time.
 - 5. Anyone receiving more than one (1) such penalty shall require a review by a committee of the Board of Directors.
 - 6. Every manager (Single A through Juniors, including AA) shall sign up and umpire two (2) AA games. AA managers and coaches cannot umpire their own games, but must umpire another teams' games. Managers may delegate this responsibility to official coaches only. Failure to sign up for their 2 games will result in that manager not being allowed to manage any regular season games until they sign up as required. It will be the League Division Commissioner's responsibility in coordination with the Umpire in Chief to ensure signups are completed. Game suspension is the sole sanction for violation of this rule.
- D. Penalties may range from a verbal/written reprimand to game(s) suspension or expulsion from league.

NORTHRIDGE CITY LITTLE LEAGUE-2019 LOCAL RULES

1. Any manager, coach or player ejected from a game by an umpire shall be required to appear before a board appointed committee. Ejection from a game carries a minimum mandatory punishment.
 - a. A manager or coach ejected from a game shall be suspended from the next physically played game, the board may impose additional penalties for the manager or coach. Suspension maintains that you may not be present on the complex (property line) for that game.
 - b. The punishment for the player in question shall be a requirement to perform community service of one day (defined herein as 3 hours) of picking up trash around the complex. In addition, the board may impose additional penalties.

E. ANY PERSON FOUND TO HAVE BEEN INVOLVED IN ANY ACTS OF PHYSICAL VIOLENCE ON THE COMPLEX WILL BE SUSPENDED FROM THE COMPLEX FOR THE REMAINDER OF THE SEASON, UPON THE REVIEW OF THE FACTS, AS SUBMITTED BY A REVIEW BOARD, APPOINTED BY THE PRESIDENT.

VIII. GAME BALLS

- A. Each manager will be issued a sufficient quantity of game balls to permit use of one (1) new ball per team for each scheduled game and two (2) for Junior League per team. These game balls shall not be used for practice prior to game.
- B. T-Ball will use a softer baseball.

IX. TEAM ROSTERS

- A. All players on a team's roster shall be listed on the line up card (game roster), indicating for each player:
 1. Remaining pitcher eligibility
 2. Players complete last name, uniform number and defensive position.
 3. Absence, reason for.
 4. Injury, reason for.
 5. Not playing, reason for, i.e., discipline, illness, and injury.
- B. Players that are listed on the game roster who are benched due to injury, illness, or disciplinary measures, may not play in that game.
- C. The manager must report any player on the disciplinary or injured list to the player's agent prior to the next scheduled game.
- D. The division's player agent must approve any disciplinary action contemplated by a manager toward a player beyond the current game.
- E. It shall be the responsibility of the manager to report all absences of (1) week or two (2) scheduled games to the player's agent without delay.
- F. Rosters shall consist of the following maximum players:
 1. Juniors -13
 2. Intermediate-12
 3. Majors - 12
 4. Minors - 12
 5. AAA - 12
 6. AA - 13
 7. A-Ball -13
 8. T-Ball - 13

X. SELECTION OF PLAYERS (TRYOUTS ARE MANDATORY)

A. All candidates must attend at least 50 percent of a spring tryout session. Failure to attend will automatically place player on a "waiting list" for drafting purposes only administered by the player agent for that division.

B. Initial Drafting

1. The player's agent for their respective division will conduct the draft process with the Division Commissioner present. All players completing try-outs will be eligible for NCLL draft rules as defined below:

- a. Teams without managers. If all team managers have not been selected at the time of initial drafting and it becomes necessary for a representative of NCLL Board of Directors to draft a team for the league; every effort must be made by the President to appoint a Board member to draft such a team who does not have a child in the Division being formed by the draft. If this is not possible, the Board member drafting for NCLL must select his/her child to that team.
- b. Junior Division Draft: 12 year olds are not eligible for the Junior division draft.
- c. Major Division Draft: The Major Division draft shall follow "Plan A" of the Player Selection System as described in the latest authorized version of the Little League Operating Manual.
- d. Brother / Sister Option: Managers may submit options on brothers or sisters who are subject to the draft. Prior to such draft, when the first brother or sister is drafted and an option has been submitted, the manager automatically takes the brother or sister on the next round. A manager may also submit an option on the draftee if the player's brother or sister is currently a member of the team he manages. This option must be exercised within the first three draft picks.
- e. Age requirement: Each Little League Major team may not have more than three (3) players under the age of eleven (11).
- f. Minor Division selection order: The players' agent will draw numbers to determine the selection order. Draft rounds will be as follows: 1st round: 1-2-3-4; 2nd round: 4-3-2-1; 3rd round: 1-2-3-4, etc.
- g. Minor Division draft: There shall be at least twenty-four (24) hours and not more than seventy-two (72) hours between the Major and Minor division drafts.
- h. Children of Major managers: A major manager who has a child or children eligible for the draft and wishes to draft him/her (or them) for his team must state so to the players' agents prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of specific draft rounds, depending on the league age of the child or children as follows:

9 Years Old	6th Round
10 Years Old	5th Round
11 Years Old	4th Round
12 Years Old	3rd Round

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

Children of Minor or Coast Managers:

A Minor or Coast manager who has a child or children eligible for the draft and wishes to draft him/her (or them) for his team must state so to the players' agents prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of specific draft rounds, depending on the league age of the child or children as determined by the Division Players Agent and Commissioner with input from the divisions Managers.

- i. Trading: No trades are allowed without approval of the Player Agent.
- j. Individual try-outs: No manager or coach may conduct an individual tryout of any prospective player to the Little League Baseball Program. Further, no manager may promise to draft any player to his team. All contact through drafting must be through the player's agent.

1) NON-COMPLIANCE WITH THIS RULE CAN RESULT IN AUTOMATIC REMOVAL OF THE TEAM MANAGER!

C. Replacement drafting

1. Lost Players: A manager must within a maximum of twenty-four (24) hours from the time the player is "lost" from the team, notify the player's agent. If the "lost" player is a Major League player that player must be formally released by the players agent. If the manager who has lost a player does not notify the player's agent within the twenty-four (24) hour limit, that manager may be suspended. A manager must draft a player to fill the vacancy within seven (7) calendar days. If the manager does not fill the vacancy with seven (7) calendar days, the player's agent will fill the vacancy as soon as possible with a player, in his/her opinion, most qualified. During the pre-season the player's agent has the option to extend the seven (7) day limit.
2. No forced draft: A manager may not be forced to draft a replacement player if five (5) regularly scheduled games or less remain in the playing season.
3. Exemption of players from draft: Coast, Minor and Senior managers are granted an option to exempt a maximum of two (2) players from the draft if five (5) regularly scheduled games or less remain in the playing season (make-up games are regularly scheduled games).
4. Individual tryouts: After scheduled NCLL tryouts are concluded, there will not be any tryout for players being considered for drafting to higher divisions. No manager or coach may conduct an individual tryout of any prospective players. The only contact with an eligible player being considered for drafting to a higher league will be by the players' agent.
5. Drafting to the major division: Refusal of any minor league player to move up to the major division level will result in forfeiture of future eligibility in the major division for the current season.

XI. LEAGUE STANDINGS

- A. For any season with more than one (1) Junior or Intermediate team, the top two finishing teams in each division will play each other and use a best two out of three format to determine the division champion. Major and Minor divisions will utilize a four-team playoff system to determine the division champion.

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

- B. In divisions in which playoffs are not used to determine league championships, a team that wins both halves of the season shall be declared the winner.
- C. If one team doesn't win both halves of the season, the winner of the first half of the season and the winner of the second half of the season shall have a play-off of one (1) game to determine the winner. (The loser of that game will be declared Second Place.)
- D. All other team standings, (3rd, 4th, etc.); will be determined by the overall won/loss record for the season. In the event of a tie, a coin toss will be used to determine ultimate draft positions.
- E. If play-offs are required, the league scheduler will submit the scheduled time and date of play-off.
- F. In the event that a league is not able to complete an equal number of games in each half season for all teams, the winner of each half will be determined by the highest won/lost percentage. (A won/lost percentage is calculated by dividing the number of wins by the total number of complete games played.)
- G. League standings will not be posted or maintained for the Farm Division.
- H. In Coast AA and AAA divisions playoffs are used to determine league championships. League champions will be determined by a bracket style playoff. All teams will make the playoffs and will be seeded according to league standings at the end of the regular season. The team that finishes first overall will play the team that finishes last overall, and the team that finishes second overall will play the team that finishes seventh overall and so on in a bracket style tournament. The winner of that end of season tournament will become the league champion.

If the weather for the season precludes using the Playoff Format then the team in 1st place at the end of the season is the league champion. Final decision will be by the Board of Directors.

XII. **PROTESTS AND INCOMPLETE GAMES**

- A. All ties, protested or incomplete games shall be played or decided according to the Official Regulations and Playing Rules and NCLL Local Little League Rules (4.19) at the earliest opportunity, based on available field times, to be determined by the NCLL protest committee and league scheduler.
- B. If it is not possible to schedule the completion of a game, the result of which might have a bearing on determining first or second position in the standing prior to the completion of the first half of the season, then it shall be the league scheduler's responsibility to schedule the completion of such game or games prior to holding play-offs to determine the standing for the first half of the season.
- C. If during the second half of the season it becomes necessary to schedule the completion of a game which was tied, incomplete or protested, such game shall be scheduled by the league scheduler at the earliest convenience.
- D. If the league scheduler is unable to schedule such a game or games and prior to the completion of the last regular season game and such incomplete games have a bearing on the overall standings, it shall then be the responsibility of the league scheduler to schedule said game or games prior to holding play-offs to determine the final league standing.
- E. Game Protests will be conducted according to the rules and procedures as defined in the Little League Official Regulations and Playing Rules 4.19 (a) through (h).

XIII. TOURNAMENT TEAM SELECTION

- A. **Objective: To select tournament teams that best represent the abilities, attitudes and balance for All Star competition.** The responsibility for selection of a tournament team resides with the Board of Directors.
- B. Junior Division and Little League Major Division selection by the players:
1. Voting for election to the tournament team(s) will take place at a time and place determined by the players' agent and will be under his control. Voting will occur prior to the last regularly scheduled game, but no sooner than seven (7) days prior to the last game.
 2. The players' agent shall prepare a ballot containing an alphabetical list of the 12 year old players eligible for tournament play along with their team names and numbers.
 3. Each player eligible to vote will be given a ballot. For a ballot to be valid the player must vote for nine (9) different players. Each player can vote for no more that three (3) players on his/her own team.
 4. The players' agent and the eligible players will be the only ones permitted in the polling place at the time of voting.
 5. The players' agent shall take custody of all ballots and they shall remain in his custody, unopened and not tallied. The players' agent and the League President will be solely responsible for the counting of the votes subsequent to the championship game, if any. Each vote shall count as one (1) point.
 6. The players' agent shall establish and maintain a list, according to the highest point count, of all eligible players. The positioning on the list of those players have an equal point count shall be accomplished by the players' agent and the League President. All ballots shall then be destroyed.
- C. Selection of players
1. A committee including the Baseball Player Agent, Majors Commissioner and Division Managers shall select four (4) eligible players in addition to the top seven (7) elected players. The chosen and approved manager shall then select the final players (from one (1) to three (3) depending on roster numbers desired) after conferring with the Baseball Player Agent and Majors Commissioner. Selection shall be based on playing ability, accomplishments, team participation and desire.
- D. Notification of selection
1. After the ratification of the tournament team members by the Board of Directors, the players' agent will notify the players of their selection according to the current tournament rules. No player shall be advised of his/her relative position or method of selection to the team.
 - a. Note: Each year the tournament manager shall reserve the right to increase his/her roster up to the fourteen (14) maximum players.
- E. 9-10 year old tournament team selection
1. A committee including the Baseball Player Agent, Minors Commissioner and Division Managers will determine team selection each year. The Major/Minor Player Agent will present the player list to the Board.
- F. 10-11 year old tournament team selection

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

1. A committee including the Baseball Player Agent, Minors Commissioner and Division Managers will determine team selection each year. The Major/Minor Player Agent will present the player list to the Board.

G. Tournament team player vacancy

1. A tournament team vacancy caused by injury or otherwise, will be filled by the players' agent from the list of remaining players with the player having the highest position as established above.

XIV. TOURNAMENT TEAM MANAGER(S) SELECTION

- A. The Board of Directors will select the managers of the tournament All Star teams from a list presented by the major/minor commissioner which has been approved by the league president. Selection of All Star Managers will occur after the initial eleven (11) team members are selected. The president, if they so desire, may appoint an All-Star Committee consisting of 3-5 board members. The Committee members must not be all-star manager candidates nor have children who are all-star player candidates.
- B. Candidates for tournament team manager must be either a manager or coach from the major or minor division.
- C. The candidate receiving a simple majority of the votes cast, in secret, limited to the Board of Directors, will be the tournament team manager. The Division Commissioner shall notify the tournament team manager of his election.
- D. The tournament team manager, player agent and Division Commissioner will be responsible for selection of the coach or coaches.
- E. Should the elected manager/coach be unable to continue as team manager/coach, for whatever reason, the Board of Directors will elect a new manager/coach.

XV. NCLL SCHEDULING

- A. The NCLL schedules for all leagues shall be drawn up by the NCLL scheduler. Generic numbers, rather than existing team names, shall be used in developing the NCLL schedules. (Example: Team 1, Team 2, Team 3, Team 4, etc.)
- B. Upon approval of the schedules by the Board of Directors, team names will be matched to team numbers by a drawing at a regularly scheduled Board meeting
- C. Morning and afternoon games will be equally distributed through out all schedules for all teams.

XVI. POLICY FOR RESCHEDULING OF GAMES

- A. The scheduler will schedule all games, regular and make-up, with Board of Directors approval. No changes of the schedule will be allowed except as outlined below:
- B. Rescheduled games: Games that need to be completely rescheduled will be placed into the first make-up time available, in the same order as they were originally scheduled. All efforts will be made to avoid back to back games two (2) days in succession or more than two (2) games per week, but where necessary to complete the schedule, these situations may occur.
- C. Rescheduled inning: All games that do not have to completely re-played (i.e., tied games of legal length, protested games of legal length) will be played before the next scheduled game. If no scheduled games remain, it will be played in a make-up slot per local rule XIV-B.
- D. Canceled games:
 - 1. The Board of Directors reserves the right to determine whether a canceled game shall be rescheduled or forfeited.
 - 2. For the purpose of this policy, a canceled game is a scheduled game that was not played because one or both teams were delinquent or called due to weather.
 - 3. A team is said to be delinquent if it cannot field a legal compliment of players from its roster within fifteen (15) minutes after the scheduled start of the game.
 - 4. If a game is canceled due to delinquency the manager(s) of the delinquent team(s) or a representative shall appear at the next scheduled meeting of the Board of Directors to show cause why the game shall not be forfeited.
 - 5. In determining whether a canceled game should be rescheduled or forfeited, the Board of Directors will consider, but will not be limited, by the following conditions:
 - a. A canceled game is assumed to result in a forfeit for the delinquent team(s) unless extenuating circumstances is present.
 - b. The Board of Directors shall reserve the right to determine whether a circumstance is extenuating or not. However, if a team has sufficient "AVAILABLE" players to field a legal complement of players, but is nevertheless delinquent, the presumption will be that the game is forfeited, and the delinquent team(s) will be given a loss. The non-delinquent team, if any, will be awarded a win.

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

- E. Player availability: For the purposes of the *above* policy, a player is said to be "available" if;
1. The player is not injured or infirmed.
 2. The player does not have a conflicting commitment with an organization recognized by the Board of Directors.
 - a. Religious organizations
 - b. School-sponsored activities such as graduations, exams, etc.

XVII. NOTIFICATION OF VIOLATIONS

- A. Notification to the Board of Directors of any violation of the foregoing Rules and Regulations must be in writing, addressed to the attention of the N.C.L.L. President. Such written notification must be received within twenty-four (24) hours of such alleged violation to eharry.ncll@gmail.com.

XVIII. MINOR INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES

(Includes the following NCLL Divisions: Minors, AAA, and AA)

- A. The 5-run rule does not apply in the sixth (6th) inning, and only in the sixth inning (the option on Little League Rule 5.07 is exercised). If the Chief Umpire warns both teams that game time is about to expire before the 6th inning, **the 5-run inning rule is still in effect.**
- B. Minor division will have a time limit of; no new inning after two hours, 30 minutes (2:30).

XIX. COAST INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES

- A. The eligibility, minimum playing rules, and reporting procedures as heretofore described shall apply to the Coast AA and AAA instructional divisions.
- B. Coast League Divisions
 - 1. The Coast League will be divided into two (2) divisions. The higher division will be designated the Coast AAA. The lower division will be designated the Coast AA. All of the following rules will apply to both divisions unless designated otherwise.
- C. Participation
 - 1. All eligible ball players will play a minimum of three (3) defensive innings every game with a player starting every other game. Note: In the event the home team is ahead after the first half of the sixth (6th) inning the unfinished inning shall be counted as fulfilling the requirement of this paragraph.
 - 2. Any player who does not participate in three (3) defensive innings due to a shortened game, must be a starting player in the next game that his/her team plays (as per local rule VI.)
 - 3. Players absent on the day they should have started may be used as starters or substitutes in their next game.
 - 4. Failure of the manager to fulfill this player participation requirement shall be cause to bring the manager before the Board of Directors for review and disciplinary action, as the Board may deem appropriate.
 - 5. All players present at each game, whether or not in "defensively" at that time, shall bat in a fixed rotation order. No changes in the rotational batting order shall be made after the start of the game, except to add a "late arriving player". Such player shall bat at the end of the official batting order.
- D. Length of games
 - 1. A Coast AAA instructional division game is limited to two hours or six (6) innings. On weekend games no new inning shall start after two hours of play. Total time limit for a weekend game shall be two hours, 15 minutes (2:15). Weekday games will have a no new inning starting after two hours. Any inning started before the 2:00 limit will be completed unless called by the Umpire-in-Chief for darkness or weather.
 - 2. A Coast AA instructional division game is limited to two (2) hours or six (6) innings. No new inning will start after two (2) hours of play. Any inning started before the two (2) hour limit will be completed unless called by the Umpire-in-Chief for darkness.

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

3. Any Coast Division game that goes a minimum of two (2) complete innings will constitute a complete game.
4. Any game called by the two (2) hour rule, darkness, or by the Umpire-in-Chief will be considered a completed game, provided item 3 has been met.

E. Coast division pitching restrictions

1. Players of league age eleven may not pitch in Coast Division.
2. Coast AA will pitch from a 42' mound.
3. Coast AA will utilize a **NO WALK** rule. Once a batter has received (4) balls a coach from the offensive team will come in and pitch the remaining strikes to the batter. (Example: Batter receives ball four with two strikes remaining. The coach will come in and pitch 2 pitches. The batter either puts the ball in play or strikes out. Any pitch the batter does not swing at is considered a strike.) The pitcher of record shall stay on the field for defensive purposes. The Coach will make every precautionary measure so as to not interfere with play. **Coach must pitch from the mound.**

***Amended:** If a batter has (2) strikes and (4) balls the offensive Coach will be allowed to pitch the (1) remaining strike. If the batter does not swing and in the mind of the umpire the pitch was a ball, the Coach will be allowed one additional pitch.*

4. **CONTROL:** A Coast Division pitcher who hits three (3) batters will be removed from the mound and not allowed to pitch in the remainder of the game.

F. Base Running

1. Coast Division - base stealing will not be allowed during the season.
2. AA Division: In coast double a division only, the play will be deemed stopped when the pitcher has possession and control of the ball on the mound, which is defined as the dirt area forming a circle around the pitching rubber. Additionally, if in the umpire's sole judgment, any runner was advancing towards another base at the moment the pitcher has possession and control of the ball on the mound, and is halfway or more than halfway towards attaining the next base, he shall be allowed that base. If he is less than half way to the next base, he shall be returned to the previous base.

G. Coaching Positions

1. In the AAA division, there will be 1 Manager and 2 coaches. In the AA division there will be 1 Manager and 3 coaches. Special circumstances for more coaches must be brought before the Coast Commissioner for approval.
2. All Coast Division players may be coached by an adult in the first (1) and third (3) base coaches' boxes. It is required that there must be one (1) coach in the dugout at all times when players are present in the dugout. In the Coast AA instructional division, a parent will be stationed behind the plate, by the backstop, to retrieve passed balls. This is in an effort to speed up the game. **Note: This parent is not allowed to coach the team during the game.**

H. Defensive positioning of players

1. AAA Division: Nine (9) players will take regular positions on the playing field including the pitcher and the catcher.

NORTHRIDGE CITY LITTLE LEAGUE- 2019 LOCAL RULES

2. AA Division: Ten (10) players will take regular positions on the playing field including four (4) outfielders, four (4) infielders, the pitcher and the catcher.
 - a. NOTE: The four (4) outfielders will be defensively positioned as follows; one (1) left fielder, one (1) left-center fielder, one (1) right center fielder, and one (1) right fielder.
 3. Outfield players may not be positioned on the infield dirt and must be a minimum of (15) feet from the outer edge of the infield dirt.
- I. Coast AA overthrows
1. **1st Half of the Season:** There is no base advancement on an overthrow.
 2. **2nd Half of the Season:** A maximum of one (1) overthrow is allowed in Coast AA. Runners may advance one (1) base after an overthrow. In the event of runner attempting to advance on that overthrow, he/she does so at the risk of being thrown out. If an additional overthrow occurs, play is considered dead, runner cannot advance.
- J. Coast Division standings
1. The league standings in the NCLL Coast Division shall be determined by a point system. A Coast team shall be award two (2) points for each victory; one (1) point for each tie; and zero (0) points for each loss. The top 4 teams in each division will participate in playoff games and the winner of those will play in a Championship game. Seedings will be determined by standings and head-to-head game results. If teams are still tied then the Commissioner will flip a coin to determine seedings.

XX. FARM INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES

- A. The eligibility, minimum playing rules, and reporting procedures as heretofore described shall apply to the Instructional Farm Division.
- B. Participation
 - 1. All players present at each game shall play defensively and shall bat in a fixed rotation order. No changes in the rotational batting order shall be made after the start of the game, except to add a "late arriving player". Such player shall bat at the end of the official batting order.
- C. Length of games

 - 1. Upon reaching the one and one-half (1-1/2) hour time limit, or the completion of six (6) innings of play, whichever comes first, the Farm game shall be declared completed.
- D. Maximum number of batters per inning
 - 1. **A-BALL**
 - a. First half of season: both teams will bat "round robin" (each player on the active roster has batted one (1) time in each inning). After the entire roster has batted the Offensive Team manager shall declare that half of the inning has concluded and send the team at bat to the field.
 - b. Second half of season: both teams will play under the "3 outs rule". Base runners being called out will now leave the playing field and return to the dugout. At the next opportunity for that team to bat, they shall begin as if three (3) outs had been recorded during their last time at bat and the next player on their roster becomes the leadoff batter for that team's time at bat. If 3 outs have not been recorded and each player on the active roster has batted one (1) time in the inning, the offensive team manager shall declare that half of the inning has concluded and send the team at bat off the field.

Note: All players must receive at least two (2) at-bats per game. This may require that one, or both teams revert back to 'round robin' batting for the last inning.
 - c. No player shall advance more than two (2) bases when hitting the ball off the tee.
 - 2. **Tee-ball**
 - a. Entire season: both teams shall bat "round robin" (each player on the active roster has batted one (1) time in each inning). After the entire roster has batted the Offensive Team manager shall declare that half of the inning has concluded and send the team at bat to the field.
 - i. First half of the season: "outs" will not be recorded and base-runners will be allowed to stay on the bases until they have crossed home plate.
 - ii. Second half of the season: "outs" will be enforced and base-runners being called out will now leave the playing field and return to the dugout. The inning will continue under the 'round robin' batting order.
- E. Minimum playing rules
 - 1. It is mandatory that defensive positions are rotational, meaning no player shall play an outfield position for more than two (2) consecutive innings in a game. For example: when a team has 10 players, five (5) of them will play out field for the first inning and same five (5) shall all be infield for the second inning. When a team has more than ten (10) players, the manger will rotate five (5) new players in the infield for the first two innings and place the remaining players that have not played infield positions in the infield for the third inning. It is the manager's responsibility to insure that infield playing time is evenly played. An infield positions shall be defined as any position other than catcher or outfield (i.e., first base, second base, third base, shortstop, or pitcher).

F. Coaching positions

1. The offensive team is to be coached by an adult in the first and third base coach's boxes. A-Ball and Tee-Ball shall have one additional coach placed behind the catcher to assist with passed balls and to assist the batter. (Tee-ball can have one additional base coach standing behind second base to assist runners for the first half of the season only.)
2. In addition, one (1) defensive coach may stand in the fair territory beyond first base and one (1) defensive coach may stand in the foul territory beyond third base to act as instructors for defensive players. One defensive coach may stand in foul territory to assist the infielders. Only two defensive coaches may be in foul territory during game time.
3. In the T-Ball Division THREE ADULTS TOTAL IN FAIR TERRITORY ALLOWED- NO EXCEPTIONS.
4. There must be an adult in the dugout with the players at all times during a team's at bat.

G. Pitching rules

1. A-Ball: The manager/coach of the offensive team shall deliver four (4) coach-pitched balls to the batters of their own team. If the batter does not hit one (1) of the four (4) coach-pitched balls, the batter will then hit from a tee. From the tee the batter will bat until he/she successfully puts the ball in play. THERE ARE NO STRIKEOUTS AND NO WALKS.
2. T-Ball Division Only: No coach pitching the first half of the season.
3. ADULT POSITIONING:
 - a. Tee-ball- The adult pitcher must immediately leave the field of play on any pitched ball that is hit.

Any pitched ball that is hit and subsequently strikes the adult pitcher is ruled a dead ball and the play will have to be repeated. The adult pitcher shall leave the field of play when the tee is being used. NOTE: Any intentional adult interference while the ball is in play may result in the adult being suspended for the remainder of the season.

H. The batting tee

1. The batting tee shall be placed in front of home plate with the backside of tee base as close to the front edge of home plate as possible.
2. Each **offensive** team to provide an adult behind the plate to assist in pass balls and in placing /adjusting the tee for each batter if necessary and removing the tee from the plate immediately after ball has been hit.

I. Added foul area

1. An arc of thirty (30) feet will be used from the point of home plate between the first and third base foul line. A hit ball must roll through the arc to remain in play. If it does not clear the arced area it is considered a foul ball. Interpretation of the ball being of sufficient velocity to clear the arched area will be left to the judgment of the adult behind the plate.
 - a. Note: A defensive player may field the ball before it has cleared the arched area if in the sole judgment of the adult behind the plate determines it had enough velocity to roll/bounce clear of the arched area.

J. Base running

1. **A-Ball-** On any ball batted to the outfield, runner may advance until the ball is returned to the infield and crosses the plane of the infield dirt. If a runner has rounded a base before the ball is returned

NORTHRIDGE CITY LITTLE LEAGUE - 2019 LOCAL RULES

to the infield, the runner, at his/her own risk, may return to the last base he/she legally occupied, or continue to advance to the next base only. On any batted ball that does not leave the infield, runners, including the batter, may only advance one (1) base at their own risk. On any overthrown ball to a base that breaks the plane of the outfield grass or goes into foul territory, runners may not advance, and the ball is ruled dead.

2. **Tee-Ball**- First half of the season- Every hit ball is a single only. Second **half**- on any ball batted to the outfield, runner may advance until the ball is returned to the infield and crosses the plane of the infield dirt. If a runner has rounded a base before the ball is returned to the infield, the runner, at his/her own risk, may return to the last base he/she legally occupied, or continue to advance to the next base only. On any batted ball that does not leave the infield, runners, including the batter, may only advance one (1) base at their own risk. On any overthrown ball to a base that breaks the plane of the outfield grass or goes into foul territory, runners may not advance, and the ball is ruled dead.

K. Base stealing

1. Base stealing is not allowed in the Farm Division.

L. Positioning of infielders

1. There shall only be four (4) infielders playing at the standard infield positions, 1st, 2nd, 3rd, short stop. All infielders must remain on the dirt portion of the infield until the ball is hit into play.

M. Positioning outfielders

1. All players who are not a pitcher, catcher, or an infielder shall be classified as an outfielder. All outfielders must be positioned at least five (5) feet off the infield dirt area and they may be positioned anywhere in the outfield area.
2. An outfielder may not make an unassisted out from a hit ball (other than a caught ball).

N. Baseballs

1. All league games will be played with the Little League approved 4-1/2 ounce softer baseballs only.

XXI. FIELD POLICIES & PROCEDURES

The purpose of these policies is to maintain our Little League facility by improving the maintenance and quality of the fields and batting cages.

A. Field Use : Priority List for all baseball fields:

1. All NCLL teams with scheduled games have first priority.
2. All NCLL teams with scheduled practice times have second priority.
3. All NCLL teams without scheduled practice time have priority on any open field, on a first come, first serve basis.
4. Fields will be locked from sunset to 3 PM of the following day (weekdays) and Sunset to 8 AM of the following day (weekends)
5. NCLL managers will be held responsible for field maintenance. Board of Directors will establish penalties for non-compliance.

B. Field Use: Regulations:

1. It is mandatory to groom the field after use using the grounds keeping guidelines posted in each dugout.
2. It is the responsibility of the Manager of the last team using the field each day to groom, prepare the field, lock up the shack and field prior to leaving.
3. The Board of Directors reserves the right to permit outside use of fields and Batting cages. Insurance waivers and Board approval must be granted for such use. Grooming of fields is mandatory for such use. NCLL board reserves the right to charge a fee for such use.
4. ALL PRIVATE COACHES AND CLINICS WILL HAVE TO GET WRITTEN APPROVAL FROM THE BOARD TO USE FIELDS AND CAGES; A FEE FOR SUCH USE WILL BE DETERMINED BY THE BOARD OF DIRECTORS. ALL PRIVATE COACHES AND CLINICS MUST FOLLOW THE NCLL RULES AND REGULATIONS. INSURANCE WAIVERS MUST ALSO BE PROVIDED.
5. Non-NCLL persons will not have access to any fields.

C. Batting Cages:

1. Cages will be locked from sunset to 3pm of the following day (weekdays) and Sunset to 8am of the following day (weekends).
2. Users must follow the policies posted at the cages.