

## 2016 NCAA Little Bantam Rules

*Playing rules governed by Official Little League rules except as modified by these rules.*

### **Playing Field:**

1. Home field managers will be responsible for preparation of the playing field. The field must be in good playing condition and lined off, including the batter's boxes and outfield lines.
2. The bases will be 50 feet from the tip of home plate < the back of the plate> to back of base.
3. Field specific ground rules will apply as agreed upon, prior to each game, during the pre-game conference at the plate.

### **Length of the Game:**

1. Games must start no later than fifteen (15) minutes after the scheduled starting time. Coaches may agree to extend the 15 minute cutoff pending field schedules for the day.
2. All games will be a minimum of four (4) innings and a maximum of six (6) innings. Games will be 1 ½ hours in length.
3. No full inning will begin with only 15 minutes remaining in the game time unless agreed on by both coaches. Time limits only apply if there is a game following on the same field.

### **General Rules:**

1. Please see the NCAA Age Chart on the NCAA website for playing ages.
2. Teams may request birth certificates of any player that they question eligibility through the league representatives.
3. In order to minimize forfeits, teams may use reserve players from their own community roster's same age bracket or younger age bracket no more than one step (year) below (T-Ball). Reserve players must have parental permission to "play up." The reserve player may not "skip" his/her game to play in an 6U game. If the reserve player arrives at the field's parking lot, he or she MUST be used in the game.
4. In regard to rain cancellations, the home team manager will be the judge of playing conditions of the field before the game. If a manager decides to cancel a game due to rain, he must notify the opposing manager at least (1) hour before the game time (if possible).
5. Line-ups must be entered in the scorebook before the start of each game and be given to the opposing manager.
6. Any player on the bench not playing due to sickness, injury or disciplinary action must be reported to the opposing manager before the game.

## **Playing Rules:**

1. A late player can be inserted into the lineup at any time during the game at the bottom of the lineup.
2. In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player's position in the lineup will be skipped for the remainder of the game. Once a player is removed for injury/illness and skips a turn at bat, that player is ineligible to return to bat or play for the remainder of the game.
3. Nine (9) players will comprise a team, with four (4) evenly spaced outfielders. (NO ROVERS ALLOWED). Only nine (9) defensive players are allowed on the field during play. A game may still be played if a team can only field 8 players. The position of those 8 players will be determined by the coach and agreed upon by both coaches.
4. The batting rotation shall consist of the entire team, and every player must play at least four (4) innings on defense. It is the coach's discretion as to the positions his players play, however each player must play at least 2 innings in the infield. No player can sit a second inning until every player on the team has sat one inning.
5. Coaches must rotate defensive players every three innings.
6. There is a seven (7) pitch maximum for each batter or 3 strikes whichever comes first. If the player fouls the third strike or 7th pitch off, the player will continue to bat until the next passed ball or strike. After three (3) strikes or seven (7) pitches, the batter will be allowed to hit off of a tee.
7. There will be no leading, bunting or stealing bases. A runner cannot leave the base until the ball is hit. If a runner leaves early, the first offense will result in a TEAM warning. Second and subsequent offenses will result in the runner being called out.
8. Play is considered dead when an infielder has possession of the ball while in the infield or an outfielder throws the ball into the infield.
9. A ball hit into the outfield, must be thrown into the infield. Outfield players should throw the ball to 2<sup>nd</sup> or 3<sup>rd</sup> base. The play is live until the runner is out or reaches a base safely. If a runner has both feet off the base in the direction of the next forward base from which he is occupying, he is permitted to attempt to advance one base after "possession" is called.
10. Runners cannot advance on an overthrow by an infielder.
11. Runners can only advance one base on a ball that does not leave the infield and do not have to have both feet off the base before the ball is fielded.
12. The infield fly rule does not apply. Runners cannot tag on an infield fly ball.
13. There is a 5 run per inning rule. There is no continuation.
14. If every batter on a team bats in an inning, the inning will be over.
15. A maximum of two (2) coaches may be present on the field while their team is on defense, provided they remain behind the outfielders. Coaches should NOT stop balls that are hit by the batter.
16. Free substitution of defensive players is permitted.
17. Headfirst slides are prohibited except for when returning to a base.
18. Any runner that runs out of the baseline by more than 3' to avoid being tagged will be called out.

### **Pitching Rules:**

1. The pitching circle shall be 9 feet in diameter and located 38 feet from the front of the circle to the back point of home plate. The coach must have at least one foot inside the circle (coaches may move up as needed). The defensive pitcher must have at least one foot inside the circle when the ball is being pitched.
2. Only managers or coaches will pitch, and they must be eighteen (18) years of age or older.
3. If the adult pitcher is hit with the ball, the ball shall be ruled "dead", and the pitch does not count.

### **Equipment:**

1. Little League Approved baseball bats only (2 ¼ barrel size only). No big barrel bats.
2. All batters must wear protective helmets when at bat and while on the base path.
3. Pitchers must wear heart protectors, face masks, and/or helmets while on the playing field.
4. Each team must furnish one new baseball provided by the league. Both managers must approve of any additional balls put into the game.
5. No metal spikes allowed.

### **Umpires:**

1. Coaches/Adults will umpire games for the 6U age group. The umpires will be agreed upon prior to the start of the game by both team managers.
2. All judgment calls are final and not available for a protest.

### **General Conduct:**

1. Managers, coaches, players, and spectators must be kept from around the backstop. Spectators must be kept off the field and any playing area in which a foul ball can be caught.
2. Sportsmanship shall be stressed by managers and coaches. Both teams shall shake hands after each game.
3. Excessive rough play is forbidden. If a runner deliberately runs into another player in a rough or malicious manner, the runner shall be ruled out and ejected from the game. Runner must avoid contact.
4. If a batter throws the bat, a team warning will be issued. A second team offense shall result in the batter being called out. If this occurs, the runners shall not advance regardless of whether the ball was hit.