



MINORS

All Little League Official playing rules are to be observed except where noted in this document

RULE INTERPRETATIONS

Any rule interpretations must go through NWLL's Umpire-In-Chief (UIC) for clarification. The umpire-in-chief decision is final and binding with respect to rule interpretations.

1. All players must wear appropriate groin protection and have a CSA or NOCSAE-approved helmet. Helmets designed to use a chin-strap must have a chin-strip in use.
2. All games are scheduled to commence at 6:30pm with the exception of the weekend games (if applicable). No innings shall begin after 8:15pm. In the event of a tie, the game is recorded as a tie. A maximum of six innings shall be played.
3. The Home team is responsible to supply two game balls and set up the diamond.
4. The Visiting team is responsible for diamond clean up at the end of each game.
5. In the event of an unavailable umpire, the Home team will supply the plate umpire and the visiting team will supply the base umpire.
6. One manager and up to two coaches are the only adults allowed in the bench area.
7. There will be no substitutions in the batting order. All players on the roster will bat in order and the batting order shall remain constant throughout the game (Rules 4.04, 6.01, 6.07).
8. Bunting is allowed.
9. On close plays at 2nd base, 3rd base and home plate, the runner must attempt to slide for reasons of safety. Contact between the runner and the defensive player should be avoided. Failure to slide on a close play will result in the base runner being called out by the umpire.
10. Exception to 3.03: Defensive substitutions are allowed openly throughout the game and recommended at the end of each inning, with exception of pitchers (see the following guideline #13).
11. A modified stealing rule will be used to keep the players engaged and to promote the development of the players.

Until May 21, 2017 stealing of 2nd, 3rd bases is allowed. Stealing home is not permitted. Base runners may not take leads. Base runners are permitted to leave the base as the ball passes the plate (Rule 7.13). On a steal of 2nd or 3rd base, the runner is not allowed to advance to the next base on an overthrow (the ball is ruled dead and is returned to the pitcher). In the instance of a non-batted ball where an over throw occurs back to the pitcher, the runner may attempt a steal to the next open base. **As of May 22, 2017** stealing of home is permitted. These rules are designed to encourage runners to learn to steal, catchers to learn to throw out base stealers without fear of giving up an extra



base with a bad throw and encourage proper throws back to the pitcher. A player may attempt to advance one base on a pick-off attempt at his or her own risk.

12. Although Rule 1.01 stipulates that there should be two teams of nine players, teams will be allowed to play with eight players. If a team has only eight players, the ninth position in the batting order will not be an automatic out as the team already has a defensive dis-advantage. If a team has less than eight players, the game will be forfeited. For purposes of playing the game and at the agreement by the Coaches, extra players may be used to balance out the offending team for an exhibition game.

13. Pitchers:

- a. A player who has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day. One pitch delivered is considered to be an inning played.
- b. A player who has delivered 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day.
- c. A pitcher cannot pitch in two games in one day.
- d. The coach must remove the pitcher when said pitcher reaches the pitch limit for his/her age group. (League age 9-10: 75 pitches per day) A pitcher who reaches their pitch limit while facing a batter may continue to pitch until the batter is retired, the batter reaches base.
- e. Pitchers must adhere to the following rest requirements:
 - i. 66 or more pitches in a day – 4 calendar days rest
 - ii. 51-65 pitches – 3 calendar days rest
 - iii. 36-50 pitches – 2 calendar days rest
 - iv. 21-35 pitches – 1 calendar day rest
 - v. 1-20 pitches – no days rest is required

If the pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base or the batter is retired.

A coach failing to adhere to the pitch-count and rest day requirements, and/or failing to maintain an accurate pitch count log will receive a one week suspension from all NWLL activities for first offence. A second offence will result in a suspension of all NWLL activities for the remainder of the season.

14. Please note that there will be no balks called against the pitchers.
15. Pitching distance: Up to May 21, 2017, players may pitch from a rubber with a distance no less than 42' from home plate. As of May 22, 2017, all pitchers are required to pitch from the standard 46' mound distance. This is a safety issue as pitching at a distance closer increases the risk of serious injury from a ball hit directly at the pitcher, as the reaction time to protect themselves is substantially reduced.
16. If any team reaches a total of five runs in one inning, their at bat will end and the maximum runs counted in that inning will be five. A "mercy" rule is in effect: If the run difference is 10 or more after the completion of 4 $\frac{1}{2}$ innings (3 $\frac{1}{2}$ innings if the home team is in the lead), the losing team MUST concede the game.



17. Exception to 6.05. The infield fly rule is not observed; hence, the offensive player must make the catch before the batter is declared out.
18. Exception to 6.09b. The batter is declared out after the third strike even if the catcher misses the pitch. However, the play is still live for base runners, provided there are less than two outs.
19. The Home team is responsible for reporting the game score and provide the diamond audit to the Coordinator within 24 hours of completing the game. The Visiting team is responsible for reporting the pitch count to the Coordinator within 24 hours of completing the game.

20. RAIN OUTS

- a) In the event of a rain-out, it is the responsibility of the Home team to notify the coordinator and UIC.
- b) It is the responsibility of each team to reschedule games through the coordinator.
- c) When games have been rained out, try and play them during the week they were scheduled.
- d) When multiple games have been rained out, play your make up games in the order that they occurred on the schedule (first rain out to last), if possible.
- e) Every effort must be made to play all rained out games, as games played is what is used to determine final standings. Rained out games not played could affect your standing at the end of the season and impact eligibility for players for Summer/All-Star play.
- f) If in the opinion of the coordinator, one team is refusing to make up a game, the coordinator can award a win by default to the team trying to make up the game.

22. TIES:

Round Robin and Play-off TIES will be broken as follows:

a) If two teams are tied: - If one team beat the other team, then that team finishes first - If the two teams split the games, then the following will be used: The tie breaker is the score(s) of the game(s) played between the two teams (head-to-head result). The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the two teams involved in the tie. - If they are still tied, then the run differential involving all the teams is calculated. NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential. - If teams are still tied, then the name of the winning team will be drawn from a hat.

b) If three teams are tied: - If one team beat the other two teams, then that team finishes first. - If the three teams split the games, then the following will be used: The tie breaker is the score(s) of the game(s) played between the three teams (head-to-head result). The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the three teams involved in

the tie. - If they are still all tied, then the run differential involving all the teams is calculated. NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential. - If teams are still tied, then the name of the winning team will be drawn from a hat.



c) If four or more teams are tied: - If one team beats the other three teams, then that team finishes first. - If the four teams split the games, then the following will be used: The tie breaker is the score(s) of the game(s) played between the four teams (head-to-head result). The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the four teams involved in the tie. - If they are still all tied, then the run differential involving all the teams is calculated. NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential. - If teams are still tied, then the name of the winning team will be drawn from a hat.