



NORTHRIDGE CITY LITTLE LEAGUE 2009 LOCAL RULES

NORTHRIDGE CITY LITTLE LEAGUE

A. *"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.

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Northridge City Little League – Founded 1955

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PLAYERS, AGES FOUR (4) THROUGH FIFTEEN (15) WILL PLAY BASEBALL FOLLOWING OFFICIAL REGULATIONS AND PLAYING RULES AS PUBLISHED BY LITTLE LEAGUE BASEBALL, INCORPORATED, WILLIAMSPORT, PENNSYLVANIA. 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 league scheduler. 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 Saturday and 8:00 a.m. Sunday.**
 2. The VISITING TEAM has the field from ninety (90) minutes prior to the game time to sixty (60) minutes prior to game time, and thirty (30) minutes prior to game time to twenty (20) minutes prior to game time for infield practice.
 3. The HOME TEAM has the field from sixty (60) minutes prior to the game time to thirty (30) minutes prior to game time, and twenty (20) minutes prior to game time to ten (10) minutes prior to game time for infield practice.
 4. Both teams shall miss pre-game practice if ten (10) minutes or less remains after the conclusion of a prior game.
 5. Time in excess of ten (10) minutes for weekend games shall be equally divided with home team using the field prior to field preparation.
 6. 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.
- D. 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

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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 chalker in the score shack, turn off the score board and lock the score shack 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 at snack stand.

B. Score Shack

1. During the playing of a pre-season, season or post-season game, the only people allowed in the score-keeping booth are:
 - a. One (1) official scorekeeper per team.
 - b. One (1) scoreboard operator provided by Visiting Team. This condition will apply at all times. No exceptions.

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

- A. The official starting time shall be recorded on the official scorekeeper's sheet.
- B. Senior/Junior Division: Ten (10) run mercy rule will be in effect ONLY after regulation innings played.

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/Junior 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/Junior 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.

- 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 the N.C.L.L. A violation of this rule will result in the following:
 - 1. First offense – written warning.
 - 2. Second offense – suspended for the next scheduled game.
 - 3. Third offense – suspended for the remainder of the season.
- F. **NOTE:** if the violation is determined to have been intentional, the Board of Directors will assess a more severe penalty.
- G. 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.**

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 for one (1) league game 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 N.C.L.L. 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 suspended for one (1) game 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. (parking lot exempted)
 - 5. Anyone receiving more than one (1) such benching or suspension shall require a review by a committee of the Board of Directors.

6. 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. In addition to being suspended from the next physically played game, the punishment for the manager or coach in question shall be a requirement to umpire two (2) baseball games. 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.

D. ANY MANAGER, PLAYER, OR MEMBER 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. INJURED PLAYER REGULATIONS

- A. If a player is injured or becomes ill during a game, the decision of a doctor (if a doctor is present) will be final as to whether or not the player may continue in the game. If a doctor is not present, the Umpire-In-Chief will decide if the player is able to continue.

IX. PITCHING RESTRICTIONS

- A. Minor and Coast division players may only pitch 3 innings in a game.
- B. Players of league age twelve (12) may not pitch in any Minor League game.
- C. Calendar week for pitching eligibility will be Sunday through Saturday.
- D. In Junior/Senior League, any 15 year old or combination of 15 year olds on the same team, may only pitch a maximum of three (3) innings in a game.

X. GAME BALLS

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

XI. 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.

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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. A manager's violation of the above rules shall result in the following:
1. First offense – written warning.
 2. Second offense – suspended for the next scheduled game.
 3. Third offense – suspended for the remainder of the season.
 4. **NOTE:** if the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.
- G. Rosters shall consist of the following maximum players:
1. Seniors – 12
 2. Juniors – 12
 3. Majors – 12
 4. Minors – 13
 5. AAA – 13
 6. AA – 14
 7. T-Ball – 15

XII. 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 N.C.L.L. 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 N.C.L.L. 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 N.C.L.L. 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	6 th Round
10 Years Old	5 th Round
11 Years Old	4 th Round
12 Years Old	3 rd Round

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: Following the draft, managers may, if they desire, exchange players through the player's agent until fourteen (14) days after the first scheduled game for that league. Minor league players may not be exchanged for major league players.
- j. Individual try-outs: No manager or coach may conduct an individual try-out 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 WILL 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 will be suspended. The Board of Directors will decide the duration of the suspension. 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/Junior 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 try-outs: After scheduled N.C.L.L. try-outs are concluded, there will not be any try-out for players being considered for drafting to higher divisions. No manager or coach may conduct an individual try-out 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.

XIII. LEAGUE STANDINGS

- A. 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.
- B. 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.) Applicable to Senior/Junior, Major, Minor, and Coast Divisions.
- C. 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.
- D. If play-offs are required, the league scheduler will submit the scheduled time and date of play-off.
- E. 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.)
- F. League standings will not be posted or maintained for the T-Ball Division.
- G. In all divisions in which playoffs are used to determine league championships, the champion will be decided by the standings at the end of the 20 game season (that is, the season will no longer be split into two parts). League champions will then be determined by a playoff format whereby the team that finishes first overall will play the team that finishes fourth overall, and the team that finishes second overall will play the team that finishes third overall. The winner of each of those games will play a one game playoff for the championship of the league.

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.

XIV. 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 N.C.L.L. Local Little League Rules (4.19) at the earliest opportunity, based on available field times, to be determined by the N.C.L.L. 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 the rules and procedures as defined in the Little League Official Regulations and Playing Rules 4.19 (a) through (h).

XV. 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 in the Board of Directors.
- B. Senior/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 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. The manager of each tournament team, after conferring with the league players' agent and commissioner, shall select five (5) eligible players in addition to the top seven (7) elected players. Note: In the event a manager should elect a roster of up to fourteen (14) players, the number of selected players will be in addition to the top eight (8) or nine (9) respectively. 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

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1. The Board of Directors will determine team selection each year. The Major/Minor Player Agent will present the player list to the Board.
- F. 11 year old tournament team selection
 1. The Board of Directors 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.

XVI. TOURNAMENT TEAM MANAGER(S) SELECTION

- A. The Board of Directors will select the managers of the tournament ALL STAR teams.
- B. All candidates for tournament team manager must announce their candidacy to the Board of Directors through their Division Commissioner by mid point of the regular season and at least two (2) weeks prior to the completion of the regularly scheduled playing season.
- C. Candidates for tournament team manager will be accepted from the following sources in order of preference:
 1. Managers in their respective level of play.
 2. Coaches in their respective level of play.
- D. 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.
- E. The tournament team manager, player agent and Division Commissioner will be responsible for selection of the coach or coaches.
- F. 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.

XVII. N.C.L.L. SCHEDULING

- A. The N.C.L.L. schedules for all leagues shall be drawn up by the N.C.L.L. scheduler. Generic numbers, rather than existing team names, shall be used in developing the N.C.L.L. 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.

XVIII. 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 innings: 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.

- 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.

XIX. 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 elaine.harry@atk.com.

XX. MINOR INSTRUCTIONAL DIVISION LOCAL LEAGUE SUPPLEMENTAL RULES

- A. The 5-run rule does not apply in the sixth (6th) inning (the option on Little League Rule 5.07 is exercised).

XXI. 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 (6) 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 (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.
 - 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.
 - 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.
 - 5. The 5-run rule does not apply in the sixth (6th) inning (the option on Little League Rule 5.07 is exercised).

E. Maximum number of batters per inning

1. A team shall be allowed to bat until the defensive team has made three (3) outs or until each player on the active roster has batted one (1) time. If, after the entire roster has batted and three (3) defensive outs have not yet been recorded, the Umpire-in-Chief shall declare that the half inning has been concluded sending the team at bat to the field, thus concluding their opportunity to score. 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.
2. The term "entire roster" shall mean the number of active players on the team who has the greatest number of active players available. For example: In a situation where one team has thirteen (13) players and the opposing team has eleven (11) players, the term "entire roster" shall mean thirteen (13) players, thus allowing each team thirteen (13) at bats before their "entire roster" shall be considered to have batted. Players arriving late shall increase the "entire roster". Players leaving early shall not reduce the "entire roster" for the remainder of the game.
3. The limitation on the maximum number of batters per inning as set forth above shall not be applicable to the sixth inning. That is, both teams in the sixth inning shall be entitled to continue batting until three (3) defensive outs have been recorded.

F. Balls and strikes: AAA Division

1. In the Coast AAA division the batter shall receive three (3) strikes for an out and four (4) balls for a walk.

G. Pitching machine used in AA division:

For the entire first half of the season an offensive coach will operate the supplied pitching machine. The settings for the machine will be set prior to the season by the commissioner and/or player agent. The setting will not be altered during a game except to correct location of pitch. Prior to the completion of the first half, the commissioner and/or the player agent will meet with all AA managers to decide if the second half of the season will continue to be machine pitch, become player pitch or any combination thereof.

H. Balls and strikes: AA Division – first half of season

1. In the Coast AA division the batter will receive six (6) machine pitches, if the batter fouls off the sixth (6th) pitch, the batter will receive one (1) additional pitch until he hits the ball or swings and misses.
 - a. The offensive coach operating the machine will stay next to the machine at all times to keep the defensive players safe.
 - b. The offensive coach operating the machine is not allowed to offer instruction in any way to the batter or runners.
 - c. Any batted ball that hits the machine is considered a base hit and a dead ball with all runners advancing (1) base only.
 - d. Any batted ball that hits the coach operating the machine will be considered the same as hitting the machine.

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1) NOTE: Any intentional adult interference while the ball is in play may result in the adult being suspended for the remainder of the game.

e. The defensive player occupying the pitcher position must position himself on either side of the machine until the ball is put into play.

I. Balls and strikes: AA Division – second half of season

The commissioner and/or player agent will report to the board of directors the outcome of the manager's meeting in regards to the second half machine pitch as well as Balls and Strikes.

J. Coast division pitching restrictions

1. Players of league age eleven may not pitch in Coast Division.
2. Coast AA Division, all league age nine (9) and under will be allowed to pitch during a scheduled league game subject to local rule IX A.
3. Coast AAA Division, all players league age ten (10) and under will be allowed to pitch during a scheduled league game subject to local rule IX A.
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.

K. 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.

L. Coaching Positions

1. 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.**

M. Defensive positioning of players

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

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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.

N. Coast AA overthrows

1. 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.

O. Coast Division standings

1. The league standings in the N.C.L.L. 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 team with the most points at the end of each half season shall be declared the winner of that half season. In the event of a tie, then a playoff must occur to determine the first half winner. Time restriction and a tie game do not apply. The league scheduler will determine when the game will be played.

XXII. 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. If an inning is incomplete at the one and one-half hour (1-1/2) hour time limit, the inning SHALL NOT be completed, and the game shall be considered complete.

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. "Outs" will not be recorded and base-runners will be allowed to stay on the bases until they have crossed home plate.
- 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.

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.

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.

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3. The term “entire roster” shall mean the number of active players on the team who has the greatest number of active players available. For example: In a situation where one team has thirteen (13) players and the opposing team has eleven (11) players, the term “entire roster” shall mean thirteen (13) players, thus allowing each team thirteen (13) at bats before their “entire roster” shall be considered to have batted. Players arriving late shall increase the “entire roster”. Players leaving early shall not reduce the “entire roster” for the remainder of the game.

E. Minimum playing rules

1. It is mandatory that defensive positions are rotational, meaning no player shall play an outfield position for more than (3) 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 tow 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 fielders. Only two defensive coaches may be in fair 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) machine pitched balls to the batters of their own team. Pitches shall be

made from the machine only. If the batter does not hit one (1) of the four (4) machine-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. A-Ball – The adult coach operating the machine must stand by the machine at all times; this coach is responsible for the safety of the players in regards to the machine. Any batted ball that hits the machine will be ruled a dead ball and will not count as one (1) of the four (4) pitches.
 - b. 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 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.

N. Baseballs

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