

NORTH NEWARK LITTLE LEAGUE

PRE-MINOR LEAGUE

PLAYING RULES

TEAMS MUST ADHERE TO ALL COVID GUIDELINES AS SET FORTH BY THE LEAGUE

PITCHING RULES

1. For all games the manager/coach will pitch to their own players.
2. If a team cannot provide a pitcher (manager or coach) the opposing coaching staff will pitch to both teams
3. Each batter will receive a maximum of 5 pitched balls by his/her manager or coach. Should the batter not hit the ball fair after the 5th pitch, the batter is out.
4. Batters are not awarded first base if hit by a pitch thrown by the adult pitcher.
6. A hit directly to the pitcher's mound, touched by the adult pitcher will constitute a dead ball. The batter will be awarded first base and all runners will advance one base.
7. The fielder in the pitcher's position while the adult pitcher is in the game will play to one side of the mound. The fielder can only be moved to the opposite side of the mound between batters.
8. The play ends and the ball is dead when it is thrown back to the pitchers mound.
9. There is a continuous batting order. All players are in it and it cannot be changed once the game begins.
10. Players arriving one half hour after the start of the game **cannot** play. Any player arriving before that time limit is to be placed after the last slot in the continuous batting order.
11. Every child must play in the field for two innings.
12. There will be two short out-fielders. **Players must be ten feet from the baseline.**
13. If a batter throws the bat he will be given a warning by the umpire (a team warning may be given). A second such offense will result in the player being called out. **Again, this is at the umpire's discretion.**
14. A ground rule double is awarded whenever a **hit** ball bounces over the boundary marked by the cones set at 160 ft. This occurs whether or not a defensive player first handles the ball.
15. On a ground rule double all runners advance two bases.
17. **Any base runner touched by a coach is automatically out.**
18. Any base runner who runs out of the baseline is out at the umpire's discretion.
19. There is no stealing ----- therefore no leading.
20. Bunting is allowed.
21. There is NO infield fly rule.
22. The number of players in each team's batting order (at the discretion of the manager with more players present) will differ by no more than one batter. For example, should Team A have 10 players and Team B have 13, the manager of Team B may elect to have a continuous batting order of 11 players, substituting the remaining two players for the players they replace on the field. Players who are in the game defensively must bat while in the game.
23. Forfeit time is fifteen minutes after the official game start time.
24. A team must have a minimum of 7 players in order to start a game. A team cannot play or continue a game with less than 7 players.
25. **Games are six innings or ninety minutes in length. A game is official after four innings or one hour.**
26. Both teams are to vacate the playing field ten minutes prior to the scheduled start time of the game.

IGNORANCE OF THESE RULES AS SET FORTH PRIMARILY BY THIS GUIDELINE AND THE LITTLE LEAGUE RULE BOOK WILL NOT BE DEEMED AN ACCEPTABLE REASON TO EXCUSE ANY MANAGER, COACH, SCORE KEEPER AND/OR PLAYER FOR THEIR VIOLATION. RESPONSIBILITY FOR SUCH A VIOLATION WILL REST WITH THE TEAM MANAGER.