

# NBLL Rule Book

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# Basic Little League Baseball Rules

For young players and parents unfamiliar with the rules of baseball, here are the basic rules:

## 1 Batting, Outs, and Strikes

A youth baseball game usually consists of 6 innings. In each inning, each team will pitch and field while the other team bats. When the batting team gets 3 outs, the other team get to bat.

### 1.1 Outs

A batter is out when any of the following occur:

- They get 3 strikes
- They hit a ball that is caught before the ball hits the ground
- The ball is thrown to the first-baseman and the first-baseman touches the base with their foot while the ball is in their glove or hand.
- Any member of the fielding team tags the batter with the ball or the glove containing the ball before they get safely to 1st base.
- Any member of the fielding team tags the batter with the ball or the glove containing the ball when the batter is on their way to 2nd base, 3rd base, or home.

Any base-runner is out if any of the following occur:

- The base runner is forced out before arriving at the next base. (See Force Out vs. Tag Out below)
- The base runner is tagged out while off base.

### 1.2 Strikes and Fouls

A batter may get a strike in 3 different ways:

- A swing and a miss at a ball
- A ball thrown into the strike zone that is not swung at but called a strike by the umpire
- A ball hit "foul".

A "foul" ball is one that is hit so it rolls to the outside of the line from home plate to 1st base or outside the line from home plate to 3rd base. A ball that is hit within the two lines previously described is a "fair" ball. A batter never receives a 3rd and final strike for hitting a foul ball. If foul balls are hit after 2 strikes are obtained, the batter keeps batting. The exception is that if a foul hit ball (or fair ball) is caught before it strikes the ground, the batter is out.

### 1.3 The Strike Zone

The strike zone is approximately the width of the home plate (or a little wider) and has height from about the knees to the shoulders of the batter. This zone will vary slightly among leagues and umpires. As mentioned in the previous paragraph, if the pitched ball is within the strike zone and the batter does not swing, the umpire will call a strike.

### 1.4 Balls and Walks

If the pitcher pitches to an area outside the "strike zone", and when the batter does not attempt to hit the ball, this is called a "ball" by the umpire. If the batter is awarded 4 balls before striking out or getting out in any other way, they will be given a "walk". In a walk, the batter is allowed to safely proceed to first base.

## 2 Running the Bases

After a batter hits a fair ball, they will attempt to do one of the following:

- Run to 1st base only.
- Run to 1st base then 2nd base (called a double).
- Continue past 2nd base and run to 3rd base (called a triple).
- Continue past 3rd base to home plate (called a home run).

In addition, any previous batters that are on one of the bases may advance to the next base(s) and finally home. A run is scored for each player of the batting team successfully reaching home plate.

### 2.1 Over-Running the Bases

After a fair ball is hit, the batter proceeds to run to first base. If the batter is only going to run to first base, they are allowed to overrun the first base and are "safe" if they touch base before the first-baseman catches the ball while standing on base. The batter is still safe even if they are off base, provided they run straight past the first base and turn to their right. If the batter, however, tags first base and rounds the corner to 2nd base, they may be tagged out if they are not successful! Also, players running from 1st to 2nd or 2nd to 3rd base may always be tagged out if they overrun the base and the 2nd or 3rd baseman tags them. So in summary, overrunning a base without danger of being tagged out is only allowed for a batter running straight past first base.

### 2.2 Tagging Runners Out

Any player of the fielding team may tag any runner out by touching the player with the ball in hand or the glove containing the ball provided the runner is off base with exception of the first base over-run covered in the previous paragraph.

### 2.3 Force(d)-Out vs. Tag(ged)-Out Situations

Two runners of the batting team can't occupy a base at the same time. This means that if there is a runner at 1st base and the next batter hits a fair ball, this runner on 1st must advance to at least 2nd base. This is known as a "force out at 2nd" situation. If this is the case, the second baseman only has to tag the base before the runner arrives, rather than tag the runner. If the second baseman has enough time, they may even throw to first base to get the hitter out as well - if successful, this is known as a "double play". In a "bases loaded" situation with runners at each base, a force out is possible at 1st base, 2nd base, 3rd base, or home since all of the runners and batters are *forced* to advance to the next base. On the other hand, if a runner is already at 2nd base with 3rd base empty and the ball is hit, the 2nd base runner trying to reach 3rd may only be tagged out by actually tagging with the ball (as opposed to simply tagging base). This last case is a "tag(ged) out" situation. In summary, if a runner is forced to advance, a force out is possible. If a runner is not forced to advance, they must be tagged out. A force-out on the batter is always possible at first base.

### 2.4 Rule Concerning Runs Scored When 3rd Out Is Made

All runs scored before the 3rd out is actually made will count if the third out occurs in a tag-out situation. For example, if there are two outs and runners at 2nd and 3rd and the batter hits a ball that results in the 2nd base runner being tagged out at 3rd for the 3rd out yet the 3rd base runner made it home *before* the actual out was made, the run would count. If on the other hand, the runner made it home after the 3rd out was *actually* made, the run would not count. If the 3rd out occurred on a force-out situation, the run at home would not count, even if it was achieved before the 3rd out was made.

## 3 Rules Concerning Pop Fly Balls

A "pop fly ball" is a ball hit into the air so a fielder can catch it before it hits the ground. If a pop fly is caught before it hits the ground, the batter is automatically out. In addition, any runners that start to advance to another base *before* the ball is caught are out if the ball is thrown back to the baseman and the baseman tags the base with his/her foot before the runner returns back to base. For example, a pop fly is hit. While the fly ball is in the air, a runner on 2nd base advances to 3rd. The ball is caught and thrown back to the 2nd baseman and he/she tags base before the runner can get back on base. The runner would be out. A runner may "tag up", however, and then safely run to the next base. "Tagging up" means the runner waits until *after* the fair-hit pop-fly ball is caught and then runs to the next base. So, if our 2nd base runner had waits until the ball is caught before proceeding to 3rd base, the runner would be safe, provided they did not get tagged out at 3rd base.

## 4 Stealing Bases

For NBLL stealing bases is allowed.

An existing runner may run to the next base after the pitch/ball reaches the strike zone. This is known as a steal.

The pitching team may try to tag this runner out. This is a **tag(ged)-out** situation. *Note that a runner may not steal on a ball hit foul, in this case the stealing runner is allowed to safely return to the original base.*

4.1 Headfirst slides are prohibited!!

## 5 Game Rules:

5.1 Number of players.

Each team will field 9 defensive players: 1 pitcher, 1 catcher, 4 infielders, and 3 outfielders (positioned in the outfield grass).

5.2 The “infield fly rule” does apply.

If there are runners on first and second, or first, second and third with less than two out, there is an infield fly possibility.

If the batter then hits a fair fly ball (not a line drive or bunt) that COULD be caught by a defensive player stationed in the infield with ORDINARY EFFORT, an Infield Fly should be called. Keep in mind, “ordinary effort” can be very different between a 9-year-old and an 18-year-old.

5.3 No lead-offs are allowed.

The runners cannot leave the base until the pitcher releases the ball to the catcher. If the runner leaves prior to the pitcher releasing the ball, the runner gets a warning and must return to the previous base.

5.4 Balks

No balks are called at this age level.

5.5 Overthrown to the pitcher

Runners may advance to the next base at their own risk if a ball is overthrown to the pitcher

5.6 The umpire’s judgment

At the umpire’s judgment, a runner is out when the runner does not attempt to avoid contact with a fielder that is making the play at the base. Headfirst slides are only permitted when retreating to a base. If a player headfirst slides attempting to advance into a base, they are out.

5.7 The dropped 3<sup>rd</sup> strike rule does not apply.

## 6 Pitching Rules:

6.1 Pitchers will pitch from 12 meters.

(this is debatable)

6.2 Face Mask

Wearing a youth Pitcher/Fielders Face Mask is mandatory for every pitcher!  
For (in)field players this is optional.

6.3 Each pitcher will be allowed 75 pitches per day maximum.

1. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
2. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
4. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
5. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

6.4 Pitch count reached.

If the pitcher reaches the pitch count, the pitcher may finish pitching to that batter.

6.5 When a pitcher is replaced in a game

He/she cannot re-enter the game as a pitcher, even if he stays on the field.

6.6 Number of trips to the mound.

A pitcher must be replaced on the 3<sup>rd</sup> trip to the mound in an inning.

A pitcher must be replaced on the 4<sup>th</sup> trip to the mound for that same pitcher even if they are in different innings. A “trip to the mound” is defined as: any conversation or action between the coach and pitcher that delays the flow of the game, except for injury, as determined by the umpire.

6.7 Hitting Batters

A pitcher must be removed from pitching if he hits 3 batters in an inning or 5 batters during the same game.

6.8 1-Inning Break

No player may catch or pitch without a 1-inning break between these assignments. The player may play other positions during this break, but he may not move from pitching directly to catching or vice-verse.



## 7 Hitting Rules:

### 7.1 Batting order

Coaches and umpires shall make every attempt to ensure proper batting order.

### 7.2 Modified Hitting Rules.

Due to the difference in skill level of the players we added an option for Hitting. Players with a letter **P** in front of their name will receive a regular pitched ball (Pitcher to Hitter)

Players with a letter **S** in front of their name will receive a side-tossed ball which will be tossed by the umpire. Coaches have to make sure the letter P and S are clearly noted on the line-up card. If the side-toss rule is in play with runners on base the runners are NOT allowed to steal.

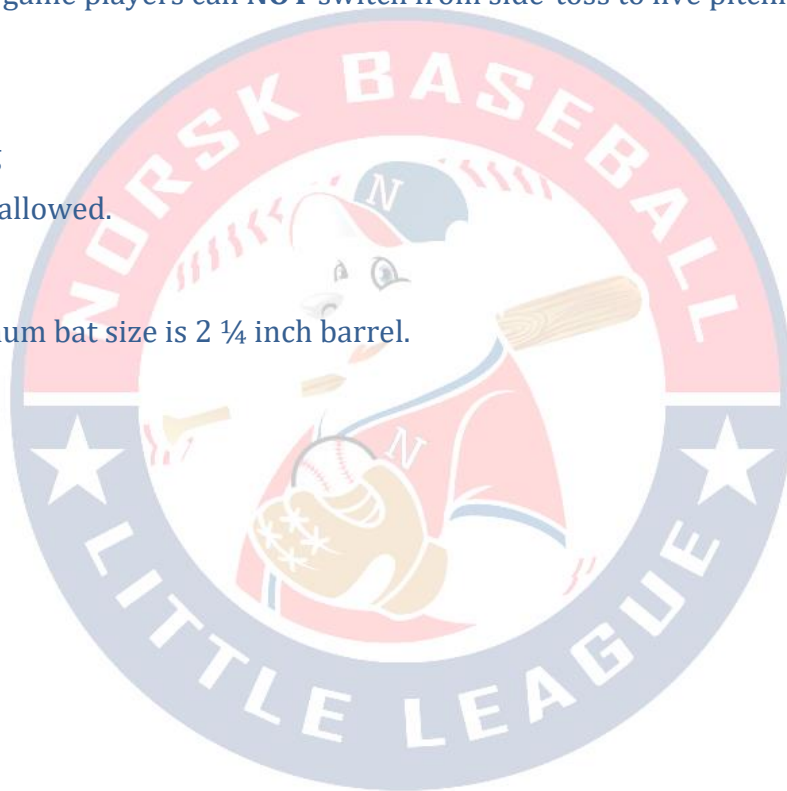
During the game players can **NOT** switch from side-toss to live pitching or vice versa.

### 7.3 Bunting

Bunting **is** allowed.

### 7.4 Bat Size

The maximum bat size is 2 ¼ inch barrel.



## 8 Awarding Bases

### 8.1 One-base awards

1. Base on balls [ Definitions. A base on balls is a live ball award. The batter is protected while advancing to first base, and runners who are forced to advance are also protected. However, because the ball is live, the batter-runner and other runners may advance beyond the base to which they are protected, but only at their own risk. Once a runner advances beyond the base to which they are protected, they are liable to be put out, even if they're trying to return to the base to which they were protected.
2. Batter hit by pitch. Batter hit by pitch (HBP) is a dead ball award. Runners on base advance only if forced. Be sure that you're familiar with the exceptions to the HBP base award, which we discuss at length in the article Batter Touched by Live Ball. Because the ball is dead, a runner may not advance beyond the base they were awarded, or to which they were forced.
3. The pitcher balks. A balk can occur only when there are runners on base. On a balk, all runners are awarded one base. The pitch does not count, so no ball or strike applies, and the batter remains at the plate.
4. A pitch goes out of play, or an overthrow by the pitcher (while on the rubber) goes out of play. It may seem hard to picture a pitch so wild that it goes out of play, but here's how it typically happens: A wild pitch or passed ball deflects off the catcher or umpire and goes into the dugout. The umpire calls Dead ball. All runners advance one base. The batter stays at the plate (unless it was ball four, of course, or a swinging strike three).
5. The other portion of the rule (where the pitcher throws the ball out of play) is more common: The pitcher makes a pick-off throw to first base while engaged to the rubber and throws wild out of play. You see this on little league fields that are not fully enclosed. (Note that if the pitcher has disengaged the rubber before throwing the ball out of play, the award is two bases, not one, because he has committed the error as a defensive fielder, not as a pitcher.
6. Fair batted ball strikes a base runner or umpire before passing infielder. A base runner who is touched by a fair batted ball is out for interference (and the ball is dead), but the batter himself is awarded first base. If other runners are on base, they advance if forced – unless, of course, the interference causes the third out. In the case of an umpire who is hit by a fair batted ball (again, before the ball passes an infielder), you have umpire interference, which is handled differently. There is no out (obviously), the batter is awarded first base, and other runners advance if forced.
7. A fielder, after catching a fly ball, falls into dead-ball territory. In this scenario, a fielder having made a legal catch while in live-ball territory, is carried into dead-ball territory, where he then falls, or falls over a fence or railing into dead-ball territory. The ball is dead and all base runners advance one base. However, the catch is good and the out stands, so long as the catch was made before the player stepped or fell into dead-ball territory.

## 8.2 Two-base awards

***Ball overthrown out of play.***

We're talking about a thrown ball going out of play.

This is a very common scenario on little league fields that aren't fully enclosed. Except for base-on-balls, this is probably the base-award situation you'll deal with most often. It's also the one that most often causes arguments because most coaches (and umpires, too) and players do not fully understand the nuances.

1. Let's start with the pitcher. When the pitcher steps off (disengages) the pitching rubber, he is no longer a pitcher, but is now simply another fielder. That's an important distinction. So if he steps off the rubber and throws wild out of play (on a pickoff attempt, for example), instead of a one-base award, the award is now two bases for all runners. The ball is dead, of course. Important, too, is that the award is from where the base runners were at the Time Of the Pitch (TOP). There's more to come about TOP vs. time of throw (TOT).
2. First throw from the infield. This is the most common scenario that you'll see, a batted ball to an infielder (F6, for example) who then throws wild to first base and the ball goes out of play. The instant the ball goes out of play call "Time" (dead ball) and award all runners, including the batter-runner, two bases from the time of the pitch (TOP). This places the batter-runner on second base; any runner whose TOP base was second or third will score. *There's one wrinkle that you need to keep in mind. "If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw" then the award is two bases from the Time Of the Throw (TOT) instead of TOP. Seems simple enough, doesn't it? But here's the rub. You (all umpires) must see the release at the same time you have clear awareness of runner positions. Not an easy task, but fortunately this is a pretty rare case.*
3. Second throw from the infield. On the second throw from the infield (for example, on the back end of a double play), if the throw goes out of play the award is two bases from the time of the throw (TOT), not TOP. Again, this requires that you (1) be aware of the release of the throw (an absolute necessity in all circumstances), and (2) that you're aware of runner positions at the time of the throw. Note that this would also apply to the third (or more) throw from the infield.
4. All throws from the outfield. All throws from the outfield that go out of play are treated the same as second throw from the infield. That is, the ball is dead and all runners, including the batter-runner, are awarded two bases from the time of the throw.

There is a lot to digest on the overthrow out of play scenario and because of this coaches and players simply need to learn it and perhaps incorporate into their training sessions.

## 9 General:

- 1 The overall purpose of this league is to provide age-appropriate, competitive baseball, which will be enjoyable for all involved. We expect that the players, coaches, parents, and fans will conduct themselves with that purpose in mind.
- 2 All judgment calls by an umpire may not be protested or argued. Umpires have the final say.
- 3 Rules interpretation may be discussed as soon as the dispute arises. The umpire and the Head Coaches will resolve the dispute before play resumes. Only the Head coach will address the umpire if a question arises. The Officer of the Day will get involved if necessary. All decisions are final.
- 4 Coaches are responsible for the behavior of the team. No arguing or poor sportsmanship from players or coaches will be tolerated. Violations of this rule will result in ejection from the game and the ballpark. Parental behavior will be addressed by the officer of the day.
- 5 For good cause, a 10-minute grace period will be extended after the scheduled start of the game. If, after this period of time has expired and a team has not shown itself ready to play, the game will be forfeited.
- 6 The minimum number of players to start and finish a game is 8. If a team only has 8 players then there will be an automatic out in the 9<sup>th</sup> batting position.
- 7 A complete game will consist of 6 innings except in the case of inclement weather or reaching the time limit. In the event of inclement weather, 3 complete innings will be considered a complete game. The umpire will have the final determination when and if a new inning will begin. The umpire will give the official start time to the Home scorebook keeper. The Home Scorebook will serve as the official book of record. If a game is suspended in the middle of an inning due to weather or darkness and has gone at least 3 complete innings, then the final result of that game will revert back to the previous full inning played.
- 8 Games will consist of 6 innings or a time limit. No new inning will start after 55 minutes. Any new inning started is played to completion. The last inning shall be declared between the coaches and the umpire before the start of the inning.
- 9 Games ending in a tie after 6 innings can play 1 full tiebreaker inning if the time limit has not been exhausted. If still tied after the extra inning, each team will start the inning with one out and a runner on 2<sup>nd</sup> base. This runner will be the player who was the last out in the previous inning.
- 10 The maximum number of runs per inning for any one team is 6; except for the last, 6<sup>th</sup> or tiebreaker inning. Beginning in the last, 6<sup>th</sup>, or tiebreaker inning, there is no run limitation per inning.

- 11 The *Mercy rule* will apply: 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
- 12 No metal cleats may be worn.
- 13 Games will be played on 60 feet (18.28 m) base paths. Coaches are responsible to verify bases are at 60 feet (18.28 m) before the game starts.
- 14 Protective cups must be worn by all players.
- 15 Obstruction & Interference

Obstruction	Interference
<p><b>When a fielder, without possession of the ball, impedes the progress of a runner</b></p> <p><b>Always done by the defense (fielders)</b></p> <p><b>Typical examples:</b></p> <ul style="list-style-type: none"> <li>- Fielder standing in front of a bag (or in the base path) awaiting a thrown ball</li> <li>- Fielder standing in the base path not paying attention</li> <li>- Fielder standing in the base path of a runner attempting to steal a base after a pitch</li> <li>- A run down (aka “pickle”) where a fielder is in the base path waiting on a thrown ball</li> </ul> <p><b>When it occurs, play stops (umpire calls time) depending on the type of obstruction (below)</b></p> <p><b>Generally, the runner is awarded base(s)</b></p> <p><b>Other runners typically advance to the base they were approaching at the time of the obstruction</b></p>	<p>(Most often) when a runner interferes with a fielder attempting to make a play</p> <p>Almost always done by the offense (team at bat)</p> <p>Typical examples:</p> <ul style="list-style-type: none"> <li>- Runner collides with a fielder making a play on a batted ball</li> <li>- Runner is hit by a batted ball</li> <li>- Runner obscures the fielder’s vision while attempting to field a batted ground ball</li> </ul> <p>When it occurs, play always stops (umpire calls time) at the time of the interference</p> <p>The runner is called out</p> <p>All other runners typically return to the last base touched prior to the interference</p>

The **HOME** team is assigned to the 3<sup>rd</sup> base dugout for all games.

The **HOME** team will provide a scorebook to score during the game(s).

The **HOME** team is responsible for lining the diamond before the game.

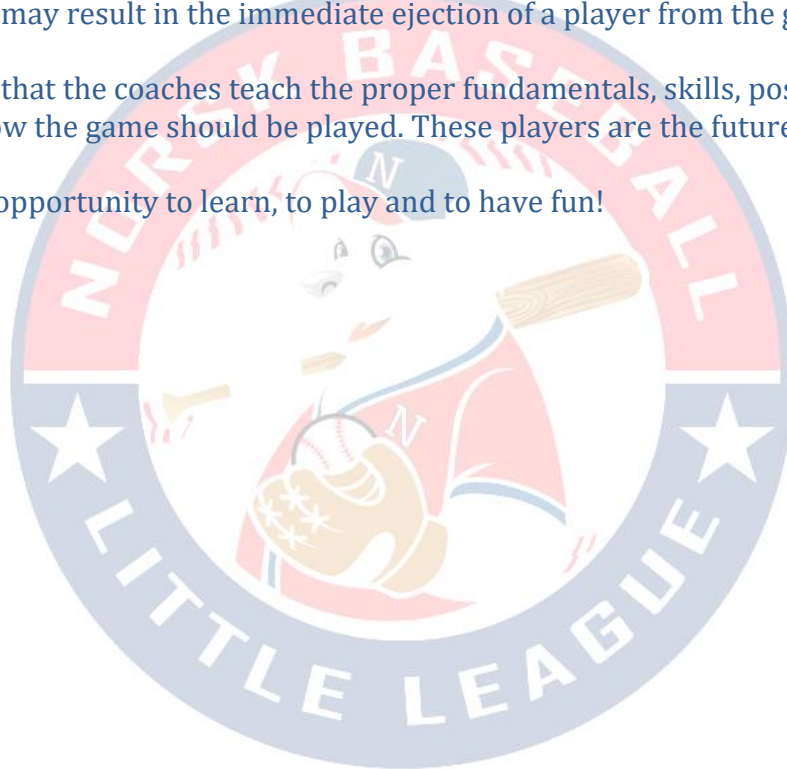
Each team's team administrator and coach must work together to fulfill the team's responsibilities to the league regarding concession stand volunteers.

If a batter throws the bat, the batter will be warned on the first offense. After that, the batter will be called out each time he throws the bat during the remainder of the game. This is a per player rule, not a team penalty.

Any unsportsmanlike behavior by a player, including but not limited to, throwing a bat, throwing a helmet, throwing a glove, throwing a fit, or anything else deemed inappropriate, may result in the immediate ejection of a player from the game.

It is important that the coaches teach the proper fundamentals, skills, positions, and attitudes on how the game should be played. These players are the future of Norwegian baseball.

Give them the opportunity to learn, to play and to have fun!



## 10 Definition of terms

### 10.1 Glossary

A Ball	On Deck
Balk	Out
Base	Passed Ball
Base Coach	Passed Ball Line
Base On Balls	Pinch Hitter
Base Path	Pinch Runner
Battery	Player
Bunt	Playing Up
Catch	Pre-Game Meeting
Check(Ed) Swing	Put Out
Dead Ball Or Dead	Run
Fair Ball	Rundown
Fair Territory	Safe
Flying Start	Safe Side
Foul Ball	Steal
Foul Territory	Strike Zone
Foul Tip	Substitute
Force Play	Tag, Tag Play Or Tagged
Hit Batter	Tag Up Or Tagging Up
Inning	Time (Out)
Infield Fly	
Intentional Walk	
Lead Runner	
Live Ball	
Member	

## 10.2 Definition of Terms

**A BALL:** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground it is a ball. If it hits the ground and hits the batter, the batter is awarded first base

**BALK:** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

**BASE** is one of four points, which shall be touched in sequence in order to score a run.

**BASE COACH:** is permitted to be stationed near first or third base to direct the batter and the runners. The Coach shall remain in foul territory adjacent to the base & shall not touch the runner.

**BASE ON BALLS:** is an award of first base granted to batters who, during their time at bat receive four pitches outside the strike zone.

**BASE PATH:** is the natural path (about 1 meter/ 3 feet in width) between any two bases of a runner who is attempting to reach a base safely.

**BATTERY:** a term that collectively refers to the pitcher and the catcher.

**BUNT:** a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield

**CATCH:** is the act of a defensive player (fielder) getting in their hands or glove, secure possession of a ball in flight and firmly holding it. It is not a catch if in falling down the ball is dropped. It is not a catch if in flight it touches an umpire, offensive player or a net. If possession is lost in the act of throwing after the catch is taken, then the catch shall stand. (This is called a play subsequent to the catch).

**CHECK(ED) SWING:** is a motion by the batter, where he starts to swing his bat at the ball, but stops the swing in order to allow the ball to pass without hitting it. Deciding whether a ball or strike after a checked swing is a judgement call and not straight forward because there's no definitive rule for how far the swing has to travel. Traditionally, it is thought to be the halfway point of a swing. If the batter demonstrated the intent to swing and the barrel of the bat passed over the back of home plate, you likely have a strike.

**DEAD BALL or DEAD:** is a ball out of play because of a legally created temporary suspension of play.

**FAIR BALL:** is one that:

- a. Settles on or is first touched in fair territory between home plate and first base and home plate and third base.
- b. First touches fair territory anywhere on the field and travels into foul territory beyond first or third base.
- c. Touches first or third base.
- d. Bounds over first or third base.



**FAIR TERRITORY:** is that part of the field within and including, the first base and third base lines, (The marked lines of a baseball field are in fair territory); including:

- Home plate
- First and third bases
- All foul lines

**FLYING START:** refers to a runner, who in the process of having tagged up, or taking a position on a base throughout the course of a game, takes a position at back of their base to build speed or momentum, prior to leaving that base, in order to advance to the next base(s)

**FOUL BALL:** is one that:

- a) Settles or is first touched in foul territory between home and first base and home and third base.
- b) First touches foul territory beyond first or third base. (In this instance it does not matter where the ball settles.)

**FOUL TERRITORY:** is that part of the playing field outside the first and third baselines to the passed ball line (six meters recommended).

**FOUL TIP:** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught.

- A foul tip must be caught else it is a foul ball (and dead).
- A foul tip is a strike and the ball is live.
- A foul tip can be counted as the third strike

**FORCE PLAY:** is a play in which a runner legally loses their right to occupy a base by reason of the batter becoming a runner. Note: The out of a following runner removes the force.

**HIT BATTER:** when a batter is Hit By a Pitch. There are different rules that determine enforcement, but in all circumstances, the ball is immediately called dead by an umpire.

**INNING:** is that portion of a game within which the teams alternate on offence and defence and in which there are three outs for each team.

**INFIELD FLY:** is a fair fly ball which can be caught by an infielder with ordinary effort, when first and second or first, second and third bases are occupied, before two are out.

- Does NOT include a line drive nor an attempted bunt
- The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.
- When it seems apparent that the batted ball will be an Infield Fly, the umpire shall immediately declare "infield fly" for the benefits of the runners.
- If the ball is near the baseline, the umpire shall declare "Infield Fly if Fair".
- The ball is live and the runners may advance at the risk of that ball being caught or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.

**INTENTIONAL WALK:** where the catcher stands up and signals to the pitcher to throw the pitch wide of the batter.

## NSBF LITTLE LEAGUE DEFINITION OF TERMS

**LEAD RUNNER:** refers to the runner who has advanced the furthest along the base path among multiple runners on any particular play.

**LIVE BALL:** is a ball that is in play.

**MEMBER:** means Player, Coach, Assistant Coach.

**ON DECK:** typically refers to a batter, who is not in the dugout nor in the field of play, typically stands in foul territory and is next up to take the **BATTER'S BOX**

**OUT:** is one of the three required retirements of an offensive team during its time at bat.

**PASSED BALL:** is one that is thrown by a fielder and settled outside foul territory, or a pitched ball that gets past the catcher and is determined by the Scorer could have been reasonably fielded by the catcher.

**PASSED BALL LINE:** is one outside the foul lines that defines the playable area. Only used in the absence of boundary fences.

**PINCH HITTER:** A substitute baseball hitter.

**PINCH RUNNER:** A substitute base runner.

**PLAYER:** means those Individual Members who participate in competitions conducted by NSBF and/or competitions in which NSBF participates.

**PLAYING UP:** also refers to a "PLAY UP" or "PLAYS UP", is where a team uses a player who plays with the same club who normally plays in a lower age group or division but for a maximum of four (4) games, without penalty. They may play up an age group and in a higher, equivalent or next lower division.

**PRE-GAME MEETING:** a short meeting among all the umpires and the manager of each team, led by the plate umpire, just prior to the game's official start (first pitch). The objective is to ensure everyone is on the same page regarding various topics that might include any unique local rules, player safety, special circumstances, etc.

**PUT OUT:** is the action of a fielder touching a base with their body while holding the ball securely in their hand or glove in the course of a forced play.

**RUN:** is scored by an offensive player who advances from the batter to runner and then touches first, second, third and home plate in that order.

**RUNDOWN:** is the act of the defense in an attempt to put out a runner between bases. A "pickle" is a common slang term for a rundown as in "the runner was in a pickle".

**SAFE:** is a declaration by the umpire that a runner is entitled to the base for which the runner was trying.

**SAFE SIDE:** Behind the batter, such that the batter is looking and swinging away from the "ON DECK" batter. With a right-handed batter at the plate, the On-Deck batter shall stand in the On-Deck circle down the third base line. With a left-handed batter in the box, the On-Deck batter shall stand in the on-deck circle down the first base line.

**STEAL:** a stolen base (or "steal") occurs when a base runner successfully advances to the next base while the pitcher is delivering the ball to home plate or the ball passes the Catcher. In baseball statistics, stolen bases are denoted by SB. If the catcher thwarts the stolen base by throwing the runner out, the event is recorded as caught stealing (CS).

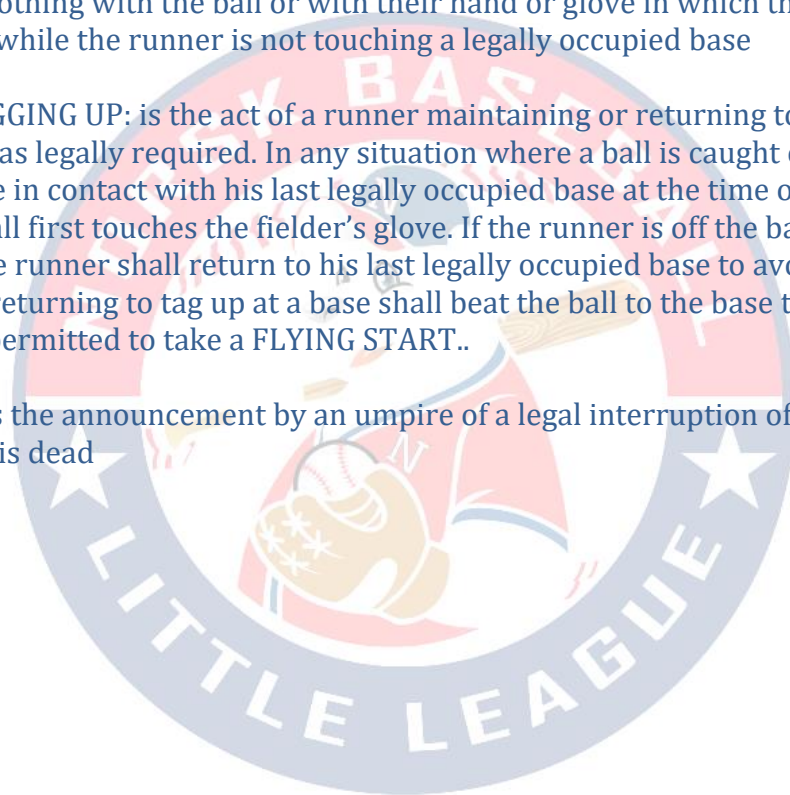
**STRIKE ZONE:** is the space over home plate which is between the batters armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when the batter swings at a pitch.

**SUBSTITUTE:** where a team supplements its team roster with a player from opposing team in that game. Teams may lend to a team running short a player(s).

**TAG, TAG PLAY or TAGGED:** is the action of a fielder in touching any part of a runner or the runner's clothing with the ball or with their hand or glove in which the ball is securely held, while the runner is not touching a legally occupied base

**TAG UP or TAGGING UP:** is the act of a runner maintaining or returning to his last legally occupied base as legally required. In any situation where a ball is caught on the full, a runner shall be in contact with his last legally occupied base at the time of the catch or at the time the ball first touches the fielder's glove. If the runner is off the base at the time of the catch the runner shall return to his last legally occupied base to avoid being put out. A runner returning to tag up at a base shall beat the ball to the base to be safe. A runner is not permitted to take a FLYING START..

**TIME (OUT):** is the announcement by an umpire of a legal interruption of play, during which the ball is dead



## 11 Addendum

At the Buk Meeting of 2017-06-07 Coaches decided to implement the following **temporary rules**.

Age Limit:

The age limit is stretched up to 6 – 14

Older player can not be used when eligible 8 - 13 year old's are available to play.

Pitching and catching:

Any player on the roster can be used as a pitcher or catcher.

It is up to the coaches to determine if the pitchers ability is appropriate for Little League level and insure the safety of all players.

*Any pitcher that has pitched in a Forbund or Elite series game is not eligible to pitch.*

- Stealing:  
All games are double headers: First game NO stealing, second game stealing allowed (learning curve)
- Scorecard – Scoreboard:  
Score card will only be used to analyze progress and what needs to be done. Score board can be used at the games with emphases on keeping track of the innings, balls, strikes and outs, and the max 6 run rule (mercy rule). No tables are kept and no results are to be published on social media nor pictures without the approval of the parents.
- The max number of players to hit will be set to 12  
(Though only nine (9) players may field at any one time, up to twelve (12) players may be listed in the batting line-up)  
E.g.:  
Team A has 12 and team B has 9 players  
Team A will have 12 players at bat  
Team B will have 9 players at bat