

NFdl B-Ball Tournament Rules

The National Little League Rules will be followed with the exceptions as adopted by the managers of the teams of the Dual County League.

Players

Players cannot be 11 years of age before August 1st of the current year. All catchers must wear a protective cup when catching. If a cup is not in place when asked by a coach or umpire there will be a 15 MINUTE OR LESS DELAY. If a protective cup is not in place in that time span the team will FORFEIT the game.

Pitchers

A pitcher can only pitch 3 innings per game (1 pitch in an inning constitutes an inning pitched).

Substitutions

Ten players will be played in the field; games may be played with 9. Players may be substituted freely between innings.

Batters

Teams will bat all players.

Game Play

All games will be 6 innings unless there is a tie at the end of regulation play. In this case, the game will continue until a winner is decided. There is a 1 ½ hour time limit on the length of games. No inning will start after the time limit has expired.

Run Rule

Teams will switch sides after 5 runs are scored, with the exception of the final inning for the away team. If a team is ahead by 10 runs or more after 4 complete innings the game will be over. If a team goes ahead by 10 or more runs after the 4th inning, that inning must be completed before the game is over.

Leading Off

Any runner leading off before the ball leaves the pitchers hand is automatically out. The ball and strike count on the batter remains the same as before the pitch and the ball is dead.

Tie Breakers

1st tiebreaker – Teams involved in the tie will finish with the team that won the most games in head to head competition finishing in the highest position.

2nd tie breaker – If teams are still tied after the 1st tie breaker, position of finish will be determined by the team that allowed the least runs scored against them in head to head competition.

3rd tiebreaker – If teams are still tied after the second tie breaker, position of finish will then be determined by the team that scored the most runs in head to head competition finishing in the highest position.

4th tie breaker - If teams are still tied there will be a coin toss by the director and the two coaches.

Bunting

There is no bunting.

Stealing

There is no stealing.

Balk

No balk rule is in effect.

In-field Fly Rule

No infield fly rule is in effect.

Third Strike

If the catcher drops the ball on a third strike the batter is out and the ball is dead.

Courtesy Runner

A courtesy runner for the catcher with two outs will be a player not in the game or the last batter to make an out. Use of a courtesy runner is not mandatory but will speed up the game.

Collision Avoidance

A runner is out when he/she does not slide or attempt to avoid a collision with a fielder who is waiting to make a play. This rule applies to plays on any base and will be enforced according to the discretion of the umpire. The umpire has the right to eject any player for un-sportsman like conduct.

Equipment

All bats must be marked "Little League Approved". All game balls must be Little League approved. Illegal equipment, once detected, must be removed from the game. If illegal equipment is used again, the tournament officials will decide on a penalty.

Field

Bases are 60 ft. and the pitching rubber is 46 ft.

Coaches

Coaches will not harass the umpires during or after the game. Umpires are to warn coaches when their behavior is un-sportsmanlike.

The home team is the official scorebook.

No Carry-ins allowed.