

NFdl A-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 13 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

The starting pitcher may return once in game as a pitcher and then only if he/she remained in the game at a different position. A pitcher can only pitch 4 innings per game (1 pitch in an inning constitutes an inning pitched).

Substitutions

Only the starting 9 players may comeback in the game to play again. They must return in the same batting order that the player that replaced them the first time was batting in. If a starting player comes back in the game, the substitute that went in for him comes out and is ineligible for the remainder of the game. Removal of a starting player for a second time makes them ineligible to return. If there is a problem of not having any eligible players left to come in for an injured player or for another reason, the opposing coach will decide which player will come into play.

10th Batter

Teams may bat 10 batters. Once 10 batters are used they must continue with 10 batters or it will be counted as an out, with one exception. If a team only has 10 players and one gets injured that team can finish with 9 batters and it will not be an out. The 10th batter cannot come back in the game once the player has missed his/her next at bat.

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

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

Once a batter squares to bunt he must bunt or take the pitch. If the batter swings away he is out and a bench warning will be given to BOTH benches. Any player after the bench warnings, who squares to bunt and swings away is out and will be ejected from the game.

Stealing

Runners must be sent back to third base if no play has been made on that runner or any other runner on base. If the runner touches home plate the runner is out.

Balk

No balk rule is in effect.

In-field Fly Rule

The ball has to be catchable. The batter is out and the ball is live.

Third Strike

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

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.

Inducing a Runner

A hard throwback to the pitcher from the catcher to induce the runner on third base will be considered a live ball and the runner may advance. This will be up to the discretion of the umpire.

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 has the official scorebook.

No Carry-ins allowed.