

Local Policies, Rules & Regulations



North Kitsap Little League

2024 Edition



North Kitsap Little League

Local Policies, Rules & Regulations – 2024

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Summary of Changes for 2024

COVID-19 Guidelines

Teams will have to comply with COVID-19 Guidelines that are drawn out in the Safety Plan (ASAP).

Player Ages

A player's eligibility for a particular division is governed by the player's "League Age", as defined in the 2024 Little League Baseball (Softball) Official Regulations. League age is based on the birth month and year of the player. For 2024, the method for determining league age differs slightly for baseball players and softball players. A more complete description of the 2024 league-age rules can be found at: <http://www.littleleague.org/learn/rules/rulechanges.htm>. For T-ball players, either chart may be used. In these local rules, the term "age" shall refer to league age unless otherwise specified.

Levels

All levels of play will be conducted in accordance with the 2024 Little League Baseball/Softball Rules and Regulations including amendments (hereafter referred to as the "Playing Rules"). The North Kitsap Little League Board of Directors (hereafter referred to as the "Board") on a case-by-case basis may adjust age ranges shown below if the player's parents make a petition to the Board.

Junior and Senior Leagues

The Junior League baseball level is available for players age 13 to 14, while the Senior League baseball level is available for players age 14 to 16. The Senior League softball level is for players age 13 to 16. Because of a limited number of players, North Kitsap does not have a separate Junior level for softball. There have not been sufficient numbers of players to split into both Junior and Senior levels. Games are played between North Kitsap teams and those from adjoining leagues. A list of pool players will be maintained by the Player Agent for availability in these leagues, in accordance with the procedure specified in the 2024 Playing Rules.

Intermediate (50/70)

The Intermediate (50/70) Level for baseball is available for players age 11 through 13. Players age 11 & 12 are encouraged to also participate in the Majors League Baseball Division. The Intermediate Division is played on a field with a pitching distance of 50 feet and base paths that are 70 feet. Games are played between North Kitsap teams and those from adjoining leagues and districts. A list of pool players will be maintained by the Player Agent for availability in these leagues, in accordance with the procedure specified in the 2024 Playing Rules.

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Majors

The Majors level of baseball and softball is available and will be played in accordance with the 2024 Playing Rules.

Minor

The Minor League levels of baseball and softball are available for players age 7 through 11. Because of the large age range of players involved, the Minor levels are further divided. Minor A Baseball is a machine-pitch level available for players aged 6, 7 and 8. Players age 5 may participate in this level if they have played T-ball for one year. Minor AA Baseball is a machine-pitch level available for players aged 8 through 10. Minor AA Softball is a machine -pitch level available for players aged 7 through 10. Players age 5 may participate in this level if they have played T-ball for one year. Minor AAA Baseball and Softball are player-pitch levels available for players aged 8 through 12. When a local level is referred to as Minor A, Double A Baseball, Triple A etc. it refers to the Minor level. The Minor League levels are considered developmental and non-competitive.

T-Ball

The T-Ball level of baseball is available for players age 4 through 6. League age 6 players are given the option to either play T-Ball or Minor A Baseball. However, they must choose only one level.

Challenger

NKLL operates a Challenger level in accordance with the Little League Rules.

Draft System

The Draft

The draft procedure for Senior, Junior, Intermediates, Majors, and Minor AAA levels shall be conducted as follows:

1. Players must participate in at least 1 of the scheduled skill assessments to be eligible for the draft.
2. Players shall never be told the position in which they were drafted.
3. All drafts will be conducted in accordance with the Little League Rules and Regulations and the player agents will select the draft option on draft night.

Senior Baseball

The Senior Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 14 through 16 year olds are eligible to be drafted. At the end of each season all players league age 14 shall reenter the draft.
2. For a registered player who did not attend at least 1 of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player

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agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.

- a. An excuse for missing the skills assessment is approved by the board of Directors prior to the start of the draft.
- b. The player is league age 16. Like all 16-year-old players, that player must be selected in the Senior draft unless an exception is approved by the League board of directors and the player's parents.

Senior and Junior Softball

The Senior and Junior Softball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 13 through 16 year olds are eligible to be drafted. At the end of each season all players league age 13 shall reenter the draft.
2. For a registered player who did not attend at least 1 of the skills assessments: This player MAY be selected in the draft if condition is met. Under condition, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 - a. An excuse for missing the skills assessment is approved by the board of Directors prior to the start of the draft.

Junior Baseball

The Junior Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 13 through 14 year olds are eligible to be drafted. At the end of each season all players league age 13 shall reenter the draft.
2. For a registered player who did not attend at least 1 of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 - b. An excuse for missing the skills assessment is approved by the board of Directors prior to the start of the draft.
 - c. The player is league age 14. Like all 14-year-old players who have not been selected to a Senior team, that player must be selected in the Junior draft unless an exception is approved by the League board of directors and the player's parents.

Intermediate Baseball

The Intermediate Baseball draft shall be conducted as noted above with the following additions and exceptions:

1. League age 11 through 13 year olds are eligible to be drafted. At the end of each season all players league age 12 or younger shall reenter the draft.

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2. For a registered player who did not attend at least 1 of the skills assessments: This player MAY be selected in the draft if one of the following 2 (two) conditions is met. Under both conditions, the player agent and Managers shall make every effort to ensure that all Managers understand the skills of that player.
 1. An excuse for missing the skills assessment is presented to the league board of Directors prior to the start of the draft.
 2. The player is league age 13. Like all 13-year-old players who have not been selected to a Junior team, that player must be selected in the Intermediate draft unless an exception is approved by the League board of directors and the player's parents.

Majors Baseball

1. All drafts will be conducted in accordance with the Little League Rules and Regulations and the player agents will select the draft option on draft night.

Majors Softball

1. All drafts will be conducted in accordance with the Little League Rules and Regulations and the player agents will select the draft option on draft night.

Minor AAA Level Baseball and Softball

1. All drafts will be conducted in accordance with the Little League Rules and Regulations and the player agents will select the draft option on draft night.

Minor AA Level Baseball and Softball

Following the Minor AAA Baseball/Softball draft, the remaining available players will be placed upon teams in the AA Level program. Players are placed on teams based upon school attended and home neighborhoods as much as possible.

1. League age 8, 9, and 10 year olds are eligible to play in this program. League age 6 and 7 year old players may participate in this program if they have played one year of T-ball, and if a baseball/softball Minor A level is not available.
2. At the conclusion of each year, teams are dissolved and players are all placed back into the draft pool.

Minor A Level Baseball and Softball

Following the Minor AAA Baseball/Softball draft, the remaining available players will be placed upon teams in the A Level program. Players are placed on teams based upon school attended and home neighborhoods as much as possible.

1. League age 6 and 7-year olds are eligible to play in this program. League age 6-year olds may participate in this division provided they have played one year of T-Ball.
2. At the conclusion of each year, teams are dissolved and players are all placed back into the draft pool.

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T-Ball

Players are placed on teams based upon school attended and home neighborhoods to the greatest extent possible.

1. League age 4, 5, 6 and year olds are eligible to play in this program.
2. At the conclusion of each year, teams are dissolved and players are all placed back into the selection pool.

Calling up Players from Minor Teams

When a player is lost to a team during the playing season for any of the following reasons:

1. He/She moves to another city or state too distant to commute for practice and play.
2. He/She is injured and will not be able to return to play within a reasonable period of time.
3. He/She has for personal reasons decided to terminate his/her association with the team.
4. Any other justifiable reason reviewed and approved by the Board of Directors.

The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If the loss of player is approved, the President will send a letter of release to the player and the parents stating player is released from the Majors team and/or the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

The manager shall review the available player list with the Player Agent and shall select a replacement. The manager and Player Agent shall select a player within two weeks of the notification to the Player Agent. Available players must have met the requirements for eligibility to participate in the preseason draft. The replacement becomes a permanent member of the team.

Replacements from the Minor league during the last two weeks of the Minor AAA league schedule will not be allowed. This also applies to transferring players from the AA Level to the AAA Level. However, following the conclusion of the AA Level season players may be brought up to the AAA Level to fill an opening.

All Star Teams

Criteria for Selection

The criteria for selection are 1) Eligibility 2) Availability and 3) Ability.

Eligibility refers to:

- Age
- Participation in at least sixty (60) percent of the regular season (as of the date the Tournament Teams are announced) in that Division.
- Residence (or a letter from Regional Headquarters specifically noting the eligibility of that player for that Division).

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Availability refers to whether the candidate will be able to practice and play with the team. Will the player be away on vacation during practices or games? If so, the league may disqualify the player from consideration.

Ability is determined solely by those making the selections.

Rules Applicable to All Divisions

The Board shall determine the number of all-star teams for each Division.

During the regular season all players regardless of desire to play all stars or not will be involved in the player voting process. Players for both baseball and softball playing in AAA through Seniors will have the opportunity to place their votes for 8 players in their division, one of these votes may be for themselves.

On the day of that division's vote, a board member(s) will oversee the handing out of ballots, record the attendance and collect the ballots to be given to the player agent. The top vote getters will be distributed as defined per the division listed below.

The Board shall approve all All-star rosters.

The All-Star teams will consist of and be limited to a minimum of twelve (12) and a maximum of fourteen (14) players, one manager and a maximum of two (2) coaches. Any exceptions to the number of players on the roster shall be approved by a vote by the Board. The selection process will be composed of three phases.

***The President and or a designated Board member will oversee the selection processes.
The idea behind these processes is to stimulate open, honest discussion from the managers, and to allow the best players to be placed on an All-star roster.***

Managers and Coaches

Tournament teams are allowed one manager and two coaches on the official Tournament Affidavit. Additional coaches are encouraged for practices but they will not be allowed in the dugout during tournament play.

The manager and coaches, where possible, must have been a manager or coach in that Division of the league during the regular season. The Board of Directors will select the All-Star Team managers before the end of May. The managers are then asked to nominate his/her coaches for consideration by the Board. The Board will then either ratify the coach selections or ask the manager to submit another nominee.

Senior/Junior Baseball and Softball Selection Process

1. **Player Voting Process:** Each player will vote for up to 8 all-stars from all eligible players that division. Top-4 vote-getters (with ties) in each of the following divisions will be placed on an All-Star Team.
2. **Regular Season Managers Selection Process:**
Each Manager, or designated coach, from each Division team chooses players through a voting process.

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Round 1: Each team manager nominates players from their own team that they firmly believe is an all-star caliber player. *Note: the manager has the option to put their entire roster up or none of their roster, hopefully somewhere between.* All nominations go onto whiteboard for voting by managers. Each team manager will have 4 votes to cast. *Note: No more than one vote may be cast per player per manager.* The top 4 vote getters (or minimum vote-getters to make a 10-person roster, whichever is fewer) are placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

Round 2: Managers add additional names to whiteboard from any team. *Note: names remaining from Round 1 remain on whiteboard.* Again, each manager has 2 votes. All vote again. The number of players needed to make an 10-person roster is placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

3. All-star manager selection process:

All-star manager chooses no fewer than 2 and no more than 4 of the remaining eligible players. *Note: the players do not have to be selected from the remaining names on the whiteboard.*

Intermediate Baseball Selection Process

Eligibility for Players in the Intermediate Division

- An 11 or 12-year-old player who is otherwise eligible under all conditions would be eligible for selection to the Majors or Intermediate (50-70) Division tournament team.
- A player may be selected to participate in one or more regular season games on a Majors team and/or an Intermediate (50-70) Division team. If a player participates in sixty (60) percent of the Regular Season games in each division (Majors and Intermediate (50-70) Division) as of June 15, he/she will be eligible to participate in the Majors or Intermediate (50-70) Division for tournament play.
- If a player only participates in sixty (60) percent of the Regular Season games in one division (Majors, Intermediate (50-70) Division) as of June 15, he/she is only eligible to participate with that particular division in tournament play.
- A player may only be selected to and participate on one (1) tournament team.

1. **Player Voting Process:** Each player will vote for up to 8 all-stars from all eligible players that division. Top-4 vote-getters (with ties) in each of the following divisions will be placed on an All-Star Team.

2. **Regular Season Managers Selection Process:**

Each Manager, or designated coach, from each Division team chooses players through a voting process.

Round 1: Each team manager nominates players from their own team that they firmly believe is an all-star caliber player. *Note: the manager has the option to put their entire roster up or none of their roster, hopefully somewhere between.* All nominations go onto whiteboard for voting by managers. Each team manager will have 4 votes to cast. *Note: No more than one vote may be cast per player per manager.* The top 4 vote getters (or minimum vote-getters to make a 10-person roster, whichever is fewer) are placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

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Round 2: Managers add additional names to whiteboard from any team. *Note: names remaining from Round 1 remain on whiteboard.* Again, each manager has 2 votes. All vote again. The number of players needed to make an 10-person roster is placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

3. All-star manager selection process:

All-star manager chooses no fewer than 2 and no more than 4 of the remaining eligible players. *Note: the players do not have to be selected from the remaining names on the whiteboard.*

Majors, 9-10-11 and 8-9-10 Baseball Selection Process

Ten, eleven and twelve year old players who played at least sixty (60) percent of the season games in the Majors or Minor AAA level baseball are eligible for participation.

1. Player Voting Process:

AAA and Majors BB players vote for up to 8 all-stars from all eligible AAA and Majors BB players. The top four vote-getters (with ties) in each of the following three age-ranges **MUST** be placed onto an eligible All-Star team: 12-year olds, 11-year olds, and 8-10 year olds. The top-four vote getters (with ties) of 12-year old players automatically are placed on the Majors all-star team. *Exception: If an All-Star team is not formed in one or more of these three divisions, then the top vote-getting players for the maximum age eligible for that division do not have to be placed on an All-Star team, but can be referred to by the selection managers for other teams. For example, if no 10-11 All-star team is formed, then the top four vote-getters (with ties) of the 11-year old players do not have to be placed on a team. The top four vote getters (with ties) of an 8, 9 & 10 year old players would have to be placed on the 8-9-10 All-star team, if it exists.*

2. Regular Season Managers Selection Process – Majors All-Star Team:

Each Manager, or designated coach, from each Division team chooses players through a voting process. *Note: During this process, eligible players from the player voting may be selected (i.e., an eligible 11-year old in the Top-4 of player voting may be selected to the Majors All-star team)*

Round 1: Each team manager nominates players from their own team that they firmly believe is an all-star caliber player. *Note: the manager has the option to put their entire roster up or none of their roster, hopefully somewhere between.* All nominations go onto whiteboard for voting by managers. Each team manager will have 4 votes to cast. *Note: No more than one vote may be cast per player per manager.* The top 4 vote getters with ties (or minimum vote-getters to make a 8-person roster, whichever is fewer) are placed on the team roster.

Round 2: Managers add additional names to whiteboard from any team. *Note: names remaining from Round 1 remain on whiteboard.* Again, each manager has 2 votes. All vote again. The number of players needed to make a 10-person roster is placed on the team roster. If a tie occurs for the last spot, the managers will revote on the tied players.

3. All-star manager selection process – Majors All-Star Team:

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All-star manager chooses no fewer than 2 and no more than 4 of the remaining eligible players.
Note: Eligible players from the player voting may be selected. The players do not have to be selected from the remaining names on the whiteboard.

4. 9-10-11 All-star Team Selection Process:

Any remaining 11-year old players in the top-4 (with ties) of player voting are placed on the 9-10-11 all-star team. The regular-season and All-star manager selection process then proceeds as described in (2) and (3) above.

5. 8-9-10 All-star Team Selection Process:

Any remaining 9 & 10-year old players in the top-4 (with ties) of player voting are placed on the 8-9-10 all-star team. The regular-season and All-star manager selection process then proceeds as described in (2) and (3) above.

Majors, 9-10-11 and 8-9-10 Softball Selection Process

The selection process will occur as noted above for Majors, 9-10-11 and 8-9-10 Softball

Concession Stand Operations

Each team is responsible for assistance in the concession stand. The teams will be scheduled times when **two adult** volunteers will be expected to assist in the operation of the concession stand. Your team will be responsible for the assigned time.

The adult volunteers are not expected to run the concession, they are only asked to assist. This is primarily front counter sales. The managers are responsible for scheduling adult volunteers for their times. Volunteers are expected at least 15 minutes prior to the start of the assigned time and remain for at least 15 minutes after the shift ends.

Umpires

Umpires are needed for every level, with the exception of AA and below. Teams will play an average of two games per week. If each team commits one or more volunteer to two games per week we will have enough umpires for all of the games. Each team AAA & above will be responsible to provide an umpire for at least 4 regular-season games that do NOT include their own team to be eligible for participation in end-of-season tournaments. These games must be umpired and reported as complete to the NKLL Umpire-In-Chief. Whenever possible a “League” umpire will also be scheduled for the game. “League” umpires will generally assume the Plate Umpire position and the teams’ umpire(s) will support him/her on the bases.

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If not enough “League” umpires are available before the start of the scheduled games; those who are available will be scheduled to games in the following order.

- Senior Baseball and Softball
- Junior Baseball and Softball
- Intermediate Baseball
- Majors Baseball and Softball
- Minor AAA Baseball and Softball

The league provides uniforms and protective equipment in the Umpire Room in the clubhouse for volunteer umpires. Please return it after you are done so someone else can use it. Individuals will not be assigned games at a level beyond their capabilities and comfort level. The goal is to have plenty of support on and off the field.

Schedules

We try to schedule each team for two games per week. Because of the number of teams involved and school game schedules, this is not always possible. There may be weeks where you will have three games or only one. Plan your pitching accordingly. (See rainouts below.).

Rain-Outs

As surprising as it may seem, we occasionally have games canceled because of inclement weather. Information on field status will be updated on game days on the league website, www.nkll.org. A Board Member will be the final call on field condition. If a game is rained-out ***the managers of the affected teams*** are responsible for notifying the Scheduling Coordinator (scheduling@nkll.com) to get a new game date. The Scheduling Coordinator will try to avoid back-to-back games but that may not be possible.

Game Rules and Regulations

All Levels of Play

1. All players will be neat in appearance, keeping shirttails tucked in when on the field on offense and defense.
2. No player, manager, or coach shall have food or gum in the dugout or on the field.
3. Pre-Game:

The home team will prep the field: chalking the foul lines, batter’s boxes and coach’s boxes using the line and chalk provided. In order to keep the dust down, the field may also need to be watered down before the start of the game. There are hoses and spigots available at each field.

The traditional pre-game warm-up on the playing field is allowed provided the game starts on time. The Home team shall warm-up for no more than 10 minutes followed by the Visitor team. Warm-ups shall be complete no later than 5 minutes prior to the scheduled start time when the managers of both teams will meet with the umpire(s) at home plate.

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The pre-game meeting with the umpire(s) shall take place at home plate without players on the field. Managers shall bring a properly filled out lineup card for the plate umpire to the meeting. Be prepared to identify any players who are ineligible to pitch in the game.

4. Time limits: The time limit for T-ball games is 1 hour, the time limit for A and AA Baseball games is 90 minutes, AAA and Major Baseball divisions is 2 hours, and the time limit for Intermediate, Junior, and Senior Baseball is 2.5 hours. The time limit for all Softball games is 2 hours unless otherwise stated in District 2 rules.

No new inning will start after the time limit has elapsed. Time will start when the umpire calls “*play*” to start the game. A new inning starts the moment the third out is made in the previous inning.

On weeknights (Sunday through Thursday), no new inning will start after the time limit has elapsed from the *scheduled start* of the game. **Managers, get those games started on time so the kids get as much game time as possible.**

For weeknight games scheduled for 5:15pm on the lighted field (B-Field) that have a 7:15 or 7:30 following game, time shall start from the *scheduled start* time of the game, and these games shall be *concluded* no later than 7:05pm, regardless of the time limit of the division. If a 5:15pm Minor game is not complete at 7:05pm, the game shall end at that time just as if it was called because of darkness. Time shall start from the actual start time for other games. All managers, coaches and league officials are encouraged to begin weeknight games as soon as possible. This will facilitate the on-time starting of the following game. Managers and coaches with teams participating in the following game shall have their teams ready to play even if it means not taking an infield warm-up.

Notes: (1) If a game is scheduled on the same field following the game in progress, Minor League games shall abide by the time limit no matter what the score or the number of innings completed. Majors, Intermediate, Junior and Senior League games must be regulation games. (2) If a Minor League game is tied when the time limit is reached and there is NOT a game scheduled on the same field following the game in progress, play shall continue until a winner is determined or until the umpires terminate play due to darkness, rain, or similar cause. In a Minor League game, if the umpires terminate play before a winner can be determined in accordance with Rule 4.10, then the game ends with the scored tied and it will not be resumed later.

5. Post game: The visiting team will be responsible for raking and dragging the field preparing the field for the next day or the next game. Tools can be found in the bullpens.
6. On-Deck Position – **ALL** Levels Majors and below:

Rule 1.08 Note 1 states that the on-deck position is not permitted. This means that no player is allowed to pick up a bat and take practice swings anywhere. Anywhere means not in the dugout, nor in the enclosed space near the dugout, nor on the field outside the dugout. The batter will be allowed a few practice swings prior to stepping into the batter’s box when it is his/her time to bat.

Rule 1.08 Note 2 The first batter of each half-inning will be permitted outside the dugout between half-innings. When the pitcher has completed his/her warm-up pitches the batter and base coaches are then allowed out of their dugout.

7. End-of-Season Tournaments: At the end of the regular season, a double-elimination tournament will be played for baseball and softball in the Minor AAA level and above. All teams in the applicable levels will participate unless deemed ineligible in accordance with these rules. Teams will be seeded based on total regular season winning percentage against other NKLL teams. Games played on or prior to

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April 8th, 2024 will not count toward seeding. The seeding shall be determined based on records as of the end of all games on May 23th, 2024. In case of ties, the following tie-breakers will be applied in order to determine seeding:

1. Head-to-head record.
2. Coin flip.
8. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager may be ejected from the game. The umpire may issue a warning prior to the ejection at his/her discretion.
9. In games where the continuous batting order is used, Rule 4.04 of the Little League Baseball/Softball Rules and Regulations governs the treatment of injured players in the batting order. If a player is injured while a baserunner (or has been hit by a pitch) and must leave the game, the player who is currently last in the batting order and not currently a baserunner will be inserted as a temporary pinch-runner. For example, if the player in the #4 position in the batting order is injured sliding into second base and must leave the game, and the player in the #3 position is a runner on 3rd base, the player in the #2 position in the batting order would be inserted as a pinch-runner. The injured player may resume his/her spot as a runner at any time during the inning if able to resume playing. The next time through the order, players #2 and #3 would then bat in their normal position the next time through the order, and if player #4 is still injured than player #5 would follow player #3 without penalty.

T-Ball

This level of play will be conducted in accordance with the 2024 Little League Baseball and Softball Rules and Regulations

1. Each batter must hit the ball – ***No Strikeouts***
2. An inning is complete when all players on the team roster have batted once.
3. The game will consist of three complete innings.
4. On defense, each team will station nine (9) defensive players in the normal fielding positions. At the manager's discretion, any remaining players may be stationed in the outfield area. The intent of this rule is to teach the players the various fielding positions and limit the congestion in the infield.
5. No score will be kept.
6. Over-Throws: On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. One base will be awarded if the ball goes into a dead ball area.

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Minor A Level Baseball

This division of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations. The local rules and regulations shall be the same as for AA Level Baseball with the following exceptions and clarifications

1. The continuous batting order as described in Rule 4.04 is used for this division. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Up to (10) players may be on the field on defense. If ten (10) players are used on defense, then four (4) of them will be outfielders. Outfielders must be positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during **all practices and games**.

4. Five Run Rule:

The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.

5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) **OR** until the one and a half hour (90 minute) time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by time limit as stated above.
6. Base stealing is **NOT** allowed.
7. Pitching:

Pitching will be by pitching machine.

Machine Pitch Rules:

- a. The home team provides an approved adult volunteer to pitch to both teams.
- b. For the start of the season, the pitching machine will be set to a speed of "2" for all Minor A Baseball games. The Board will decide, with input from the Minor A Baseball managers, whether or not to modify this speed setting during the course of the season.
- c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
- d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in

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fair territory then it is a fair ball. If such ball settles or is first touched by a player in foul territory then it is a foul ball.

- e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
 - f. If the batter receives six (6) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.” **THERE IS NO THIRD STRIKE CALLED AT THIS LEVEL.**
 - g. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.
8. Over-Throws:
On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.
9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.
10. Rules 4.16 and 4.17 shall be amended as follows (changes in ***bold italics***):

4.16 ***If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

Minor A Level Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations. The local rules and regulations shall be the same as for AA Level Softball with the following exceptions and clarifications.

- 1. The continuous batting order as described in Rule 4.04 is used for this division. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Up to (10) players may be on the field on defense. If ten (10) players are used on defense, then four (4) of them will be outfielders. Outfielders must be positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
- 2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow ***FREE*** substitution as long as the mandatory play rule is met.
- 3. The 10” Safety Softball will be used

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4. Five Run Rule:

The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example, if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.

5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) or until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.

6. Base stealing is **NOT** allowed.

7. Pitching:

Pitching will be by pitching machine.

Machine Pitch Rules:

- a. The home team provides an approved adult volunteer to pitch to both teams.
- b. For the start of the season, the pitching machine will be set to a speed of "2" for all Minor A Softball games. The Board will decide, with input from the Minor A Softball managers, whether or not to modify this speed setting during the course of the season.
- c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
- d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory, then it is a fair ball. If such ball settles or is first touched by a player in foul territory, then it is a foul ball.
- e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
- f. If the batter receives six (6) "hittable" pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is "hittable." THERE IS NO THIRD STRIKE CALLED AT THIS LEVEL.
- g. The defensive team's pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.

8. Over-Throws:

On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.

9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout)

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but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.

10. Rules 4.16 and 4.17:

4.16 *If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.*

Minor AA Level Baseball

This division of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations.

1. The continuous batting order as described in Rule 4.04 is used for this division. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Nine (9) players will be on the field on defense, with no less than three (3) of them positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow FREE substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during **all practices and games**.
4. Five Run Rule:

The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.
5. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) or until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.
6. Base stealing is **NOT** allowed.
7. Pitching:

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- a. First time through the line up – Machine Pitch
- b. After that – kid pitch (6 pitches) then 2 hittable pitches from the coach if needed max 8 pitches per at bat
 1. If kid throws 4 balls, then coach takes over and provides two hittable pitches
- c. Pitching restrictions – 35 pitches per pitcher
- d. Distance – one foot on the existing baseball mound
- e. Must provide one volunteer to run machine / coach pitch / umpire.

Machine Pitch Rules:

- a. The home team provides an approved adult volunteer to pitch to both teams.
 - b. For the start of the season, the pitching machine will be set to a speed of “4” for all Minor AA Baseball games. The Board will decide, with input from the Minor AA Baseball managers, whether or not to modify this speed setting during the course of the season.
 - c. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
 - d. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory, then it is a fair ball. If such ball settles or is first touched by a player in foul territory, then it is a foul ball.
 - e. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
 - f. If the batter receives three (3) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.”
 - g. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.
8. Over-Throws:
On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.
9. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.
10. Rules 4.16 and 4.17 shall be amended as follows (changes in ***bold italics***):
- 4.16 ***If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players.***

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Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.

Minor AA Level Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations. The local rules and regulations shall be the same as for AA Level Baseball with the following exceptions and clarifications.

11. The continuous batting order as described in Rule 4.04 is used for this division. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Up to (10) players may be on the field on defense. If ten (10) players are used on defense, then four (4) of them will be outfielders. Outfielders must be positioned on the outfield grass at the time of the pitch. At the time of the pitch, infielders may not be closer to the batter than three (3) feet inside of a straight line between the bases.
12. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
13. The 11” Softball will be used
14. Five Run Rule:

The offensive team’s time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire’s judgment) determines how many runs are counted. For example, if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.
15. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) or until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.
16. Base stealing is **NOT** allowed.
17. Pitching:
 - a. First time through the line up – Machine Pitch
 - b. After that – kid pitch (6 pitches) then 2 hittable pitches from the coach if needed max 8 pitches per at bat
 1. If kid throws 4 balls, then coach takes over and provides two hittable pitches
 - c. Pitching restrictions – 1 inning per pitcher
 - d. Distance – 35 foot pitching rubber
 - e. Must provide one volunteer to run machine / coach pitch / umpire.

Machine Pitch Rules:

 - h. The home team provides an approved adult volunteer to pitch to both teams.

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- i. For the start of the season, the pitching machine will be set to a speed of “2” for all Minor AA Softball games. The Board will decide, with input from the Minor AA Softball managers, whether or not to modify this speed setting during the course of the season.
 - j. The adult pitcher is not allowed to touch the ball except in the delivery of pitches to the batter.
 - k. If a batted ball hits the pitching machine, or the adult pitcher it is treated the same as if it had hit the ground and the ball is alive and in play. If such ball settles or is first touched by a player in fair territory, then it is a fair ball. If such ball settles or is first touched by a player in foul territory, then it is a foul ball.
 - l. No walks are allowed. The batter will continue to hit until he puts the ball in play or strikes out.
 - m. If the batter receives six (6) “hittable” pitches, and the batter fails to hit the last such pitch (either fair or foul) he/she shall be called out. The umpire shall be the sole judge of whether the pitch is “hittable.” **THERE IS NO THIRD STRIKE CALLED AT THIS LEVEL.**
 - n. The defensive team’s pitcher shall take a position off the mound, lined up with the pitching rubber on either the first base or third base side. After the ball is hit, the pitcher may move anywhere.
18. Over-Throws:
On any attempted play at a base, the runner, or runners, will be permitted to advance at their own risk but not more than one base. If a runner is put out in an attempt to advance the one base, the put out will stand. One base will be awarded if the ball goes into a dead ball area.
19. After three and a half innings have been played, if any team begins a half-inning at-bat trailing by 15 runs or more, then the following rule will be in effect: The trailing team shall continue batting in this half-inning until 1) the entire lineup has had at least one plate appearance in that half-inning or 2) Five (5) runs have been scored in that half-inning. The trailing team shall be limited to no more than 5 runs per half-inning when this rule is in effect. Outs stand (i.e., a player put out returns to his/her dugout) but do not count towards the end of the inning. The half-inning shall end immediately if a 5th run is scored. The intent of this rule is to balance plate appearances and fielding chances for both teams.
20. Rules 4.16 and 4.17:
- 4.17 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. If the two teams, combined, have at least 14 players present but one team has fewer than 7 players present, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.
- 4.18 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. If the two teams, combined, have at least 14 players present (not including any players who are injured, ill or who have been ejected from the game) but one

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team now has fewer than 7 players available due to injury or illness, the team with greater than 7 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 7 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.

Minor AAA Level Baseball

This level of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations.

1. The continuous batting order as described in Rule 4.04 is used for this division. All members on the Team Roster must be included in the batting order for the entire game. The batting order may include players in whatever sequence the manager chooses. Only nine (9) players will be on the field on defense.
2. Substitution: As noted in Rule 4.04, Rule 3.03 is modified to allow **FREE** substitution as long as the mandatory play rule is met.
3. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup, during **all practices and games.**
4. **Note:** Once all other action of a play has stopped, the pitcher is in contact with the pitcher's plate in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball (behind the plate with mitt and helmet on), base runners off their bases must either attempt to advance to the next base or return to the previous base. If they do not do so they are considered to have left base early and the provisions of Rule 7.13 apply. This is **NOT** a change from the Rule Book, merely a point of emphasis.
5. Five Run Rule: The offensive team's time at bat will end when three players are put out, **OR** when all players on the roster have batted one time, **OR** five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example, if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs.
6. Games will **NOT** be played with a ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) **OR** until the two-hour time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall

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continue as prescribed in Rule 4.10 (b) except as limited by the two-hour limit as stated above. If there is a game to be played after then there is a drop dead of 2 hours.

7. End-of-Season Special Games: This level will participate in an end-of-season tournament. Seeding for these Special Games will be determined by the teams' regular season record.
8. Interleague Play: All interleague games shall be played in accordance with the 2024 Little League Baseball Rules and Regulations and WA District 2 inter-league rules and regulations. Any situations not covered by these rules will be governed by the local rules of the home team.
9. It is not permitted to intentionally walk a batter with the bases loaded when the team has scored 4 runs in that inning. This is intended to prevent teams from using intentional walks coupled with the 5-run rule to limit the opposing team's chances to score late in games.
10. Managers will keep accurate records of pitch counts and corresponding rest requirements in accordance with Regulation VI of the Little League Baseball Rules and Regulations. Pitch counts will be logged in each team's scorebook for reference. The official game scorekeeper (typically the home team's book) will be the final authority on each player's pitch count.
11. Rule 6.02(c) of the Little League Baseball Rules, governing when the batter must keep one foot in the batter's box, is adopted for this division.
12. Rules 4.16 and 4.17 shall be amended as follows:

4.16 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. Note: A game may not be started with less than nine (9) players on each team. ***If the two teams, combined, have at least 16 players present but one team has fewer than 8 players present, the team with greater than 8 players shall assign players from its roster to the other team in sufficient numbers so that each side has available at least 8 players. If there are sufficient players, then the assignment of players shall continue until each team has 9 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

4.17 If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. Note: A game may not be continued with less than nine (9) players on each team. . ***If the two teams, combined, have at least 16 players present (not including any players who are injured, ill or who have been ejected from the game) but one team now has fewer than 9 players available due to injury or illness, the team with greater than 8 players will assign players from its roster to the other team in sufficient numbers so that each side has available at least 8 players. Players so assigned shall remain assigned for the duration of the game. All players must be regular players on the roster of the two teams involved in the game.***

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Minor AAA Level Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines. Any situations not covered by these rules will be governed by the local rules of the home team.

1. End-of-Season Tournament: This level will participate in an end-of-season tournament.
2. During end-of-season tournaments, the following pitching rules will apply: 12-year olds may not pitch. Individual pitchers are limited to a maximum of 4 innings per game, 8 innings per day, and 12 innings per week. Delivery of a single pitch constitutes having pitched in an inning. A player who pitches 4 or more innings on one day shall observe one day of rest prior to pitching again.

Majors Baseball

This level of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations.

1. Continuous batting order as described in rule 4.04 is used for this level. The batting order may include players in whatever sequence the Manager chooses. Only (9) nine players will be on the field on defense.
2. Substitution: As noted in Rule 4.04
3. Rule 3.03 is modified to allow FREE substitution as long as the mandatory play rule is met.
4. All male players must wear the metal, fiber, or plastic type protective cup in an athletic supporter or brief specifically designed to hold the protective cup. All male players must wear the protective cup during **all practices and games**.
5. All games will be played with the ten (10) run rule (Rule 4.10 (e)). If after the game has been played enough innings to become a regulation game and one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
6. Two (2) hour time limit:
When a game is scheduled on the same field following the game in progress, the two-hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)
7. End-of-Season Tournament: This level will participate in an end-of-season tournament. Seeding will be determined by regular season record.
8. Interleague Play: All interleague games shall be played in accordance with the 2024 Little League Baseball Rules and Regulations and WA District 2 inter-league rules and regulations. Any situations not covered by these rules will be governed by the local rules of the home team.
9. Managers will keep accurate records of pitch counts and corresponding rest requirements in accordance with Regulation VI of the Little League Baseball Rules and Regulations. Pitch counts will be logged

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in each team's scorebook for reference. The official game scorekeeper (typically the home team's book) will be the final authority on each player's pitch count.

10. Rule 6.02(c) of the Little League Baseball Rules, governing when the batter must keep one foot in the batter's box, is adopted for this division.

Majors Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines. Any situations not covered by these rules will be governed by the local rules of the home team.

1. End-of-Season Tournament: This level will participate in an end-of-season tournament. Seeding will be determined by regular season record.
2. During end-of-season tournaments, the following pitching rules will apply: Individual pitchers are limited to a maximum of 6 innings per game, 12 innings per day, and 18 innings per week. Delivery of a single pitch constitutes having pitched in an inning. A player who pitches 6 or more innings on one day shall observe one day of rest prior to pitching again.

Intermediate Baseball

This division of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations and WA District 2 Guidelines for Interleague Play. Any situations not covered by these rules will be governed by the local rules of the home team. Any games played against teams of other Districts shall be played in accordance with the local rules of the home team.

1. Two and half (2 1/2) hour time limit:

When a game is scheduled on the same field following the game in progress, the two and half (2 ½) hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)

2. No metal spikes are permitted on the pitching mound during games or practices at Snider Park, due to the construction of the artificial pitching mounds.
3. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
4. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

North Kitsap Little League

Local Policies, Rules & Regulations – 2024

Junior Baseball

This level of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations and WA District 2 Guidelines for Interleague Play. Any situations not covered by these rules will be governed by the local rules of the home team.

1. Two and half (2 1/2) hour time limit:
When a game is scheduled on the same field following the game in progress, the two and half (2 ½) hour time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)
2. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board Interleague Play. Seeding will be determined by regular season record.
3. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

Junior Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines.

1. End-of-Season Tournament: This division can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
2. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

Senior Baseball

This division of play will be conducted in accordance with the 2024 Little League Baseball Rules and Regulations and WA District 2 Guidelines for Interleague Play. Any situations not covered by these rules will be governed by the local rules of the home team.

1. Two and half (2 1/2) hour time limit:
When a game is scheduled on the same field following the game in progress, the two and half (2 ½) time limit rules will apply to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)
2. End-of-Season Tournament: This level can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
3. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.

North Kitsap Little League Local Policies, Rules & Regulations – 2024

Senior Softball

This division of play will be conducted in accordance with the 2024 Little League Softball Rules and Regulations and Washington District 2 Guidelines for Interleague Softball. All games (even games between North Kitsap teams) will follow the District 2 Guidelines.

3. End-of-Season Tournament: This division can participate in an end-of-season tournament at the discretion of the Board. Seeding will be determined by regular season record.
4. Pool Players will be controlled by the Player Agent. If a pool player is needed, then the player agent will be notified 24 hours prior to the game time to arrange for next player in line. Also, the players' manager will be notified.