

# Naperville Little League

## Junior A League Rules

These local rules (NLLB) along with Little League Baseball's 2024 playing rules are the official rules for Naperville Little League Junior League (54-80) Regular Season games. City Tournament Rules may be different.

### Equipment

1. All male catchers are required to wear a protective cup.
2. Catchers' gear must meet minimum Little League standards.
3. Metal spikes are allowed.
4. All bats used must display the "USABaseball" or "BBCOR" logo.
5. All helmets must be NOCSAE approved.

### Games

1. The Little League Junior Rule set will be used except as noted below.
2. Games will start at 6:00pm and will be a maximum of 7 innings unless extended due to a tie score and no new inning may start after 1 hour and 45 minutes. The clock starts when the defensive team takes the field for the first time. If a game is tied after 7 innings, and time permits, each team at the start of each half inning shall place a runner on 2B with one out and continue play. If the game is tied after reaching 1 hour and 45 minutes, it will be recorded as a tie.
3. Pitching limitations can be found beginning on page 65 of the 2024 Little League Rule Book in Regulation VI. Use League Age 13 and League Age 14 rules.
4. Umpires will give each pitcher one balk warning each inning; if each pitcher balks a second time, in the same inning, the balk rule will be enforced.
5. A continuous batting order will be used. Each player will bat in his/her spot regardless of his/her status in the defensive lineup. If a player is removed from the game due to illness or injury, his position in the batting order is skipped and the next batter shall bat. No out is recorded. If the player in question returns to the game, he/she shall be inserted back into his/her original position in the batting order.
6. If a team is winning by 10 runs after the 5th inning, the game is officially over (4 ½, if it is the home team). Although the game is officially over, the teams may continue to play until they reach the time limit rule and runs scored do not count towards any tie-breaker rules. Pitches thrown do not count towards a pitcher's total or days of rest calculation.
7. Innings will end after 3 outs are recorded or after 5 runs are scored.
8. Suspended games due to weather, darkness or curfew will be resumed subject to Rule 4.11(a-d).
9. All players must play defensively every other inning. An inning is defined as three consecutive outs. If, within a game, a player does not meet those requirements, he/she will start the next scheduled game. Managers may be suspended for failure to enforce this rule.
10. In Junior A it is legal to play with eight (8) players.
11. Every player during the season should play two (2) complete games. A complete game is defined as having played defensively in all innings and batting in all possible at bats.
12. Pinch runners are allowed for the catcher when there are two outs, also to replace an injured player. The player who made the last out shall become the replacement.
13. Only one intentional walk is allowed per game. The defense elects to Intentionally "Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk pitches will be added to the pitch count.
14. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.