

Naperville Little League

Majors A - League Rules

These local rules (NLLB) along with Little League Baseball's 2024 playing rules are the official rules for all Naperville Little League regular season games. City Tournament rules may vary.

Equipment

1. All male catchers are required to wear a protective cup.
2. Metal spikes are not allowed.
3. All bats used must display the USABaseball logo.
4. All helmets must be NOCSAE approved.

Games

1. Games will be a maximum of 6 innings unless extended due to a tie score. No new inning may start after 1 hour and 45 minutes. However, after 1:45 only the current inning shall be completed to break the tie. Games may be recorded as a tie if no winner is determined by the 1:45 time limit.
2. 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/her 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.
3. A five-run rule is in effect. The side is retired when three offensive players are legally put out or when the offensive team scores 5 runs in the half inning. Play may continue in any game in which a winner is already determined until the time limit has been reached but the runs scored will not apply to any tie-breaker process. The official score is the score at the time a winner is determined.
4. Pitching limitations can be found in Regulation VI in the 2024 Little League Rule Book. Managers and coaches are required to become familiar with these regulations and adhere to them. Pitchers shall not pitch on three consecutive days.
5. There is no Infield Fly Rule.
6. There is no dropped third strike rule.
7. No illegal pitches will be called. For examples of illegal pitches, see Rule 8.05.
8. Bunting is allowed.
9. There is no "on deck" area. Only one player with a bat is allowed out of the dugout before the game or between innings.
10. Suspended games due to weather, darkness or curfew will be resumed subject to Rule 4.11(a-d).
11. Visits to the mound. A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. Rule 8.06.
12. There are an unlimited number of defensive substitutions allowed during the game.

13. Base runners may steal bases once the pitch has passed the batter.
14. Advancing to Home Plate. Runners present on 3B at the time of pitch are not allowed to advance on a passed ball or wild pitch. EXAMPLE: Runners on 1B and 3B, the runner on first attempts to steal 2B and there is an overthrow, the runner on 3B cannot advance. HOWEVER, if the defense attempts to pick off the runner at 3B or there is a play on the runner advancing to 3B and there is an overthrow, the runner on 3B may advance to home at his/her own risk.
During the 2nd half of the season advances to Home Plate are allowed in all circumstances. The league will notify managers of the exact implementation date.
15. Managers shall exchange batting orders for each game, consisting of all eligible players in attendance at the start of the game. The batting order card shall include: each player's full name, his/her number, and their position in their field. If a player arrives late to a game, he/she shall be added to the end of the batting order (if there were 10 on the original lineup, the late player bats in the number 11 spot on the original lineup).
16. 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.
17. There is no "must slide" rule in Little League Baseball. Runners must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Runners do not have to slide if no play is being made at the base.
18. In Majors A, it is legal to play with eight (8) players without penalty
19. Batter throwing the bat. A safety warning shall be given to the batter and the team manager. After the warning, if that batter throws the bat a second time, that player is removed from the game. The batter is not called out. If, for instance, he hits a double and two runs score: the runs count and the player is replaced at second with the player who made the last recorded out. If the incident occurs during an unfinished at bat, the player is removed and the next batter will bat and assume the current balls/strikes count. The manager shall instruct the team in the proper method of discarding the bat after the ball is hit.
20. 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 runner.
21. If a game is tied after 6 innings and time permits, beginning with the 7th inning, each team shall place a runner on 2nd Base at the start of their offensive half inning. If a game is tied after 7 innings each team will receive ½ win and ½ loss
Majors A Only:
22. 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 will be added to the pitch count.
23. Speed-up Rule. The batter must maintain one foot in the batter's box between pitches unless the pitch is fouled off or if there is a wild pitch or passed ball.
24. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.