

Naperville Little League

Supreme 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. 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 1:45 time limit has been reached. The official score is the score at the time a winner is determined.
4. Pitching limitations can be found beginning in Regulation VI of 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 not allowed. A bunted ball will be called dead and a strike recorded on the batter.
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 during the game.

13. Base runners may not steal bases. Runners may only advance on a hit ball, walk or hit batter.
14. Overthrows to retire a runner will be administered as follows:
Runners may only advance one base (at their own risk) on an overthrown ball regardless of where the overthrow occurs. The runner's position at the time of the throw determines his/her base award.
15. Managers shall exchange batting orders for each game, consisting of all eligible players in attendance at the start of the game. 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 Supreme 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
Supreme A Only:
22. Walks are allowed except with the bases loaded. See Rule 21 below.
23. Bases loaded rule. When the bases are loaded, a run can only score by the batter putting the ball in play or the batter being hit by the pitch, there are no walks with bases loaded. After ball four, an adult manager/coach for the offensive team will pitch to the current batter until he puts the ball in play or strikes out. No walks or hit by a pitch will be called while the adults are pitching. Coaches must pitch from the pitching rubber.
24. On batted balls to the outfield, when a throw is returned to the infield, runners will be allowed only to reach the base they are advancing to. Even on an over throw.
25. Speed-up Rule. The defensive team will supply a coach to stand in front of the backstop with a glove to retrieve any errant balls that get past the catcher. **This is a non-verbal coaching position and this person is not allowed to direct the defensive team or influence the umpire in anyway.**
26. NLLB reserves the right to make any changes in these rules and division structures as the Board of Directors deems necessary.