

2024 - NBLL Baseball Minor Operational Bylaws

Little League Baseball Official Regulations and Playing Rules apply to all NBLL activities. The Local NBLL Bylaws and Ground Rules detailed below are in addition to Little League regulations and pertain to the NBLL Baseball Minor division. At the discretion of a quorum of the executive board, the by-laws can be changed at any time. Any questions, concerns, or clarifications regarding these bylaws should be directed to the Division VP and the Executive Board of Directors.

Manager Selection

- The Manager Selection Committee will comprise the President, the Vice-Presidents of all leagues, the Player Agent, and anyone else the President deems helpful in selecting the slate of managers.
- The Manager Selection Committee shall interview and investigate prospective managers and coaches and recommend acceptable candidates to the President for appointment and subsequent approval by the Board of Directors.
- Candidates must submit a volunteer application before the Manager Selection Meeting to be considered for a managerial position.
- Little League International requires all potential Managers to have a background check performed on them before taking a team.
- All Managers and Coaches are required to wear closed-toed shoes and complete the Little League Diamond Leader Training.

Teams

- The Minor division teams will be split into two divisions (American and National).
- All draft-eligible players must try out and enter the draft system.
- The Teams will consist of players league age 10 and 11.
- All players league age 11 must try out for the Majors Division.
 - Those 11-year-olds not selected in the Majors draft will then be selected in the Minor League Draft.
- Once rosters are set, the manager of any team losing a player for any reason during the season must immediately notify the Division VP and the player agent.

The Draft

- The Minor League draft will take place on the date set forth by the league.
- Those in attendance will be limited to the league President, Player Agent, Minors VP, and Minors Managers.
- All players, except for sons or daughters of the managers, will be assigned to a Minors team through the draft process (i.e., no "protection" of players will occur).
- At the beginning of the draft meeting, all Managers will be assigned a division/team.
- Draft order will be determined by random hat pick and alternate by division.
- The first pick in the draft will alternate between divisions, with the American picking first in odd number years and the National division picking first in even number years.
- Before beginning the draft process, each Manager will have their son or daughter assigned to their team as follows:
 - If their player is league age 11, that player will be a 4th-round selection.
 - If their player is league age 10, that player will be a 5th-round selection.
- The draft process includes a one-time chance to attempt to work out player trades between teams before leaving the draft room, provided they are in the same division.
- Players who do not try out will be "hat picks" in draft order (alternating divisions) at the end of the draft and will fill out the remaining rosters.

- The draft will be conducted in a “snake order” as follows:
 - The 1st round will consist of proceeding from the #1 draft position to the last position.
 - The 2nd round will begin with the last position and proceed to the first position.
 - This process will alternate until all available players from the player pool have been drafted.
- Once a player is assigned to a division, the player will remain within that division through the completion of their Majors eligibility.

Game Preliminaries

- If a team has less than nine players, they are encouraged to play the game as scheduled.
 - Teams may use other registered players from the division to fill in; however, these players are not allowed to pitch.
- The teams will occupy the dugout that matches the scoreboard.
- The Home team must supply two adults, one to serve as the Scoreboard Operator and the second as the Pitch Count Keeper.
- The Visiting team must supply an adult (over 15 years) to serve as the Official Scorekeeper.
 - The Scorekeeper must keep the official book in the press box.
- The scorekeeper, pitch counter, and scoreboard operator are neutral and must not alert anyone on either team of any infractions or if a player is batting out of order.
- The Officer on Duty on game day will determine if these individuals are present at the beginning of the game and that they are performing their tasks during the game.
- Failure of a team to supply adults to provide these functions will result in game suspension until such individuals are in place.
- Should a game not start on time due to the failure of a team to provide Scorekeeper, Scoreboard operator, and/or Pitch Count Keeper, and if the time exceeds the time allotted for play to begin (i.e., 15 minutes), that team will forfeit the game.
- The league will make every attempt to provide paid umpires for every game.
- If umpires do not show up, it is the responsibility of the fielding team to supply an umpire.
- The plate umpire will record the starting time with the official scorekeeper.
 - Should a manager cause a game not to start on time and exceed the time allotted (15 min.) for play to begin, that team will forfeit the game.
- Before starting a game, each Manager must furnish a physical (not electronic) copy of their lineup to (1) the opposing Manager and (2) the Official Scorekeeper.
 - This lineup must show (1) both the first and last name of each player, (2) player number, and (3) the position each player will occupy at the start of the game.
 - If all the above information is not supplied on the line-up, the manager, the Umpire, or the Official Scorekeeper may ask for play to be suspended until such information is supplied.
- Managers are responsible for the actions of dugouts, including their assistant coaches, during the game.

The Game

- All games shall begin on time.
- All games must be played when scheduled except in the cases of weather, light failure, or other circumstances beyond the control of the managers and NBLL.
 - In the event of threatening lightning or inclement weather, the Officer on Duty will be responsible for calling the game.

- If the Lightning Prediction System's warning horn blows, teams are to clear the playing field immediately and not resume play until after the "all-clear" sound has been given and the Officer on Duty has declared the field safe for play.
 - Games may be played in less-than-ideal conditions based on the judgment of the Umpire or Officer on Duty (i.e., light rain, cold, etc.).
 - Only the Umpire or Officer on Duty may call or delay a game in these situations.
- Failure of an umpire to show does not constitute rescheduling of a game.
- Minors Division regulation games are 6 innings or 1 hour 45 minutes.
 - No new inning may start after 1 hour 45 minutes or after the 10 pm curfew on school nights; however, all innings started before 10 pm will be completed.
 - A Minor League game is considered official when 6 innings (5 ½ if the home team is ahead) are completed or the time limit has expired.
- A new inning starts immediately when the third out is made in the previous inning, and there shall be no more than 2 minutes between innings.
 - If, in the judgment of the Umpire in charge of the game, either team intentionally delays the game, additional time may be added to the game clock.
- Tie games will be scored as such.
- At the end of each game, teams are required to clean up the dugouts they occupied and the stands and surrounding areas of all trash. Please exit the dugout as soon as possible to allow the teams waiting to begin the next game their warm-up routines.

Lineups

- All players listed on the roster shall be in the batting lineup.
- The lineup submitted at the beginning of the game will be followed throughout the game.
- After the first pitch is thrown, if a player arrives late or has to leave the game early, the opposing Manager, Official Scorekeeper, and Umpire must be notified.
- A late-arriving player will be added to the last spot in the lineup.
- A player leaving early will simply be skipped over in the lineup.
 - If that player returns during the game, they will be inserted back into their original spot in the lineup.

Defensive Substitutions and Base Runners

- No player shall sit more than one (1) consecutive defensive inning (i.e., players should rotate in after sitting an inning) and no more than two (2) innings total in a game.
- Managers may keep a player from playing for health or discipline reasons; However, the manager must notify the player's parent, the umpire, and the opposing team manager before the start of the game.
 - In the case of disciplinary reasons, one of the following needs to be notified: Player Agent, VP of Division, or President.
 - A manager who violates this rule shall be suspended for the next game. If this rule is violated in the Championship Playoff Game, the offending manager will not be eligible to coach or manage an All-Star team.
- If an offensive team has 2 outs, and their catcher is a base runner, the Manager may courtesy run for the catcher.
 - The purpose of this is to avoid delays between innings.
 - The catcher should then return to the dugout and be assisted in putting on catching gear.
- One may intentionally walk a specific batter only one time in a game (i.e., one may not intentionally walk the same batter over and over again in the same game).

Run Limits

- Scoring 5 runs in any one of the first 3 innings will require the batting team to change from offensive to defensive position of play (as if the 3rd out had been made).
- If an over-the-fence home run is hit, which causes more than the 5th run to cross the plate, those runs will count for that inning.
- If, after 4 innings (3 1/2 if the home team is ahead), one team is ahead by 10 runs or more, the opposing manager will concede the game.
- If, after 5 innings (4 1/2 if the home team is ahead), one team is ahead by 8 runs or more, the opposing manager will concede the game.

Pitching

- Players that are properly equipped may warm up pitchers before or during the game.
 - Players warming up pitchers must be appropriately attired to receive pitches.
 - Pitchers are not to warm up on the mound before the home plate Umpire takes control of the game.
- The managers must announce all pitchers entering the game to the Umpire in Chief, Official Scorekeeper, and Pitch Count Keeper.
- Pitchers will be subject to pitch count limits set forth by Little League Baseball Official Rules.
 - The official pitch count will be that of the Pitch Count Keeper and will be recorded after each game in the scorebook.
 - Keeping track of pitch counts for each pitcher is the manager's responsibility.
 - Allowing a pitcher to exceed the pitch count allotment is a protestable offense.
- Once a pitcher has met the maximum number of pitches allowed, either the Manager and/or the Official Pitch Count Keeper and/or Umpire will notify the chief Umpire, who will notify the manager the pitcher must be removed from the mound.

Coaching

- Teams are allowed 1 manager and 2 coaches, and the players on the roster in the dugout.
- There must be 1 adult in the dugout at all times.
- An adult may be stationed in each coach's box at first and third, provided there is an adult coach in the dugout.
 - Players with batting helmets may be used as base coaches if no adult is in the dugout.
- At no time will coaching be allowed from outside the playing field.
 - This includes behind the home plate area (i.e., parents will not be allowed to call pitches from behind the home plate area).
 - All pitches must be called from inside the playing area through the catcher.
- The umpires may allow coaches to stand outside the fence of the dugout; however, this is solely at the discretion of the umpires in charge of the game.

Divisional Championships

At the end of the regular season, a double-elimination tournament will be held consisting of all teams in the division. The tournament bracket will be randomly assigned by draw with the division VP, League President, and one additional executive board member. The championship game will be a single game (no "if necessary" game).

Tournament Games

- During tournament games, the home team will be decided by a coin flip conducted by the OD or Division VP (not between the coaches).

- The Championship Game home team will be the team with an undefeated tournament record.
- Regular season pitching rules and run limits will apply during all playoff games, including the Championship Game.
- Time limits will apply to playoff games and the championship game.
- Teams will be allowed to play games with eight players; however, an out is called for the ninth position in the batting line-up each turn at bat.

NBLL All Stars

- All Minor players who played in the regular season are eligible to be selected to an All-Star team.
- Any Minor regular season manager may forward any player's name for discussion during the All-Star team selection process.
- NBLL may field several different levels of All-Star teams from the Minor Division.

All-Star Managers

- All-Star team Managers will be selected from regular season Managers based on experience, final season results, board approval, conduct, and their willingness to manage an All-Star team.
- The team Managers will have first right of refusal for the All-Star teams such that the Manager whose team won the Division championship will have first choice to select an All-Star team to manage, followed by the second place Manager, then choose between the two other Managers with teams that made the Divisional semi-final Games.
- After the playoff managers have selected to take or decline an All-Star team, Managers for the remaining teams will be selected according to the order of the playoff results.
- All All-Star manager selections are dependent on board approval.

10-year-old State Team

- One team of league age 10-year-old players selected from both American and National Divisions.
- The teams shall carry a minimum of 12 players with a max of 13 players.

Minors District All-Star Teams

- The number of District teams will be determined by the number of players eligible in a given year.
- NBLL will not create All-Star teams where more than 50% of the players from a given age group are used.
- District All-Star teams will be selected in both the 10-year-old age group and the 11-year-old age group.
- If more than one District All-Star team is to be made within an age group (i.e., 10 or 11), all eligible players (see below) will be selected from a draft pool by the respective team Managers.
- The order of selection shall be determined by a drawing.
- The draft will be conducted in a “snake” fashion until the eligible players are selected onto All-Star teams.
- All players must play on the team to which they are selected or decline to participate in All-Star competition.

All-Star Player Selections

- Regular season team Managers will meet by division and sequentially discuss eligible players from all teams.
- Following this discussion of appropriate players, all Managers will anonymously produce a written list containing their votes for a minimum of 6 to a maximum of 10 players in the age group.
- Managers may not vote for players on their team during the first round of voting.
- Should several players have the same number of votes that would place them in a tie for the last open positions on the teams, tie-breaker voting will occur among all Managers until exactly 10 players have been selected.

- Once the initial 10 players have been selected, the Managers will, in the same manner as before, vote on and rank in order the next 10 eligible players.
 - These players must be ranked in order as they will be alternates (starting at 1 and moving to 10) should any of the top-voted 12 players decide not to participate in All-Star play.
- In divisions with State or International teams, the top 10 players receiving the most votes will be invited to play on the State or international team.
- The manager selected for the team will then be able to select the final 2 or 3 roster spots from the pool of nominated players, which will be provided by the league's Player Agent.
- The number of Specials teams will determine the pool of players required to fill all rosters.

All-Star Player Selection Confidentiality

- Only the League President, League Player Agent, and Divisional VP will know the actual voting results for All-Star Selections.
- All Discussions of player's capabilities during discussions, in the draft room, and in the All-Star selection process, including where players are selected in the draft or All-Star voting, are confidential.
 - Any violation of this confidentiality may result in a Manager being removed from their team and render them ineligible to manage or coach an All-Star team.
 - To field the very best All-Star teams to represent our League, Managers must be allowed to discuss Player potential in confidence freely.