

2026 - NBLL Baseball Majors 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 Majors division. At the discretion of a quorum of the executive board, the by-laws can be changed at any time.

Manager Selection

- The Manager Selection Committee will comprise the President, the Vice-President, division VP, coaching coordinator, 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 complete the Little League Diamond Leader Training.

Manager Assignment to Teams

- Once the number of teams has been determined and an equal number of managers have been approved, the President Division VP, and anyone else the president deems necessary will determine which managers are paired with which teams.
 - Returning managers with a team from the previous year will automatically be assigned to their team.
 - The remaining selected managers will be assigned a team.
- Managers with a “direct tie” to a team will be assigned based on the following criteria:
 1. Served as an “official,” uniformed assistant coach of an open team the previous year.

OR

 2. Has a child who is a returning player to an open team.
- If it is determined that a selected manager is directly tied to an open team, said manager will be assigned to that team.
- If a selected manager has a child on an existing roster that has an approved manager returning to it, said child will remain on their previous year’s roster until the draft is completed. At that time, a trade will be agreed upon by both managers, bringing the child to the parent’s team.

Teams

- The Majors division teams will be split into two divisions (American and National).
- The Teams will consist of players league age 11 and 12.
- All draft-eligible players must try out and enter the draft system.
- All players league age 11 must try out for the Majors Division.
 - Those 11-year-old players not selected in the Majors Draft will then be selected in the Minor League Draft.
- All Majors division teams must carry 12 players on their rosters.
 - No team may have more than 8 players of either age (i.e., 11 or 12 year olds).
- Once assigned to teams via the Draft process (see below), returning Majors players are the property of that team except in unusual circumstances (see Special Assignment section below).
- Once rosters are set, the manager of any team losing a player for any reason during the season must notify the Majors Division VP immediately.

- The Majors Division VP will notify the Player Agent, who will supply the manager with a list of 2 eligible players in the Minors Division that may be called up to the Majors for the remainder of the season.
- In conjunction with the Majors VP and/or Player Agent, 12-year-old players assigned to Minors teams due to late registration or circumstances not involving safety issues will be taken first to fill open Majors roster spots.
- Should no 12-year-old players be available in the Minors, eligible Minors 11-year-old players may be taken into the Majors to fill open roster positions.
 - Eligible 11-year-old players are those who have gone through tryouts and draft selection for the Majors Division.

The Draft

- 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.
- The order will be the reverse order of the end-of-season standings from the previous year.
- The team finishing in last place will pick first, and the following picks will alternate between divisions working from last place team to first place team (i.e., American-last, National-last, American-next to last, National-next to last, etc.).
- To be eligible for the draft, all players must have gone through one of the scheduled tryouts by NBLL. Those in attendance will be limited to the league President, Player Agent, Majors VP, Majors Managers, and anyone else the president deems necessary
- All eligible 12-year-old players will play in the Majors division unless they meet the criteria listed in the Special Assignments section (below).
 - Players league age 12 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.
 - Players league age 11 that do not try out are **NOT** eligible to be called up to the Majors division.
- The manager will pick their son/daughter in the 3rd draft round if they are league age 12 and in the 4th round if they are league age 11.
- In the event of expansion or contraction of the number of Majors teams by the League, procedures outlined in the Official Little League Operations Manual will be followed.

Game Preliminaries

- If a team has less than nine players, teams 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 via game changer.
- 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, the umpire will have the authority to reduce game time accordingly.
- 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 the umpire will have the authority to reduce game time accordingly.
- 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.
- No game can be moved or rescheduled without president approval.
- Majors 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.
 - Games must complete 4 innings to be official or 3 1/2 innings if the home team is ahead or if time 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.
- 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)
- 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.
- 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

- If, after 3 innings (2 1/2 if the home team is ahead), one team is ahead by 15 runs or more, the opposing team will concede the game
- 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 who 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.
 - Players safety is paramount. Allowing a pitcher to exceed the pitch count allotment is a punishable offense. A manager who breaks this rule will be suspended from all managing duties until they meet with disciplinary board.
 - Managers should also take into consideration safety for players playing on multiple teams
- 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 The upper team in the bracket.
- 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.
- Tie games must be played out in the playoffs.
 - If a tie cannot be decided due to curfew, the game shall resume at a later date (as in the situation of a rain-out), but **ALL** games must be played to conclusion.
 - Games must complete 4 innings to be official or 3 1/2 innings if the home team is ahead or time has expired.
- 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.
- — There will be an additional game between the NL and AL champions to determine the City Champion.
- The home team for the City Championship will be decided by a coin flip conducted by the OD or Division VP (not between the coaches).

Special Assignments

- All Majors teams will consist of players league age 11 & 12.
- Once assigned to a team via the Draft process (see above), returning Majors players are the property of that team.
- All eligible players must try out and enter the draft system.
- All eligible 12-year-old players will play in the Majors division unless they meet the criteria listed in the Special Assignments section (below).
- Should very special circumstances exist that clearly indicate following either of the above two rules is not in the best interest of the player, a special assignment of that player to another team may be made.
- The process will entail the player's parent petitioning the NBLL Player Agent in writing, clearly stating the reasons and/or circumstances they feel justify their request for a special assignment.
- The Player agent will apprise the NBLL President and Majors division VP of the situation and request.
- The NBLL President, Majors VP, and Player agent must all agree the petition warrants a special assignment if one is to be granted.
- If the NBLL President, Majors VP, or the player agent disapproves the request, no special assignment will be made.
- It should be understood that the reasons required for consideration of a special assignment are quite strict and must transcend parental opinion of the capabilities of managers, coaches, or players, including their own.

NBLL All Stars

- All Majors players who played in the regular season are eligible to be selected to an All-Star team.
- Any Majors 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 Majors Division.

All-Star Managers

All-Star team Managers will be selected by the executive board from regular season Managers or coaches based on experience, conduct, and their willingness to manage an All-Star team.

12-year-old International Team

- Two International All-Star teams will be formed, one selected from American and one selected from National Division.
- Each team shall carry a minimum of 11 players.

11-year-old State Team

- Two International All-Star team will be formed, one selected from the American and one selected from National Division.
- Each team shall carry a minimum of 11 players.

Specials (Majors) District All-Star Teams.

- The number of District All-Star teams will be determined by the number of players eligible in a given year.
- District All-Star teams may be selected in both the 11-year-old age group and the 12-year-old age group.
- If more than one District All-Star team is to be made within an age group (i.e., 11 or 12-year-olds), all eligible players 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 all 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.

Exception for 11-year-old play on the 12-year-old International Team

- NBLL does recognize that on very rare occasions, it is in the interest of an early-developing 11-year-old player to play on a 12-year-old team.
- Such special cases are generally evident to all. Thus, should a manager feel a player falls into this category, the manager may seek a special vote to consider the player eligible for 12-year-old All-Star play.
- In this case, by anonymous vote, a majority of the division regular season managers must agree to the exception.
- Once a majority vote is passed, the exception is forwarded to the NBLL president, player agent, and divisional VP, who all must concur.
- The 11-year-old player shall then be ranked in the managers' pool for the selection of the final 3 players to the International Team(s).

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.