

## 2025 - NBLL Softball PEE WEE 7/8 Operational Bylaws

Little League Softball 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 Softball Pee Wee 8 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-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.

### Teams

- The Teams will consist of players league age 7 and 8 year-olds who choose to play up from the coach pitch division.
- All eligible players must try out and enter the draft system.

### The Draft

- All players, except for sons or daughters of the managers, will be assigned to a Pee Wee 8 team through the draft process (i.e., no "protection" of players will occur).
- The Pee Wee 8 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, Pee Wee VP, Pee Wee Managers, and anyone else the president deems helpful.
- At the beginning of the draft meeting, all managers will blindly select from a hat a slip of paper stating their position in the draft.
- Before beginning the draft process, each Manager will have their son or daughter assigned to their team in the sixth (6th) draft round.
- The draft process includes a one-time chance to attempt to work out player trades between teams before leaving the draft room.
- Players who do not try out will be "hat picks" in draft order 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 1<sup>st</sup> round will consist of proceeding from the #1 draft position to the last position.
  - The 2<sup>nd</sup> 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.

### 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 one adult to serve as Scoreboard Operator.
- The Visiting team must supply an adult (over 15 years) to serve as the Official Scorekeeper utilizing Gamechanger.
  - The Scorekeeper must keep the official book via Gamechanger in the press box.
- The scorekeeper and Scoreboard Operator are neutral and must not alert anyone to 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 Allow umpire to have authority to reduce game time accordingly
- 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.
- No game can be moved or rescheduled without president approval.
- 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.
- 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 pitching changes are not noted in the official scorebook, the starting pitcher is assumed to have pitched a complete game based on the official book.
  - 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.
- PW 7/8 regulation Games are 6 innings or 1 hour 30 minutes.
  - No new inning may start after 1 hour 30 minutes or after the 10 pm curfew on school nights; however, all innings started before 10 pm will be completed.
  - On school nights when there is a game following on the same field, absolutely no new inning may begin after 7:15 pm regardless of start time.
  - Games are considered complete when time expires, regardless of the number of innings played.
  - Tie games will be scored as such.

- 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) 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 prior to 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.
- In the Pee Wee division, base runners are not allowed to steal except from 3rd to home on a ball not caught by the catcher if not thrown by the coach.
- The ball remains live until the pitcher has it in the circle.

### **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**

- The pitching distance is 35'.
- The PW 7/8 division consists of player pitch/coach pitch combination.
- There are no walks in this division; kids are encouraged to hit the ball and the defensive to learn proper fielding and defensive play.
- A player will make up to 4 pitches if necessary.

- A coach (of the hitting team) will make up to 2 additional pitches (with foot on pitching rubber) with a legal delivery.
  - The number of strikes recorded on the batter will remain with him/her when the manager pitches and three total strikes constitute an out, if by swinging or by letting 2 pitches from the manager go by.
  - If the final pitch is a foul ball, the batters will get another pitch until put out or reaches a base.
  - The umpire shall call strikes if the pitch by the coach is a strike.
  - When a coach comes out to pitch, the coach must pitch from the rubber
  - When a coach is pitching, the pitcher must be equal with the rubber and must have at least 1 ft inside the circle.
- 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.
- Pitchers must wear an approved protective mask.
- The managers must announce all pitchers entering the game to the Umpire in Chief and the Official Scorekeeper.

### **Batting**

- A continuous batting order will be used.
- Batters will be out on a called third strike.
- A batter hit by a coach pitch shall not be awarded 1<sup>st</sup> base.
- A batter hit by a kid pitch on the fly (not a ball rolling up) is awarded 1<sup>st</sup> base.
- Bunting is allowed off the live pitcher, however not the coach
- No slash bunt/hitting in pw softball

### **Coaching**

- Teams are allowed 1 manager, 3 coaches, and the players on the roster in the dugout.
  - The extra coach allowed in the dugout for the Pee Wee division is to allow one coach to serve as a pitcher should four balls be thrown to a batter.
  - An adult may be stationed in each coach's box at first and third, and a coach available to pitch.
  - If a team does not have enough coaches, players with batting helmets may be used as base coaches.
- There must be 1 adult in the dugout at all times.
- 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 tournament games, including the Championship Game.
- Time limits will apply to all tournament 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 PW players who played in the regular season are eligible to be selected to an All-Star team.
- Any PW 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 Pee Wee Division.

## **All-Star Managers**

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

## **The All-Star Teams**

- The decision of how many All-Star teams (1, 2, 3, or more) will be fielded will be made by the consensus between the NBLL President, NBLL Player Agent, and the Pee Wee division VP.
- These All-Star teams are comprised of players from their respective age divisions.
- All All-star teams play in district tournaments that may be in New Braunfels or out-of-town.
- Due to limited roster positions, it is important that parents of All-Star players understand the time and possible monetary commitment they make when consenting to allow their child to play all-stars.

## **All-Star Player Selections**

- 8 year olds pulled up to minors must play 8 year old all stars. There is no guarantee that an 8 year old in minors is an all star. They will still go through the same voting process.
- 7-year-olds may be allowed to play on an All-Star team with district approval.
- Regular season team Managers will meet to discuss eligible players from their teams.
- Following this discussion of appropriate players, all Managers will anonymously produce a written list containing their votes.
- 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 12 players have been selected.
- Once the initial 12 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 extra (starting at 1 and moving to 10) should any of the top-voted 12 players decide not to participate in All-Star play.
- If additional All-Star teams (i.e., 2nd and/or 3rd teams) in the 8-year-old age group are to be formed, an additional 12 players will be selected in the manner described above.
- If a second team is formed All eligible players will then be placed in a draft pool and selected by the two All-Star 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 for all 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 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.