



NAPA LITTLE LEAGUE

PO BOX 2777 NAPA, CA 94558

www.napalittleleague.org



2025

NAPA LITTLE LEAGUE RULES AND POLICIES MANUAL

(UPDATED & ADOPTED BY BOARD JANUARY 2025)

FIELD PREP STARTING/ENDING A GAME

HOME TEAM (STARTING THE GAME)

- GET FIELD EQUIPMENT FROM EQUIPMENT SHED
- DRAG INFIELDS
- CHALK FIELDS (1ST BASE, 3RD BASE, BATTERS BOX & BASE COACH BOXES)
- FIX PITCHERS MOUND
- INSTALL BASES (MAKE SURE THEY ARE FLUSH WITH THE GROUND)
- TAKE 3RD BASE DUGOUT (HOME TEAM PLAYS ON 3RD BASE SIDE)

HOME TEAM (END OF GAME)

- SWEEP DUG OUTS AND CLEAN UP GARBAGE, INCLUDING EMPTY GARBAGE CANS IF OVER HALF FULL.
- HAVE PARENTS CLEAN UNDER THE SPECTATOR STANDS
(DO NOT LIFT THE BLEACHERS, JUST SWEEP UNDER THEM)
- MAKE SURE GATES ARE LOCKED (FIELDS, DUGOUTS, PARK GATE & EQUIPMENT SHED)

VISITOR TEAM (END OF GAME)

- DRAG INFIELD
- FIX PITCHERS MOUND (FILL IN HOLE AT RUBBER AND PACK)
- PICK UP BASES AND INSTALL PLUGS
- WATER INFIELD
- PUT AWAY EQUIPMENT IN EQUIPMENT SHED
- SWEEP DUG OUTS AND CLEAN UP GARBAGE, INCLUDING EMPTY GARBAGE CANS IF OVER HALF FULL
- HAVE PARENTS CLEAN UNDER THE SPECTATOR STANDS
(DO NOT LIFT THE BLEACHERS, JUST SWEEP UNDER THEM)
- MAKE SURE GATES ARE LOCKED (FIELDS, DUGOUTS, PARK GATE & EQUIPMENT SHED)

PRACTICE FIELD INFORMATION (SPRING SEASON)

- Priority for practice field assignments will go first to Majors, Minor A, Minor B, Rookies, then T-Ball.
- Majors teams are prioritized in the reverse draft order, alternating by league.
- American League is first in even numbered years; National League is first in odd numbered years.
- Practice field assignment order for the minor A division will be reverse of the draft order – draft first, pick practice fields last.
- Minor B, Rookie and Teeball Division teams will be assigned practice slots in random order.
- Practicing times at fields with pitching machines on site (Rookie & Minor B) will be assigned as evenly as possible.
- “Other” locations **MUST** be approved by NLL **BEFORE** the first practice is held. Practicing at a non-approved site is not allowed. (Manager is subject to discipline).
- You **may not** have practices or meetings at your home. Meetings in a public place (like a pizza parlor) are allowed. No alcohol is allowed at Team Functions.
- “Other” locations **MUST** be inspected, approved, and added by the safety officer. An added cost of \$50 per location, if approved, must be paid by the manager to the League. Once the practice field assignments are set, trading between teams is allowed if both teams agree, and the switch is approved by the scheduling coordinator.
- There will be **two** practice schedules, one for pre-season practices, and another beginning just before the season starts. NOTE – During school breaks (per current NVUSD student calendar) the pre-season practice schedule will be in effect.

Hints:

- With the shortage of preferred locations and times, make sure you do not ask for more slots than you are using. If a manager comes to the Board saying “Team X never uses the Monday slot at Redwood North”, the Board will be contacting Team X to ask if the location can be made available to others.
- If you ask for an insurance waiver for a non-NLL assigned location, you will need to give up your NLL assigned field. You cannot “hold” a NLL field for backup.
- There are no “field police”. If you have a problem with someone else (not a NLL team) using your assigned field, you need to work it out with the other party.
- No practices are allowed on any non-approved field or facility. Any practices or training held at any unapproved field or facilities are at the risk of the manager, coaches and property owners.



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PITCH COUNT POLICY

- The Home Team will use the “Official Scorebook” (which will be clearly marked and kept in the board room cabinet). The Official Scorebooks will be labeled by field and division and will remain in the Board Room between and after games.
- Official Pitch Count Recorder – is the Home team scorekeeper.
- Pitch Count Verification – this is to be done at every half-inning between both managers and the home plate umpire.
- Pitch Count Challenge – there will be no opportunity to challenge pitch count except during the verification at every half inning.
- At the end of the game, managers will verify pitch counts with one another and initial each book for matching pitch counts. If a manager does not initial the official book, they cannot protest the pitch count.
- Each manager is responsible for updating their team pitch count sheets NLL website within 24 hours of game completion. NLL Board will be monitoring to ensure managers are complying. Managers found to be out of compliance are subject to discipline.

GROUND RULES

Nothing on this page is meant to overturn umpire rulings on the field.

All Fields

- Home team takes third base dugout.
- Fly ball hits tree (branch, leaf, etc.) hanging over the fence--Play stops.
- If tree is hanging over foul ground--Foul ball.
- If tree is hanging over fair ground, but not over outfield fence--Umpire discretion.
- If ball would have landed fair--Award two bases.
- If ball would have landed foul--Foul ball.
- If tree is hanging over the outfield fence in fair ground--Home run or Double at umpire's discretion.
- Ball gets lodged in the fence or in a sponsor banner, if a clearly (to the umpire) "stuck" ball, play stops--Base awards (if any) are made according to the rule book.
- If not a clearly "stuck" ball, or if it is too far away for the umpire to see (outfield fence for example), if fielder attempts to make a play --Ball remains live and in play.
- If fielder does not attempt to make a play (throws arms up to signal a possible stuck ball is preferred), if umpire determines ball is lodged--Bases awarded (if any) are awarded according to the rule book.
- If umpire determines ball is not stuck--Ball remains live.
- Amplified music is prohibited in City of Napa parks and therefore not allowed during games, without prior board approval.
- No chewing gum or sunflower seeds in the dugouts or on the playing field.

Baumgartner Field, Horn Field, Cardwell Field

- Tree branches hang over the outfield fence line. Balls hitting the trees on the fly are home runs. (See above, umpire discretion home run or ground rule double).

Cardwell Field

- There is a "gap" in the fence in the left field corner. Balls rolling under the fence are treated the same as a ball lodged in the fence. (see above)

Elementary School Fields

- Pop ups hitting the top of the spectator protective cage are foul balls.
- No automatic home run distance (there are no outfield fences). Balls going past the outfielders that are interfered with are treated as spectator interference.
- Balls going past the dugout fence lines (as if they extended) are out of play. Base awards (if any) are made based on the rule book.

Middle School Fields

- No automatic home run distance (there are no outfield fences). Balls going past the outfielders that are interfered with are treated as spectator interference.
- Balls going past the dugout fence lines (as if they extended) are out of play. Base awards (if any) are made based on the rule book.

2025 LOCAL RULES

The Little League Rule Book and these Local Rules will govern all Napa Little League (NLL) games. Managers and coaches are expected to know and abide by the official Little League rules and NLL rules.

GENERAL

- Non-prescription sunglasses can be worn by pitchers as long as the mirror coating is not distracting to the batter.
- No new inning may start past the designated time limit (if any). The Home Plate Umpire is the official timekeeper. The start of an inning is defined as the time the last out was made at the bottom of the previous inning.

Home team:

Occupies third base dugout.

Prepares the field before the game.

When hosting an out of town team (inter-league play) the Home team is responsible for before AND after game field maintenance.

Visiting team:

Occupies first base dugout.

Performs all after game field maintenance (drag, water, mound repair, etc.).

- Before AND after games, only the manager and 4 approved coaches may participate with the team. Volunteers can assist with field maintenance, but at no time can there be more than 5 adults coaching or interacting with the players. During games only 2 coaches and the manager will be allow on the field/in the dugout. ALL MUST be approved by the Board of Directors. (All volunteers must clear a background check.)
- During infield practice catchers MUST WEAR catcher's helmet, mask, and throat guard whether in a crouch or not.
- Cancelled or postponed games will be made up at the discretion of the BOD. Games affecting tournament seeding will have first priority.
- The Board of Directors can discipline managers and coaches for policy and rule violations. Penalties may include removal from their position.

Managers, Coaches, and Spectators

- If any manager or coach has a disagreement with another manager, it should be handled in a mature, professional manner. **REMEMBER, the kids are watching you!**
- The league will not tolerate abusive behavior and/or foul language. The Commissioners and/or the Board of Directors will handle complaints. Managers and coaches violating rules and/or policies are subject to discipline, up to and including removal from their position.
- This division is for instruction, your actions and attitude should reflect this goal.

MAJOR DIVISION

- 3 inning minimum play for all players is RECOMMENDED.
- If a player is playing less than 2 innings (6 outs) on defense and 1 at bat per game, the League Commissioner will investigate.
- Managers will be disciplined as stated in the Little League rule book for not following minimum play guidelines. Minimum play mandated by Little League International is 2 innings (6 outs) on defense. Maintain continuous batting order. All players playing less than the minimum play due to mercy rule must play the subsequent game by rules stated in the rule book.
- All players playing less than minimum play must start the subsequent game and complete their minimum play for that game.
- If a team does not meet minimum play requirements in 6 full innings, the team will forfeit the game.

MINOR A DIVISION

- 4 inning (12 outs) minimum play for all players. Each player must participate on defense for a minimum of 12 defensive outs.
PENALTY: Affected player must start the next game, play the innings/outs missed in the prior game and complete the required play for the current game before being replaced.
- Manager will be disciplined as stated in the Little League rule book. (Warning, suspension, removal)
- No new innings can start after 2 hours.
- 10 Run Mercy Rule – once 4 innings have been completed (3 ½ innings if the home team is ahead), if a team has an “insurmountable lead”, the manager of the team with the fewer runs MUST concede the game. An “insurmountable lead” means that a lead can’t be overcome with the five run per inning limit or losing by 10 or more runs after the losing team has had four or more at bats. (i.e. Losing by 10 runs after four innings or 6 runs after 5 innings).
- “Drop 3rd Strike” rule is not in effect.

MINOR B AND ROOKIE DIVISIONS

- All Little League rules, PLUS the “General” Rules as shown above, PLUS all division-specific NLL Rules.

2025 LOCAL RULES FOR MINOR B PLAY

- Score is kept from game 1
- Continuous batting order – all players bat. Includes free (recreational) defensive substitution.
- Minimum Play:
 - A) No player may be on the bench two innings in a row.
 - B) No player may be on the bench a second time until all other players have been on the bench at least once. No player may be on the bench a third time until all other players have been on the bench at least twice. (The idea here is for each game -all players will have a total playing time for that game within one inning of each other.)
 - C) Each player **MUST** play two defensive innings in an infield position, which includes pitcher and catcher. Each player **MUST** play at least one of the infield position defensive innings during the first 3 innings of the game (Parents can request -in writing -their child be exempted from playing in the infield.)
- MINIMUM PENALTY: First Offense - Written Warning; Second Offense - One Game Suspension; Third Offense - Removal as Manager. Additional penalty may be added, even on the first offense. In any instance, affected player must start the next game and play at least the minimums for the new game PLUS the innings missed in the previous game, repeating in each following game until playing time deficit is made up.
- No new innings can start after 1 hour 45 minutes, hard stop at 2 hours
- Minor B will begin with machine pitch for the first four innings, the fifth and sixth innings will be kid pitch
- All games will continue until 6 innings or time limit has been met.
- Machine Pitch:
 - Defensive pitcher must line up next to or behind the pitching machine. The player cannot be in front of the machine until the pitch has been released. Machine Operator must be an approved manager/coach.
 - Pitching machine speed can be adjusted at the beginning of each inning. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
 - A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
- Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.
- NO-PITCH is declared when:
 - A pitch bounces on or in front of home plate.
 - A pitch causes the batter to jump out of the box.
 - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
 - Bunting and base stealing are not allowed.
- Kid Pitch:
 - Maximum of 30 pitches per inning per pitcher. No exceptions or finishing batter, once a pitcher reaches 30 pitches in an inning he/she must be removed.
 - Maximum 40 pitches per pitcher per game, no exceptions, no finishing batter, once a pitcher reaches 40 pitches in a game he/she must be removed.
 - If a pitcher has 3 walks/HBP in a row, or any combo of 3 walks/HBP in a row, he/she

must be removed

- If a pitcher has 4 walks/HBP total in one inning, he/she must be removed
- No coach pitch. If a team is out of pitchers in one inning, the other team is rewarded 5 runs. (Should not result to this, just bring in another kid pitcher until 5 runs are reached).
- Play shall stop:
 - Once the ball has entered or passed through pitching area (the dirt area around the pitching rubber) in an attempt to throw the ball to the pitcher, as long as a defensive player is in the immediate area. It does not matter if the ball is actually caught.
 - Once a defensive player has control of the ball, in or near the pitching area, with the intent to stop play.
 - When play stops, runners not halfway to the next base must go back. A chalk line should be placed halfway between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate.
 - The end of an inning shall be determined by three outs, five runs scored, or all batters having had a turn at bat, whichever comes first. Note: The five run rule means only 5 runs “count”, even when more than 5 runners have scored.
 - One maximum base allowed on all overthrows (the base the runner is already approaching plus one base) This does not mean an automatic base will be awarded on all overthrows, just a maximum of one base on an overthrow. Example: ball is overthrown trying to throw out runner going to first. Player has the **option** to attempt to run to second but may not go further than second. The defense can attempt to throw them out at second, or throw back to the pitcher, which gives the runner second base anyway.
 - Stealing a base or advancing on wild pitches/passed balls is only allowed during player pitch innings. A steal is defined as the runner leaving base when the pitch crosses home plate or the pitch is a wild pitch/pass ball. However, there will be no stealing of home or advancing to home on wild pitches or passed balls. There is no stealing unless there is a pitch to the plate. Ex: A player cannot receive a base on balls and keep running to 2nd base. Runners may not advance on overthrows from the catcher back to the pitcher. Runners may not advance beyond the base they are attempting to steal, even if the throw from the catcher is not fielded cleanly or goes out of play.
 - If a ball goes out of play, runners are each awarded one base in addition to the base they were running to. Silverado out of play vs Garfield out of play: Silverado = imaginary line in line with the dugout fence parallel down foul territory. Garfield = over the fences along foul territory, over the dugout, over the backstop. At either field, any ball stuck in a fence or is in the dugout is considered out of play.
 - No Infield fly rule calls shall be made.
 - Two approved adult defensive coaches will be allowed to occupy the "foul" area beyond the coaching boxes.
 - One approved adult manager/coach must remain in the dugout at all times – NO EXCEPTIONS.
 - A scorebook must be recorded to insure minimum play, pitch counts, etc.
 - 1 Manager and 3 Coaches are allowed in the dugout during the game.

During Tournament Play only:

- 10 Run Mercy Rule – once 4 innings have been completed (3 ½ innings if the home team is ahead), if a team has an “insurmountable lead”, the manager of the team with the fewer runs MUST concede the game.
- An “insurmountable lead” means that a lead can’t be overcome with the five run per inning limit or losing by 10 or more runs after the losing team has had four or more at bats. (i.e. Losing by 10 runs after four innings or 6 runs after 5 innings). If the visiting team is batting at the 2-hour mark of the

game, the half-inning shall be completed. If the home team is trailing following the visiting team's at-bat, the game shall continue until the bottom half of the inning is completed.

- Tie games shall continue until completed, subject to the discretion of the umpire due to playing conditions.
- 1 Manager and 3 Coaches are allowed in the dugout during the game.

All Star Exhibition Variations:

- 5 runs per inning limit.
- Time limit may be waived by the BOD.
- 1 Manager and 3 Coaches are allowed in the dugout during the game.

2025 ROOKIE DIVISION RULES

The goal of the Napa Little League Rookie Division shall be to teach players the basic fundamentals of baseball in a manner that will encourage them to continue playing baseball in the future. Remember this is about the kids. It is our responsibility as adults to make sure that the children have fun, learn good sportsmanship and improve their baseball skills. We want to encourage the children, not discourage them, in a positive environment.

These rules are in addition to the rules in the current Little League Rule Book.

General Rules

- Games shall be more than 4 innings. No inning can start after the one and a half hour time limit.
- No scores, results, or standings will be kept by the league – this is an instructional league.
- Batters may not throw the bat under any circumstances. A batter who throws the bat in an unsafe manner shall be warned once and called out on any subsequent throws. The batter is immediately out (no warnings) if the bat is thrown and hits another person.
- No persons other than players and approved adult volunteers (managers & coaches), are allowed in the dugout or on the field.
- The infield fly rule is not used in this division.
- Napa Little League requires that all managers rotate his/her players to even fielding positions. (Use good judgment).

Pitching Machine

- All games shall be pitched with a pitching machine that is placed 46 feet from home plate (machine is placed over or at the pitcher's rubber).
- Pitching machine speed will be set by agreement of both managers. Speed can be adjusted at the top an inning if both managers agree. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
- A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
- Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches, he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.
- Bunting and base stealing are not allowed.
- NO-PITCH is declared when:
 - A pitch bounces on or in front of home plate.
 - A pitch causes the batter to jump out of the box.
 - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
- Runners may not advance on a throwback to the pitcher.
- If the catcher makes an attempt to throw a runner out, and the ball is overthrown or mishandled by the fielder; the runner cannot advance.
- NO lead-offs allowed at any time. Base runners must stay in contact with the base until ball reaches the batter.

When Play Stops

- Play stops when the ball is thrown out-of-play. (The runner shall ONLY be awarded the base they are approaching.) The intent of this rule is to encourage the defensive players to try to make plays instead of simply returning the ball to the pitcher. Example: Batter hits a ground ball to the third baseman. Third baseman throws to first base. First baseman misses the ball. Runner cannot go to second unless they had already turned towards second before the ball reached first base. If the defense purposely throws the ball out of play (did not attempt to throw to another player), the runners will be awarded one additional base (the base they were approaching plus one).
- There will be a 14' circle around the pitching machine. (When playing at Garfield Park, the "circle" will be the dirt area around the pitching rubber -do not make a chalk circle -even though it may not be 14' in diameter.) This circle will determine when the play stops. Once the ball has been fielded and an attempt is made to throw the ball to the pitcher and the ball enters the circle, the machine operator will throw his/her hands up to indicate the play has stopped.
- Once it is determined that play has stopped, the umpire shall determine if runners are halfway to the base they are approaching. If the runner is halfway, they shall be awarded the base they are approaching. If they are not halfway, they shall return to the base they came from.
- If the pitcher fields a hit ball he/she must either make an attempt to make an out by throwing the ball or tagging a runner, or personally return the ball to the circle to stop play. The pitcher may not throw the ball into the circle in an attempt to stop play.
- The inning will be over after the last batter of the inning bats, the defensive team has made three outs, or five runs score, whichever happens first.

Umpires & Machine Operators

- The coach from the team at bat will operate the pitching machine and serve as the umpire for that half inning.
- The machine operator will have the final decision but can ask the 1st and/or 3rd base coaches for help.
- Before each batter, the umpire must call out and hold up fingers indicating the number of outs.
- Before each pitch the umpire must indicate the number of pitches by calling it out and holding up fingers. Machine operator must call out a no-pitch before the ball reaches home plate.
- The machine operator is allowed to coach their players when they are at bat. Example: positioning players in the batters box, bat off the shoulder, level swings, etc. Base coaches are exactly that, they coach the runners. Note: Remember this is a teaching division; the more coaching the kids receive, THE BETTER.
- The defensive team will have two coaches on the field. One coach will be down the 1st base line in foul territory of the outfield and the second coach will be down the 3rd base line in foul territory of the outfield. Coaches will position the players and instruct them on what to do with each new situation. Example: how many outs there are, where to throw the ball, etc.

Players

- Teams will use a continuous (recreational) batting order (all players are in the batting order whether playing on defense that inning or not). Players not present at the time of the first pitch must be added to the bottom of the batting order.
- No player may sit out of the defensive line-up 2 consecutive innings. Every player on the roster, who is at the game, shall play a minimum of 2 full innings except when:
 - The game is called before 4 innings for time
 - A player is removed from the game due to a violation of code of conduct.

- All players must play at least one defensive innings in an infield position. Parents can request – in writing – the Board of Directors exempt their child from playing in the infield for safety reasons.
- No player may play the same defensive position more than two innings in a game. Once a player has played two innings in one position he/she cannot return to that position for the remainder of the game.
- Teams must play 10 players on defense if 10 players are available. The 10th player will be added to the outfield as a fourth outfielder.
- Teams must have a minimum of nine players by 15 minutes past the scheduled game time or the game is forfeited.
- All outfielders must be positioned in the outfield areas (on the grass), not as extra infielders.

TIE BREAKING PROCEDURES

To determine standings, use winning percentage. If two or more teams are tied at the end of the regular season, the following procedures shall be used to break the ties. Tie games count as $\frac{1}{2}$ of a win. Winning percentage is calculated as: Wins plus (.5 *Ties) divided by Total Games.

Two Teams Tied

1. Head to head competition between the tied teams.
2. League record - Best overall record within the league. If the tied teams did not play the same total number of league games, skip to next tiebreaker.
3. Same League Opponents - Best record against the team at the top of the league standings. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
4. Opposite League Opponents (within Napa) - Best record against the opposite league champion. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
5. Out of Napa Teams – Best record against all common opponents from outside of Napa. (MAY BE WAIVED SUBJECT TO THE INTER-LEAGUE AGREEMENT BETWEEN PARTICIPATING LEAGUES.)
6. Coin flip.

Three or More Teams Tied

At any point, if only two remain tied, use the “Two Teams Tied” procedures to break the tie between the remaining teams.

1. Total number of wins, head to head, between the teams tied. Teams with fewer wins will be eliminated.
2. Same League Opponents - Best record against the team at the top of the league standings. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
3. Opposite League Opponents (within Napa) - Best record against the opposite league champion. Work down to the last place team if needed. Only use opponents the tied teams played the same number of times.
4. Out of Napa Teams – Best record against all common opponents from outside of Napa. (MAY BE WAIVED SUBJECT TO THE INTER-LEAGUE AGREEMENT BETWEEN PARTICIPATING LEAGUES.)
5. Coin flip.

TEE BALL/COACH PITCH DIVISION

Safety: Safety is the #1 priority. A bat in the hand of a 5 or 6-year-old is a potentially dangerous situation. Please make it your priority to teach safety at practice and during games.

Length of Game: All games will be 3 to 4 innings, however; no new inning shall start after one hour from scheduled start time. Play must stop 1 hour 15 minutes from scheduled start time.

Scorekeeping: No scores will be kept.

Coaching: Coaches are encouraged to be on the field. When on defense, 3 coaches may be on the field helping players prepare for the upcoming play. One coach can be in the infield while the other two coaches must be in the outfield (behind all infielders). When it's your team batting, you should have a 1st and 3rd base coach as well as a coach feeding the tee. During underhand toss/coach pitch, you should have one coach pitching and another coach catching to keep the pace of the game moving. Ideally the coach/pitcher will have a set of four baseballs so that the coach/catcher does not need to return them after each pitch. Grab one of your volunteer parents from the crowd to coach the bases and/or serve as a dugout parent if you do not have enough official coaches.

Fielding: All kids play. No player sits in the dugout and there is no catcher. All players are assigned a field position when on defense. Rotate positions each inning (infield and outfield) to ensure everyone tries each position. Please keep safety in mind (i.e., if a player likes to pick daisies now and then, make sure he/she gets it out of their system before playing pitcher). If you play 3 innings, make sure to mix it up the following game so that kids get an equal chance to play infield and outfield over the course of the season. Please refrain from "double" pitcher set ups or playing the same player at 1st base because he/she can catch everything. Teams should have 1 pitcher, no more than 5 infielders, and the remaining players in the outfield.

Batting: Teams will bat through their entire line-up during their half of each inning. Rotate the batting order each inning. Teams have the option of underhand toss "coach pitch" or hitting from the tee. Batters are allowed up to 4 underhand toss pitches if they choose "coach pitch". If the batter does not put the ball into play after 4 pitches, the player then hits from the tee. Use good judgement (i.e., a player should show that he/she can hit underhand toss in practice before trying it in a game).

Base Running: Runners should stop running the bases when a ball hit into the outfield is returned to the infield or when an out is attempted by throwing the ball to a base. If an out is made, the runner may stay on base and continue running. The last batter of each half inning should be announced by the coach and the runners can run all the way to home plate to clear the bases.

Game Time Best Practices: Coach Pitch vs. Tee... Use your best judgment to keep the pace of play moving.

Make your line-up prior to the game. Have your defensive positions and batting order for each inning decided prior to the start of the game.

Distribute copies of your lineup to your coaches and parent volunteers so that they may help you with positioning the players and setting the batting order when the team is in the field.

Designate a "dugout parent" to take charge of keeping the hitters in order and ready to hit when it's their turn.

Blue painter tape can be used to write players names on and placed on the bench for batting order (please remember to remove and throw in the trash)



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Practice Guidelines: Practice once per week for 45 minutes to one hour. If you go longer than that, you are past the kids' ability to learn and have fun. Having multiple coaches at practice and splitting the kids into smaller groups is helpful. Do not be afraid to pull parent volunteers from the sidelines at practice to help you.

NAPA LITTLE LEAGUE - DRAFT PROCEDURES

After the tryout program has been completed, the player agent of each league shall conduct a draft to assign eligible players to teams.

- Players shall never be told the position in which they were drafted.
- There shall be no private tryouts of players. Any team violating this rule will be reported to the Board of Directors, who may forfeit the teams 1 and 2 draft choices and/or take any other action deemed necessary.
- The team manager will represent each team at the draft. If the manager cannot attend the draft he/she must obtain approval for the designee from the league president. Prior to the start of the drafting of players, the player agent shall announce the number of returning players, the draft order, draft rules, and all approved options.
- Only 1 representative per team (Manger or approved replacement) is allowed in the draft.
- Parents who become managers or coaches while their children are on another team may not automatically claim their children but must trade for them at the proper time, subject to league trading rules.
- It is the manager's duty to know and understand all draft rules for their division. Ask questions BEFORE the draft.
- League Age 12 Players who pass the Draft Evaluation Committee's recommendation must be placed on a Major's roster.
- League Age 12 Players who DO NOT PASS the Draft Evaluation Committee's recommendation BUT parent or guardian insist be placed on Majors roster will be placed on a Major's roster.
- League Age 12 year old players will be placed in the same draft pool as all other ages and drafted accordingly. However all Majors teams must have an equal amount of 12 year old's within league drafted or not.
- No Players League Age 9 may be drafted or called up into the Majors Division.

TRYOUTS

- Players missing tryouts cannot play in Napa Little League – at any level.
- Players returning to the same Major Division team do not tryout.
- Players released from a Major level team must tryout.
- A supplemental try out for players who have missed regularly scheduled try outs may be conducted by the player agent, president, or other approved League Board Member and evaluations will be transferred to the managers prior to the draft.

TRADES

Trades must follow the procedures set out in the current Little League Operating Manual.

The guidelines are:

- All trades must be through and with the approval of the Player Agent.
- All trades must be player for player. Trades involving a player for draft choices are not permitted.
- Trades must be within the same league and division.
- All trades will take place on draft night.

DRAFT SYSTEM – MAJOR DIVISION

Napa Little League has adopted “Plan A” from the current Little League Operating Manual. All 10-12 year old’s are eligible for the draft. A copy of the current Little League “Plan A” draft rules will be made available upon request. Returning players fill the bottom of the draft chart. Teams needing 8 or more players (before any option players are added) receive a bonus pick after the 4th round. Bonus round players are placed in the lowest available slot on the team’s draft board (8, 9, 10, 11, or 12). All approved mandatory League Age 12 year old players are guaranteed a Majors roster spot and will be placed into the same draft pool as all other players to be selected at the manager’s discretion. Before the draft begins the Player Agent will determine how many 12 year old players each team must take in an effort for all teams to carry the equal amount of 12 year old’s on their roster. Managers are required to draft the best team for that given year.

The draft order is based on:

- 1) Expansion team or teams draft first.
- 2) Regular season standings (prior to playoffs) determine draft order for the following year.

PLAYER OPTIONS IN THE MAJORS

All player options for the Major Division will be per the current Little League Operating Manual. Copies are available upon request. (Coach Options are severely limited – coach must be returning to the same major level team from the previous season AND the coach must be going into their third consecutive year of managing or coaching in NLL at any level.)

DRAFT SYSTEM – MINOR A AND MINOR B DIVISIONS

- Minor A, Minor B, and Rookie teams are dissolved at the end of each season. There are no returning players.
- All remaining eligible players will be selected.
- Player options are per the current Little League Operating Manual with the following exceptions:
- Sibling options are the parent’s choice, not the manager’s. If a parent chooses to option siblings together, and the siblings remain in the draft pool after the Major Division draft, a manager picking one sibling must take all of the siblings with their next pick or picks.
- One approved coach, through the manager, may exercise an option on the coach’s child, in writing to the player agent with the following provisions:
- The Board of Directors has approved the coach and had been notified of the option player’s name, at least 48 hours prior to the draft.
- All approved coach options will be exercised by the end of the first round, or with the first available draft choice.
- In the event Minor A rosters are not complete with 9,10,11, and 12 year old’s, an 8 year old try out will take place and entered into the Minor A draft. These kids will be chosen after all 9, 10, 11, and 12 year old’s have been chosen.
- If Minor A rosters are complete, no 8 year old players may be placed on a Minor A roster.
- All 11 year old players not drafted to the Majors must be selected to a Minor A team.
- Players who were on a Minor A roster in the previous season and not drafted to a Major team must be selected to a Minor A team.
- All 9 and 10 year old players not selected to Minor A teams must be selected to Minor B teams.
- Minor B teams will be formed according to school of attendance, coaches/player re- quests, sibling options, Coaches children (up to 4 counting the Manager) & sponsorship ties.
- If roster is not full, an attempt to fill the remaining roster will be from schools close to the Manager’s child’s home school.
- No players below the age of 7 are allowed to play Minor B
- Draft order will be determined by a blind drawing. The “Serpentine Draft Method” will be used.
Example:

ROUND	1	2	3	4	5	6	7	8	9	10	11	12
TEAM												
1	1	12	13	24	25	36	37	48	49	60	61	72
2	2	11	14	23	26	35	38	47	50	59	62	71
3	3	10	15	22	27	34	39	46	51	58	63	70
4	4	9	16	21	28	33	40	45	52	57	64	69
5	5	8	17	20	29	32	41	44	53	56	65	68
6	6	7	18	19	30	31	42	43	54	55	66	67

ROOKIE LEAGUE

- The Rookie league will not have a tryout or draft and is designated for:
 - 5 year old's who have played at least one year of T-Ball.
 - 6/7 year old's without Rookie League experience.
 - 8 year old's who have not played before.
- Rookie teams will be formed according to school of attendance, coaches/player requests, sibling options, Coaches children (up to 4 counting the Manager), & sponsorship ties. If roster is not full, an attempt to fill the remaining roster will be from schools close to the Manager's child's home school.

REPLACEMENT PLAYER POLICY

- During the season there will be times when players are asked to move up to a higher level. Napa Little League uses the following process:
 - Team X needs a replacement player (injury, change of residence, other reason approved by the Board of Directors).
 - Manager of Team X selects a replacement player from the next lower division (through the Player Agent).
 - The manager may not contact players, parents, or other managers directly or indirectly!
 - The manager is not to let other managers know of the opening.
 - EVERY effort must be made by all involved to not identify the identity of the team needing a replacement.
 - Player Agent asks the player whether or not they accept the call up to the next division. **THE PLAYER IS NOT TO BE TOLD WHICH TEAM HAS AN OPENING!!!**
 - If a player declines to move up to the next division - Player is not eligible for a call-up for the remainder of the season.
- The Move Up or Move Over policy may go into effect (the player that refuses the call-up may take the place of the player that accepts the call-up and go to the team that the player moving up leaves – this move-over policy will be at the discretion of the player agent).
- Players League Age 8 may not be called up for Minor A until all available League Age 9 and 10 years of age have declined player call-ups.
- Managers have 48 hours to report the need for a replacement player to the Player Agent. Failure to do so will result in discipline for the manager - which may include a one-game suspension and the manager losing the right to select the replacement player (Player Agent makes the selection instead). The Manager will be brought before the Board Executive Committee for discipline.
- The manager has 3 days to give the Player Agent a list of at least 3 potential replacement players, ranked by preference. The 3-day "clock" starts when the need for a replacement player arises, NOT when the Player Agent/Board of Directors is notified. (Example: Player is injured on March 1. Three day period starts on March 2. Manager must notify Player Agent by March 3. Selections must be given to Player Agent by March 5.).
- If a list of players is not given to the Player Agent within the 3-day time period, the Player Agent will make the player selection at his/her discretion, subject to approval by the league President, and/or the Board of Directors. If none of the players on the manager's list accept the call-up, the manager will have 24 hours to submit a second list. If none from the second list accept the call-up, the Player Agent will make the selection.
- Major teams can call up players from Minor A.
- Majors teams may not call up a League Age 9 or younger player.
- Minor A teams can call up players from Minor B.
- Minor A teams can only call up Minor B players who live in their league boundaries.
- No Minor B team roster may go below 12 players until all other teams in their league are at 12 players.
- Minor B teams may NOT call up players from Rookies without approval from the Board of Directors.
- Players can place their name on a "voluntary call up" list (contact the Player Agent). This list will be used by managers as an aid in seeking players willing to move up. This list is "final"

once the first opening (in any division) occurs.

- Players not on the voluntary call up list are also eligible to be called up per Little League rules.
- Managers should keep a list of players they would call up ready at all times.
 - Keep your notes from tryouts.
 - Scout games at the next lower level.
 - Be prepared.
 - Managers' children may decline player call ups without a penalty.
 - Minor B call ups may be declined (with no penalty) if half of the season has passed.
- Players may not be replaced when only three weeks of regular season play is left without approval of the Board of Directors. 'Regular season play' means the scheduled games during the regular season, not including the end of season tournament. The regular season concludes on the last day of scheduled games.

SELECTION OF ALL-STAR TEAMS

- For All-Star selection, as a general guideline, if a coach feels that two potential players have comparable skills, the league suggests that the coach consider selecting the older player, as the younger player will still be eligible to play at the age level below.
- The 11/12 team will be selected first, then the 10/11-year-old team, then the 9/10-year-old team.
- Managers should **ONLY** nominate players from their team they feel are All-Stars in comparison to the entire division. Presidents/Player Agents can nominate up to 3 kids per division if they feel they have been overlooked. Once a list of nominated players is created, Managers will confidentially vote from that list for the top 10 players. The 10 players with the most votes will make up the roster.
- The All-Star Manager will be allowed to declare the final size of the roster (12,13,14) and will have the right to choose the remaining all-stars to complete the roster.
- The Player Agent will count the votes. In case of a tie, the vote will be retaken. If a tie cannot be broken, the Player Agent will cast the deciding vote.
- Managers may pick from the remaining players nominated or from any players in the division. However, 50% of the players chosen by the Manager **MUST** come from the nominated players. If a Manager has chosen a team of 13, two of three picks **MUST** be from the nominated players list. With this process in mind, Managers are encouraged to select from the list of nominated players.
- Each division will start the selection process over. Nominated players that did not make a roster **DO NOT** automatically secure a roster spot on the next lower division All-Star team.
- All Star Managers will be selected before any player selection takes place, but that selection will remain confidential until the first 10 roster spots are established.
- All Star Managers must be a Manger or Coach during the regular season for the level they wish to manage.
- Any regular season Manager or Coach may “manage down” and manage an All Star at a lower level but managers can not “manage up” into a higher division or age group.
- All Major and Minor A managers **MUST** attend the selection meeting. If a manager is unable to attend, a league approved substitute may attend. Not sending a team representative to the selection meeting is cause for discipline.
- If a 10 or 11 year old player declines selection to any All Star team, they cannot be selected or added to any other All Star team.
- Managers may not nominate coaches until after all players have been selected. Coaches must be approved by the Board of Directors and been an approved coach during the Spring Season.
- Replacement players shall come from the nominated list of players. All-star manager will have replacement player reviewed by player agent.
- Executive Board will review violations of Player Agreement.

International Tournament Teams (11 and 12 year old's)

- “Only League Age 11 and 12 year old’s on a Major Division roster are eligible for International Tournament Teams”.
- All players will vote for one “Players’ Vote” nomination:
 - Each player will get one vote.
 - Player cannot vote for themselves or a teammate.
 - Manager will bring votes to All-Star Draft Meeting.
- The Major Division Managers will nominate and vote on the All Stars for the 11/12 team (Minor A managers may observe).
- All Star Manager picks to be filled with 12 year old players.
- Until the Little League mandated time the rosters are set, players may be called up from the 11 year old only team if a replacement is needed.

10/11 Year Old Teams

- All players will vote for one “Players’ Vote” nomination:
 - Each player will get one vote.
 - Player cannot vote for themselves or a teammate.
 - Manager will bring votes to All-Star Draft Meeting.
- The Major Managers will vote to select the 10-11 All Stars for their league.
- Managers from both Majors and Minor A may nominate players from their own team for the 10-11 All Star team.
- League Age 10 and 11 year old’s on a Major or Minor A roster AND not selected for the International Tournament team are eligible.
- All Star Manager picks to be filled with 11 year old players.
- Managers and coaches must be a current manager or coach from the Major or Minor A Divisions.

9/10 Year Old Teams

- All players will vote for one “Players’ Vote” nomination:
 - Each player will get one vote.
 - Player cannot vote for themselves or a teammate.
 - Manager will bring votes to All-Star Draft Meeting.
- All managers who have eligible 10 year old’s on their regular season rosters and all Minor A Managers will nominate players for the 9/10 All Star Team.
- All 9 and 10 year old’s currently on a Major or Minor A roster are eligible.
- All Star Manager picks to be filled with 10 year old players.
- Managers and coaches must be a current manager or coach from the Major or Minor A Divisions.

District 53 Tournament of Champions

- Napa Little League will determine Tournament of Champions participation at the end of the season.

PLAYER REFUND POLICY

- A refund for players that decide not to play after registering will be issued on the following scale:
 - Prior to draft (or prior to team formation for Rookies/Minor B) – 100% of fees paid.
 - After teams are formed but before season begins
 - After season started – no refund unless approved by Board.
 - Processing fees will NOT be refunded.

2025 Local Rules Fall Season

Fall Ball 2025 Rules to be evaluated at end of 2025 Spring Season

The 2025 Little League Rule Book and these Local Rules will govern all Napa Little League (NLL) games. Managers and coaches are expected to know and abide by the official Little League rules and NLL rules.

SCHEDULE

- Teams will have one (1) weekday practice and one (1) weekend game.

GENERAL

- No game may continue past the designated time limit (two hours and 15 minutes from scheduled start time). Umpire has the discretion when to call the last batter.
- Home team:
 - Occupies third base dugout
 - Prepares the field before the game
- Visiting team:
 - Occupies first base dugout
 - Performs all after game field maintenance (drag, water, mound repair, etc.).
- **Before AND after games, only the manager and 4 approved coaches may participate with the team. Volunteers can assist with field maintenance, but at no time can there be more than 5 adults coaching or interacting with the players. During games, only 3 catches and the manager will be allowed on the field/in the dugout. ALL MUST be approved by the Board of Directors.**
- During infield practice catchers MUST WEAR catcher's helmet, mask, and throat guard whether in a crouch or not.
- **The Board of Directors can discipline managers and coaches for policy and rule violations. Penalties may include removal from their position. (All volunteers must clear a First Advantage background check.)**

ALL DIVISIONS

- A continuous batting order will be used in all games (LL Rule 4.04). This includes "free substitution" on defense.
- An inning will end after three outs or one time through the batting order
- Majors – The half inning ends when three outs are made.
- Minor A and Minor B – The half inning ends when three outs are made or five runs have scored.
- Each player must participate on defense for at least two innings (6 outs) in an infield position. (This only applies in a 6 inning game.)
- No player can play more than two innings at any one position during a game.
- No player can be on the bench two innings in a row.
- No player can be on the bench a second time until all other players have been on the bench at least once.

PENALTY: Affected player must **start** the next game, play the innings/outs missed in the prior game and complete the required play for the current game before being replaced.

PITCHING RESTRICTIONS

- Two innings maximum per player per game.
- Junior, Major, and Minor A – 40 pitches per player per game but may finish the batter if pitch limit is exceeded.
- Minor B – 30 pitches per player per game but may finish the batter if the pitch limit is exceeded.
- 1 to 20 pitches – can pitch the next day.
- 21 or more pitches – must have one day of rest.

MINOR B DIVISION

- All Little League rules, PLUS the “General” Rules as shown above, PLUS all division specific NLL Rules.
- First 2 innings are player pitch, remainder 4 innings are machine pitch.

Little League Rule 4.07

When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.

(Comment -Notice the minimum penalty -the ejected person cannot be at the site of the team's next game for any purpose. The automatic one game suspension cannot be reduced, it can only be increased -see rule 9.05(c).)

Little League Rule 9.05(c)

After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain his/her conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. NOTE: The Board may impose such penalties that they feel are warranted, but may not lessen the requirements of rule 4.07.

(Comment -This rule gives the local board of directors the ability to increase -but not decrease - the length of the suspension. UNTIL the suspended person meets with the board of directors, the person may not attend games.)

Additional Policies of Napa Little League

1. Anyone ejected by or for arguing with a youth (under 18 years of age) umpire, in addition to the mandatory one game suspension (Rule 4.07 and 9.05(c)) is to serve an *additional* one game suspension (suspended for a minimum of two games). The additional one game suspension is not a Rule 4.07 suspension and can be appealed to the Board of Directors at the rule 9.05(c) meeting.

(Comment -A manager/coach should never be in a situation to get ejected by a youth umpire (or any umpire for that matter). Adding the extra game suspension should reinforce that all umpires, regardless of age and/or experience, should be treated appropriately.)

2. The chief of umpires can, after consulting with youth umpires post-game, suspend a manager and/or coach for one game. This one game suspension is not a Rule 4.07 suspension and can be appealed to the Board of Directors at a meeting similar to a rule 9.05(c) meeting.

(Comment -There are situations where a manager/coach should have been ejected but was not. Sometimes this is because of lack of experience on the umpire's part, sometimes because the manager/coach simply took advantage of a newer umpire.)