

2022 North Central CT Baseball League Rules

Rules For Both Majors and AAA:

- * Consecutive batting order always. No variation of this rule of any kind.
- * All players must play no less than 3 innings in the field. Players are not allowed to sit more than 2 consecutive innings
- * LL catching rules—no player can catch after throwing 40 pitches and no player can pitch if have already caught more than 3 innings in that game (One pitch caught in the 4th inning counts as an entire inning.)
- * Little League pitch limits based on age
- * No slash bunts
- * Batter must keep one foot in the batter's box. Umpires will warn all players 1 time before May 1st. After May 1 no warnings will be given!
- * Team rosters are final. Pool players can be added only if needed to avoid forfeit. ABSOLUTELY no pool player added to a team should pitch at any point during the game.
- * All towns agree to draft equitable teams (no "A teams" and "B teams"). Snake draft method should be observed.
- * There is a time limit on all games. No inning shall begin after 2 hours from the first pitch, or after 7:45 pm, whichever is sooner.
- * After any official game, home team will update scores to the designated league website for the purpose of keeping league standings current. Home team will have 48 hours from game finish to update the score.
- * Mercy Rule:
 - In a six Inning game such as little League Baseball and Softball, rules call for the game to end if the winning team is ahead by 15 runs after 3 innings played or 10 runs after four innings by the trailing team. There is absolutely no flex to this rule.

Majors Specific Rules:

- * Standard LL international rules
- * Infield flies are called
- * Dropped 3rd strike
- * Endless stealing
- * NO Slash bunts

AAA Specific Rules:

- * NO dropped 3rd strikes
- * NO Slash Bunts
- * No intentional walks
- * NO infield flies
- * Stealing of 2nd and 3rd bases will be limited to 2 per inning.
- * Passed balls: The ball must be behind the catcher to be considered a passed ball. There is unlimited pass balls for the advancement of runners to second and third base. There is a limit of 2 advances per inning for pass balls for the runner going to home from third base.
- * Runners may advance to any base on all overthrows including to home.
- * No delayed steals to any base (if the pitcher receives the ball on the dirt mound area (Not the rubber), then players are not allowed to advance or get into a rundown). Also, the catcher is not allowed to walk the ball to the pitcher on every pitch to avoid bad throws, catchers need to learn to make accurate throws back to the pitcher
- * 5 run limit per inning including the final inning (no unlimited runs in the last inning just because you are more than 5 runs down)
- * Players DO NOT have to play a certain number of innings in the infield vs. the outfield.