

Rules For Both Majors and AAA:

- Consecutive batting order always. No variation to 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.
 - 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
- In the spirit of promoting the pace of play - Batters should keep one foot in the batter's box at all times.
- 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.
 - Pool players should bat last
 - NO ROSTER SHARE/POOL PLAYERS FOR PLAYOFFS
- Players in lineup
 - NCCBL playoff games:
 - Teams to start with 9 players
 - Teams can start with 8 but 9th batting spot at bottom of order will be an Out
 - 7 players is not allowed
 - If a team starts with 9 and a player gets injured and there isn't a sub that players spot in the lineup will be an Out
 - During the regular season there is no penalty for playing with 8 players
- 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
- 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, 8 after five innings by the trailing team
 - There is absolutely no flex to this rule
 - Home team does not have to bat if ahead

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/wild pitch: The ball must be behind the catcher to be considered a passed ball. There are 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.

