



**LOCAL RULE BOOK /
MANAGER'S HANDBOOK
Version 2010**

Code of Ethics for Managers and Coaches

The primary objective of Palo Alto Little League shall be to instill in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority. These ideals support the goal of developing well-adjusted, stronger and happier children who will grow to be decent, healthy and trustworthy adults. Managers and coaches at all levels of play are expected to:

- 1.) Reflect an understanding of the age group they supervise;
- 2.) Be aware that they are an example to those with whom they work;
- 3.) Demonstrate that they have an appreciation of the philosophy of Little League Baseball, and cooperate with others in making the program of mutual benefit to all youngsters;
- 4.) Show, by example, that they respect the judgment and the position of authority of the umpire and promote in their players a respect for the authority of adult leaders in the league;
- 5.) Exercise their leadership role adequately but *leave the ball game in the hands of the players*;
- 6.) Within the regulations of their own league and of Little League Baseball, provide an opportunity for each youngster to participate;
- 7.) Encourage their players at every opportunity, familiarizing themselves with the home background of the youngsters and their families;
- 8.) Inspire a desire to win and improve, striving to impart as much baseball knowledge as possible to each player;
- 9.) Encourage good health habits, good grooming and proper care of uniforms and equipment;
- 10.) Be instrumental in shaping acceptable behavior patterns whether the team wins or loses;
- 11.) Know the Playing Rules and Regulations of Little League and be able to interpret them correctly, playing by these rules and adhering to their intent, demonstrating to the players an honest respect for the rules as well as the spirit of the game;
- 12.) Be well acquainted with the player selection system used in their respective league, and select players for the team according to their abilities;
- 13.) Be cautious and use sound, reasonable judgment in protest situations;
- 14.) Have had an opportunity to participate in preparatory training programs concerning their responsibilities before being assigned to their position;
- 15.) Have knowledge of first aid and safety.
- 16.) Refrain from smoking or chewing tobacco during games, practices and all other Little League related events where children are present.

Managers and coaches must be responsible adults who are sensitive to the mental and physical limitations of Little Leaguers, recognizing that the game is a vehicle of training and enjoyment, not an end unto itself.

PALO ALTO LITTLE LEAGUE BASEBALL LOCAL RULE BOOK / MANAGER'S HANDBOOK

INTRODUCTION

This booklet defines division-specific local playing and ground rules as well as describing the official duties of team managers and league player agents for all divisions of play in Palo Alto Little League (PALL). The rules which appear herein have been adopted by the PALL Board of Directors in *addition* to (indicated by [A]) or to *supersede* (as denoted by [S]) specific rules and regulations contained within the *Official Regulations and Playing Rules* booklet published annually by Little League Baseball®.

The layout of this booklet is modeled upon and formatted in close correspondence with the *Official Regulations and Playing Rules* handbook to facilitate cross-referencing.

CONTENTS

The PALL Local Rulebook / Manager's Handbook is divided into the following ten sections:

SECTION ONE - LITTLE LEAGUE BASEBALL (PRELIMINARIES)	4
SECTION TWO - LITTLE LEAGUE REGULATIONS	9
SECTION THREE - OFFICIAL PLAYING RULES.....	5
SECTION FOUR - PACIFIC COAST LEAGUE SPECIAL RULES.....	7
SECTION FIVE - PITCHING MACHINE LEAGUE SPECIAL RULES.....	11
SECTION SIX - COACH PITCH SPECIAL RULES	15
SECTION SEVEN - TEE BALL SPECIAL RULES	19
SECTION EIGHT - GROUND RULES	23
SECTION NINE - RESCHEDULING OF GAMES.....	25
SECTION TEN - SAFETY.....	27

Except for the limited special provisions outlined in this booklet, the contents of the *Official Regulations and Playing Rules* handbook and the *Little League Operating Manual* will govern all play and conduct of players, coaches and managers across all levels of Palo Alto Little League. Any uncertainties concerning rules shall be clarified by the PALL Rules Committee, or, if applicable, the Protest Committee.

SECTION ONE - LITTLE LEAGUE BASEBALL (PRELIMINARIES)

PLAYER SELECTION [A]

The rules governing player eligibility, options, etc., are clearly spelled out in the *Operating Manual* and/or the *Official Regulations and Playing Rules* handbook, updated and published annually by Little League Baseball®. Palo Alto Little League will abide by the letter and intent of these rules. This section of the PALL local rule book addresses those sections of the official regulations and rules explicitly referenced as subject to local interpretation.

The Player Agent responsible for each Major League will publicly announce and organize at least two (2) *skill evaluation sessions* (tryouts) prior to the commencement of regular season play. A majority of Major League managers or manager-candidates* must be in attendance to validate any such skill evaluation session.

(*NOTE: Major league managers, like all volunteers in the local Little League program, DO NOT HAVE TENURE, regardless of the years of service. In order to serve, managers are appointed by the President and approved by the PALL Board of Directors annually. Prior service does not guarantee re-appointment. The President and Major League Player Agent will interview candidate managers prior to tryouts each year, and require their attendance at all skill evaluation sessions.)

Prospective players registering *after* the last skill evaluation session but before the beginning of regular season play will be considered for participation in the PALL *minor league program only* on a space-available basis.

IMPORTANT NOTE: As stated specifically in Official Regulation IV(f), **Any candidate failing to attend at least 50 percent of the spring tryout sessions shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors.**

Following the final skill evaluation session, Major League Player Agents will organize a player selection meeting for the purpose of distributing qualified candidate players, first to the various Major League teams and, subsequently, to the PCL player pool. Pitching Machine League team assignments will be conducted separately after the completion of the Major League and PCL team assignments. The Major League/PCL team selection process is outlined below:

- A. **SELECTION POOL.** Board-approved Major League team managers will select players from the pool of candidates certified eligible by their league Player Agent. The pool will consist of candidates of league age 9 through 12 who have satisfied tryout eligibility requirements whose names have not been placed upon the roster of a Major League team prior to the first tryout, including specifically:
 - (1) Candidates of league age 9 and 10 (if unselected, these candidates become eligible for assignment to a team in either the PCL or Pitching Machine League, subject to an assessment of their abilities by the Player Agent).
 - (2) Candidates of league age 11 (if unselected, these candidates are guaranteed assignment by the PCL Player Agent to a vacant spot on the roster of a PCL team unless exceptional circumstances apply).

- (3) Candidates of league age 12 will be selected by a Major league team if they attend the required number of tryouts.

Candidate players of league age 11 and 12 who have not attended the minimum number of skill evaluation sessions will NOT be eligible for either selection or assignment to the roster of any Major League team during the following Little League regular season, should roster vacancies occur. Player candidates ineligible for Major League consideration will be assigned to PCL teams by the PCL Player Agent.

B. **SELECTION ORDER.** The order of selection will be the *reverse* of the final standings from the previous regular season. Order-of-finish standings will be determined by the following criteria:

- (1) cumulative point totals based upon won/loss/tie records during regular season play (2 points for each win, 1 point for each tie, and 0 points for each loss);
- (2) superior record in head-to-head competition (initial tie-breaker for teams with equal point totals);
- (3) fewest runs scored *against* in head-to-head competition (for teams with equal point totals tied in head-to-head decisions);
- (4) fewest runs scored *against* during regular season play (for teams with equal point totals remaining tied after considering head-to-head competition);
- (5) a coin flip (for any unresolved ties).

NOTE: If a play-off game was used to settle a tie for entry into post-season play, the result of that game will be used to determine the order of finish between the teams that were tied.

C. **NUMBER SELECTED.** Each Major League team manager will be responsible for drafting a total number of new players equal to the difference between the designated roster size (typically 12 players per team) and the number of players returning from the team's previous season roster. All teams in a particular league must carry the same number of players on their rosters per Official Regulation III(a). The number of players per team must be maintained uniform for all teams and open roster slots occurring mid-season are to be promptly filled per Regulation III(d).

D. **OPTIONS ON SONS, DAUGHTERS, AND SIBLINGS.** See "PLAYER SELECTION SYSTEMS" in the *Operating Manual* for details. Each Major League manager must declare any available player options prior to the start of the new player draft. **MANAGERS MUST DECLARE IN WRITING WHICH OPTIONS THEY INTEND TO EXERCISE PRIOR TO THE START OF THE SELECTION PROCESS.**

NOTE: In the event that two or more teams may be entitled to claim an option on the same candidate as a consequence of preceding siblings having been drafted to different teams, the right of exercising the sibling draft option will first be offered to the team with the *youngest* sibling. If that team declines the option, the team with the next oldest sibling will be offered the option, and so on.

E. **RE-ENTRY INTO SELECTION PROCESS/TRADES.** See "LOCAL LEAGUE MAINTENANCE OF ROSTERS" in the *Operating Manual* for details. **ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT. ALL**

TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE LOCAL BOARD.

- F. **TEAM REDUCTION.** In the case of a disbanded team, a special draft or roster re-organization will be conducted to determine the status of returning players before commencing the regular new candidate selection process. No options may be exercised prior to this special draft. All options as described above are applicable after the special draft. See “LOCAL LEAGUE MAINTENANCE OF ROSTERS” in the *Operating Manual* for details.
- G. **EXPANSION.** If the formation of one or more new Major League teams is determined to be necessary, the Player Agent of the affected league must propose an equitable plan to the Board of Directors which compensates for the competitive disadvantage posed to the new team(s) by a lack of returning players. The “LOCAL LEAGUE MAINTENANCE OF ROSTERS – EXPANSION” section in the *Operating Manual* will be used for guidance in this process, since several different approved options are described.
- H. **PARENTAL RESTRICTIONS.** Parents are authorized to impose certain special restrictions regarding the eligibility of candidates by informing the league Player Agent of their desires prior to the player selection meeting. Parental restrictions which affect the selection process include:
- (1) Minor Leagues Only Option: The player's name will be removed from their league's Major League eligibility list for the remainder of the season.
 - (2) Siblings on the Same Team Option: Can only be guaranteed in the minor leagues.
 - (3) Siblings on Different Teams Option: Can only be guaranteed in the minor leagues.
- I. **ASSIGNMENT OF PLAYERS.** Each Major League manager shall submit to the league Player Agent a finalized list of players assigned to their Major League team no later than 14 days after the start of the playing season in accordance with “LOCAL LEAGUE MAINTENANCE OF ROSTERS” in the *Operating Manual*.

TEAM MANAGERS & PLAYER AGENTS [A]

A. DUTIES OF TEAM MANAGERS

Managers must:

- (1) Read and understand all applicable rules, abiding by the letter and the spirit of the Code of Ethics printed at the beginning of this handbook.
- (2) Personally attend or arrange to have a representative attend all league meetings called by the league Player Agent.
- (3) Attend all skill evaluation sessions organized by the league Player Agent and the player selection meeting (Major League managers only).
- (4) Register with the Player Agent their regular team roster (Major League managers only) at least 5 days prior to the first regularly scheduled game, per Regulation III(a).
- (5) Hold a team parents' meeting to discuss the program in general (uniforms, schedules, playing

time, etc.). Disciplinary procedures should be reviewed at this meeting. As a matter of general policy, PALL supports the rules and disciplinary procedures established by team managers. Managers are authorized to suspend players from a team for a limited period of time as a disciplinary procedure, subject to notification and review by the league Player Agent. In cases of repeated or serious infractions of team rules, players may be removed from a team at the manager's request and approval of the league Board of Directors.

The manager's disciplinary policy will meet the following guidelines:

- (a) Team rules and discipline must be explained to parents and players.
 - (b) Discipline may not be applied arbitrarily or capriciously.
 - (c) Discipline should be applied progressively, and in the case where another violation would result in suspension, the player and parents must be so informed.
 - (d) No player may be removed from a team without the concurrence of the appropriate Player Agent, or if the league Player Agent is unavailable, the Executive Committee of the Little League Board of Directors.
- (6) Secure and maintain playing equipment distributed by the Equipment Manager.
- (7) Practice on assigned fields at assigned times *only* and report to the league Player Agent and Field Coordinator if an assigned field is not going to be used. Managers must check for city-mandated field closures on the Fields Hotline (650-329-2697) and not allow their team to use closed fields.
- (8) Plan practice sessions subject to the following conditions:
- (a) players may not be required to attend more than two practices per week, and
 - (b) practices must be timed such that players can arrive home before dark.
- (9) Solicit and secure assistance from team parents for:
- (a) fund-raising events,
 - (b) scorekeeping, and
 - (c) distribution and collection of uniforms.
- (10) If their team is designated as the home team during a regular season game, the manager shall:
- (a) designate an official scorer,
 - (b) provide three (3) game balls, and
 - (c) occupy the first base dugout.
- (11) In accordance with Official Regulation XIV(d), a manager or coach shall not leave the bench or dugout during a game except to confer with a player or an umpire and only after receiving permission from an umpire.

- (12) Abide by minimum playing time and substitution rules and announce all substitutions as they are made to the opposing manager or scorer.
- (13) Keep records of playing time subject to review of the league Player Agent (see requirements described in this handbook under “SECTION IV - THE PLAYERS”) and in anticipation of the need to provide supporting documentation for All-Star player eligibility.
- (14) Distribute appropriate league-issued team materials (e.g., Bat-a-thon information, pictures, etc.).
- (15) Collect and return to designated league personnel all required team uniform components and playing equipment at the conclusion of the regular season.

B. DUTIES OF PLAYER AGENTS

- (1) **Team Manager Selection:** Player Agents are responsible for recruiting and screening team managers and coaches, assisting the President in their appointment. Major League Player Agents must present a qualified candidates for Board approval *prior to the first scheduled skill evaluation*.
- (2) **Player Sign-ups:** Player Agents are responsible for league representation at the player registration sessions.
- (3) **Player Selection:** Major League Player Agents are responsible for planning and conducting the skill evaluation sessions for their respective leagues. Appropriate equipment must be supplied and personnel other than Major League managers and coaches must be enlisted to run the session. Copies of the participant list must be provided for each manager and coach in attendance at the skill evaluations. The Major League Player Agent will organize and preside over the player selection meeting.

Minor league Player Agents are responsible for the assignment of eligible players to appropriate teams within their respective leagues, abiding by applicable parental restrictions as specified in this handbook.

- (4) **Parents' Meetings:** PCL, Pitching Machine League, Coach Pitch and Tee Ball League Player Agents will be responsible for scheduling and conducting pre-season general parents' meetings with the assistance of the League President.
- (5) **Managers' Meetings:** Player Agents will schedule league managers' meetings as necessary or desirable. In the case of Major League Player Agents, such meetings shall explicitly include (but need not be limited to) pre-season player selection and All-Star selection.
- (6) **Managers' Representatives:** Player Agents will officially represent the managers and coaches of their respective leagues at meetings of the Palo Alto Little League Board of Directors.
- (7) **Practice Field Assignments:** Player Agents will be responsible for verifying that teams practice on assigned fields at the assigned times only and report to the Field Coordinator if fields are unused.

SECTION TWO - LITTLE LEAGUE REGULATIONS

III - THE TEAMS

(d) [A] REPLACEMENT PLAYERS

Major League teams will promptly fill an open roster spot created by a player dropout immediately or by the absence of a player missing six or more consecutive played games. An additional player must be added to the roster no later than immediately prior to the sixth missed game.

For example, if a player is injured in game 2, and does not play in games 3-8, whether or not the injured player returns, the team must add a player before game 9. The team manager must notify the league Player Agent immediately of any potential vacancy after two consecutive games missed, to alert the Player Agent to the possible need for a replacement player. Failure to comply with these requirements will result in the immediate assignment of an eligible player to the open roster spot by the Player Agent. Any game played without a player replacement on the roster after the stipulated period has elapsed shall be forfeited.

NOTE: Any player who has been placed upon a Major League roster becomes a permanent member of that team for the remainder of his/her Little League eligibility. Assignment of replacement players will be done in accordance with the "LOCAL LEAGUE MAINTENANCE OF ROSTERS" Section of the *Operating Manual* and/or the *Official Regulations and Playing Rules*, as appropriate.

IV - THE PLAYERS

(i) [A] MANDATORY PLAY

Every player listed on a team roster will participate in each game for a minimum of six (6) defensive outs AND bat at least one (1) time. NOTE: As defined in Official Playing Rule 6.04, a batter has legally completed a time at bat when he/she is put out or becomes a runner.

PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) AND the requirement for this game before being removed.

The manager shall for the:

- A. First Offense – receive a written warning from the Player Agent.
- B. Second Offense – a suspension for the next scheduled game.
- C. Third Offense – a suspension for the remainder of the season.

A starter's outs need not be consecutive; a substitute's MUST be. All players in attendance for a regular season game will be listed on the batting order presented to the opposing manager and reviewed by the plate umpire at the beginning of the game (any player not listed cannot play) and ALL SUBSTITUTES MUST BE INTRODUCED TO THE LINEUP AT OR BEFORE THE TOP OF THE FOURTH INNING. That is, before the first pitch is thrown in the fourth inning, the home team must substitute onto the field all players who have not previously entered the game and any visiting team players who have not yet batted must be listed to hit within the first nine batters due up that inning.

It is the responsibility of the opposing team manager to see that this rule is enforced. If the appropriate substitutions have not been made by the fourth inning, the opposing manager should request "Time" and point out the impending violation to the offending team manager and the umpires. The plate umpire will arbitrate any difficulties.

If a violation occurs in a game shortened by curfew, darkness, inclement weather, time limit, 10-run rule, etc., no penalties (for either manager or player) shall be imposed.

It is not the intention of the provisions of this rule to deprive players of an opportunity to play in a game as a consequence of exceptional conflicting commitments (e.g., participation in concurrent civic events or school-sponsored activities). If, prior to the start of a game, a manager has been advised that a player is expected to arrive late due to unusual circumstances, said player may be listed on the roster submitted to the opposing team manager and will be eligible as a substitute upon arrival at any time during the game.

Such exceptional player status must be declared during the pre-game roster exchange and be recognized by the umpire-in-chief. The penalties associated with possible violations of the minimum playing time requirement will not apply with regard to such players if they arrive after the start of the fourth inning.

VI – PITCHERS

(a) Any player on a regular season team may pitch. Exception: **Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**

NOTE: There is no limit to the number of pitchers a team may use in a game.

(b) A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	17-18	105 pitches per day
	13 -16	95 pitches per day
	11 -12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(d) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(e) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(f) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(g) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(h) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(i) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

IX - SPECIAL GAMES (Major League Post-season City Championship Tournament) [A]

- (a) ORDER-OF-FINISH and TOURNAMENT SEEDING. For purposes of tournament seeding, the order-of-finish will be determined by regular-season standings according to the following priority:
- (1) total number of points accrued based on won/loss decisions during regular-season (2 points for each win, 1 point for each tie, and 0 points for each loss);
 - (2) superior record in head-to-head competition (for teams with equal point totals);
 - (3) fewest runs scored *against* in head-to-head competition (for teams with equal point totals tied in head-to-head decisions);
 - (4) fewest runs scored *against* during all regular-season play (for teams with equal point totals remaining tied after considering head-to-head decisions and runs scored);
 - (5) a coin flip (for any unresolved ties) for all but the LAST Tournament slot.

SPECIAL NOTE: If identical point totals are obtained between teams vying for a LAST tournament slot based upon in-league order-of-finish, a playoff game or games will be played instead of the indicated sequence of tie-breakers. If more than two teams are tied, a single-elimination playoff schedule (with randomly selected byes if needed) will be used to determine which team is awarded the final Tournament slot. For purposes of determining the regular-season order-of-finish (necessary, for example, when determining draft order in the subsequent year) these tie-breaking playoff games shall be considered part of the regular season.

WILD CARDS. Additional teams may be qualified for inclusion in the City Tournament on the basis of won/loss point totals. Such “wild card” seeds are to be determined the same tiebreaker sequence as applied to regular-season in-league standings, except that no playoff game is to be required if an unresolved tie occurs.

(b) PITCHING

Pitch-count limits applicable during regular-season games per Regulation VI remain in effect during the PALL City Tournament.

- (1) Throughout City Tournament play, including the Tournament start, pitcher eligibility is subject to the detailed provisions of Regulation VI. Specifically, the required calendar days of rest must be observed following prior pitching appearances, including final regular season games occurring immediately prior to the start of the City Tournament.
- (2) Pitch-count records are to be maintained in the Official Tournament Scorebook subject to verification by the Tournament Director.

(c) PROTESTS. A manager (or, in the absence of a manager, an approved coach) of contesting teams *only* shall have the right to protest a game. A Protest Committee will consist of the um-

pires on the field and the Tournament Director. Protests involving playing rules must be resolved before the next play.

- (d) ROSTER SHORTAGES. If a team loses a player just prior to or during the Tournament, the manager must bring up a replacement player as provided in Regulation III(d) above.
- (de) SUBSTITUTIONS / PLAYING TIME. The Mandatory Play Rule, Regulation IV(i), remains in force during the City Tournament. In Tournament games, however, the OFFICIAL SCORER is responsible for monitoring substitutions and enforcing the provisions of this rule (rather than the opposing team manager).
- (ef) CONTINUED GAMES. Tie games are not permitted. Suspended games will be continued on the next calendar day. Teams must attempt to continue the game within the line-ups in use at the time of suspension. If this is not possible, the following sequence of substitutions applies:
 - (1) All legal substitutions must be exhausted first;
 - (2) Players not in attendance at the original game may be used next;
 - (3) Use substitutes who have already fulfilled their minimum playing time requirements and have been removed from the game;
 - (4) Use starters whose substitutes have not fulfilled their minimum playing time requirements and are not present at the continuation game. In this case, the starter must return to his original position in the batting order.
- (fg) TEN RUN RULE. In accordance with Rule 4.10(e), the “ten-run rule” *will* be in effect during City Tournament play.
- (gh) GAME TIME LIMITS. No time limits are applicable for PALL City Tournament games. All games must satisfy the requirements of a regulation game and may not result in a tie score.

XVII - TOURNAMENT PLAY (ALL-STARS)

- (d) [A] The Major League Player Agent for each league is required to coordinate and organize the selection of the All-Star teams for their league. Each Player Agent must:
- (1) Validate and certify the eligibility and availability of all applicants interested in being considered for a roster spot on one of the All Star teams.
 - (2) Convene a meeting of all league team managers at least one week before the end of the regular season to review and endorse the criteria (subject to guidelines established by the Board of Directors) to be used for the selection of players, the nomination of All-Star team candidates, and the selection of the All-Star team managers.
 - (3) Call a follow-up meeting before the deadline designated for the release of names of players as found in the Tournament Rules and Guidelines for Little League Baseball published annually in the Official Playing Rules and Regulation handbook (typically on or near June 15) to officially select the All-Star teams and managers. All-Star team managers are authorized to appoint their own coaches.
 - (4) Be responsible for the release of names of players selected to the Tournament teams, ensuring that such release shall not occur before the officially designated date.

SECTION THREE - OFFICIAL PLAYING RULES

ADDENDUM AND SUPPLEMENTARY PLAYING RULES

1.10 [A] – Only the following bats will be allowed in PCL and Majors, for both games and practices.

1. Wood bats
2. League issued Louisville Slugger YouthLaser “-12” Bats (Models YB77L, YB98, or YBXL):The league will provide these bats to each team, in a range of sizes appropriate to the age level.

3.17 [A] - DUGOUT AREA SUPERVISION. At least one (1) adult manager or coach must remain within the dugout area at all times during a game. Players and substitutes shall sit on their team's bench or remain within the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Bat-boys and/or bat-girls are not permitted.

4.10(d) [A] – CONTINUATION AND RESCHEDULING OF GAMES. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off (the home team scorebook shall be the book of record). **NOTE:** all records, including pitching, shall be counted. Games are to be continued or rescheduled as follows:

- (1) Games originally scheduled for Sunday, Monday, Tuesday, Wednesday or Thursday will be rescheduled for the Friday immediately following the suspension of play, if fields are not otherwise in use due to previously scheduled or makeup games (fields and game times to be assigned by the Game Scheduler following the detailed schedule found in Section Nine of this handbook).
- (2) Games originally scheduled for a Friday or a Saturday will be rescheduled for the Sunday *following* the immediate Sunday (fields and game times to be assigned by the Game Scheduler following the detailed schedule found in Section Nine of this handbook). No make-up games may be scheduled on a Sunday when there are no games scheduled for the preceding Saturday.
- (3) If fields are unavailable to follow the above rules, the games will be scheduled for the next following Sunday subject to the limitations imposed by (1) and (2) above. No team shall play more than 3 games in a calendar week unless games cannot be reasonably made up prior to the scheduled end of the regular season. Games may not be scheduled for PAUSD-designated school vacation days (*e.g.*, the Friday during Spring Break, Good Friday, etc.)
- (4) The Game Scheduler is responsible for notifying the appropriate league officials to ensure that field maintenance personnel and umpires are scheduled for all make-up games.

4.11(e) [S] – TIE GAMES PERMITTED. A regulation game in which the score is tied when halted by the umpire (*e.g.*, due to inclement weather or darkness) or when a time limit is exceeded (per Rule 4.11(f) below) will be declared a “Tie” and not be resumed. In games halted in the top of an inning, the score reverts to the end of the last complete inning. Games halted in the bottom of an inning during which the home team has tied the game and in which the home team was trailing at the end of the previous inning shall be declared a “Tie” (provided the requirements of a regulation game are satisfied). In games halted in the bottom of an inning in which the home team has tied the score and the visiting team has scored one or more runs in the top of the halted inning to take the lead, the score reverts to that of the last complete

inning.

4.11(f) [A] – GAME TIME LIMITS. With one or more games to follow, no new inning shall start after *2 hours* have elapsed following the official game starting time as declared by the plate umpire and recorded by the home-team scorekeeper (provided that the minimum requirements for a regulation Little League game have been satisfied).

SECTION FOUR - PACIFIC COAST LEAGUE SPECIAL RULES

NOTE: All playing rules described in the *Official Regulations and Playing Rules* handbook and the preceding sections of this booklet apply to the Pacific Coast League (PCL) unless otherwise amended below.

4.04 [S] – PCL BATTING ORDER. The complete roster shall be used in establishing the batting order. A lineup card listing all players in attendance at a game shall be prepared by each team and given to the opposing manager before each game. Each player will bat in the listed order whether or not that player occupies a defensive position on the field during any inning in which their batting spot comes up. **Note:** Official Playing Rule 5.07 specifies for Minor Leagues when a rule is adopted in which the offense bats through the order, the side is retired when three offensive players are legally put out, or when all players on their roster have batted one time in the half-inning.

Note: The following national rule was modified for 2008, mandating the use of a continuous batting order for all minor leagues. Thus the PALL local rule is now redundant.

Rule 4.04 – The batting order shall be followed throughout the game unless a player is substituted for another ... However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. **NOTE 1: The continuous batting order is mandatory for all Tee Ball and Minor League Divisions.**

4.11(f) [S] – PCL TIME LIMITS. No new inning shall start after *1 hour and 45 minutes* have elapsed following the actual game starting time as noted by the home-team scorekeeper, provided a regulation Little League game has been completed. If no game is scheduled immediately prior to a game in progress, no inning shall start after 1 hour and 45 minutes have elapsed following the *scheduled* starting time regardless of the actual starting time. Games that reach 2 hours and 15 minutes after the actual starting time (or, when there is no prior game, 2 hours and 15 minutes after the *scheduled* starting time) shall be halted immediately. If the home team is ahead at that time then the home team will be declared the winner, otherwise the final score reverts to the score at the conclusion of the last complete inning of play. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

4.19 (g) [A] - PROTESTING GAME (ALL MINOR LEAGUES). Protests in the minor leagues must be resolved before the next pitch or play, a local league option allowed under Official Playing Rule 4.19(g). The umpire(s) on the field will decide all protests. Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.

Team managers (or in their absence, designated coaches) *only* shall have the right to protest a game. However, the manager or acting manager may not leave the dugout or base coach's area until receiving permission from an umpire. Protests shall be made as follows:

- (1) The protesting manager shall immediately, and before any succeeding play begins, notify the home plate umpire that the game is being placed under protest and cite the specific grounds he believes support his protest.
- (2) Following such notice the home plate umpire shall consult with the other umpire(s). If the home plate umpire is convinced that the protested decision is in conflict with the rules, the protest will be upheld and that decision will be corrected. If, however, after consultation the home plate umpire is convinced that the decision is *not* in conflict with the rules, said umpire will announce that

the protest is disallowed and play will resume.

Protest made due to use of an ineligible player may be considered only if made before the final out of the game. Whenever it is found an ineligible player is being used, said player shall be removed from the game, and the game shall be continued.

7.13(d) [A] - NO STEALING HOME. No PCL base runner is permitted to steal home. A runner may advance from third base to home plate only as the consequence of a play initiated by a hit ball, a balk, an error during the continuation of subsequent play, or, if all bases were occupied, when a batter is awarded a base-on-balls or is hit by a pitched ball.

EXAMPLES:

1. Runner on first or second, third base unoccupied. Runner advances to third base through one or more steals or wild pitches (the batter has not put the ball in play) and the ball is subsequently thrown away by the fielders during their attempts to make an out. The runner may *not* further advance until permitted by the action of a batter.
2. Runners on first and third. Runner on first attempts to steal second (no action by the batter). Runner on third may not advance to home regardless of the result of the catcher's attempt to throw out the runner at second or subsequent actions of either the trailing runner or the fielders.
3. Runners on second and third. Runner on second is caught in a run-down between second and third. Runner from third may not advance regardless of the outcome of any play made on the trailing runner and may not give up third base.

Note that while a runner may not advance to home except as a consequence of the actions of a batter, the runner remains at risk and may be put out through the actions of the fielders. For example, a runner caught off third base after a wild throw during a pick-off attempt may be put out if said runner fails to return to third base before being tagged out by a fielder with the ball.

PCL1 [A] – FIVE-RUN RULE. The national rule implemented in 2008 supercedes the PALL Six-Run Rule. The new rule is as follows:

2.00 – DEFINITION OF TERMS –

An **INNING** is that portion...the preceding inning. (**Minor League Only – A five-run limit is to be imposed, which would complete the half inning.**)

PCL2 [A] - PCL Post-season City Championship Tournament

- (a) **ORDER-OF-FINISH and TOURNAMENT SEEDING.** For purposes of tournament seeding, the order-of-finish within each league will be determined by regular-season standings according to the following priority:
 - (1) total number of points accrued based on won/loss decisions during regular-season play including both intra-league and inter-league games (2 points for each win, 1 point for each tie, and 0 points for each loss);
 - (2) superior record in head-to-head competition (for teams with equal point totals);

- (3) fewest runs scored *against* in head-to-head competition (for teams with equal point totals tied in head-to-head decisions);
- (4) fewest runs scored *against* during all regular-season play (for teams with equal point totals remaining tied after considering head-to-head decisions and runs scored);
- (5) a coin flip (for any unresolved ties) for all but the LAST Tournament slot.

SPECIAL NOTE: If identical point totals are obtained between teams vying for a LAST tournament slot based upon in-league order-of-finish, a playoff game or games will be played instead of the indicated sequence of tie-breakers. If more than two teams are tied, a single-elimination playoff schedule (with randomly selected byes if needed) will be used to determine which team is awarded the final Tournament slot. For purposes of determining the regular-season order-of-finish (necessary, for example, when determining draft order in the subsequent year) these tie-breaking playoff games shall be considered part of the regular season.

WILD CARDS. Additional teams may be qualified for inclusion in the City Tournament on the basis of won/loss point totals. Such “wild card” seeds are to be determined irrespective of league affiliation, with the same tiebreaker sequence as applied to regular-season in-league standings, except that no playoff game is to be required if an unresolved tie occurs for a last playoff spot.

(b) PITCHING

Pitch-count limits applicable during regular-season games per Regulation VI remain in effect during the PCL City Tournament.

- (1) Throughout City Tournament play, including the Tournament start, pitcher eligibility is subject to the detailed provisions of Regulation VI. Specifically, the required calendar days of rest must be observed following prior pitching appearances, including final regular season games occurring immediately prior to the start of the City Tournament.
- (2) Pitch-count records are to be maintained in the Official Tournament Scorebook subject to verification by the Tournament Director.

(c) PROTESTS. A Protest Committee will consist of the umpires on the field and the Tournament Director. Protests involving playing rules must be resolved before the next pitch or play.

(d) CONTINUED GAMES. Tie games are not permitted. All games that need to be continued will be played on the next day. Teams must attempt to continue the game within the line-ups in use at the time of suspension. If this is not possible, the following sequence of substitutions must be followed:

- (1) All legal substitutions must be exhausted first;
- (2) Players not in attendance at the original game must be used next;
- (3) Use substitutes who have already fulfilled their minimum playing time requirements and have been removed from the game;

- (4) Use starters whose substitutes have not fulfilled their minimum playing time requirements and are not present at the continuation game. In this case, the starter must return to his original position in the batting order.

- (e) TEN-RUN RULE. In accordance with Rule 4.10(e), the “ten-run rule” limiting the length of a regulation game *will* be in effect during the City Championship Tournament (g)
TOURNAMENT GAME TIME LIMITS. Time limits will be observed for the first round of the Tournament only, however a regulation game must be completed before any time limit rule can be enforced. In all subsequent rounds, there are no time limits.

SECTION FIVE - PITCHING MACHINE LEAGUE SPECIAL RULES

NOTE: All playing rules described in the *Official Regulations and Playing Rules* handbook and the preceding sections of this booklet apply to the Pitching Machine League unless otherwise amended below.

PM1 - MINIMUM PLAYING TIME.

- (a) **BATTING.** Lineup cards listing all players in attendance at the game shall be exchanged between opposing managers before each game. Each player listed will bat in order whether or not that player occupies a defensive position on the field during any inning in which their batting spot comes up. Only players present at the start of the game may be listed in the batting order (the "Original Batting Order"). Players arriving after the start of the game will be added to the lineup following the last batter of the Original Batting Order. The batting slots occupied by players who depart the game before its conclusion will simply be skipped without any penalty.
- (b) **FIELD PLAY.** Each player must play three (3) innings in the field at a defensive position during a full six-inning game. When the home team wins in 5 1/2 innings, each of the visiting team players must have played at least two (2) innings in the field. When a game ends due to time limit after 5 innings, all players on both teams must have played at least two (2) innings in the field. The innings need not be consecutive. **PENALTY** for violation: each affected player shall play in its entirety the next game attended.
- (c) **NOT IN ATTENDANCE FOR FULL GAME.** Minimum field-play playing time rules are not applicable to players who arrive after the start of the game or depart before its conclusion.

PM2 – PITCHING MACHINE LEAGUE TIME LIMITS / END OF GAME.

- (a) The maximum number of innings is six (6).
- (b) Ties and incomplete games are NOT played off or rescheduled.
- (c) No new inning shall start after *1 hour and 30 minutes* have elapsed following the actual game starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no inning shall start after 1 hour and 30 minutes have elapsed following the *scheduled* starting time regardless of the actual starting time. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.
- (d) The game shall immediately end after *2 hours* have elapsed following the actual starting time, even if six innings have not been completed. If the home team is ahead at that time then the home team will be declared the winner, otherwise the final score reverts to the score at the conclusion of the last complete inning of play. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

PM3 – END OF INNING. In accordance with Official Playing Rule 5.07 an offensive team's turn at bat is immediately concluded and the batting team becomes the fielding team when:

- (a) Three offensive players are legally put out (side retired), OR
- (b) The offensive team bats completely through their lineup (every player may bat once, in order, but no player may bat twice in the same inning), OR

(c) The scoring of a run invokes the provisions of the FIVE-RUN RULE (see PM4 below).

PM4 – FIVE-RUN RULE. The national rule implemented in 2008 supercedes the PALL Six-Run Rule. The new rule is as follows:

2.00 – DEFINITION OF TERMS –

An **INNING** is that portion...the preceding inning. **(Minor League Only – A five-run limit is to be imposed, which would complete the half inning.)**

PM5 - NO TEN-RUN RULE. Due to the implementation of fixed time limits (PM2) and the five-run rule (PM4) the provisions of Rule 4.10(e) that require a team trailing by ten (10) or more runs after four innings at bat to concede the victory to their opponent do NOT apply in Pitching Machine League play.

PM6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Pitching Machine League play.

PM7 - NO STEALING. No stealing of bases is permitted. Base-runners may not leave their base until the pitched ball has been struck by the batter.

PM8 - SLIDING. Feet-first sliding into bases by runners is allowed but not recommended without adequate instruction in proper technique and practice. Head-first sliding is prohibited unless a player is returning to an over-run base. If the impact of a runner dislodges a base from its position, no play can be made on that runner at that base if the runner had reached the base safely.

PM9 - ADULT BASE COACHES PERMITTED. Two (2) adult coaches may direct runners and batters from the first and third base coach's box positions (approved local league option under Rule 4.05). An adult manager or coach is only permitted to occupy the first and/or third base coaches box if at least one other adult manager or coach remains in the dugout. Coaches may neither aid nor hinder the progress of runners through physical contact while the ball is in play. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Rule 7.09).

PM10 - NO THROWING THE BAT. The first throw of a bat by a batter shall be declared a foul ball and the offending player will receive a warning. After one warning, a player who throws the bat for a second time during that game will be immediately declared out. When a bat is thrown the ball will be declared dead and no runner may advance.

PM11 - UMPIRES. Each team shall provide one umpire who may alternate responsibilities as field umpires or machine operators unless a field umpire is supplied by the league. One umpire will position himself behind the pitching machine, feed balls into the machine, keep track of the number of pitches and strikes, and call plays at third base and home plate. The other umpire will position himself behind the infielders and call plays at first base and second base. Team-supplied umpires may alternate machine operation on behalf of the batters from their associated team.

PM12 – PLAYING EQUIPMENT. Only balls supplied by the League expressly intended for Pitching Machine play may be used during games. Home team managers are responsible for the setup of the pitching machine and generator, as well as supplying at least two (2) balls in good playing condition for each game. Visiting team managers are responsible for returning the pitching machine and generator to the ma-

chine storage facility. Each team is expected to provide two (2) bases.

PM13 - 10 DEFENSIVE PLAYERS PERMITTED. Ten (10) players are permitted to play defensive positions. Four of the fielders must be outfielders positioned in fair territory at least 20 feet beyond the base paths. A fielder designated as the player-pitcher must position himself within a twelve-foot radius of the center of the infield, not closer to home plate than the position of the machine, at the time of the batter's swing.

PM14 - NUMBER OF PITCHES. Each player shall receive up to six (6) allowed pitches during each time at bat. There will be no called strikes or balls and therefore no walks are allowed. Three swinging strikes or attempts shall be an out. If no attempt or a missed attempt is made on the sixth pitch (if deemed playable by the umpire), the batter will be declared out. Foul balls on the sixth pitch are not declared strikes and are replayed. The ball will be returned by the fielders to the player-pitcher (not the machine operator) after every pitch and at the conclusion of each play. The player-pitcher will then give the ball to the pitching machine operator.

PM15 - PITCHING MACHINE LOCATION. The machine will be placed 46 feet from the plate (in the same location as a regulation Little League pitching rubber). An arc 4 feet in radius (an 8-foot diameter circle) shall encircle the machine. If a player fields or touches a batted ball within this circle (either by reaching within or stepping into the circle) before the ball has come to rest, the ball is declared dead and the batter is awarded first base. All other runners shall advance one (1) base.

PM16 - NO PITCH. "No pitch" shall be called if:

- (a) The pitched ball lands in front of or upon the plate or is over the batter's head and the batter does not swing, or
- (b) pitching machine interference occurs (see PM17), or
- (c) the pitched ball touches the batter, either in flight or on a bounce, and the batter does not swing.

PM17 - PITCHING MACHINE INTERFERENCE.

- (a) A batted ball becomes "no pitch" when no fielder touches the ball and
 - (1) the ball hits the pitching machine, or
 - (2) the ball comes to rest within the pitching machine circle (see PM15), or
 - (3) the umpire feels that the machine represents a danger to any player attempting to field the batted ball.
- (b) A ball that has first come in contact with a fielder becomes dead when
 - (1) the ball hits the pitching machine, or
 - (2) the ball comes to rest within the pitching machine circle (see PM15), or
 - (3) the umpire feels that the machine represents a danger to any player attempting to field the deflected ball.

When a ball becomes dead due to pitching machine interference following contact with a fielder

or an umpire, runners in progress at the time of interference shall advance to the next base.

Note that a ball passing cleanly through the pitching machine circle without striking the machine or generator (or machine operator) will NOT be declared dead and play will continue.

PM18 - BALLS THROWN OUT OF PLAY. Balls thrown out of play (into dead territory) shall be declared dead and no subsequent play may be made on any base runner. Umpires shall award runners in progress the base they were advancing toward plus one base. Runners not in progress shall be awarded just the next base. Umpires and managers should clarify dead territory areas before the game.

PM19 - A PLAY IS OVER WHEN:

- (a) the forward progress of ALL base-runners has stopped, AND
- (b) the player-pitcher has established control of the ball prior to delivery of the ball to the pitching machine operator.

When the machine operator is in possession of the ball, time is out and no runner may advance.

PM20 - PITCHING MACHINE ADJUSTMENTS. Major adjustments of the pitching machine (*e.g.*, repositioning of the machine legs or significant changes to the ball speed) are to be made only between complete innings to maintain parity for both batting teams. Machine adjustments may only be made by an authorized adult. Minor adjustments during the course of an inning may be made by the machine operator to maintain pitches consistently within the strike zone (see PM21).

PM21 - PITCH TRAJECTORY. Before the start of the game, the pitching machine shall be adjusted so that pitched balls pass predominantly across the center of the plate, through the batter's strike zone, and reach the catcher's glove (with the catcher positioned normally within the catcher's box) not lower than 9 inches above the ground. The pitching machine should not be routinely adjusted during the middle of an inning unless it has become clearly misadjusted (*e.g.*, pitches not in any part of the strike zone or consistently lower than 9 inches when reaching the catcher's box).

PM22 - PITCHING MACHINE MALFUNCTIONS. A maximum of ten (10) pitches can be delivered to any batter, including "no pitches" resulting from machine malfunctions. However, a foul ball on the tenth pitch that is not fielded in flight may be replayed.

PM23 - MINIMUM NUMBER OF PLAYERS. Teams may play with as few as 8 players. When a team has only 8 or 9 players in attendance, that team will play with a reduced number of outfielders. If fewer than 8 players are in attendance at the start of the game, then the game will be declared a forfeit. When a team becomes unable to field at least eight players during a game, that team shall concede the victory to their opponent and the game is over.

SECTION SIX - COACH PITCH LEAGUE SPECIAL RULES

NOTE: All playing rules described in the *Official Regulations and Playing Rules* handbook and the preceding sections of this booklet apply to the Coach Pitch League unless otherwise amended below.

CP1 - MINIMUM PLAYING TIME

- (a) **BATTING.** Lineup cards listing all players in attendance at the game shall be exchanged between opposing managers before each game. Each player listed will bat in order whether or not that player occupies a defensive position on the field during any inning in which their batting spot comes up. Only players present at the start of the game may be listed in the batting order (the "Original Batting Order"). Players arriving after the start of the game will be added to the lineup following the last batter of the Original Batting Order. The batting slots occupied by players who depart the game before its conclusion will simply be skipped without any penalty.
- (b) **FIELD PLAY.** Each player must play three (3) innings in the field at a defensive position during a full six-inning game. When the home team wins in 5 1/2 innings, each of the visiting team players must have played at least two (2) innings in the field. When a game ends due to time limit after 5 innings, all players on both teams must have played at least two (2) innings in the field. The innings need not be consecutive. **PENALTY** for violation: each affected player shall play in its entirety the next game attended.
- (c) **NOT IN ATTENDANCE FOR FULL GAME.** Minimum field-play playing time rules are not applicable to players who arrive after the start of the game or depart before its conclusion.

CP2 – COACH PITCH LEAGUE TIME LIMITS / END OF GAME

- (a) The maximum number of innings is six (6).
- (b) Ties and incomplete games are NOT played off or rescheduled.
- (c) No new inning shall start after *1 hour and 30 minutes* have elapsed following the actual game starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no inning shall start after 1 hour and 30 minutes have elapsed following the *scheduled* starting time regardless of the actual starting time. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.
- (d) The game shall immediately end after *1 hour and 45 minutes* have elapsed following the actual starting time, even if six innings have not been completed. If the home team is ahead at that time then the home team will be declared the winner, otherwise the final score reverts to the score at the conclusion of the last complete inning of play. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

CP3 – END OF INNING. In accordance with Official Playing Rule 5.07 an offensive team's turn at bat is immediately concluded and the batting team becomes the fielding team when:

- (a) Three offensive players are legally put out (side retired), OR
- (b) The offensive team bats completely through their lineup (every player may bat once, in order, but no player may bat twice in the same inning), OR

(c) The scoring of a run invokes the provisions of the FIVE-RUN RULE (see CP4 below).

CP4 – FIVE-RUN RULE. The national rule implemented in 2008 supercedes the PALL Six-Run Rule. The new rule is as follows:

2.00 – DEFINITION OF TERMS –

An **INNING** is that portion...the preceding inning. **(Minor League Only – A five-run limit is to be imposed, which would complete the half inning.)**

CP5 - NO TEN-RUN RULE. Due to the implementation of fixed time limits (CP2) and the five-run rule (CP4) the provisions of Rule 4.10(e) that require a team trailing by ten (10) or more runs after four innings at bat to concede the victory to their opponent do NOT apply in Coach Pitch League play.

CP6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Coach Pitch League play.

CP7 - NO STEALING. No stealing of bases is permitted. Runners may not leave their base until the pitched ball has been struck by the batter.

CP8 - SLIDING. Feet-first sliding into bases by runners is allowed but not recommended without adequate instruction in proper technique and practice. Head-first sliding is prohibited unless a player is returning to an over-run base. If the impact of a runner dislodges a base from its position, no play can be made on that runner at that base if the runner had reached the base safely.

CP9 - ADULT BASE COACHES PERMITTED. Two (2) adult coaches may direct runners and batters from the first and third base coach's box positions (approved local league option under Rule 4.05). An adult manager or coach is only permitted to occupy the first and/or third base coaches box if at least one other adult manager or coach remains in the dugout. Coaches may neither aid nor hinder the progress of runners through physical contact while the ball is in play. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Rule 7.09).

CP10 - NO THROWING THE BAT. The first throw of a bat by a batter shall be declared a foul ball and the offending player will receive a warning. After one warning, a player who throws the bat for a second time during that game will be immediately declared out. When the bat is thrown the ball will be declared dead and no runner may advance.

CP11 - UMPIRES. Each team is responsible for providing one of two required umpires. One umpire will position him/herself behind the infielders and call plays at first base and second base. The second umpire will pitch the ball, then assume the role of umpire and call plays at third base and home plate. The team batting shall have the option to place its umpire in the pitching role. The two umpires will commonly switch positions and responsibilities every half-inning. If the team at bat does not want its umpire to pitch, then the fielding team's umpire may pitch to all batters.

CP12 – PLAYING EQUIPMENT. Only balls supplied by the League expressly intended for Coach Pitch play may be used during games. Home team managers are responsible for supplying two (2) balls in good playing condition for each game. Each team is expected to provide two (2) bases.

CP13 – 50-FOOT BASES. The distance between successive bases in Coach Pitch play will be limited

to 50 feet (rather than 60 feet, the Little League standard distance for higher divisions).

CP14 - 10 DEFENSIVE PLAYERS PERMITTED. Ten (10) players are permitted to play defensive positions. Four of the fielders must be outfielders positioned in fair territory at least 20 feet beyond the base paths. A fielder designated as the player pitcher must position himself within a five-foot radius of the center of the infield at the time of the batter's swing.

CP15 - THE PITCHER. An adult typically but not exclusively associated with the team at bat shall be designated as the pitching umpire during each half-inning in which that team bats. The pitching umpire will deliver pitches underhand from a position in fair territory approximately 20 feet from home plate and approximately 3 feet to the left or right of a direct line from the plate to second base, depending on whether the batter is right or left handed (pitch from the 1st-base side for a right handed batter and from the 3rd-base side for a left handed batter). The maximum height of the pitch is to not exceed six (6) feet. A defensive player designated as the player-pitcher will be positioned within 5 feet of the nominal location of the pitcher's rubber as a pitch is delivered but may subsequently leave this area to field a ball in play. Note: since the pitching umpire is of necessity well within the field of play, he/she must make every attempt to avoid interfering with any defensive player.

CP16 - THE CATCHER. The catcher must wear an approved catcher's mask and helmet. Properly fitted chest protectors and shin guards are recommended. The catcher will take a position behind home plate out of reach of the bat, if swung or thrown. When possible, a catcher's box will be marked on the field. Otherwise, it is the responsibility of the pitching umpire to ensure the safe positioning of the catcher on each pitch. Balls caught by the catcher should be thrown back to the player-pitcher rather than the pitching umpire.

CP17 - NUMBER OF PITCHES. Each player shall receive up to six (6) pitches during each time at bat. There will be no called strikes or balls and therefore no walks are allowed. Three swinging strikes or attempts shall be an out. If no attempt or a missed attempt is made on the sixth pitch (if deemed playable by the pitching umpire), the batter will be declared out. Foul balls on the sixth pitch are not strikes and are replayed.

CP18 - NO PITCH. "No pitch" shall be called if:

- (a) the pitched ball lands in front of or upon the plate or is over the batter's head and the batter does not swing, or
- (b) a batted ball strikes the pitching umpire, or
- (c) a defensive player in an attempt to field a ball touches the pitching umpire, or
- (d) the pitching umpire substantially interferes with a defensive player physically or visually, even without actually making contact with the ball or fielder, or
- (e) the pitched ball touches the batter, either in flight or on a bounce, and the batter does not swing.

CP19 - NO BUNTING. Bunting is not permitted. Batters must attempt a full swing at the ball.

CP20 - BALLS THROWN OUT OF PLAY. Balls thrown out of play (into dead territory) shall be declared dead by an umpire and no subsequent play may be made on any base runner. Umpires shall award runners in progress the base they were advancing toward plus one. Runners not in progress shall be awarded just the next base. Umpires and managers should clarify dead territory areas before the game.

CP21 – OUT OF PLAY. A thrown or fair batted ball shall be called out of play if the ball either clearly goes into the players' area (dugout) or the spectators' area (stands) or in any case if the ball goes more than 10 feet beyond the first or third base lines into foul territory.

Example 1: An overthrow goes 20 feet into foul territory beyond first base. The ball is beyond the 10-foot limit and therefore is ruled out of play.

Example 2: A defensive player fails to catch a throw or fair batted ball when then goes 6 feet into foul territory and into a group of reserve players and/or their equipment. The ball is out of play.

Example 3: A defensive player fails to catch a thrown or fair batted ball, which then rolls 6 feet into foul territory, not near any players, spectators, or equipment. The ball is within the 10-foot limit and therefore remains in play.

CP22 - A PLAY IS OVER WHEN:

- (a) the forward progress of ALL base-runners has stopped, AND
- (b) an ATTEMPT is made to return the ball to the player-pitcher, who must be in the vicinity of the pitcher's area. An attempt shall be judged to have happened at the moment when: 1) the ball leaves the hand of an infielder throwing the ball, or; 2) when a ball thrown by an outfielder, attempting to throw to the pitcher, crosses the baseline en route to the vicinity of the pitcher's area, regardless of whether or not the throw reaches or goes beyond the pitcher.

NOTE: three half-way markers will be placed between 1st and 2nd bases, 2nd and 3rd bases, and 3rd base and home plate. All runners beyond the halfway marker when an attempt is made to return the ball to the pitcher may advance at their own risk and are still in jeopardy of being put out. Runners not yet reaching the marker when an attempt is made to return the ball to the pitcher must return to the base they last occupied. The position of the lead runner will determine the position of the trailing runner if the lead runner is not beyond the half-way mark.

CP23 - MINIMUM NUMBER OF PLAYERS. Teams may play with as few as 8 players. When a team has only 8 or 9 players in attendance, that team will play with a reduced number of outfielders. If fewer than 8 players are in attendance at the start of the game, then the game will be declared a forfeit. When a team becomes unable to field at least eight players during a game, that team shall concede the victory to their opponent and the game is over.

SECTION SEVEN – TEE BALL SPECIAL RULES

NOTE: All playing rules described in the *Official Regulations and Playing Rules* handbook and the preceding sections of this booklet apply to the Tee Ball League unless otherwise amended below.

TB1 - MINIMUM PLAYING TIME.

- (a) **BATTING.** Lineup cards listing all players in attendance at the game shall be exchanged between opposing managers before each game. Each player listed will bat in order whether or not that player occupies a defensive position on the field during any inning in which their batting spot comes up. Only players present at the start of the game may be listed in the batting order (the "Original Batting Order"). Players arriving after the start of the game will be added to the lineup following the last batter of the Original Batting Order. The batting slots occupied by players who depart the game before its conclusion will simply be skipped without any penalty.
- (b) **FIELD PLAY.** Each player must play three (3) innings in the field at a defensive position during a full five-inning game. When the home team wins in 4 1/2 innings, each of the visiting team players must have played at least two (2) innings in the field. If the game is ended due to time limit after four (4) innings, each player on both teams must have played at least two (2) innings in the field. The innings need not be consecutive. **PENALTY** for violation: each affected player shall play in its entirety the next game he/she is in attendance.
- (c) **NOT IN ATTENDANCE FOR FULL GAME.** Minimum field play playing time rules are not applicable to players who arrive after the start of the game or depart before its conclusion.

TB2 – TEE BALL TIME LIMITS / END OF GAME.

- (a) The maximum number of innings played is FOUR (4).
- (b) Ties and incomplete games are NOT played off or rescheduled.
- (c) No new inning shall start after *45 minutes* have elapsed following the actual game starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no inning shall start after 45 minutes have elapsed following the *scheduled* starting time regardless of the actual starting time.
- (d) The game shall immediately end after *1 hour* has elapsed following the actual starting time, even if five innings have not been completed. If the home team is ahead at that time then the home team will be declared the winner, otherwise the final score reverts to the score at the conclusion of the last complete inning of play. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

TB3 – END OF INNING. In accordance with Official Playing Rule 5.07 an offensive team's turn at bat is immediately concluded and the batting team becomes the fielding team when:

- (a) Three offensive players are legally put out (side retired), OR
- (b) The offensive team bats completely through their lineup (every player may bat once, in order, but no player may bat twice in the same inning), OR

(c) The scoring of a run invokes the provisions of the FIVE-RUN RULE (see TB4 below).

TB4 – FIVE-RUN RULE. The national rule implemented in 2008 supercedes the PALL Six-Run Rule. The new rule is as follows:

2.00 – DEFINITION OF TERMS –

An **INNING** is that portion...the preceding inning. **(Minor League Only – A five-run limit is to be imposed, which would complete the half inning.)**

TB5 - NO TEN-RUN RULE. Due to the implementation of fixed time limits (TB2) and the five-run rule (TB4) the provisions of Rule 4.10(e) that require a team trailing by ten (10) or more runs after four innings at bat to concede the victory to their opponent do NOT apply in Tee Ball League play.

TB6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Tee Ball League play.

TB7 - NO STEALING. No stealing of bases is permitted. Runners may not leave their base until the ball has been struck by the batter.

TB8 - SLIDING. Feet-first sliding into bases by runners is allowed but not recommended without adequate instruction in proper technique and practice. Head-first sliding is prohibited unless a player is returning to an over-run base. If the impact of a runner dislodges a base from its position, no play can be made on that runner at that base if the runner had reached the base safely.

TB9 – ADULT BASE COACHES PERMITTED. Two (2) adult coaches may direct runners and batters from the first and third base coach's box positions (approved local option under Rule 4.05). An adult manager or coach is only permitted to occupy the first and/or third base coaches box if at least one other adult manager or coach remains in the dugout. Coaches may neither aid nor hinder the progress of runners through physical contact while the ball is in play. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Rule 7.09).

TB10 - NO THROWING THE BAT. The first throw of a bat by a batter shall be declared a foul ball and the offending player will receive a warning. After one warning, a player who throws the bat for a second time during that game will be immediately declared out. When the bat is thrown the ball will be declared dead and no runner may advance.

TB11 - UMPIRES. Each team is responsible for providing one of two required umpires. One umpire should be positioned near the batting tee and will make calls at home plate and third base. The home plate umpire will also adjust the tee as necessary, confirm the readiness of all fielders, place the ball upon the tee and call "Play" before allowing a batter to swing. The other umpire should be positioned outside the infield and will make calls on first base and second base. The two umpires will commonly switch positions and responsibilities every half-inning.

TB12 – PLAYING EQUIPMENT. Only balls supplied by the League expressly intended for Tee Ball play may be used during games. Home team managers are responsible for supplying two (2) balls in good playing condition for each game. Each team is expected to provide two (2) bases.

TB13 – 50-FOOT BASES. The distance between successive bases in Tee Ball play will be limited to

50 feet (rather than 60 feet, the Little League Majors standard distance).

TB14 - 10 DEFENSIVE PLAYERS PERMITTED. Ten (10) players are permitted to play defensive positions. Four of the fielders must be outfielders positioned in fair territory at least 20 feet beyond the base paths.

TB15 - THE PITCHER. A fielder designated as the pitcher must position himself within a five-foot radius of the center of the infield at the time of the batter's swing, but may subsequently leave this area to field a ball in play.

TB16 - THE CATCHER. The catcher must wear a batting helmet and should be positioned at least five feet directly behind the unoccupied batter's box (NOT directly behind either the batter or home plate). Only one player may occupy the catcher's position in Tee ball. The home plate umpire will verify that the catcher is safely positioned before placing the ball upon the tee and allowing a batter to swing.

TB17 - PLACEMENT OF TEE. The batting tee shall be provided by the home team and placed upon home plate. An arc with a 15-foot radius should be inscribed on the playing field directly in front of the tee between the foul lines. Balls which come to rest within the area between home plate and the inscribed arc are to be declared foul (see TB18). The tee shall be adjusted for each batter to belt height by the plate umpire, NOT by the batter or catcher.

TB18 - HITTING THE BALL. A hit ball is playable after it reaches or has passed the 15-foot arc in fair territory. In Tee Ball, the ball is foul if it travels less than 15 feet in fair territory from home plate, even if no limiting arc is present. **THERE ARE NO STRIKE OUTS AND NO WALKS IN TEE BALL.**

TB19 - NO BUNTING. Bunting is not permitted. Players must attempt a full swing at the ball.

TB20 - A PLAY IS OVER WHEN:

- (a) the play naturally concludes, OR
- (b) an ATTEMPT is made to return the ball to the pitcher who must be in the vicinity of the pitcher's area. An attempt shall be judged to have happened at the moment when; 1) the ball leaves the hand of an infielder throwing the ball, or; 2) when a ball thrown by an outfielder, attempting to throw to the pitcher, crosses a base line en route to the pitcher, regardless of whether or not the throw reaches the pitcher.

NOTE: three half-way markers will be placed between 1st and 2nd bases, 2nd and 3rd bases, and 3rd base and home plate before the game. All runners beyond the halfway marker when a ball is returned to the infield may advance at their own risk. Runners not yet reaching the marker when an attempted throw to the pitcher enters the infield must return to the base last occupied. The position of the lead runner will determine the position of trailing runners if the lead runner is not beyond the halfway mark.

TB21 - BALLS THROWN OUT OF PLAY. Balls thrown out of play (into dead territory) shall be declared dead by the umpire and no subsequent play may then be made on any runner. Umpires shall award runners in progress the base they were advancing toward plus one base. Runners not in progress shall be awarded just the next base. Umpires and managers should clarify dead territory areas before the game.

TB22 - OUT OF PLAY. A thrown or fair batted ball shall be called out of play only if the ball either clearly goes into the players' area (dugout) or the spectators' area (stands) or in any case if the ball goes

more than 10 feet beyond the first or third base lines into foul territory.

Example 1: An overthrow goes 20 feet into foul territory beyond first base. The ball is beyond the 10-foot limit and therefore is ruled out of play.

Example 2: A defensive player fails to catch a throw or fair batted ball when then goes 6 feet into foul territory and into a group of reserve players and/or their equipment. The ball is out of play.

Example 3: A defensive player fails to catch a thrown or fair batted ball which then rolls 6 feet into foul territory, not near any players, spectators, or equipment. The ball is within the 10-foot limit and therefore remains in play.

TB23 - MINIMUM NUMBER OF PLAYERS. Teams may play with as few as 8 players. When a team has only 8 or 9 players in attendance, that team will play with a reduced number of outfielders. If fewer than 8 players are in attendance at the start of the game, then the game will be declared a forfeit. When a team becomes unable to field at least eight players during a game, that team shall concede the victory to their opponent and the game is over.

SECTION EIGHT - GROUND RULES

Middlefield Ball Field

1. A ball in play becomes “dead” when:
 - (a) it enters the dugout or dugout area, defined as the area within the facing fences and a straight line extending from the end of the fence on the open end of the dugout to the edge of the steps closest to the outfield, including the steps themselves; or
 - (b) it touches the top edges of the dugout fencing.
2. Two (2) adults (*e.g.*, one manager and one coach) per team are authorized to be within the confines of the field fencing during a game (including but not restricted to their dugout). Managers and coaches may stand immediately outside the open end of the dugout during play but must remain within one arm's length of the opening, unless occupying a coach's box.
3. A bounding fair ball which passes through the fence openings near either of the foul poles is a ground-rule double.
4. Players are not permitted to sit upon the dugout walls or steps and may not stand upon the dugout benches or steps. Players may not hang upon the chain-link dugout facing and must remain below the top edge of the facing at all times.
5. On-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. (Official Playing Rule 1.08)
6. Player warm-ups during a game are restricted to the designated bullpen areas beyond the left field and right field fences. Players may not warm up or play catch in the parking lot area at any time.

Hoover Park Ball Field

1. A ball in play becomes “dead” when:
 - (a) it enters the dugout; or
 - (b) it passes through an opening in the chain-link fences; or
 - (c) it lodges between the chain-link and wooden portions of the backstop.
2. Two (2) adults (*e.g.*, one manager and one coach) per team are authorized to be within the confines of the field fencing during a game (including but not restricted to their dugout). Managers and coaches may stand immediately outside the open end of the dugout during play but must remain within one arm's length of the opening, unless occupying a coach's box.
3. A bounding fair ball which passes through the fence opening in center field or the field openings adjacent either foul pole is a ground-rule double.
4. On-deck position is not permitted. Only the first batter of each half-inning will be permitted out-

side the dugout between half-innings. (Official Playing Rule 1.08)

Greer Park Ball Field

1. A ball in play becomes “dead” when:
 - (a) it passes through either of the field-entrance openings between the backstop and the flanking chain-link fencing; or
 - (b) it crosses the concrete curbing which separates sections of the playing field from adjacent non-grassy areas.
2. Two (2) adults (*e.g.*, one manager and one coach) per team are authorized to be within the confines of the field fencing during a game. Managers and coaches may stand near the field entrance adjacent to their dugout but must remain within one arm's length of the entrance (always remaining outside the perimeter of the backstop), unless occupying a coach's box.
3. On-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. (Official Playing Rule 1.08)
4. When a fielder, subsequent to catching a fly ball, is judged to be in control of the ball and leaves the field of play, entering an area beyond a straight line extending the same direction as the flanking chain-link fencing parallel to the foul lines, the ball shall be immediately declared dead and all base runners will be awarded one base beyond the base last occupied.
5. Players may not warm up or play catch in the playground or parking lot areas adjacent to the backstop.

El Camino Park Ball Field

1. A ball in play becomes “dead” when:
 - (a) it passes through either of the field-entrance openings between the backstop and the flanking chain-link fencing; or
 - (b) it enters the dugout areas.
2. Two (2) adults (*e.g.*, one manager and one coach) per team are authorized to be within the confines of the field fencing during a game. Managers and coaches may stand near the field entrance adjacent to their dugout but must remain within one arm's length of the entrance unless occupying a coach's box.
3. On-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. (Official Playing Rule 1.08)
4. Players may not warm up or play catch in the parking lot areas adjacent to the backstop.

SECTION NINE - RESCHEDULING OF GAMES

It is imperative that all managers, coaches, and players recognize that the City of Palo Alto exercises regulatory authority over all playing fields and parks available to public access within the city limits of Palo Alto other than Middlefield Ballpark. In applying for and accepting field use permits, PALL has agreed to honor field closures mandated by the Department of Parks and Recreation, including closures due to inclement weather. A Fields Hotline (650-329-2697) has been made available and should be consulted prior to any use of city fields if there is ANY question whatsoever concerning a possible closure. The Department of Parks and Recreation reserves the right to assess PALL substantial monetary fines or even revocation of field use permits if this policy is violated.

As specified in Official Playing Rule 4.10(d) [A] above, the detailed time schedule described in this section governs the rescheduling of multiple suspended or cancelled regular season games (*e.g.*, rainouts). The scheduling of makeup *games* assumes priority over any previously scheduled *practices* on the required game fields. This time schedule is specifically designed to address the need for prioritization when multiple games have been cancelled, especially if such cancellations occur in close succession.

Note that under Official Playing Rule 4.16 (quoted below in its entirety, italics added for emphasis) THERE ARE NO AUTOMATIC FORFEITS. However, rescheduling of games not played due to insufficient numbers of players is also not automatic and forfeiture *may* be imposed by the Board of Directors.

4.16 – If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, *but shall be referred to the Board of Directors for a decision.* **Note:** A game may not be started with less than nine (9) players on each team.

This rule does not excuse teams unable to field nine players due to player absences associated with participation in competing athletic events (*e.g.*, NJB basketball games, CYSA soccer games, etc.) or other events that are not school-related with compulsory attendance. A very real risk exists that the PALL Board (or designated surrogates for the full Board, including particularly the Executive Committee) will impose forfeiture rather than authorizing rescheduling under such conditions, especially if the time frame for rescheduling becomes inconsistent with the guidelines provided below. In particular, forfeiture is likely to be invoked in situations where player absences are determined to be voluntary and neither the opposing team manager or the League Scheduler were notified in advance of an impending conflict. Team managers are forewarned to fully acquaint themselves with the schedules of their players involved in competing activities and acquaint themselves and their players with this risk to their team's won/loss record.

Note in addition that if a team CAN field nine players at the scheduled game time, the game must be played as scheduled regardless of the presence or absence of specific players.

Rescheduling of Major League and Pacific Coast League Games:

First preference for the game field in a rescheduled Major League game will be to retain the same field originally scheduled for the game. However, if no time slot is available to reschedule the game on the same field within twenty-one (21) calendar days of the original game date, available slots on the alternate Major League field will be used.

Time slot assignments are to be filled in the same chronological order as the original game dates and times. As available slots become occupied, successive slots are to be assigned in the following sequence:

Slot #1 (first rainout occurring on a Sunday through a Thursday):	5:00 PM (before May 1st) or 5:30 PM (May 1 st and afterwards)
Slot #2 (first succeeding rainout or first rainout occurring on a Friday or Saturday):	11:30 AM on Sunday as determined by Rule 4.10(d) [A], sub-sections (1) and (2)
Slot #3 (next succeeding rainout):	2:00 PM on same Sunday as Slot #2
Slot #4 (next succeeding rainout):	4:30 PM on same Sunday as Slot #2
Slot #5 (next succeeding rainout):	11:30 AM on following Sunday (one week after Slot #2)
Slot #6 (next succeeding rainout):	2:00 PM on following Sunday (one week after Slot #2)
Slot #7 (next succeeding rainout):	4:30 PM on following Sunday(one week after Slot #2)
Slot #8 (next succeeding rainout):	11:30 AM on <i>second</i> following Sunday (after Slot #2)
Slot #9 (next succeeding rainout):	2:00 PM on <i>second</i> following Sunday (after Slot #2)
Slot #10 (next succeeding rainout):	4:30 PM on <i>second</i> following Sunday(after Slot #2)

Again, if a lack of field availability due to the prior scheduling of other makeup games or special PALL events (including specifically the Batathon, but expressly NOT including regular team practices) precludes the sequential use of any of these slots on the original game field, then the alternate game field should be used following the same timing sequence tabulated above. In addition, in the event that all the prescribed slots become filled for the original game field, the same sequence of slots should then be applied to the alternate field.

Games may not be scheduled for PAUSD-designated school vacation days (*e.g.*, the Friday during Spring Break, Good Friday, etc.) The Game Scheduler is responsible for notifying the appropriate league officials to ensure that field maintenance personnel and umpires are available and scheduled for all make-up games.

Rescheduling of Pitching Machine, Coach Pitch, and Tee-Ball League Games:

Games in the Pitching Machine, Coach Pitch and Tee-ball leagues will NOT be rescheduled as a matter of course, since league standings are not kept and these leagues do not have a post-season tournament. If BOTH team managers wish to make up a cancelled game, then the appropriate league Player Agent should be contacted with a list of proposed dates and times acceptable to both teams. The Player Agent will then coordinate with the League Scheduler to determine a field assignment based first upon availability and secondly upon the preferences of the teams in question. Alternatively, the teams also have the option of rescheduling the game to occur during a regularly scheduled practice time on their pre-assigned field provided that the league Player Agent is notified in advance and authorization is granted.

SECTION TEN - SAFETY

Umpires, managers and coaches at all levels of play are expected to enforce the following safety rules. Managers and coaches have an obligation to their players and parents to inform them of these **mandatory** safety precautions:

- 1.) All male players are required to wear athletic supporters, preferably of the protective cup type. Such cups may be soft or hard. Without exception, the catcher *must* wear a hard cup. This is a combined responsibility of the player, parent and coach/manager. The home plate umpire will ask each manager if his team is properly equipped before the start of the game. However, it is the ultimate responsibility of the parents to make sure that the child is wearing the required equipment to be eligible for play.
- 2.) No players or coaches will be allowed to occupy the area immediately behind first base during infield warm-up sessions. The field umpire is responsible for enforcement of this rule.
- 3.) All catchers' helmets, even the newer hockey style helmets, must be equipped with a dangling-style throat protector (gobbler) in good repair.
- 4.) First aid kits, including ice packs, are required at all practices and games and supplied to all team managers as standard equipment.
- 5.) Climbing on fences is strictly prohibited. While in the dugout, players will not be allowed to sit or stand in places which directly exposes them to hit or thrown balls. Managers, coaches, all league officials and parents are requested to enforce these rules.
- 6.) Palo Alto Little League is committed to providing adequate metal bats for all players to use during games and practices. There is no need to purchase individual bats although the use of personal bats is not prohibited (however, see Official Playing Rule 1.10[A] for more information on this subject). Only bats imprinted "Little League approved" will be considered legal and allowed for play. As noted in the *Official Regulations and Playing Rules Handbook*, Rule 1.10, the bat must not be more than 33 inches in length and not more than 2-1/4 inches in diameter. Note that Rule 1.10 also stipulates that the traditional batting donut is not permissible.
- 7.) The on-deck batting position is not permitted at any level of Little League play for ages 5 through 12 (Rule 1.08).

Equipment Recommendations

The league makes the following **recommendations** to parents regarding personal equipment to promote safer play:

- 1.) All players are suggested to consider wearing sliding pants and knee pads.
- 2.) Face masks, safety vests and mouth guards are permissible and recommended for those players/parents with concerns in these areas.

**Little League
Pledge**

I TRUST IN GOD
I LOVE MY COUNTRY
AND WILL RESPECT ITS LAWS
I WILL PLAY FAIR
AND STRIVE TO WIN
BUT WIN OR LOSE
I WILL ALWAYS
DO MY BEST