



LOCAL RULE BOOK / MANAGER'S HANDBOOK
2023 Revised 3/21/23

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, Playing Rules, and Operating Policies* published annually by Little League Baseball®.

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

Except for the limited special provisions outlined in this booklet, the contents of the *Official Regulations, Playing Rules, and Operating Policies* will govern all play and conduct of players, coaches and managers across all levels of PALL. Any uncertainties concerning rules shall be clarified by the PALL Rules Director, or if necessary, the Rules Oversight Committee of the PALL Board of Directors.

PLAYER AGENTS

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. The Majors Player Agent must present a list of qualified candidates for Board approval prior to the first scheduled skill evaluation.
- (2) **Player Selection:** Majors and PCL Player Agents are responsible for planning and conducting the skill evaluation sessions for their respective divisions. Appropriate equipment must be supplied, and personnel other than Majors and PCL managers and coaches must be enlisted to run the session. Copies of the participant list must be provided for each manager in attendance at the skill evaluations. The Player Agent will organize and preside over the player selection meeting.

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

- (3) **Parents' Meetings:** Majors, PCL, AAA, Pitching Machine, Coach Pitch and Tee Ball Player Agents will be responsible for scheduling and conducting pre-season general parents' meeting(s) with the assistance of the League President.
- (4) **Managers' Meetings:** Player Agents will schedule managers' meetings as necessary or desirable. In the case of the Majors Player Agent, such meetings shall explicitly include (but need not be limited to) pre-season player selection and All-Star selection.
- (5) **Managers' Representatives:** Player Agents will officially represent the managers and coaches of their respective divisions at meetings of the Palo Alto Little League Board of Directors.
- (6) **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.

TEAM MANAGERS

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 provided below.
- (2) Personally attend or arrange to have a representative attend all division meetings called by the Player Agent.
- (3) Attend all skills evaluation sessions organized by the Player Agent and the player selection meeting (Majors and PCL managers only).
- (4) Register with the Player Agent their regular team roster (Majors and PCL 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 review and approval by the appropriate Player Agent or, in the case the Player Agent is the manager, by the Rules Oversight Committee. 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 both the appropriate Player Agent and the Executive Committee of the PALL Board of Directors.

Note: player suspension and/or removal are considered serious actions, and PALL encourages managers and coaches to take proactive measures to address player issues in a way that avoids resorting to these disciplinary actions.

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

- (a) Team rules and discipline must be explained to parents and players at the beginning of the season.
 - (b) Discipline may not be applied arbitrarily or capriciously.
 - (c) Discipline should be applied progressively, and in the case where a next violation would result in suspension, the player and parents must be so informed.
- (6) Secure and maintain playing equipment distributed by the Equipment Manager.
 - (7) Practice on assigned fields at assigned times *only* and report to the appropriate 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,
 - (c) helping coordinate Team Picture Day, and
 - (d) gathering and organizing photos, etc. for inclusion in the league's annual yearbook.
- (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) Abide by and enforce with team coaches:
- (a) The appropriate limit on the number of adults allowed on the field during games, and
 - (b) Official Regulation XIV(d), which states:

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.

In Tee Ball, Coach Pitch, and Machine Pitch, managers and coaches may be on the field for instructional purposes but shall not assist players or touch a live ball. At least one adult manager or coach must be in the dugout at all times.
- (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 by the 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., yearbooks, pictures, etc.).
- (15) Collect and return to designated league personnel all playing equipment at the conclusion of the regular season.

NOTE: Majors managers, like all volunteers in the local Little League program, DO NOT HAVE TENURE, regardless of their years of service. Prior service does not guarantee

reappointment. In order to serve, Majors managers are nominated by the Player Agent, appointed by the President, and approved by the PALL Board of Directors annually. The President and/or Majors Player Agent will interview manager candidates prior to tryouts each year and require their attendance at all Majors skill evaluation sessions.

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 Little League Baseball and these PALL guidelines, 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; refrain from smoking or chewing tobacco during games, practices, and all other Little League related events where children are present;
- 10) Be instrumental in shaping acceptable behavior patterns whether the team wins or loses;
- 11) Know the *Official Regulations, Playing Rules, and Operating Policies* of Little League Baseball 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 division, 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;

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.

PLAYER SELECTION

The rules governing player eligibility, options, etc., are clearly spelled out in the *Official Regulations, Playing Rules, and Operating Policies*, 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 Majors Player Agent will publicly announce and organize at least two (2) skills evaluation sessions (tryouts) prior to the commencement of regular season play. A majority of Majors managers or manager-candidates must be in attendance to validate any such skills evaluation session.

Prospective players registering after the last skills evaluation session but before the beginning of regular season play will be considered for participation in a PALL Minors program only, and on a space-available basis.

IMPORTANT NOTE: As stated specifically in Official Regulation IV(f):

Any [Majors] candidate failing to attend at least one 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 skills evaluation session, the Majors Player Agent will organize a player selection meeting for the purpose of distributing qualified candidate players, first to the various Majors teams and subsequently to the PCL player pool. AAA and Pitching Machine team assignments will be conducted separately after the completion of the Majors and PCL team assignments. The Majors/PCL team selection process is outlined below:

A. **SELECTION POOL.** Board-approved Majors team managers will select players from the pool of candidates certified eligible by the Majors Player Agent. The pool will consist of candidates of league age 10 through 12 who have satisfied tryout eligibility requirements and whose names have not been placed upon the roster of a Majors team prior to the selection meeting, including specifically:

- (1) Candidates of league age 10 (if unselected, these candidates become eligible for assignment to a team in either the PCL, AAA or Pitching Machine divisions, subject to an assessment of their abilities by the appropriate Player Agent(s)).
- (2) Candidates of league age 11 (if unselected, these candidates are guaranteed assignment by the PCL Player Agent to a PCL team unless exceptional circumstances apply, including concerns about player safety).
- (3) Candidates of league age 12 will be selected by a Majors team if they attend the required number of tryouts unless exceptional circumstances apply, including concerns about player safety.

Any candidate who has not attended the minimum number of skill evaluation sessions nor been excused from participation by a majority of the Board of Directors, will NOT be eligible for either selection or assignment to the roster of any Majors team during that Little League season unless both a roster vacancy occurs and PALL Board approval is granted

(see Regulation IV(f)). Player candidates ineligible for Majors consideration will be assigned to PCL teams by the PCL Player Agent.

- B. **SELECTION ORDER.** The draft will be run using the “Alternate Method for Plan B” as described in the *Operating Policies*. Selection order is determined prior to the draft by a combination of random draw and the tryout rankings of auto-drafted sons/daughters of managers, at the discretion of the Player Agent.
- C. **NUMBER SELECTED.** Each Majors team manager will be responsible for drafting a total number of new players equal to the roster size designated by the league (typically 12 players per team). The selection process is a complete redraft of eligible players. The selection process must ensure that the age structure established by the league is maintained, meaning the maximum and minimum number of participants of each league age. The number of players on a roster in a particular division shall not vary by more than one (1), per Official Regulation III(a). The number of players per team must be maintained for all teams, with open roster slots occurring mid-season promptly filled per Regulation III(d).
- D. **OPTIONS ON SONS, DAUGHTERS, and SIBLINGS.** See “LOCAL LEAGUE DRAFT METHODS” in the *Operating Policies* for details. Each Majors manager must declare any available player options prior to the start of the draft. **MANAGERS MUST DECLARE IN WRITING WHICH OPTIONS THEY INTEND TO EXERCISE PRIOR TO THE START OF THE SELECTION PROCESS.** Because coaches cannot be named until the draft is completed, Option 4 does NOT apply.
- E. **RE-ENTRY INTO SELECTION PROCESS/TRADES.** See “LOCAL LEAGUE MAINTENANCE OF ROSTERS” in the *Operating Policies* 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. **PARENTAL RESTRICTIONS.** Parents are authorized to impose certain special restrictions regarding the eligibility of candidates by informing the 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 the Majors eligibility list for the remainder of the season.
 - (2) “Siblings on the Same Team” Option: Can only be guaranteed in the Minor divisions.
 - (3) “Siblings on Different Teams” Option: Can only be guaranteed in the Minor divisions.
- G. **ASSIGNMENT OF PLAYERS.** Each Majors manager shall submit to the Majors Player Agent a finalized list of players assigned to their Majors team no later than 14 days after the start of the playing season in accordance with “LOCAL LEAGUE MAINTENANCE OF ROSTERS” in the *Operating Policies*.

CONTINUOUS BATTING ORDER

PALL has adopted the policy of utilizing a “Continuous Batting Order” for all divisions. Consistent with Official Playing Rule 4.04, a “Continuous Batting Order” shall mean the following:

All players on the team roster present at game time shall be used in establishing the batting order. An ordered lineup card listing all such players shall be prepared by each team and given to the opposing manager before game time. Each player is required to bat in his/her respective spot in the batting order, regardless of whether that player occupies a defensive position on the field that inning.

When a Continuous Batting Order is being used, a player may be entered and/or re-entered defensively in the game at anytime, provided he/she meets the requirements of Mandatory Play.

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 may be added to the lineup following the last batter of the Original Batting Order (and any others added via this policy).

If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If that player returns, he/she is inserted into his/her original spot in the batting order. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter. If a runner is injured on the bases, the player who was last put out shall be the substitute.

Note 1: a team may *not* use a Special Pinch Runner (see Official Playing Rule 7.14(a)) when employing a Continuous Batting Order.

Note 2: A team *may* use a Courtesy Runner (see Official Playing Rule 7.14(b)) when employing a Continuous Batting Order, and it must be the player in the batting order who made the last out.

Note 3: An improper batter will be considered as batting out of turn (see Official Playing Rule 6.07).

PLAYER PITCHERS

The following guidelines and playing rules apply to all PALL divisions that involve player pitchers, currently Majors, PCL, and AAA. The contents of this section are reproduced for convenience from Official Regulation VI and Official Playing Rule 8.06 unless otherwise indicated as an “addition” [A] or “superseding” paragraph [S].

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.

The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count; only when the ball is live will the pitches count toward innings caught.

A player who played the position of catcher for three (3) [full] innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

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.
- (c) [S] 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:

Prior to the End of PAUSD Spring Break:

League Age:	ALL	50 pitches per day
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After Spring Break, for the Rest of the Regular Season:

League Age:	9 -12	70 pitches per day
	7 -8	50 pitches per day

During the Double-Elimination Portion of the City Championship Tournament:

League Age:	11 -12	85 pitches per day
	9 -10	75 pitches per day
	7 -8	50 pitches per day

Exception: If a pitcher reaches the [above] limit imposed in Regulation VI(c) [S] 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;
4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- (d) 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.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter [i.e., the last batter he/she faced]. The pitcher may not start a new batter once the limit imposed in Regulation VI(c)[S] has been met.

To clarify Note 2, if a pitcher's first pitch to what turns out to be his/her last batter is within one of the ranges listed above, and he/she finishes that batter with a pitch count within a higher range, he/she will only be required to observe the "days of rest" associated with the initial, lower range. As an example, if a pitcher throws his 34th pitch as the first pitch to Batter A, and then leaves the game after pitching to Batter A, having thrown a total of 40 pitches; he would be required to observe only *one* calendar day of rest in this case. On the other hand, and perhaps counterintuitive, if the same pitcher's first pitch to Batter A had been his 36th, and he ended up throwing only 38 pitches total, he would be required to observe *two* calendar days of rest.

[A] To account for additional pitches thrown outside of Little League games:

1. Pitch count limits and subsequent required rest continue to be governed by National Little League rules;
2. Pitches thrown by a ballplayer in Little League games and non-Little League games (e.g., Travel Ball) will both be included in determining required rest days and subsequent pitcher availability;
3. The Player Agent will be responsible for working with parents, Travel Ball coaches and PALL managers to collect and distribute player pitch counts from non-Little League games;

4. Penalties for violation will apply, including game protest due to ineligible pitcher and discipline of managers.
- (e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.
 - (f) 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 team's pitchers must be removed.
 - (g) 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)[S]. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c)[S]. 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.
 - (h) 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 Official Playing Rule 4.19.
 - (i) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minors division. (See Regulation V – Selection of Players)
 - (j) A player may not pitch in more than one game 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: per Official Playing Rule 8.06, which applies to each different player pitcher who enters a game and governs the visits of the manager or a coach to that player pitcher, a manager or coach may come out once (twice for all Minors divisions) in one **inning** to visit with the pitcher, but the second time out (third for Minors), the player must be removed as a pitcher. Example: If a Majors manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

A manager or coach may come out twice (three times for all Minors divisions) in one **game** to visit with the pitcher, but the third time out (fourth for Minors), the player must be removed as a pitcher. Example: If a Majors manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the per inning limits above.

A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor same.

[A] Any time an umpire grants a "charged time out" to either the defense or the offense, the opposing manager may visit with his/her team without being charged a timeout.

MAJOR DIVISION (MAJORS) REGULATIONS

III – THE TEAMS

(d) [A] REPLACEMENT PLAYERS

Major Division (Majors) teams will promptly fill an open roster spot created by a player dropout immediately or by the absence of a player missing six (6) 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 3-7, whether or not the injured player plans to return later, the team must add a player before game 8 if the injured player will not be present for game 8. The team manager must notify the Player Agent of any potential vacancy immediately after three (3) consecutive games are missed to alert the Player Agent to the possible need for a replacement player. 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 Majors roster becomes a permanent member of that team. Assignment of replacement players will be done in accordance with the “LOCAL LEAGUE MAINTENANCE OF ROSTERS” section of the *Operating Policies* and/or Official Regulation III, as appropriate.

IV - THE PLAYERS

(i) [S] MANDATORY PLAY

- (a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all regular- and post-season play.
- (b) **FIELD PLAY.** For regular-season games, each player must play three (3) innings in the field at a defensive position during a full six-inning game. The defensive innings need not be consecutive. 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.

For post-season games, each player must play two (2) innings in the field at a defensive position during a full six-inning game. The defensive innings need not be consecutive. When the home team wins in 5 1/2 innings, each of the visiting team players must have played at least one (1) inning in the field.

- (c) **NOT IN ATTENDANCE FOR FULL GAME.** The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion.

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.*

[Regulation IV(i)]

The responsibility for compliance of the Mandatory Play rule within a team belongs to the manager of that team. However, the responsibility for enforcement belongs to the opposing team manager and the umpires. 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.

All players in attendance for a regular season game will be listed on the roster presented to the opposing manager and reviewed by the plate umpire at the beginning of the game. 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 Mandatory Play rule will not apply with regard to such players if they arrive after the start of the fourth inning.

OFFICIAL PLAYING RULES

1.10 [A] – For Majors, any Little League approved bat is allowed for play in Majors.

3.17 [A] - DUGOUT AREA SUPERVISION. No one except eligible players in uniform, a manager, and not more than two (2) coaches shall be within the confines of the field fencing during a game (including but not restricted to their dugout). 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 in the dugout unless participating in the game or preparing to enter the game. 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. The use of electronic equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for any communication with on-field personnel, including those in the dugout, bullpen, or field.

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 the “Rescheduling of Games” section below).

(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.

4.10(e) [A] – EXTENDED PLAY AFTER THE 15-, 10-, OR 8-RUN RULE. When Rule 4.10(e) has been declared, the score of the game is locked. The game may continue at the sole discretion of the losing team's manager, up to six (6) complete innings or the local league's game time limit (Reg VII(h), X(c); Rules 4.10, 4.11). Umpires shall remain on duty, and all other rules (including pitch counts) remain in effect.

The intention of this rule is to assure the Mandatory Play requirements are achieved for all players. New pitchers are encouraged during “Extended Play”.

4.11(d) [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).

Note: A “new inning” begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the “new inning.”

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 Official Playing Rule 4.11(d) [A] above) 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.

4.16 [A] – A game may not be started with less than eight (8) rostered players on each team, nor without at least one adult as manager or substitute manager. Inability to do so shall not be grounds for automatic forfeiture. The game shall be rescheduled or a forfeiture request can be referred to the Player Agent by either manager. During the regular season, when electing to play with eight (8) players, the batting team may skip over the ninth (9th) position in the line-up without penalty. During post-season play, an out shall be called for the ninth (9th) position each time through the batting line-up.

5.10(d) [A] – Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning. Any time an umpire grants a "charged time out" to either the defense or the offense, the opposing manager may visit with his/her team without being charged a timeout.

6.02(c) [A] – ONE FOOT IN THE BATTER'S BOX. Official Playing Rule 6.02(c) is in effect, which reads: "*After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.*" However, for the regular season if the batter leaves the batter's box or delays play and none of the exceptions provided for in the rule apply, the umpire shall warn the batter; no automatic strikes will be issued.

6.06 [A] - FAKE BUNTING (SLASH) RULE. If a batter indicates he will be bunting at any time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter hereafter, shall be called out for any repeat violations.

The intention is to ban what is commonly known as "slash bunting" or "slashing."

7.08(a)(4) [A] – SLIDING. Feet-first sliding into bases by runners is allowed. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

7.14(a) [A] – SPECIAL PINCH RUNNER. Owing to the use of a Continuous Batting Order, teams have no option of utilizing a Special Pinch Runner.

7.14(b) [A] – COURTESY RUNNER. A "courtesy runner" is permitted for the catcher and/or pitcher of record when there are two (2) outs. A courtesy runner must be reported to the plate umpire. Owing to the use of a Continuous Batting Order, the "courtesy runner" must be the player in the batting order who made the last out.

9.01(d) [A] – UNSPORTSMANLIKE CONDUCT. The stealing and relaying of signs to alert

the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

IX – SPECIAL GAMES

[A] Major Division Post-season City Championship Tournament

- (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 and tied in both head-to-head decisions and runs scored against in head-to-head competition);
 - 5) a coin flip (for any unresolved ties) for all but the LAST Tournament slot.

SPECIAL NOTE: Generally, PALL strives to design the Post-season City Championship Tournament in such a way that all Majors teams qualify. For a situation in which this is not possible, if a tie exists between team(s) vying for a LAST tournament slot based upon regular-season order-of-finish (as defined above), a playoff game or games will be played. 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.

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

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.

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 umpires 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. If a team elects to play with eight (8) players, an out shall be called for the ninth (9th)

position each time through the batting line-up.

- (e) **SUBSTITUTIONS / MANDATORY PLAY.** A Continuous Batting Order (see definition above) shall be employed for all PALL City Tournament games. Each player must play two (2) innings in the field at a defensive position during a full six-inning game. The defensive innings need not be consecutive. When the home team wins in 5 1/2 innings, each of the visiting team players must have played at least one (1) inning in the field. The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion.

Unlike regular season games, the OFFICIAL SCORER is responsible for monitoring substitutions and enforcing the provisions of this rule

- (f) **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.

- (g) **10-RUN RULE and 15-RUN RULE.** In accordance with Official Tournament Playing Rule 12 and Official Playing Rule 4.10(e), the “10-run rule” and “15-run rule” will be in effect during City Tournament play. Unlike in the regular season, “Extended Play” cannot be declared. Note: the “8-run rule” is NOT in effect during City Tournament play.
- (h) **ONE FOOT IN THE BATTER’S BOX.** Unlike in the regular season where only warnings are issued, Official Playing Rule 6.02(c) is in effect in its entirety.
- (i) **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.
- (j) **HOME /VISITOR DESIGNATION.** With the exception of the championship game(s), the team with the higher *original* tournament seeding shall be designated the Home team. For the championship game(s), the team coming from the winners bracket shall be designated the Home team for the first such game. The team coming from the losers bracket shall be designated the Home team for the second such game (if any). For any additional games, the Home team shall be determined by coin flip before the game.

The Home team shall occupy the 1st base dugout.

XVII - TOURNAMENT PLAY (ALL-STARS)

[A] The Majors Player Agent is required to coordinate and organize the selection of the All-Star teams. 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 Majors 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 Regulations, Playing Rules, and Operating Policies* (typically on or near May 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.

PACIFIC COAST LEAGUE SPECIAL RULES

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

PCL1 - MANDATORY PLAY.

- (a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all regular- and post-season play.
- (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. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any.

PENALTY for violation: each affected player shall play in its entirety the next game attended.

- (c) **NOT IN ATTENDANCE FOR FULL GAME.** The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion.

PCL2 - 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 45 minutes have elapsed following the game's actual starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no new inning shall start after 1 hour and 45 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.

Note: A "new inning" begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the "new inning."

PCL3 – 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 below).

PCL4 - FIVE-RUN RULE. Each team may score a maximum of 5 runs per inning, and the half-inning ends once a fifth run scores. **Note:** There is no provision for a “final” inning in which more than five runs may be scored by a team.

PCL5 - 8-RUN RULE, 10-RUN RULE, and 15-RUN RULE. Official Playing Rule 4.10(e) is in effect. EXTENDED PLAY (as described above) may be declared after the 8-, 10-, or 15-run rule has been invoked.

PCL6 - NO INFIELD FLY RULE. The infield fly rule does not apply in PCL play.

PCL7 - 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 batted ball; an error during the continuation of such a play; or, if all bases are occupied, the batter being awarded first base for any reason (base-on-balls, hit by a pitched ball, etc.).

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 a play on the runner. The runner may not advance to home.
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: 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.

Stealing home may be allowed at the discretion of the PCL Player Agent during the course of the season. This decision will be announced in advance to all managers.

PCL8 - SLIDING. Feet-first sliding into bases by runners is allowed. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

PCL9 - ADULT COACHES. No one except eligible players in uniform, a manager, and not more than two (2) coaches per team shall be within the confines of the field fencing during a game (including but not restricted to their dugout). Two (2) adult coaches may direct runners and batters from the first and third base coach's box positions. 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 (Official Playing Rule 7.09).

PCL10 - 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.

PCL11 - FAKE BUNTING (SLASH) RULE. The restriction against FAKE BUNTING (SLASH) RULE (as described above) is in effect.

PCL12 – PITCHERS. All rules and regulations described above under Player Pitchers apply to the PCL division.

PCL13 - BATS. Any Little League approved bat is allowed for play in PCL.

PCL14 – SUSPEND ‘ONE FOOT IN THE BATTER’S BOX’ RULE. Official Playing Rule 6.02(c) is not enforced.

PCL15 – SUSPEND ‘FOOT OUTSIDE THE BOX’ RULE. Official Playing Rule 6.06(a) is not enforced; if a batter hits a ball fair or foul with one or both feet on the ground entirely outside the batter’s box, he/ she shall NOT be called out for illegal action. The intention is to avoid penalizing developing players who unintentionally step out of the batter's box. Note a pitch cannot be delivered until the batter enters the box.

PCL16 - PROTESTING GAME (ALL MINOR DIVISIONS). Protests in the minor divisions 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, use of an ineligible pitcher, 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 pitcher or 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 pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued.

PCL17 - PCL Post-season City Championship Tournament

- (a) All PCL teams will qualify for the PCL City Tournament, regardless of regular season record. The PCL Player Agent (s) will determine the format of the tournament.
- (b) PITCHING. Pitch-count limits applicable during regular-season games per Regulation VI remain in effect during the PCL City Tournament.

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.

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 permitted in Pool Play, but will not be allowed in elimination play. 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 Mandatory Play requirements and have been removed from the game.
- (e) HOME /VISITOR DESIGNATION. For all PCL post-season games, the Home team shall be determined by coin flip before the game.

The Home team shall occupy the 1st base dugout.

AAA DIVISION SPECIAL RULES

NOTE: All playing rules described in the *Official Regulations, Playing Rules, and Operating Policies* and the preceding sections of this booklet apply to the AAA Division unless otherwise amended below.

INTRODUCTION

AAA is designed as a developmental division that introduces player pitching. Since players are still at a relatively young age, training is focused on basics of game play and skill development. AAA introduces player pitching (and batting against player pitchers) as a transition to skills necessary for upper division play. The emphasis is on having fun. Team standings are not kept.

AAA1 – PLAYER PITCHERS / COACHES IN RELIEF

Fielding team players will pitch to the opposing team. A plate umpire will call balls & strikes for the player-pitchers, and play will be governed by the Official Rules of Little League Baseball except that no walk will be awarded on a 4th ball. First base is awarded for a hit-by-pitch by a player-pitcher.

The strike zone will be enlarged: bottom of the knees to top of shoulders vertically and one ball width to either side of the plate horizontally.

If the count reaches four balls, a coach from the batting team will relieve the pitcher for the duration of the at-bat and pitch to the batter, *inheriting the current strike count*. The plate umpire will continue to call swinging strikes and maintain the strike count, but will not call balls and strikes for the coach's pitches. The coach will continue to pitch until the batter has struck out, put the ball in play, or received five (5) pitches from the coach pitcher. A foul ball counts as a pitch/strike. If a player fouls the last pitch, the pitch is replayed.

A player pitcher may be relieved a maximum of three (3) times in a single half inning. After the third relief of a player-pitcher, play will continue for any subsequent batters as follows: the coach shall remain pitching for the remainder of that half inning; each batter will receive a maximum of six (6) pitches. The plate umpire will call swinging strikes and maintain the strike count, but will not call balls and strikes for the coach's pitches. After three swinging strikes or six pitches, the batter is declared out. A foul ball counts as a pitch/strike. If a player fouls the last pitch, the pitch is replayed.

Note: Reaching the maximum of three reliefs in the first inning of his/her pitching does not constitute "removal" of that pitcher; the pitcher may resume pitching at the start of the next inning.

In addition to the rules stipulated under Player Pitchers (above), a AAA player may pitch a maximum of two (2) innings or 35 pitches (whichever comes first) per day. If a pitcher reaches his maximum pitch count during an at-bat, the pitcher will be allowed to continue pitching and complete the current batter, but must be replaced immediately afterward.

Whenever a coach is pitching, he/she shall throw overhand from a position on the direct line

between home plate and the regulation pitcher's plate, and no closer than 30 feet from home plate. The coach-pitcher must make every effort to avoid the batted ball; however if the batted ball hits the coach-pitcher, the ball shall be ruled dead, and the batter is awarded 1st base. When a coach-pitcher is employed, no base is awarded for a hit-by-pitch.

AAA2 – 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.

Ten (10) players are permitted to play defensive positions. If ten players are used, four of the fielders must be outfielders positioned in fair territory at least 20 feet beyond the base paths.

When a coach-pitcher is designated, 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 coach-pitcher at the time of the batter's swing.

AAA3 – MANDATORY PLAY

(a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all games.

(b) **FIELD PLAY.** Each player must play at least 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. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any.

PENALTY for violation: each affected player shall play in its entirety the next game attended.

(c) **NOT IN ATTENDANCE FOR FULL GAME.** The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion. If an injury keeps a player from batting or fielding for more than 2 innings, the player must be removed from the game.

AAA4 - TIME LIMITS

(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 game's actual starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no new 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.

Note: A “new inning” begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the “new inning.”

(d) The game shall end immediately after 2 hours have elapsed following the game’s 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.

AAA5a – FIVE-RUN RULE

Each team may score a maximum of five (5) runs per inning, and the half-inning ends once a fifth run scores. **Note:** There is no provision for a “final” inning in which more than five runs may be scored by a team.

AAA5b – NO 8-, 10-, or 15-RUN RULE

Due to the implementation of fixed time limits (AAA4) and the five-run rule (AAA5a), the provisions of the 8-, 10-, and 15-run rules (see Official Playing Rule 4.10(e)) do NOT apply in AAA Division play.

AAA6 - INFIELD FLY RULE

The infield fly rule does NOT apply to AAA.

AAA7 – STEALING

No stealing of bases is permitted. Baserunners shall remain on their base until the batter hits the ball, otherwise the runner shall be deemed to have “left early” (see Official Playing Rule 7.13).

AAA8 – SLIDING

Feet-first sliding into bases by runners is allowed. Baserunners must attempt to avoid colliding with fielders. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

AAA9 - ADULT COACHES

No one except eligible players in uniform, a manager, and not more than three (3) coaches shall be within the confines of the field fencing during a game (including but not restricted to their dugout). Two (2) adult coaches may direct runners and batters from the first and third base coach’s box positions. 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 (Official Playing Rule 7.09).

AAA10 - 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. 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.

AAA11 – UMPIRES

If an official league umpire is not available, each team shall provide one umpire who may alternate responsibilities. The umpire will position himself either behind the pitcher or behind the catcher and keep track of the number of pitches and strikes, and call plays at third base and home plate. The other umpire if available will position himself behind the infielders and call plays at first base and second base.

AAA12 – PLAYING EQUIPMENT

Only balls supplied by PALL and expressly intended for AAA play may be used during games. Home team managers are responsible for supplying at least two (2) balls in good playing condition for each game and for setting up the bases and pitchers strip on the playing field.

Any Little League approved bat is allowed for play in AAA.

AAA13 - NO BUNTING

Bunting is not permitted. Batters must attempt a full swing at the ball. Attempted or successful bunts will be considered strikes.

AAA14 - 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.

AAA15 – PLAY IS OVER

Play is stopped when forward progress of the baserunners has stopped AND the ball is in the possession of the pitcher in the vicinity of the pitcher's mound.

AAA16 – BACKUP TO THE PLAYER CATCHER

To help speed the game, the defensive team may provide an adult or teenager to retrieve and return the ball to the pitcher when a pitch or foul ball eludes the player catcher. This backup should remain at or behind the backstop when the ball is in play, and be mindful of not interfering with the player catcher. Note: This is NOT a “coaching” position. Therefore, this

person should not be talking to his/her team.

AAA17 –SUSPEND ‘ONE FOOT IN THE BATTER’S BOX’ RULE

Official Playing Rule 6.02(c) is not enforced.

AAA18 – SUSPEND ‘FOOT OUTSIDE THE BOX’ RULE

Official Playing Rule 6.06(a) is not enforced; if a batter hits a ball fair or foul with one or both feet on the ground entirely outside the batter’s box, he/ she shall NOT be called out for illegal action. The intention is to avoid penalizing developing players who unintentionally step out of the batter's box. Note a pitch cannot be delivered until the batter enters the box.

PITCHING MACHINE (AA) DIVISION SPECIAL RULES

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

PM1 -MANDATORY PLAY.

- (a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all games.
- (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. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any.

PENALTY for violation: each affected player shall play in its entirety the next game attended.

- (c) **NOT IN ATTENDANCE FOR FULL GAME.** The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion.

PM2 - PITCHING MACHINE DIVISION 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 game's actual starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no new 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.

Note: A "new inning" begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the "new inning."

- (d) The game shall end immediately after 2 hours have elapsed following the game's 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. Each team may score a maximum of 5 runs per inning, and the half-inning ends once a fifth run scores. Note: there is no provision for a “final” inning in which more than five runs may be scored.

PM5 - NO 8-, 10-, or 15-RUN RULE. Due to the implementation of fixed time limits (PM2) and the five-run rule (PM4), the provisions of the 8-, 10-, and 15-run rules (see Official Playing Rule 4.10(e)) do NOT apply in Pitching Machine Division play.

PM6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Pitching Machine Division 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. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

PM9 - ADULT COACHES. No one except eligible players in uniform, a manager, and not more than three (3) coaches shall be within the confines of the field during a game (including but not restricted to their dugout). Managers and coaches may be on the field for instructional purposes but shall not assist players or touch a live ball. At least one adult manager or coach must be in the dugout at all times. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Official Playing 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 PALL and expressly intended for Pitching Machine play may be used during games. Home team managers are responsible for the setup of the pitching machine, as well as supplying at least two (2) balls in good playing condition

for each game. Each team is expected to provide two (2) bases. Only league issued bats can be used.

PM13 -10 DEFENSIVE PLAYERS PERMITTED. Ten (10) players are permitted to play defensive positions. If ten players are used, 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 last 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:

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
pitching machine interference occurs (see PM17), OR
the pitched ball touches the batter, either in flight or on a bounce, and the batter does not swing.

PM17 - PITCHING MACHINE INTERFERENCE.

A batted ball becomes "no pitch" when no fielder touches the ball AND
the ball hits the pitching machine, OR
the ball comes to rest within the pitching machine circle (see PM15), OR
the umpire feels that the machine represents a danger to any player attempting to field the batted ball.

A ball that has first come in contact with a fielder becomes dead when the ball hits the pitching machine, OR
the ball comes to rest within the pitching machine circle (see PM15), OR
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 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:

the forward progress of ALL base-runners has stopped, AND

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 last pitch 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.

PM24 – NO BUNTING. Bunting is not permitted. Players must attempt a full swing at the ball. Attempted or successful bunts will be considered strikes.

COACH PITCH DIVISION SPECIAL RULES

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

CP1 - MANDATORY PLAY.

- (a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all games
- (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. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any.

PENALTY for violation: each affected player shall play in its entirety the next game attended.

- (c) **NOT IN ATTENDANCE FOR FULL GAME.** The Mandatory Play rule is not applicable to players who arrive after the start of the game or depart before its conclusion.

CP2 – COACH PITCH DIVISION 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.

No new inning shall start after 1 hour and 15 minutes have elapsed following the game's actual starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no new inning shall start after 1 hour and 15 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.

Note: A "new inning" begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the "new inning."

- (c) The game shall end immediately after 1 hour and 30 minutes have elapsed following the game's 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. Each team may score a maximum of 5 runs per inning, and the half-inning ends once a fifth run scores. Note: there is no provision for a “final” inning in which more than five runs may be scored.

CP5 - NO 8-, 10-, or 15-RUN RULE. Due to the implementation of fixed time limits (CP2) and the five-run rule (CP4), the provisions of the 8-, 10-, and 15-run rules (see Official Playing Rule 4.10(e)) do NOT apply in Coach Pitch Division play.

CP6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Coach Pitch Division 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. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

CP9 - ADULT COACHES. No one except eligible players in uniform, a manager, and not more than three (3) coaches shall be within the confines of the field during a game (including but not restricted to their dugout). Managers and coaches may be on the field for instructional purposes but shall not assist players or touch a live ball. At least one adult manager or coach must be in the dugout at all times. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Official Playing 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 PALL and 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. Only league issued bats can be used.

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

CP14 - 10 DEFENSIVE PLAYERS PERMITTED. Ten (10) players are permitted to play defensive positions. If ten players are used, 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, not closer to home plate than the position of the coach pitcher, 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 (either underhand or overhand at the pitcher's discretion) 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 not to 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 last 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, which 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 goes 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.

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.

TEE BALL DIVISION SPECIAL RULES

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

TB1 - MANDATORY PLAY.

- (a) **BATTING.** A Continuous Batting Order (as defined above) shall be employed for all games. However, line-up cards need not be exchanged between Managers prior to the start of the game [Official Playing Rule 4.01(d)].
- (b) **FIELD PLAY.** Each player must play 2 innings in the field at a defensive position during a full four inning game. The innings need not be consecutive. In addition, any player selected to sit out for a defensive inning shall play in the field the following defensive inning, if any.

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.** The Mandatory Play rule is 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.

No new inning shall start after 45 minutes have elapsed following the game's actual starting time as noted by the home-team scorekeeper. If no game is scheduled immediately prior to a game in progress, no new inning shall start after 45 minutes have elapsed following the scheduled starting time regardless of the actual starting time.

Note: A "new inning" begins at the instant the third out is made in the bottom of the prior inning. Any warm-up time granted between innings is a part of the "new inning."

- (c) The game shall end immediately after 1 hour has elapsed following the game's actual starting time, even if four 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. Each team may score a maximum of 5 runs per inning, and the half-inning ends once a fifth run scores. Note: there is no provision for a “final” inning in which more than five runs may be scored.

TB5 - NO 8-, 10-, or 15-RUN RULE. Due to the implementation of fixed time limits (TB2) and the five-run rule (TB4), the provisions of the 8-, 10-, and 15-run rules (see Official Playing Rule 4.10(e)) do NOT apply in Tee Ball Division play.

TB6 - NO INFIELD FLY RULE. The infield fly rule does not apply in Tee Ball Division 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. Headfirst 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. Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

TB9 - ADULT COACHES. No one except eligible players in uniform, a manager, and not more than three (3) coaches shall be within the confines of the field during a game (including but not restricted to their dugout). Managers and coaches may be on the field for instructional purposes but shall not assist players or touch a live ball. At least one adult manager or coach must be in the dugout at all times. If a coach is judged to have physically assisted a runner, it is interference and will result in the runner being declared out (Official Playing 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 PALL and expressly intended for Tee Ball play may be used during games. Home team managers are responsible for supplying 2 balls in good playing condition for each game. Each team is expected to provide 2 bases. Only league issued bats can be used.

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

feet.

TB14 - 10 DEFENSIVE PLAYERS PERMITTED. 10 players are permitted to play defensive positions. If ten players are used, 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.

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, which 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 goes 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.

TB24 – There shall be no protests in Tee Ball [Official Playing Rule 4.19(e)].

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; or
 - (c) it enters either of the two equipment storage areas adjacent to the dugouts, each defined as the rectangular area within the parallel fences beyond the dugout and a straight line extending from the end of the fence nearest the field to the boundary fence. All equipment should be safely stored within this area before play begins.
2. One manager or coach 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. At least one adult manager or coach must be in the dugout at all times; a manager or coach standing immediately outside the open end of the dugout is not considered to be in the dugout for purposes of this rule.
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 fence facing at all times.
5. 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.
6. No player other than the player currently at bat is permitted to take warm-up or practice swings during a game. At no time are players permitted to swing bats in the parking lot area or areas immediately outside the dugout gate. There is no on-deck circle.

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. One manager or coach 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. At least one adult manager or coach must be in the dugout at all times; a

manager or coach standing immediately outside the open end of the dugout is not considered to be in the dugout for purposes of this rule.

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. No player other than the player currently at bat is permitted to take warm up or practice swings during a game. During games, players are not permitted to swing bats in any area that is outside the field of play. There is no on-deck circle.

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. 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. 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.

4. Players may not warm up or play catch in the playground or parking lot areas adjacent to the backstop.

5. No player other than the player currently at bat is permitted to hold or swing a bat during a game. There is no on-deck circle.

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 eight (8) 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 eight (8) players on each team.

This rule does not excuse teams unable to field eight (8) 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 (9) players at the scheduled game time, the game must be played as scheduled regardless of the presence or absence of specific players.

Rescheduling of Majors and Pacific Coast League Games:

First preference for the game field in a rescheduled Majors 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 Majors 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 1st and afterwards)
Slot #2 (first succeeding rainout or first rainout occurring on a Friday or Saturday):	11:30 AM on Sunday as determined by Official Playing 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 (1 week later)
Slot #6 (next succeeding rainout):	2:00 PM on same Sunday as Slot #5
Slot #7 (next succeeding rainout):	4:30 PM on same Sunday as Slot #5
Slot #8 (next succeeding rainout):	11:30 AM on <i>second</i> following Sunday
Slot #9 (next succeeding rainout):	2:00 PM on same Sunday as Slot #8
Slot #10 (next succeeding rainout):	4:30 PM on same Sunday as Slot #8

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 AAA, Pitching Machine, Coach Pitch, and Tee-Ball Division Games:

Games in the AAA, Pitching Machine, Coach Pitch and Tee-ball divisions will NOT be rescheduled as a matter of course, since standings are not kept and these divisions do not have a post-season tournament. If BOTH team managers wish to make up a cancelled game, then the appropriate 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 Player Agent is notified in advance and authorization is granted.

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. As noted there, the bat must not be more than 33 inches in length and not more than 2-5/8 inches in diameter. This rule 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; only the first batter of each half-inning will be permitted outside the dugout between half-innings (Official Playing 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