

IX. GAME OPERATIONS:

A. Local Rules

For all divisions, the home team will occupy the 3rd base dugout and the visiting team will occupy the first base dugout. Where no formal dugout exists (aka, T-Ball), the home team will be on the 3rd base side and the visiting team will be on the 1st base side.

1. T-Ball

T-Ball is a developmental division focusing on instruction, learning and fun.

- a. All games are a minimum of two (2) and a max of three (3) innings.
- b. Total game time is one and a half hours.
- c. Managers are encouraged to rearrange the batting order for each game.
- d. Managers are encouraged to rearrange the defensive order after each inning during the game.
- e. All players bat once in each inning and must bat two (2) times and no more than three (3) times per game.
- f. The last batter up in each inning always scores a home run (this should be rotated so every player gets to do this once or twice).
- g. Each team may field all players on defense, but excess after eight (8) or nine (9) – [two pitchers] must be in the outfield.
- h. All players advance to first base even if they don't hit the ball.
- i. The maximum number of bases on a hit is two.
- j. There is no base stealing or leading.
- k. Each player must hit from the tee for the first five (5) games and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base.
- l. Starting with game six (6), each player must hit from the tee for the first inning and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base. Starting with the second inning (with game six), you can coach pitch to each player (unless the player wants to hit from the tee). Each batter will get only four (4) coach pitches. If the player does not hit the four (4) coach-pitched balls, the player will hit from tee. During this attempt from the tee, the player will only get four (4) attempts to hit the ball from the tee before advancing to first base.
- m. If the defensive team makes an out, the offensive team player stays on base.
- n. There is no limit to the number of outs in an inning.
- o. Coaches may be in the outfield with the defensive team.
- p. Coaches should be stationed at home, first base and third base with the offensive team.
- q. There is no catcher position allowed.
- r. All players must be monitored and seated in a safe location while waiting to bat (seated on a bucket).
- s. There will be NO on deck circle for batter warm ups.
- t. Coaches for the home team are responsible for putting out and taking in the bases.
- u. No standings and scores will be kept.

2. Farm Division

Farm is a developmental division focusing on instruction, learning and fun. General Rules for Farm:

- a. No "on deck" batter. Batter cannot handle a bat until it is batter's turn at bat.
- b. Players must attempt to avoid collisions at all bases ("Must Avoid Rule") by sliding or other means. Runners are out if they do not avoid collisions (2008 Umpire's Rules Book - Rule 7.08 (a) (3) Page 72).
- c. The Infield Fly Rule will not be used.

Special Rules for Farm:

- a. Bases will be set at 45 feet instead of the normal 60 feet.

- b. No more than three (3) adults (manager & 2 coaches) are to be in the dugout or on the field. There are no umpires at this level.
- c. One (1) adult will be allowed to be on the field for defensive positioning purposes.
- d. **Pitching:** The players will hit pitches from a pitching machine. They cannot walk and there are no called strikes (players are encouraged to swing at all good pitches). In the first half of the season, after 5 pitches the player uses the “T”, in the 2nd half of the season, after three swings, the player is out (except in the case of a foul ball on the last swing).
- e. **Batting:** All players must bat at least 3 times per game. After the 4th inning, if it looks unlikely that a team would be able to achieve its 3-at-bat minimum, that team will bat in a continuous order through the entire line-up.
- f. **Run Maximum:** A team can score a maximum of 3 runs per inning. The inning is over after 3 outs are made or 3 runs are scored, whichever come first.
- g. **Defensive Field:** Each team shall field 10 defensive players. Players may sit out 1 inning per game **ONLY**. Those players who do not sit out in a game will be the first to sit out in the next game.
- h. **Bunting:** Bunting is **NOT** allowed.
- i. **Base Stealing:** Base stealing is **NOT** allowed.
- j. **Overthrows:** Players may advance a maximum of one (1) base.
- k. **Game Length:** No new innings are to be started after 1 hour 30 minutes from game time
- l. Starting players must be rotated from game to game.
- m. No scores or standings are kept.

3. Minor A Division

Minor A is a developmental division focusing on instruction, learning and fun. General Rules for Minor A:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions.
- c. The Infield Fly Rule will not be used.

Special Rules for Minor A:

- a. Continuous batting order: every player bats regardless of whether or not he is playing a position in the field.
- b. Every player plays a defensive position for at least half of the game. Because some games at this level will not play 6 full innings, managers should ensure each child plays half of the game on defense. Players should not sit out 2 consecutive innings. Playing time should be fairly equal throughout the line-up, throughout the positions. The goal is to develop every player at every position (exceptions can be made for pitcher, catcher and first base based on safety if some players do not have the skill).
- c. There is no restriction on players entering or exiting positions on the field, except for when the player pitching starts.
- d. Pitching i. Games 1 – 8: Machine pitch for all innings.
- ii. Games 9 – 16: Machine pitch for first 3 innings, player pitch for remaining 3 innings.
- iii. After the first two games in which players are pitching, the managers will have a quick discussion regarding how successful they boys are, and how we want to proceed.
- iv. Rules for Machine Pitch: 1. Place the machine on the top of the pitching mound. Speed should be set between 29 – 31 mph. (The generator works best in centerfield - less noise, but make certain it’s far enough out of play so that no one is injured: check the gas level before the game). 2. Coach from batting team will feed the machine, and will also act as the umpire. 3. Only swinging strikes will be counted. No “called” strikes when using the machine. There will not be a maximum pitch count, but players will be encouraged / reminded to swing the bat to keep the game moving.

4. 3 strikes and you're out (except foul ball on third strike).
5. No walks.
6. Fielding team will 'man' the pitcher position. Pitcher will stand on either side of the pitching machine. The pitcher may switch sides depending upon which side the batter hits.
7. Bunts are not allowed. We want the boys to learn to hit (accidental swinging bunts are allowed).

v. Rules for Player Pitch 1. Players will pitch from the bottom of the mound on the temporary pitching plate ~38 - 40 feet from home plate (plate available at All-Star Sports).

2. Keep a close eye on the pitch count since each pitcher will be kept to a maximum of 30 pitches, regardless of how many outs they have made in the inning that they pitch.
3. The same pitcher cannot pitch 2 consecutive calendar days.
4. Balls and strikes will be called only from behind the mound when the player is pitching. The coach calling balls & strikes from behind the pitcher, that coach will also call the bases. If called from behind the catcher, the coach behind the pitcher will call the bases.
5. No walks. If the batter takes ball 4, then the pitching machine is used to continue the at bat. The hitter retains the number of strikes he had when ball four was thrown. For example, if the count on the batter was 3 balls, 1 strike when ball 4 was pitched, the hitter has two strikes remaining when the machine is used. Only swinging strikes are counted with the machine, no "called" strikes with the machine.
6. Once a pitcher is removed from the pitching position, he may not return to the pitcher position.
7. A batter who is hit by a pitch thrown by the pitcher may elect either to take first base or continue hitting against the pitching machine. The hitter retains the number of strikes he had when he was hit.
8. Bunts are not allowed. We want the boys to learn to hit (accidental swinging bunts are allowed).

e. No stealing of any base (second, third or home). On defense we want the boys to think about getting the lead runner in a force out, or to turn a double play.

f. Each half inning has a 5 run limit. Once 5 runs have scored, the side is retired.

g. Outfielders must play on the grass, and middle infielders must play either at or behind the base line. Don't play the corners in too tight for safety reasons.

h. Athletic cups are mandatory. The boys should get used to wearing them.

i. Minimum of 7 players needed to field a team.

j. Overthrows: i. Overthrow of first base in an attempt to throw out the batter: Keep the batter-runner at first base.

ii. Overthrow of second base in an attempt to throw out the runner in force play: Runner gets a maximum of one base – regardless of where the ball goes, and the runners advance at their own risk (he could be thrown out at third).

iii. Overthrow of third base in an attempt to throw out the runner from second who is attempting to advance to third base: Runner cannot advance.

k. "Should I send the runner home?" On a batted ball, the runner should end up where he would have ended up if the boys were playing better baseball. For example... i. Base hit to outfield: single, double or triple depending how far the ball is hit.

ii. Runner on first, base hit to outfield: Hold the runner at either second or third depending if the hit was a single or double.

iii. Runner on second, base hit to outfield: If the ball is thrown back to the infielder before the runner reaches third base, hold the runner at third. If the runner touches third before the ball is thrown into the infield, send the runner home.

l. Adults may not warm up pitchers (Little League rule).

m. Defensive coaches may be on the field standing in the left and right field corners to help instruct the defensive players.

n. The game length will be 1 hour and 30 minutes. No new innings can be started after this limit.

- o. No scores or standings will be kept

4. Minor AA

Minor AA is a division that should focus on instruction, learning and fun but also introduce the players to competitive baseball. General Rules for AA:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.
- c. The **Infield Fly Rule** will not be played.

In order to provide the proper training for all players and to get players prepared for post-season tournament play, the season will be divided in half. During the first half of the season, teams will play with the following Local Rules: Special Rules for AA (First half of season):

- a. For the first half of the season, the players will pitch from 42’ using a pitching plate secured on the front of the mound. At coaches’ discretion, a player may pitch from 46’ in the 1st half. In the 2nd half, all pitchers will pitch from 46’.
- b. No more than three (3) adults (manager & 2 coaches) are to be in the dugout or on the field.
- c. All players will be in the batting lineup regardless if they are playing defensively or not.
- d. All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings or 2 total innings.
- e. All players must sit out at least 1 inning over the course of 9 innings.
- f. Player Rotation: Players are limited to 3 innings per game at any one position (the outfield is considered one position (regardless if right, center or left field). Players should be given the opportunity to play every position at least 2 innings during the season (unless they specifically ask not to play a particular position).
- g. Starting players must be rotated from game to game.

Run maximum: There will be a 3 run max rule per inning except for the last inning which is unlimited.

- h. The umpire will decide at the beginning of an inning if it is to be the last and announce how much time is remaining.
- i. Bunting: Bunting is NOT allowed.
- j. Base Stealing: There will be no lead offs and no base stealing.
- k. Overthrows: Players may advance a maximum of one (1) base for all overthrows on a play. Runners may not advance after overthrows between catcher & pitcher after a pitch.
- l. Game Length: No new innings are to be started after 1 hour 45 minutes from game time. At 2 hours, the game will be called (Hard Stop) Umpires may declare at the start of an inning that it will be the last inning, at which time the 3-run inning limit rule is removed. Games can end in a tie. In the event of darkness, or Hard Stop the score will revert back to the last complete inning.
- m. Standings will be maintained and posted on the PFL website
- n. Only managers may speak with umpires; no exceptions.

Special Rules for AA (Second half of season): Except for time, run limits, and no infield fly rule: AAA rules will be followed during the second half of the season. The Manager Rep. will determine when the season is half way over. Generally, the season will be half way when a team has played half its games. If one team has played half its games and the opponent has not, AAA rules will apply.

- a. Runner cannot score on a steal, passed ball or wild pitch.
- b. A runner can only advance one base on a pitch that was not batted. If runner starts on first base and steals second, and the catcher overthrows second base attempting to throw out the runner, that runner can not advance to third.

Minor AAA Division

AAA is a competitive division, while still focusing on instruction, learning and fun.

General Rules for AAA:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners may be called out if they do not avoid a collision. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.
- c. No Little Leaguer age 12 year olds may pitch (District 57 rule)

Special Rules for AAA:

- a. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field.
- b. A team can score a maximum of 5 runs per inning, except for the last inning, which is unlimited. The umpire will decide at the beginning of an inning if it is to be the last. There is no mandatory concession rule.
- c. Game length: No new innings are to be started after two (2) hours past game time. Umpires may declare that a start of an inning will be the last inning, at which time the 5-run inning limit rule is removed. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game. In the event a game is tied after 6 innings, all effort should be made to play extra innings to avoid ending in a tie within the constraints of sunlight and the time limit.
- d. All players will be in the batting lineup whether they are playing defensively or not.
- e. All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings
- f. Standings will be maintained and posted on the PFL website.
- g. Only managers may speak with umpires; no exceptions.

6. Majors Division

Majors is a competitive division made up of the advanced players in the League. There should still be a focus on instruction, learning and fun. Majors draft rules:

- a. Any player that participates in Majors will return to Majors the following season. These players will be called “Property Players.”

- b. Property Players will be selected first in the Major Draft. When all Property Players are assigned to a team, other eligible players will be drafted.
- c. Each season, all Property Players will be redrafted; they will not stay with the same team.

General Rules for Major:

- a. No “on deck” batter. Batter cannot handle a bat until it is batter’s turn at bat.
- b. Players must avoid collisions at all bases (must avoid rule) by sliding or other means. Runners are out if they do not avoid collisions. This is an umpire judgment call that cannot be protested. Runners will not be called out for incidental contact.

Special Rules for Major:

- a. No more than three adults (manager & 2 coaches) are to be in the dugout or on the field.
- b. All players must play at least 6 defensive outs and 9 defensive outs is encouraged.
- c. Majors will be observing the 10 run “Mercy Rule” after completion of 4 innings.
- d. Majors will implement continuous batting, which means that all players present will be in the batting order. Late-arriving players will be added to the bottom in the order that they arrive. If a player is not present (i.e., not on the field of play or in the dugout) at the time the lineups are exchanged before the game, that player may not be in the lineup until he/she arrives. Then, that player’s name is added to the bottom of the order.
- e. Since there is continuous batting, there can be no Special Pinch Runners (SPRs)
- f. Games cannot end in a tie
- g. Standings will be maintained and posted on the PFL website.
- h. Only managers may speak with umpires; no exceptions.