**Palma Ceia Little League**

**Local Rules**

**for**

**Baseball**

**(all divisions)**

**Approved by the**

**Board of Directors**

**February 8, 2016**

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**Introduction To Local Rules**

Local rules are the local customs and preferences adopted by Palma Ceia Little League (“PCLL”) that apply to intraleague play at PCLL only. In no way should these rules override a rule set forth by Little League Baseball. Where District 6 imposes local rules in interleague play, those District rules shall supersede PCLL’s local rules. Where District 6 has not made a local rule for interleague play, teams from visiting leagues are expected to play by PCLL’s local rules.

**Local Rules Applicable To All Divisions**

PCLL fields baseball teams in the following divisions: Tee Ball, Coach Pitch, Minor C, Minor B, Minor A, Intermediate League, and Junior League. Each division has local rules that are applicable only to that division. The following rules, however, apply to all divisions of baseball at PCLL:

**Uniforms**

* Teams are only permitted to wear league issued uniforms and hats. Only grey pants may be worn in the baseball divisions.

**Coaching**

* + All managers and coaches must complete all league requirements and be given an appropriate lanyard in order to be on the field or in the dugout. Only managers and coaches who have completed the league certification requirements or obtained a waiver are permitted on the field or in the dugout. In addition, only parents who have completed league requirements and been given an appropriate lanyard may participate in practice. All parents must be in the stands during the game or otherwise away from the field. The exception is that the team coordinator may assist in the dugout during the game and at the Minor C division and below all field personnel needs just the Volunteer lanyard.

**Sportsmanship**

PCLL has adopted the Positive Coaching Alliance (“PCA”) program for purposes of training and certifying managers and coaches. The PCA Guidelines are to be followed by all those involved in PCLL.

* Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game and removal from the park.
* Examples of poor sportsmanship include throwing equipment, using illegal equipment, inappropriate language, taunting or gesturing in an unsportsmanlike manner to opponents or others, arguing with an umpire’s judgment call, or harassing anyone.
* A player may lose his privilege to play in one or more future games for disciplinary reasons.

**Safety**

In order to ensure the safety of players, managers, coaches, and spectators, the following rules shall be observed:

* No swinging bats in the dugout.
* Except in Senior, Junior and Intermediate Divisions, there shall be no on-deck hitter. Only the batter should have a bat in his hands.
* All batters and base runners must wear helmets.
* Except in Senior, Junior and Intermediate Divisions- Only plastic/rubber cleats may be worn on the field. Metal Spikes are permitted in Senior, Junior and Intermediate divisions in accordance with Little League rules. Metal spikes are not allowed in any batting cages at the Park.
* The parent or guardian of all players must sign and return an informed consent that explains the nature and risk of concussion and head injury, including the risk of continuing to play after concussion or head injury, each year before participating in any practice or game.
* Any player who is suspected of sustaining a concussion or head injury in a practice or game must be immediately removed from said practice or game. A player who has been removed from a practice or game may not return to practice or competition until the player’s parent or guardian submits to the President or VP of Baseball a written medical clearance to return stating that the player no longer exhibits signs, symptoms, or behaviors consistent with a concussion or other head injury. Medical clearance must be authorized by the appropriate health care practitioner trained in the diagnosis, evaluation, and management of concussions as defined by the Sports Medicine Advisory Committee of the Florida High School Athletic Association.

**Pitch Counts and Rest Requirements**

Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.

**Team Responsibilities**

***Visiting Team***

The visiting team is listed first on game schedules (Visiting Team vs. Home Team).

The visiting team may take fielding practice approximately 20 minutes before the start of a game; the home team approximately 10 minutes before the start of a game.

The visiting team is responsible for post-game field maintenance. This includes raking the mound and home plate areas (fill and tamp down holes) and securely covering those area with tarps.

***Home Team***

The home team is responsible for keeping the official scorebook. This scorebook is found in the main clubhouse coaches’ closet and is to be removed for games only and then returned to the clubhouse after the game.

The home team is responsible for pre-game field preparation. This includes dragging the field, prepping the mound and home plate areas (fill and tamp down holes), watering the field, chalking the first and third base lines, and chalking the batter’s boxes.

***Scorekeeping***

The scorekeeper should not only keep score, but also understand the difference between a hit and an error and otherwise keep the scorebook in accordance with applicable rules. All-Star teams are selected at the Minor B, Minor A, Intermediate League, and Junior League levels, so PCLL requires that official scorebooks be kept in a manner to ensure reliable, accurate statistics.

The scorekeeper is to pick up the field safety kit and have it at the scorer’s table throughout the game. The scorebook and safety kit are to be returned to the closet at the end of the game. Any scorebooks found to be inaccurate or missing should be reported immediately to the appropriate player agent.

For batters, an accurate account of plate appearances, hits, walks, hit by pitches, and strikeouts are all important. Other statistics for batters are less important. For pitchers, accurate pitch counts must be maintained.

***Notes on Scorekeeping:***

* A hit should be awarded on any batted ball whereby an out cannot be made with ordinary effort (for level of play) on the part of the fielders.
* An error should not be given at any time a fielder leaves his feet to jump or dive in an attempt to make a play.
* Fielder’s choice is when a play is made on a runner other than the batter. If the result of the fielder’s choice is an out or error, the batter is not rewarded a hit just because he reaches base safely. However, if the result of the fielder’s choice is a safe call, it is up to the scorer’s discretion to determine if the batter would have reached base safely if the play would have been made on the batter.
* If a batter gets thrown out stretching a single into a double, he still gets credit for a hit.
* The official scorekeeper, both managers, and the home plate umpire are required to sign the book after the game.
* Teams should keep their own scorebooks in addition to the League’s official scorebook.

**End-of-Season Tournaments**

The following rules shall apply to all end-of-season tournaments:

* Little League Baseball’s Rules 11 (Suspended Games), 12 (Ten-Run Rule), and 13 (Regulation Game) set forth under the heading “Tournament Playing Rules” in the Baseball Official Regulations and Playing Rules shall apply.
* If a tiebreaker is necessary because two or more teams have identical won/loss records, the tie shall be broken using the procedures set forth in Article III– Tiebreaker Procedures under the heading “International Tournament Pool Play Format” in the Baseball Official Regulations and Playing Rules. The procedures shall be used regardless whether the tournament is bracket or pool play format.

**All-Star Selection Procedures**

All managers, coaches, and players for PCLL’s all-star teams shall be selected in accordance with the procedures set forth in Appendix C. Article III thereof sets forth the voting requirements necessary to waive, revise, amend, alter, or otherwise modify such procedures.

Local Rules For Tee Ball

**Description and Objectives**

The Tee Ball division is for players 4-5 years old who want to learn the fundamentals of hitting and fielding. In Tee Ball, players hit off a batting tee. The primary goals of Tee Ball are to have fun, to instruct children in the fundamentals, and to allow them to experience the value of teamwork.

**Team Formation**

Teams at the Tee Ball level are chosen by the league and the Tee Ball managers and coaches. There are no tryouts at this level.

**Umpires**

No umpires are necessary or provided in Tee Ball. Balls, strikes, and outs are not recorded. Managers, coaches, and parents in the field should supervise play.

**Local Game Rules**

***General Rules***

* Teach good sportsmanship, fundamentals (catching, throwing, hitting), and most of all, make it fun, yet challenging, for the kids.
* Play three innings, but no more than 1 hour. If you can complete more innings in the hour and both teams would like to play an extra inning, you can, but you must be off the field for the next game or practice.
* Coaches should be out on the field (on defense) or in the first and third base coaching positions and dugout (on offense) with the players. Keep non-coaching parents off the field of play.

***Batting and Offense***

* A continuous batting order shall be utilized.
  + No special pinch runners or courtesy runners are allowed.
  + On offense, bat through the entire lineup each inning.
  + Station-to-station base running, with one base on a batted ball. No extra bases are to be taken.
  + If the defense makes an out, do not remove the runner. In other words, after the third batter of each inning the bases will be loaded until the inning is over.
  + The last batter in the line-up hits a grand slam and runs the bases. Rotate your line-up during games and from game to game to spread out the “grand slam” among your batters.

***Fielding and Defense***

* + All players are on the field for defense. Spread them around the field and move them around during the inning. No catcher is utilized. Station a parent at the batting tee.
  + While on defense, it’s important to know the ability of your players and whether or not they will be to protect themselves from a sharply hit ball. Align them accordingly.

***Safety***

* + Always use Reduced Injury Factor (RIF) soft baseballs (RFI1) designed for Tee Ball. Do not use hard baseballs under any circumstance.
  + No team should be pitching a ball.
  + If you have players who you believe might not be able to react quickly enough to a hard hit and get their gloves on the ball or duck in time, either put them in the outfield or place a coach near them in the infield to provide a last-resort opportunity to knock a hit ball down that is headed toward a player’s face or chest. Most baseball deaths occur due to the ball hitting the chest and stopping the heart.
  + If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not-so-subtle “big hitter” or “bat speed,” and the opposing manager should either move back the players who wouldn’t be able to safely play the ball, or place a coach near them.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

**Local Rules For Coach Pitch**

**Description and Objectives**

The Coach Pitch division is for players 5-7 years old. This division is for those who typically have played a season of Tee Ball and are ready to move up from Tee Ball but not yet ready for Minor C. Players should be able to field, catch, and throw relatively well and have sufficient reaction time and skills to at least put a glove on a sharply hit ball. Players should understand the fundamental rules of the game. The primary goals of Coach Pitch are to have fun, to further develop the fundamental baseball skills necessary to advance to the Minor League Divisions, and to instill a love for the game in players moving up from Tee Ball.

**Team Formation**

Teams at the Coach Pitch level are chosen by the league and the Coach Pitch managers and coaches. There are no tryouts at this level.

**Umpires**

No umpires are necessary or provided at the Coach Pitch level. Strikes and balls are not recorded. Infield plays will be ruled on by managers, coaches, and parents in the field.

**Local Game Rules**

***General Rules***

* + Games should last no more than 1 1/2 hours. The last inning (bat around inning) must start within the first hour. For example, if game starts at 6:00 p.m., the last inning must start before 7:00 p.m. Keep track of the time.
  + Always use Reduced Injury Factor (RIF) soft baseballs (RFI5) designed for Coach Pitch. Do not use hard baseballs under any circumstance.
  + In addition to normal home team field preparation responsibilities, the halfway points between each base should be marked with chalk.

***Batting and Offense***

* + A continuous batting order shall be utilized.
  + All players should be inserted into the batting lineup. In other words, if you have 14 players, bat 1 through 14.
  + Limit batter to 6 “hittable or swung at” pitches before placing the tee at home plate. Make the rules clear to the players and parents before the game.
  + Outs are recorded. 3 outs per half inning. Change sides.
  + Maximum of 4 run rule per inning.
  + The last inning is a bat around inning. Every hitter bats once and only once. So if the 6th batter in the lineup leads off the last inning, the inning will end after the 5th batter in the lineup hits. In this inning, outs are still recorded, so be sure to clear the bases after 3 outs.
  + Coaches pitch to their own teams.
  + Coaches pitch at all times. There is no kid pitch.
  + No special pinch runners or courtesy runners are allowed.
  + Extra base hits are permitted provided the ball is hit to the outfield on a fly, line drive, or solidly hit ground ball that is not playable in the infield. Once the ball reaches the infield, the runner(s) must return to the preceding base if he was not more than halfway to next base.
  + The halfway points (first base to second base, second base to third base, and third base to home) should be chalked during pre-game field preparations.
  + There are no advances on overthrows, passed balls, wild pitches, etc.
  + There is no stealing.

***Fielding and Defense***

* + Generally, all players are on the field for defense. Spread them around the field in the correct baseball positions. Each team may play a catcher, but is not required to. Teams playing a catcher should nevertheless station a parent behind the catcher. Players not playing an infield position play the outfield. Outfield players can be spread out evenly on the edge of the infield. Move all players around them around during the inning or from inning to inning, but be aware of safety issues when positioning certain players.
  + Where players would otherwise spend too much time not participating in the game (for example, playing outfield beyond the hitting range of most players), managers and coaches may opt to keep some players off the field and instead run practices, drills or other development activities during the game and rotate players through the game and those activities. No players shall be in the dugout when their team is fielding, except for health or safety reasons.
  + Coaches should be out on the field (on defense) or in the dugout (on offense) with the players. Keep non-coaching parents off the field of play.
  + Catchers must wear full catchers gear (chest protector, helmet with a cage, chin guard / plate, and knee and shin guards). All other fielders must use a glove.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

Local Rules For Minor B

**Description and Objectives**

The Minor B division is for those who are ready to move up from Coach Pitch or Minor C but not yet ready for Minor A or not drafted on a Minor A team. To play in the Minor B division, players should understand the game and fundamental rules well, and should be able to field sharply hit grounders consistently, catch pop flies and line drives, catch and throw well (including throwing from one base to another) and have the attention span to stay focused for an approximately two-hour long game. Minor B is generally played by children league age 8 and 9, though some 7 year olds will not be ready for Minor B play. 10 year olds also play in this division if they are not ready for Minor A or not drafted on a Minor A team. 11 year olds may not play Minor B without league approval and a waiver.

**Team Formation**

Teams at the Minor B level are chosen by the Minor B managers and coaches after open evaluations are held and using one of the player selection systems described in the Little League Baseball Operating Manual, as determined by PCLL’s board of directors.

**Umpires**

**Local Game Rules**

***General Rules***

* + A regulation game is 5 innings or two hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the fifth inning is not complete at the two hour mark, the game will end at the end of the bottom of the inning in play at the two hour mark (regardless of whether or not that inning is the sixth inning). To ensure that games stay within the two hour timeframe on weekdays, no inning may start after an hour and thirty minutes of play have elapsed. For example, if a weekday game begins at 6:00 p.m., no inning may be started after 7:30 p.m.. If the game is tied after five innings or after the last inning is completed, as applicable, the game will be ruled a tie. They must end the game in sufficient time for the next teams to re-prep the field and conduct warm-ups. For the end of the year tournament, all games will be five innings unless extra innings are needed to declare a winner.
  + Only managers and coaches who have completed the league certification requirements or obtained a waiver are permitted on the field or in the dugout. All parents must be in the stands during the game or otherwise away from the field. The exception is that the team coordinator may assist in the dugout during the game.
  + The batting team may place a manager or coach at first base and third base. No other managers or coaches from the batting team shall be on the field unless time is called.
  + The fielding team may have no more than two coaches on the field (with the team’s manager counting if he is on the field). (Additional sections shown on new)
  + ***Pitching***
  + Pitch counts are to be adhered to strictly. Pitch counts for Minor B are:

The limit for pitchers is 50 pitches per day or two innings, whichever comes first. (Note: Little League Official Rules and Regulations permit more pitches per day (75) for nine-and ten-year old players. However, the division-wide Minor B limit will remain 50 pitches for all players regardless of age.) If a pitcher reaches the 50 pitch limit while facing a batter, he may continue to pitch until the first of the following occurs: (a) the batter reaches base, (b) the batter is put out, and (c) the third out is made to complete the half-inning.

* + - Regardless of pitch count, pitchers may only pitch in one game per day.
    - A pitcher may not pitch more than two innings.
    - A pitcher who pitches 41 or more pitches may not play catcher the remainder of the day.
    - Rest requirements also are to be adhered to strictly. Rest requirements are:
    - 1 – 20 pitches: no rest required.
    - 21 – 35 pitches: 1 day of rest required
    - 36 – 50 pitches: 2 days of rest required
      * For purposes of rest requirements, pitchers may always continue to pitch until the end of the at bat and will not be considered to have passed their limit if they are taken out of the game immediately following the end of the at bat. As an example, if a pitcher has thrown 19 pitches and a new player comes to bat, no rest will be required so long as the pitcher leaves the game after that at bat (even if the pitcher throws more than one pitch to the batter, resulting in him throwing more than 20 pitches) if he is taken out of the game before facing the next batter.
      * Pitchers are limited to two hit batters. After two hit batters, the pitcher must be taken out. (Keep in mind, managers and coaches should teach players on what to do when the ball is thrown at them, getting out the way if possible.)
      * Pitching distance is 46 feet from the back of home plate to the front of the pitcher’s plate.
      * The manager and coaches may visit the mound twice in an inning. On the third visit, the pitcher must be removed as pitcher.

***Batting and Offense***

* + - * Three outs per inning, with a four run limit per inning except that. During the end-of-season tournament, the last inning will have a ten-run limit. All extra innings have a ten-run limit as well.
      * The batting team should have a first base and third base coach. Teams must have a coach in the dugout.
      * There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
      * Bunting is permitted in all situations.
      * A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
      * No pinch runner or courtesy runner allowed.
      * Minor B players are not permitted to slide head first. A player who slides head first shall be called out.

***Fielding and Defense***

* + - * Teams play ten players in the field – one at each of the infield positions and four outfielders.
      * You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings. Players should be rotated through all positions that they are able to play safely so that all players have fair playing time at all infield positions – teams should not fix a “starting infield.”

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

Local Rules For Minor A

**Description and Objectives**

The Minor A division is for those who are ready to move up from Minor B but not yet ready for Majors. To play in the Minor A division, players should understand the game and fundamental rules well, and should be able to field sharply hit grounders consistently, catch pop flies and line drives, catch and throw well (including throwing from one base to another) and have the attention span to stay focused for an approximately two-hour long game. Minor A is generally played by children league age 9 and 10 years old. Eleven-year-old players also play in this division if they are not ready for Majors or not drafted on a Majors team.

**Team Formation**

Teams at the Minor A level are chosen by the Minor A managers and coaches after open evaluations are held and using one of the player selection systems described in the Little League Baseball Operating Manual, as determined by PCLL’s board of directors.

**Umpires**

PCLL will provide one umpire for each regular season and two umpires for the end-of­season tournament games. The home plate umpire must sign the scorebook at the conclusion of a game.

**League Champion**

The League Champion is the winner of the end-of-season tournament among all Minor A division teams. The tournament is a seeded tournament where the seeding is determined by the regular season win/loss record of the teams (intra-and inter-league combined records) after a pre-determined point in the regular season. The team with the highest win/loss percentage is the first seed and all other seeds are determined in descending order. The League Champion is granted the privilege of representing PCLL in the District’s Tournament of Champions.

**Developmental and Competitive Season Segments**

The regular season is divided into two segments:

* + - * *Developmental Segment.* This segment is comprised of roughly the first half of the regular season (the player agent should advise league managers when the developmental segment ends) and is intended to allow coaches to utilize players in various positions so that players may develop a more broad base of skills without (too much) concern for a particular game’s outcome. Players should expect nearly equal playing time during the developmental segment.
      * *Competitive Segment.* This segment, roughly the second half of the season, should be used to field the most competitive team possible within Little League rules. Players should not expect as much equity with regard to playing time. The win-loss record during the competitive segment determines the seedings for the end-of­ season tournament.

**Local Game Rules**

***General Rules***

* + - * A regulation game is 6 innings or two hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the sixth inning is not complete at the two hour mark, the game will end at the end of the bottom of the inning in play at the two hour mark (regardless of whether or not that inning is the sixth inning). As long as the previous inning ends at 1:45 or less, a new inning can be started. If an inning ends after 1:45, a new inning cannot be started. If the game is tied after six innings or two hours, as applicable, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. For the end of the year tournament, all games will be six innings unless extra innings are needed to declare a winner.
      * The first five innings will end if a team scores four runs in the inning. An unlimited number of runs may be scored in the sixth inning. If, because of the two-hour time limit, both managers and umpire acknowledge that an inning other than the sixth inning will be the last inning, then that inning will become an unlimited-run inning. After this inning, unless tied, the game is over. Note: In order for this exception to be legal, both teams and umpire must be made aware prior to the first pitch of the inning in question. In addition, this decision can only be made after 1-1/2 hours of play.
      * Only managers and coaches who have completed the league certification requirements or obtained a waiver are permitted on the field or in the dugout. All parents must be in the stands during the game or otherwise away from the field. The exception is that the team coordinator may assist in the dugout during the game.
      * The batting team may place a manager or coach at first base and third base. No other managers or coaches from the batting team shall be on the field unless time is called.
      * If after four innings of play (3-1/2 if the home team is ahead), one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
      * There will be a double elimination tournament at the end of the regular season to determine the PCLL Minor A Champion. The regular season records will determine seedings, with head-to-head competition, then fewest runs allowed in head-to-head games breaking ties.

***Batting and Offense***

* + - * The batting team should have a first base and third base coach. Teams must have a coach in the dugout.
      * There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
      * Bunting is permitted in all situations.
      * A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
      * No leads. Players may not leave the base until the pitch is delivered and it reaches the batter. The rule of thumb is batter contact with the ball.
      * No pinch runner or courtesies runner allowed.

***Fielding and Defense***

* + - * You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings. Players should be rotated through all positions that they are able to play safely so that all players have fair playing time at all infield positions – teams should not fix a “starting infield.”

***Pitching***

* + - * Little League Baseball’s limits on the number of pitches per day and the calendar days of rest must be observed. Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

Local Rules For Majors Baseball

**Description and Objectives**

To play in the Majors division, players should understand the game and fundamental rules well, and should be able to field sharply hit grounders consistently, catch pop flies and line drives, catch and throw well (including throwing from one base to another) and have the attention span to stay focused for an approximately two-hour long game. Majors is generally played by children league age 9 and 12 years old, but the Board of Directors can limit what age group can play Majors, per Little League guidelines.

**Team Formation**

Teams at the Majors level are chosen by the Majors managers and coaches after open evaluations are held and using one of the player selection systems described in the Little League Baseball Operating Manual, as determined by PCLL’s board of directors.

**Umpires**

PCLL will provide one umpire for each regular season and two umpires for the end-of­season tournament games. The home plate umpire must sign the scorebook at the conclusion of a game.

**League Champion**

The League Champion is the winner of the end-of-season tournament among all Majors division teams. The tournament is a seeded, double-elimination tournament where the seeding is determined by the regular season win/loss record of the teams (intra-and inter-league combined records) after a pre-determined point in the regular season. The team with the highest win/loss percentage is the first seed and all other seeds are determined in descending order.

**Developmental and Competitive Season Segments**

The regular season is divided into two segments:

* + - * *Developmental Segment.* This segment is comprised of roughly the first half of the regular season (the player agent should advise league managers when the developmental segment ends) and is intended to allow coaches to utilize players in various positions so that players may develop a more broad base of skills without (too much) concern for a particular game’s outcome. Players should expect nearly equal playing time during the developmental segment.
      * *Competitive Segment.* This segment, roughly the second half of the season, should be used to field the most competitive team possible within Little League rules. Players should not expect as much equity with regard to playing time. The win-loss record during the competitive segment determines the seeding for the end-of­ season tournament.

**Local Game Rules**

***General Rules***

* + - * A regulation game is 6 innings or two hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the sixth inning is not complete at the two hour mark, the game will end at the end of the bottom of the inning in play at the two hour mark (regardless of whether or not that inning is the sixth inning). If the game is tied after six innings or two hours, as applicable, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. For the end of the year tournament, all games will be six innings unless extra innings are needed to declare a winner.
      * Only managers and coaches who have completed the league certification requirements or obtained a waiver are permitted on the field or in the dugout. All parents must be in the stands during the game or otherwise away from the field. The exception is that the team coordinator may assist in the dugout during the game.
      * If after four innings of play (3-1/2 if the home team is ahead), one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
      * There will be a tournament at the end of the regular season to determine the PCLL Majors Champion. The regular season records will determine seedings, with head-to-head competition, then fewest runs allowed in head-to-head games breaking ties.

***Batting and Offense***

* + - * The batting team should have a first base and third base coach. Teams must have a coach in the dugout.
      * There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
      * Bunting is permitted in all situations.
      * A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
      * No leads. Players may not leave the base until the pitch is delivered and it reaches the batter. The rule of thumb is batter contact with the ball.
      * No pinch runner or courtesies runner allowed.
      * Dropped third strike rule is in effect

***Fielding and Defense***

* + - * You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings. Players should be rotated through all positions that they are able to play safely so that all players have fair playing time at all infield positions – teams should not fix a “starting infield.”

***Pitching***

* + - * Little League Baseball’s limits on the number of pitches per day and the calendar days of rest must be observed. Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

**Local Rules For Intermediate Division**

**Description and Objectives**

The Intermediate division is for players who are league-age 11 to 13 years. The program was established as a transitional program for 11-13 year olds using a 50-foot pitching distance and 70-foot base paths. It offers a full range of tournament play, including a World Series. Players in this division will continue to develop skills at all positions and skills related to play under more conventional baseball rules.

**Team Formation**

Each season, unless otherwise determined by the League’s Board of Directors (the “Board”), teams in the Intermediate division shall be formed using the method set forth in the “Player Selection System-Majors Division” (“Plan T”) that was approved by the Board on January 19, 2012. For purposes forming the teams in the Intermediate division, all references in Plan T to the “Majors division” shall be deemed to refer to the Intermediate division.

**Umpires**

PCLL will provide two umpires (a plate umpire and a field umpire) for each regular season and end-of-season tournament game. The plate umpire must sign the scorebook at the conclusion of each game.

**League Champion**

The League Champion is the winner of the end-of-season tournament among all Intermediate division teams. The tournament is a seeded, double-elimination tournament where the seeding is determined by the respective win/loss record of the teams (intra- and inter-league combined records) during the competitive segment of the regular season, as described below. The team with the highest win/loss percentage during the competitive segment of the regular season is the first seed and all other seeds are determined in descending order. The League Champion is granted the privilege of representing PCLL in the District’s Tournament of Champions.

**Developmental and Competitive Season Segments**

The regular season is divided into two segments:

* ***Developmental Segment.*** This segment is comprised of roughly the first half of the regular season (prior to the beginning of the regular season, the player agent shall advise league managers when the developmental segment ends) and is intended to allow coaches to utilize players in various positions so that players may develop a more broad base of skills without over-concern for a particular game’s outcome. Players should expect nearly equal playing time during the developmental segment.
* ***Competitive Segment.*** This segment, roughly the second half of the season, should be used to field the most competitive team possible within Little League rules for the Intermediate division. Players should not expect as much equity with regard to playing time. The win-loss record during the competitive segment determines the seedings for the end-of-season tournament.

**Local Game Rules**

***General Rules***

* + - * ***Batting Order.*** Continuous batting order is utilized during the developmental segment; a nine-man lineup is utilized during the competitive segment.
      * ***Substitutions.*** Open substitution is allowed during the developmental segment, except that during continuous batting no special pinch runners or courtesy runners are allowed. During the competitive segment and the end-of-season tournament, a nine-man offensive lineup shall be utilized, and Rule 10 (Substitutions/Re-Entry) of the Tournament Rules and Guidelines-Tournament Playing Rules shall apply.
      * ***Time Limit.*** No new inning shall begin after two hours from the start time, except if the game is tied. If a game is tied at the end of the two-hour time limit, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. In any event, no inning shall start after 10:00 p.m.
      * ***Mercy/10-Run Rule.*** If after 5 innings of play (4 1/2 if the home team is ahead) one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
      * ***Regulation Games.*** A regulation game is seven innings or two hours, whichever is shorter, subject to the mercy/10-run rule. However, games are not cut short in the middle of an inning. Accordingly, if the seventh inning is not complete at the two-hour mark, the game will end at the end of the bottom of the inning in play at the two-hour mark (regardless of whether or not that inning is the sixth inning). If the game is tied after seven innings or two hours, as applicable, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. For the end of season tournament, all games will be seven innings unless extra innings are needed to declare a winner.
      * ***Field Decorum.*** For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
      * ***Doubleheaders.*** No team is permitted to play two games in one day without the prior approval of a majority of the President, the Vice President, and the Player Agent of the League.
      * ***On-Deck Position.*** The On-Deck batter will stand behind the batter regardless of which side that players team dugout is located.

***Pitching***

* + - * Little League Baseball’s limits on the number of pitches per day and the calendar days of rest must be observed. Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.
      * A pitcher once removed from the mound cannot return as a pitcher in the same game.
      * During the developmental segment, each pitcher will be entitled to one balk warning per game. Umpires will be encouraged to assist pitchers and coaches with the rules. If, however, a play follows the balk (or an act that constitutes a balk, but the pitcher is entitled to a warning), the manager of the offense may advise the plate umpire of a decision to decline the balk penalty or disregard the warning, as applicable, and accept the play. Such election shall be made immediately at the end of the play. If, however, the batter hits the ball and reaches first base safely, and if and all other runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the balk (or an act that constitutes a balk, but the pitcher is entitled to a warning).
      * There will be no balk warnings during competitive segment or the end-of-season tournament.
      * A scorebook will be kept by the home team. All teams must promptly report their pitch counts and scores after each game to [Pitchcountint@PCLL.org](mailto:Pitchcountint@PCLL.org). If a pitch count is not reported for any pitcher, that pitcher will be deemed to have thrown the maximum number of pitches otherwise permitted for that game. Any manager whose team violates the applicable pitch count rules will be suspended.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

Local Rules For Junior League

**Description and Objectives**

Junior League is for players league age 13 and 14 and is played on a regulation-size baseball field with 90-foot baselines. Little League allows 12-year-olds to play in Junior League, but this is not common. Although it is not mandatory, and approval by Little League is required annually, Palma Ceia has traditionally combined with Bayshore Little League for the regular and tournament seasons. Players moving up from Intermediate League will be acclimated to the regulation-size field. The league will continue to develop players who desire to move on to high school play and provide opportunities for players who want to continue playing baseball as a highly coordinated form of recreation – for this age group, these combined objectives can achieved in concert.

**Team Formation**

Traditionally, Junior League teams are formed by drafting rising players and new players to existing teams. This is accomplished through the league’s draft process. When numbers and/or coaches change dramatically from season to season, the League will entertain other methods for forming teams including a division-wide redraft. Fall season teams are formed in an ad-hoc fashion without a draft but designed to create parity among teams. Regardless of method, one of the League’s objectives is to give each team as great a chance possible to win 50% of its intra-league games. To the extent it is possible to reach this objective, the League’s board many alter the traditional team formation methods – this is considered on a season-by-season basis. When teams are formed from the prior year’s teams, the draft order shall be the same as the seeding of the prior year’s end-of-season tournament

**Umpires**

PCLL will provide two umpires for each regular season and end-of-season tournament games. The home plate umpire must sign the scorebook at the conclusion of a game.

**League Champion**

The League Champion is the winner of the end-of-season tournament among all Junior League teams. The tournament is a seeded, double-elimination tournament where the seeding is determined by the regular season win/loss record of the teams (intra-and inter-league combined records) after a pre-determined point in the regular season. The team with the highest win/loss percentage is the first seed and all other seeds are determined in descending order. The League Champion is granted the privilege of representing PCLL in the District’s Tournament of Champions.

**Developmental and Competitive Season Segments**

The regular season is divided into two segments:

* + - * Developmental Segment. This segment is comprised of roughly the first half of the regular season (the player agent should advise league managers when the developmental segment ends) and is intended to allow coaches to utilize players in various positions so that players may develop a more broad base of skills without (too much) concern for a particular game’s outcome. Players should expect nearly equal playing time during the developmental segment.
      * Competitive Segment. This segment, roughly the second half of the season, should be used to field the most competitive team possible within Little League rules. Players should not expect as much equity with regard to playing time. The win-loss record during the competitive segment determines the seedings for the end-of­season tournament.

**Local Game Rules**

***General Rules***

* + - * Batting Order – Continuous batting order is utilized during the developmental segment; a nine-man lineup is utilized during the competitive segment.
      * Substitutions – Open substitution is allowed during the developmental segment, except that during continuous batting no special pinch runners or courtesy runners are allowed and all players must have at least 2 defensive innings of play during a game. Upon the switching from continuous batting order, LL substitution rules (section 3.00) apply.
      * Note: The end-of-season tournament is played with a nine-man offensive line up and LL regular season (not tournament) rules.
      * Time Limit -No new inning shall begin after 2.5 hours from the start time, except if the game is tied. If a game is tied at the end of the 2.5 hour time limit, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie.
      * Mercy/10-Run Rule -If after 5 innings of play (4 1/2 if the home team is ahead) one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent. A regulation game is 7 innings or two and one-half hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the sixth inning is not complete at the two and one-half hour mark, the game will end at the end of the bottom of the inning in play at the two and one-half hour mark (regardless of whether or not that inning is the seventh inning). If the game is tied after seven innings or two and one-half hours, as applicable, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. For the end of the year tournament, all games will be seven innings unless extra innings are needed to declare a winner.
      * The batting team may place a manager or coach at first base and third base. No other managers or coaches from the batting team shall be on the field unless time is called.

***Pitching***

* + - * Little League Baseball’s limits on the number of pitches per day and the calendar days of rest must be observed. Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.

**Other Local Rules**

See “Local Rules Applicable to All Divisions.”

**Appendix A**

**Little League Baseball**

**Pitch Count Limits And Rest Requirements**

**\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **LL Baseball Pitch Count Quick Guide** | | | | | | |
| **9 & 10** | 1 – 20 \* | 21 – 35 \* | 36 – 50 \* | 51 – 65 \* | 66 – 75 \* | 75 \* |
| **11 & 12** | 1 – 20 \* | 21 – 35 \* | 36 – 50 \* | 51 – 65 \* | 66 – 85 \* | 85 \* |
| **13 & 14** | 1 – 20 \* | 21 – 35 \* | 36 – 50 \* | 51 – 65 \* | 66 – 95 \* | 95 \* |
| **15 & 16** | 1 – 30 \* | 31 – 45 \* | 46 – 60 \* | 61 – 75 \* | 76 – 95 \* | 95 \* |
| **17 & 18** | 1 – 30 \* | 31 – 45 \* | 46 – 60 \* | 61 – 75 \* | 76 – 105 \* | 105\* |
| **Days Rest Required** | **0** | **1** | **2** | **3** | **4** | **Max \*** |

\*When the maximum number of pitches is reached, the pitcher may finish the current at bat and he will not be deemed to have exceeded the limit so long as he does not pitch to the following batter.

**PCLL Pitch Count Limits**

PCLL’s board of directors has adopted pitch count limits that are more restrictive than Little League Baseball’s. The Minor B division will follow the rules set forth under “Local Rules for Minor B–Local Game Rules–Pitching.” For the Minor A, Intermediates, and Juniors divisions, the following daily maximum pitch counts shall apply during the periods indicated:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Developmental Segment** | **Competitive Segment** | **End-of-Season Tournament** |
| **9 & 10** | 50 | 60 | 75 |
| **11 & 12** | 55 | 70 | 85 |
| **13 & 14** | 60 | 80 | 95 |

The “Developmental Segment” is the first part of the season during which the results of games *do not* count toward seedings for the end-of-season tournament. The “Competitive Segment” is the second part of the season during which the results of games do count toward seedings for the end-of-season tournament.

The PCLL Pitch Count Limits set forth above shall supersede the daily pitch count limits established by Little League Baseball. Subject to that exception, all of Little League Baseball’s rules regarding pitching shall remain in full force and effect.