



Pendleton Little League

Local Rules 2017

1.0 RULES APPLYING TO ALL DIVISIONS OF PLAY

The purpose of Little League is to assist youth in learning the fundamentals of baseball, developing citizenship, discipline, teamwork and physical wellbeing, with proper guidance and exemplary leadership. The ball game is the means to these objectives and all participants have a responsibility to keep this perspective.

1.1 Conduct of Program Participants and Spectators

1.1.1 Conduct by any person, on the grounds of Pendleton Little League (PLL) including spectators, that is not in support of the program's objectives is grounds for ejection from the game and/or park area by a Board Member. Obscene, profane, abusive and/or unsportsmanlike language or conduct will not be tolerated and is grounds for ejection and/or disciplinary actions.

1.1.2 Any manager, coach or player ejected from a game (must not be present at the game site for the remainder of the game) is subject to an automatic one game suspension, under National Rules, and shall be required to appear before the Rules, Protests and Standards of Conduct Committee, as established in Article III, Section 3, of the PLL Constitution to explain the cited behavior. Any additional penalty imposed may include suspension or termination from the program.

1.1.3 Pets, bicycle riding, skateboarding or other activities that may endanger others are not allowed in the Little League Park.

1.1.4 Throwing balls or swinging bats is only allowed in designated areas.

1.1.5 The manager, coaches and players must remain within the physical confines of the dugout except as permitted below and in sections 3.09, 3.17, 4.05 – 4.08, 5.10(d) and 8.06 of the Official Rules of Little League Baseball and Softball. Uniformed players, news photographers, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior to and during games. Batboys and/or girls are not permitted. Except for the batter, base-runner, and base coaches at first and third bases, all players shall be in their dugouts or in the bullpen when the team is at bat. When the team is on defense, the manager, coaches and all reserve players shall be in the dugout or in the bullpen.

Two adult base coaches are permitted. If a player is used as a first or third base coach he or she must wear a batting helmet.

A manager or coach shall not leave the dugout or coaching box to confer with a player or an umpire until time is called and permission is granted by the plate umpire.

Exception: In all divisions, managers and coaches may be on the field to umpire. In A & AA baseball and AA & AAA softball, managers and coaches may be on the field for pitching and instructional purposes, but shall not assist runners and fielders or intentionally touch a live ball.

1.1.6 Per rule 3.09 of the Official Rules of Little League Baseball and Softball, managers and coaches shall not warm up pitchers prior to or during a scheduled game.

1.1.7 Batting Cage Safety. Batting cage equipment is only to be operated by managers, coaches or an adult designated by a manager or coach. Children are not permitted to operate batting cage equipment. No child will have a bat in his/her hand in the batting cage area unless he or she is inside the batting cage. Soft toss or tee drills should be performed inside the batting cages or in low traffic areas (either side of Field 1 cage, northeast end of Field 2 cage, and on west side, towards north end of Field 3 cage).

1.2 Responsibilities of Managers and their Teams

1.2.1 Insure that the throwing of balls or swinging of bats is only done in designated areas.

1.2.2 Managers are specifically responsible for:

- (a) The conduct of players, coaches and partisan fans;
- (b) Keeping unauthorized persons out of the dugouts, on-deck areas and the area between the dugout and on-deck area. Only one manager, two coaches, and roster players are allowed in the dugout and playing areas;
- (c) Keeping players and coaches who are in the dugouts out of the dugout doorways and behind the protective fencing;
- (d) Arranging to have infields raked and chalked prior to each game (**home team**);
- (e) Arranging to have their assigned dugout and bleacher areas cleaned of debris after each game;
- (f) Notifying the Safety Officer Sean Bentley in writing at pendletonlittleleague@gmail.com or by telephone at 971-253-0072 of any accidents that require medical treatment;
- (g) The **home** team will provide the pitch count of each game by dropping off the hard copy in the drop box. When playing in Triangle, Pilot Rock, or any other sanctioned Little League game you will need to provide a pitch count to PLL. The **winning** team will provide results of each game upon completion to PLL in writing at pendletonlittleleague@gmail.com. Please provide game date & time, teams, score, and division of play. PLL also encourages game write-ups and pictures;

- (h) Ensuring that they, and all program participants under their control, abide by both the spirit and letter of the rules as published by Little League International and PLL;
- (i) At the AA, AAA and Majors baseball level for delegating to someone the responsibility of counting pitches;
- (j) Ensuring that their team wears the PLL issued jerseys during games;
- (k) Umpiring or providing an umpire for 3 games. **Exception: A, AA, & AAA baseball and AA & AAA softball games are always umpired by managers/coaches or a designated team umpire.**

1.2.3 It is the responsibility of all baseball and softball managers to ensure that at all times (practice sessions, pre-game warm-up, and between innings) their catcher(s) are wearing regulation headgear when catching, and full gear when catching with a batter at the plate.

1.3 Scheduling Policies

1.3.1 The regular season schedule for each team shall be determined by the scheduler in a fair and random manner using a league scheduling software program.

1.3.2 In all cases, the home team is designated by PLL 2017 schedule on PLL website and shall occupy the third base dugout when playing at PLL Park.

1.3.3 Due to field limitations time limits are imposed per Regulation VII (h) and (e) in the Official Rules of Little League Baseball and Softball. All games with a game scheduled after it, and 7:30 pm games are governed by time limits set forth below. **For games without a game scheduled to follow, the umpire and both managers will meet and agree to a time limit. If all three parties cannot agree to a time limit, the time limits set forth below are applied.** The limits are measured from the scheduled starting time, not when the game actually commenced. Under the “No New Inning” limit, no new inning shall begin after the duration specified below for each level of play. A new inning begins at the moment the third out is made concluding the previous inning. The designated umpire’s watch or one designated by him/her will be the only time piece used in applying these rules.

Level of Play	Maximum Duration of Play	No New Inning
Juniors	1 hr. 55 min.	1 hr. 40 min.
Majors	1 hr. 55 min.	1 hr. 40 min.
AAA	1 hr. 45 min.	1 hr. 30 min.
AA	1 hr. 45 min.	1 hr. 30 min.
A	1 hr. 30 min.	None

1.3.5 Managers at the AA (baseball only), AAA, and Majors level must exchange lineups, with at minimum the jersey number of each player present at the beginning of the game. Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their team, and expedite play at all times.

1.3.6 Prior to the start of any game, if rain has recently fallen, is falling, or is forecast to fall during the day's scheduled games, the Grounds Director, in consultation with the President or Board Member on Duty has the authority to cancel a game if it is determined that the field is unsafe or unfit for play.

1.3.7 Once the game begins, the plate umpire shall determine whether play is to continue in case of inclement weather or poor field conditions. Every effort must be made to make the field playable and to continue play.

1.4 Regulation Games

1.4.1 A regulation game consist of 6 innings (Juniors Softball 7 innings) unless lengthened because of a tie or shortened because the home team needs none of its half of the sixth inning, called due to weather, time limits are reached, or Mercy Rule is applied. If a game is called as a result of time limit or weather, a regulation game consist of 4 innings.

1.4.2 Run Limit. To help expedite play a limit of 5 runs per inning is applied in all but the last inning. A team can score more than 5 runs only if they are the result of a home run hit over the fence. (Exception: In A baseball and AA softball, scores are not kept so run limit does not apply).

For shortened games, the last inning must be declared before, or while the visiting team is up to bat. If the last inning is not declared, the 5 run limit applies.

1.4.3 Mercy Rule. If after 4 innings (Junior/Senior Softball 5 innings), three and one-half innings if the home team is ahead (Junior/Senior Softball four and one-half innings), 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. (Exception: In A baseball and AA softball, scores are not kept so run limit does not apply).

1.5 Minimum Play, Batting Order, Pinch Runners, Substitution, Pitch Limits and Rest

1.5.1 Mandatory minimum play is governed by Regulation IV (i) in the Official Rules of Little League Baseball and Softball and requires every roster player present at the **start of a game** to play for a minimum of six (6) defensive outs and bat at least one (1) time. For the purpose of the rule, “six defensive outs” is defined as: **A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made**; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

The mandatory play rule applies even in games that are shorter than 6 innings. If a player does not receive the minimum play in any game, the player’s manager must report that violation within 24 hours to the vice president of baseball or the vice president of softball. The player who did not meet the mandatory play rule requirement shall start the next game and play six consecutive outs and one at bat along with what he/she missed in the previous game before being replaced. In addition, managers are warned that failure to comply with this rule whether intentional or unintentional may result in disciplinary action by the PLL Board of Directors consistent with those specified under the national rules.

Exception: For A & AA baseball and AA & AAA softball, no player will sit out consecutive innings and no player will sit out more than two innings until all players have sat out one inning.

Exception: A manager/coach may restrict play for disciplinary reasons. The manager/coach must inform the player(s), parents, and PLL Board of Directors if such action is being taken or going to be taken.

1.5.2 To increase player participation, a **continuous batting** order is used at all levels of play. All players on the team roster present for the game are required to bat in his/her respective spot in the batting order.

Exception: A manager/coach may restrict play for disciplinary reasons. The manager/coach must inform the player(s), parents, and PLL Board of Directors if such action is being taken or going to be taken.

1.5.3 Games may be started with as few as 8 players. If a team starts the game with only 8 players, the ninth spot in the batting order **will not** be considered an out and players arriving after the start of the game will be placed at the end of the batting order.

1.5.4 If a ninth player will not be arriving, a player from the opposing team or any other player registered for play in the division should be temporarily added to the team roster. The player will bat at the end of the order and play in the outfield. If known in advance, contact the Player Agent to have a player(s) temporarily assigned to your team.

1.5.5 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. The courtesy runner must be the player who made the last out of the inning, or if no outs have been recorded, the player who scored the most recent run.

1.5.6 A player may be entered and/or reentered defensively in the game anytime provided he/she meets the requirements of mandatory play.

1.5.7 Pitching regulations for all live pitch baseball divisions is governed by Regulation VI and Rule 8.0 in the Official Rules for Little League Baseball and Softball. Violation of pitching regulations can result in protest of the game in which it occurred.

Baseball: Any player on a regular season team may pitch. **Exception:** Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day. **NOTE:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

League Age	Pitch Limit		Pitches Thrown	Days Rest
11-12	85		66 or more	4 days
9-10	75		51-65	3 days
7-8	50		36-50	2 days
			21-35	1 day
			1-20	0 day

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete that half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed or the game is completed before delivering a pitch to another batter.

Softball: Any player on a regular season team may pitch

A player may pitch in a maximum of 12 innings in a game. If a player pitches in 7 or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning. No pitching restrictions apply in Junior softball.

1.6 League Standings, Play-Off Seeding, and Awards

1.6.1 No standings will be kept for A baseball and AA softball.

1.6.2 Regular season standings for the Major, AAA, and AA (baseball only) leagues will be decided by the best overall winning percentage, with ties broken, in sequence, by the following criteria:

- Best record in head-to-head league play;
- Fewest runs allowed in head-to-head league play;
- And a coin toss for other positions

1.6.3 Seeding for the PLL Post Season Tournament will be determined by regular season standings. No post season tournament is held for A baseball and AA softball.

1.6.4 All regular season rules shall apply, except as provided below. End of season machine/live pitch schedules for AA baseball and AAA softball will apply.

1.6.5 PLL Post Season Tournament time limits

Level of Play	Maximum Duration of Play	No New Inning
Majors	None	None
AAA	None	1 hr. 45 min.
AA baseball	None	1 hr. 30 min.

1.6.6 Extra innings will be played in case of a tie. The tie breaker is as follows: “Kansas City Tie Breaker”. The visiting team will start with the next batter in order at bat, and the last person out in the previous inning as a base runner at 2nd base with 1 out. Play will resume to 3 outs. Home-team will play their half of the inning under the same scenario, and the outcome will be determined by that inning. If the game remains tied, an additional tie breaker inning shall be played. No run limits apply during tie breaker.

1.6.7 For Majors, AAA and AA (baseball only), medals will be awarded to those teams finishing in 1st and 2nd place in the PLL Post Season Tournament.

2.0 RULES APPLYING TO AAA BASEBALL, MAJOR BASEBALL & SOFTBALL, AND JUNIOR SOFTBALL

Except for rules provided in section 1.0, the Official Rules for Little League Baseball and Softball shall apply to AAA baseball, Major baseball & softball, and Junior softball.

3.0 RULES APPLYING TO AA BASEBALL AND AAA SOFTBALL

3.1 The Official Rules of Little League Baseball and Softball will govern all play except as follows:

3.1.1 Two adult base coaches and an adult coach to feed the pitching machine are allowed on the field when their team is on offense. One additional adult coach or team parent is allowed to ensure an adult is present in the dugout at all times.

3.1.2 The following schedule for pitching machine and player pitch will be followed:

Dates	Live Pitch	Machine Pitch
April 9 to April 30	--	Entire game
May 1 to May 15	First 2 innings or first 45 minutes	Remainder of game
May 16 to June 4	First 3 innings or first 60 minutes	Remainder of game

Exception: In Pilot Rock a pitching machine is not used.

3.1.3 During machine pitch no walks are allowed. The batter must reach base by a hit, be retired by the defense from a ball put in play, strike out swinging, or reach a maximum of 7 pitches at which point the batter is out.

3.1.4 A batted ball is deemed a dead ball if it strikes the pitching machine or coach feeding the pitching machine. The batter is awarded first base and all forced base runners advance one base.

3.1.5 During live pitch the pitching distance for AAA softball may not be closer than 35 ft. For AA baseball players must pitch from the pitching rubber.

3.1.6 During live pitch no walks are allowed. The offensive coach will pitch to the batter with the strike count continuing. The coach will pitch from no closer than 35 ft. and no further than the pitching rubber. Pitches are delivered underhand for softball and overhand for baseball. The batter will reach base by a hit, be retired by the defense from a ball put in play, or strike out.

3.1.7 No bunting allowed when a coach is pitching.

3.1.8 Base stealing is allowed, but only on passed balls and only one base may be taken per past ball. Runners cannot advance on an overthrow from the catcher to the pitcher and delayed steals are not allowed.

3.1.10 During machine pitch the “pitcher” must be located to the left or right of the machine and have one foot in the pitching circle or on the pitching mound.

3.1.11 Two adult defensive coaches are allowed on the field when their team is on defense. Adult coaches must be positioned on the outfield grass so as not to interfere with normal play.

3.1.12 Ten defensive players (assuming enough roster players are present) is recommended, but not mandatory.

3.1.13 When playing ten defenders, the defensive alignment must consist of a catcher, five infielders, and four outfielders. Outfielders must be on the outfield grass and are defined as left field, left-center field, right-center field, and right field.

4.0 RULES APPLYING TO A BASEBALL AND AA SOFTBALL

4.1 The Official Rules of Little League Baseball and Softball will govern all play except as follows:

4.1.1 Two adult base coaches and an adult coach pitcher are allowed on the field when their team is on offense. One additional adult coach or team parent is allowed to ensure an adult is present in the dugout at all times.

4.1.2 The offensive coach will pitch to the batter from no closer than 25 ft. and no further than the pitching rubber. Pitches are delivered underhand for softball and overhand for baseball. The batter will receive a maximum of 5 pitches. If the batter does not put the ball in play a tee will be used.

4.1.3 There are no walks, no stealing, and no infield fly rule.

4.1.4 Only one base is allowed on an overthrow when an infielder is attempting to make the initial defensive play on a batted ball. For example; if the shortstop fields the ball and overthrows first base the runner(s) can advance one base at their own risk. If the first baseman attempts to get the advancing runner out and an overthrow occurs the runner(s) cannot advance further and the play is considered dead.

4.1.5 No advancement of runners are allowed on a throw or overthrow when an outfielder is attempting to make the initial defensive play on a batted ball. For example; if an outfielder fields the ball and overthrows second base the runner(s) cannot advance a base.

4.1.6 Each player may only hit once per inning, teams will change from offense to defense after 3 outs, or if the offensive team hits through its line-up prior to the defensive team recording 3 outs.

4.1.7 Each player must be placed first in the batting order at least once during the season.

4.1.8 Each player must be placed last in the batting order at least once during the season.

4.1.9 Two adult defensive coaches are allowed on the field when their team is on defense. Adult coaches must be positioned on the outfield grass so as not to interfere with normal play.

4.1.10 Ten defensive players (assuming enough roster players are present) is mandatory.

4.1.11 Defensive alignment must consist of a catcher, five infielders, and four outfielders. Outfielders must be on the outfield grass and are defined as left field, left-center field, right-center field, and right field. The pitcher must be located to the left or right of the coach and have one foot in the pitching circle or on the pitching mound (not the pitching rubber).

4.1.12 No player will play the same position for more than 3 innings in a game.

4.1.13 No scores are kept during games.