Person County Little League (PCLL)

By-Laws, Local Rules, and Manuals

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**SECTION I**

**PURPOSE**

**MISSION STATEMENT**

Person County Little League aspires to be an outstanding educational-athletic organization that provides a high-quality experience in which every athlete is coached using the principles of the Little League Double-Goal Coach, has fun playing the game, feels like an important part of the team regardless of performance, learns "life lessons" that have value beyond the playing field, and learns the skills, tactics, and strategies of the game and improves as a player. We are committed to creating a culture in which coaches, parents, fans, umpires, and athletes work together to achieve our mission.

**AUTHORITY AND VALIDITY**

The Board of Directors shall be governed by the Constitution of the League on record in Williamsport, Pa. The PCLL operating rules and bylaws shall be approved by a majority vote of the Board of Directors. Following the adoption of these rules by the Board of Directors, they may only be changed upon the concurring vote of a majority of the Board. These rules pertain to all of PCLL.

**CONSTRUCTION OF THE RULES**

The PCLL operating rules are constructed in a manner intended to conform to the operating regulations and playing rules of Little League Baseball. PCLL is a chartered component of Little League Baseball (LLB) and intends to continue as such.

1. Wherever these rules stand silent, the regulations and playing rules of LLB shall be followed. Wherever these rules are in conflict with LLB Operating Manual, Regulations, and Rules (except where these rules are more stringent than LLB rules) LLB regulations and rules shall prevail.

2. Whenever the PCLL engages in regular-season interleague play with another chartered title league, the division involved shall play by interleague rules as may be negotiated with the other league and approved by the Board of Directors. Interleague Rules shall take precedence over these Operating Rules.

The local rules, ground rules, and/or bylaws of the Person County Little League shall expire at the end of each fiscal year and are not considered part of the Person County Little League Constitution.

**SECTION II**

**FEES**

A reasonable Little League participation fee may be assessed as the parent’s obligation to assure the operational continuity of the Person County Little League. The fees for this fiscal year are as follows:

**Membership**

General Membership - $5.00

**Player Registration Player Fees**

Player Fees:

$40.00-$60.00 (Fees are decided by Person County Recreation, Arts, and Parks)

**Team Sponsorship**

Please view the PCLL Sponsorship Package supplied by Person County Parks and Recreation approved by the Person County Board of Commissioners.

**Fundraiser**

Every registered player in Little League is encouraged to participate in a league fundraiser to help defray the costs of running the league. The fundraisers are determined each year by the PCLL Board of Directors and can involve participating in one-day events, buying/selling PCLL car decals, or buying/selling Food cards.

**Game Admission**

This is determined by the Person County Recreation, Arts, and Parks Department. There will be a $2.00 parking charge per vehicle. Little League International does not allow gate admission. To offset the cost of the program a parking charge will be charged.

**SECTION III**

**VOLUNTEER GUIDELINES AND CONDUCT REQUIREMENTS**

**Volunteer Background Checks**

All managers, coaches, Board of Directors members, and any other persons, volunteers, or hired workers, who provide regular service to the League and /or have repetitive access to, or contact with players or teams, must complete and submit an official “Little League Volunteer Application” to the President and satisfactorily complete a background check. Refusal or failure to submit a fully completed “Little League Volunteer Application” will result in the immediate dismissal of the individual from the League. Volunteers can include but are not limited to, team agents, and parents who assist at practice.

**Managers, Coaches, and Volunteer Conduct**

Defer to Person County Policy on all background checks and conduct.

Managers will be responsible for the conduct of themselves, their coaches, team players, and parents of team members. Managers and coaches will abide by the Coaches Code of Conduct.

An ejection from a game or league complex of a player, manager, coach, volunteer, parent, and/or fan due to unsportsmanlike conduct will be addressed by the Person County Recreation Athletic Director and follow the rules of conduct on file at the Recreation Department. It will then be brought to the attention of the Board of Directors. Upon review of any league violation and/or of unsportsmanlike conduct, any individual and/ or player associated with the Person County Little League can have action taken by the Board of Directors in addition to Person County Parks and Recreation.

Any person in violation of any of the official Little League Rules, Person County Recreation Rules, and/or rules established in these Bylaws may result in disciplinary action by the Board or the Recreation Department, in accordance with Little League Rules. Additional penalties may be levied by the Board. As stated, violations will be brought to the attention of the Board within 48 hours after the President has been notified; however, at the Board’s discretion, serious infractions reported after the 48-hour limitation may be reviewed. Anonymous allegations will be discarded unless they can be documented or corroborated in writing through independent means. Action levels to be taken by the Board of Directors include but are not limited to:

(1) Consultation by the League President

(2) Letter of Reprimand from the Board of Directors

(3) Suspension as manager/coach for one game

(4) Suspension as manager/coach for any part of the remainder of the season

(5) Not favorably considered for future Little League appointments

(6) Dismissal from all Person County Little League activities

**SECTION IV**

**PLAYER CONDUCT**

Players are expected to adhere to the Person County Little League’s Code of Conduct for sportsmanship and conduct. Failure to adhere to these guidelines may result in disciplinary action.

Disciplinary action for player misconduct is covered in the Person County Little League Player/Parent Code of Conduct.

A manager may bench a child for disciplinary reasons, misconduct, or absence from practice or games with the approval of the League President. If a child is benched, the manager shall include the child’s name and a notation regarding the manager’s action on the roster that is given to the scorekeeper and plate umpire. The manager shall also notify the player’s parent(s) if present at the game. No child should be benched without prior approval by the appropriate board member.

1. Before a manager can bench a player, he must have a copy on file of the team’s discipline plan signed by the player and the player’s parent or guardian. This may be a separate plan in addition to the Code of Conduct.

2. The team’s discipline plan should be approved by the league board. A copy will stay in the team’s file to be kept on record at the Recreation Department.

3. This plan should state clearly for what reasons a player may be benched other than for play. This leaves room for you to excuse situations.

4. If a child has 3 or more unexcused practices or games the manager must contact the LL president for any approved consequences. It is the responsibility of the manager to contact the LL President to inform them of any players not attending practices or games. A player will not be benched without the LL president knowing prior to any penalties and without the LL president’s approval.

5. Any manager electing to invoke the provisions of this rule shall report, in writing or in person, to the President within 24 hours of the game and state the reasons for this action. It will be the responsibility of the President to investigate the situation and report findings to the Board at the next meeting.

**This does not apply to T-Ball and Coach Pitch Divisions**

**SECTION V**

**MANDATORY PLAYING TIME**

If a coach does not abide by the mandatory playing rule, the coach will be subject to punishment according to Little League Rule Book. (1st offense-written warning, 2nd offense-game suspension, 3rd offense-Suspended from coaching for remainder of season).

-Players must bat in the continuous lineup

-Players may not sit two consecutive innings

A manager must follow the guidelines in the previous section regarding any players not meeting mandatory playing time.

All levied actions to players, coaches and managers will be made a matter of record by the league secretary. Chronic offenders of minor infractions will be dealt with more severely as the violations accumulate at the discretion of the Executive Board.

**SECTION V**

**UMPIRES**

Umpiring is one of the most important and often overlooked aspects of the Little League program. The umpire is as much a part of Little League as the manager or coach. Only individuals approved by the booking agent used by Person County will be allowed to umpire both the home plate and bases. All umpires will be employed by the booking agent. Scheduling will be as follows for umpires:

a. T-Ball Division – One Umpire will be needed at the T-Ball level.

b. Coach Pitch Division- This is an instructional league. It is recommended that there be two umpires at this level. However, because this is an instructional league, most games can be done with one umpire.

c. Minors Division –Although this is an instructional league as well, it is recommended that each game have two umpires. This will make for better play at this level. One umpire will call from behind the plate; the other umpire will call in the field.

d. Majors Division - This level will have one umpire behind the plate and one umpire in the field.

**SECTION VI**

**AGE GROUPS/LEAGUES**

Leagues (may be adjusted depending upon the registration numbers)

**1. TEE BALL BASEBALL DIVISION**

Tee Ball Boys & Girls 4U and 6U Year Old’s

\*An all-boys and all-girls league will be offered. If there are not enough for each then leagues will be co-ed.

**2. SOFTBALL DIVISION**

Coach Pitch Softball Girls 8U Year Old’s

Minor Softball Girls 9-11-Year-Olds

**3. BASEBALL DIVISION**

Machine Pitch Baseball Boys 8U Year Old’s

Minor Baseball Boys 10U Year Old’s

Major Baseball Boys 12U Year Old’s

**REQUEST TO PLAY IN A DIFFERENT AGE GROUP**

**-**Players requesting to play in a different age group than their age will be required to follow the guidelines stated. There are no exceptions.

- Any player requesting to play up or down from their original age group will be required to request to the president or the athletic department to play up or down.

-They will be required to attend their age group skills day and the age group they are requesting to play in.

-After skills have been completed the PCLL Board will review the player and decide on if they can move up or down one (1) age group.

-A player that is above average in the age group they are requesting to play down in will not be allowed to play down.

-A player that is below average for an age group they are requesting to play up in will not be allowed to play up. (Voted by the board on February 28, 2016)

C.Please see the Team Selection Manual on the procedures for evaluations and team assignments.

**REPLACEMENT OF DROPPED PLAYERS:**

-Any team that has a player drop from their team must contact the PCLL President or the Athletic Department. They will receive a replacement player if there is one available. The player will be chosen by the PCLL President.

- Managers who fail to notify the President or Athletic Department as required and/or fail to call all players on their roster may be disciplined by the Board and will forfeit that position for the remainder of the season.

**PICK UP PLAYERS DURING LEAGUE PLAY**

To aid divisions that are having a difficult time getting enough players for their regular season teams the following option is available. Coaches will be permitted to “pick up” players from teams in the same league for that game.

Guidelines:

1. The league will allow players to be used from other teams in that league age to play for the strict purposes of a team avoiding a forfeit.

2. Players used from other teams will not be allowed to pitch or play any infield positions except during the player’s own regular scheduled game. Any players that are “picked” up are required to play the outfield only.

3. Players that are “picked” up will be required to be at the end of the batting order for that game.

5. Players picked up will wear their regular team’s jersey not the jersey of the team they are being picked up for.

6. Teams picking up players can only do so if they do not have enough to play or would have to take an out for a player.

Example…

1. Braves has 8 players for the game. There are 9 playing positions on a field. The Braves can pick up one player for the game.
2. Lady Wolves have 8 players for the game. There are 10 playing positions on the field. The Lady Wolves can pick up two players.
3. Cubs have 6 players for the game. There are 9 playing positions on the field. The Cubs can pick up three players.

For teams that have 9 playing positions, the max player pick-up is 3. For leagues that have 10 playing positions the max player pick up is 3. All players MUST play the outfield.

7. If a team has used a pick-up player and a player on their team shows up after the game has started the player will replace the pickup player in the lineup.

**\*\*\*There is NO player pick-up during tournament play.**

**SECTION VII**

**LOCAL GROUND RULES**

Person County Little League will operate its 2022 season under the official regulations and playing rules for all divisions. The Board of Directors has voted to approve some exceptions. These rules will be listed by age group at the end of the by-laws.

**RULES APPLYING TO ALL DIVISIONS –**

The 2022 Official Regulations and Playing Rules for Little League Baseball & Softball shall apply, and be followed, in all Divisions except as amended or stated in these Local League Rules. The Local League Rules DO NOT APPLY TO POSTSEASON TOURNAMENT PLAY.

**FIELD MAINTENANCE**

1. The Person County Parks and Recreation Department is responsible for all field maintenance and upkeep of the facility. However, we want to keep our park nice and clean, therefore each team will be responsible for trash pickup after their game. This includes the Major Divisions as well. Each team will be responsible after their game to clean all trash out of the dugouts and fans are responsible for cleaning the bleacher area where they are sitting.

**SPRING SEASON**

1. 8U, 10U, and 12U leagues will receive a 12-game season with a single-elimination tournament (weather permitting). 6U and 4U will receive a 10-game season with no end-of-season tournament.
2. All uniforms will be provided by Person County Little League and Person County Parks and Recreation. Teams must wear the uniforms provided by the League. Players are provided with a team jersey and hat.
3. All leagues with the exception of the 4 and 6-year-old league will send an All-Star team to compete in the All-Star Tournament at the close of the spring season.

**COACHES**

1. Head Coaches will be required to check in to the crow’s nest. If their name and assistants are not on the list of approved coaches they will NOT be allowed to be in the dugout or on the field.
2. Coaches will be required to attend the mandatory coach’s meeting. One coach from each team must be present.
3. Coaches will not receive their roster until they have attended the coaches’ meeting.
   1. The coaches’ meeting will be a combination of league rules, game rules, first aid training, and expectations for coaches/teams throughout the season.
4. Coaches will be provided a folder that they must keep on them during practices and games. The folder will contain medical release forms for all of their players, team roster, by-laws, a copy of the LL safety plan, and the league rules.

**SECTION VIII**

**EQUIPMENT**

All equipment issued is for Little League use only. Team managers are responsible for the equipment issued to his/ her team. No league equipment will be given to players. All managers will return their equipment on the day/night of their last game of the season. This includes managers for All-Star teams. All-Star equipment will be issued to the All-Star team manager.

Equipment can include batting helmets, catchers gear, and pitching machines. It is the player’s responsibility to provide a glove and bat. There are several bats and gloves available at the complex for free.

**\*All leagues will follow the 2022 Little League Rules and Guidelines. The board has highlighted some Little League International rules with modifications. A rule not mentioned in these bylaws will fall under the 2022 Little League Rule Book.**

COACHES, PLAYERS, AND UMPIRES ALIKE ARE EXPECTED TO DO THEIR BEST TO KEEP SPECTATORS IN LINE!

**Team Assignment (Blind Draft)**

**Team Assignments**

Little League International states in the rule book that teams must be put together in a draft format. The following has been taken directly out of the rule book (page 171-175) and can also be viewed on the Little League website.

-All local Little League® programs are required to assign players to teams via a draft once player evaluations conclude to assure divisions are completed. Having a draft is not only a requirement in the Little League Divisions and above, it also allows for parity within your league that will provide for a valuable experience for all players and teams. Leagues are required to choose from one of the three approved Little League Draft Methods that will take place after the player evaluation period.

**First Option – Plan A**

When a thorough player evaluation has been completed, the last-place team from the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round, and the remaining teams select in the reverse order of standing. For the purpose of explanation, let us assume that there are four teams in the league:

**First Round**

1. Fourth Place manager selects the first player.
2. Third place manager selects the second player.
3. Second place manager selects the third player.
4. First place manager selects the fourth player.

**Second Round**

1. Fourth Place manager selects the fifth player.
2. Third place manager selects the sixth player.
3. Second place manager selects the seventh player.
4. First place manager selects the eighth player.
5. Process repeats until the rosters are completed.

**Second Option – Plan B**

This draft takes place in two separate parts.

**The first part includes those players who are:**

1. Returning from a Major team in the same division, AND;
2. Have registered for the current season

**The second part of the draft includes:**

1. All players who are eligible for selection and have attended the required number of player evaluations.

This first draft of returning players must be completed before the second part of the draft, and all returning players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice.

# Note 1: Because there are no players returning to a particular team, and because coaches cannot be named until after the draft is completed, Options 2 and 4 on the Sons, Daughters, and Siblings do not apply when using this draft method plan.

The draft rotation follows the reverse order of finish from the previous season, with the last-place team’s manager receiving the first pick. For example, in a four-team league, the team that finished last in the previous season would get the 1st, 8th, 9th, and 16th picks through the first four rounds.

**Third Option – Plan C / Blind Draft Method**

This method takes all players available and has managers draw names from a container. An example of this process for the Majors Division is as follows;

* **Step 1:** Determine the number of teams that you have. Remember that Major League teams may have a maximum of eight league age 12-year-olds; and league age 12-year-olds must be drafted to a Major League, Intermediate, or Junior League team.
* **Step 2:** Managers are randomly given a team name.
* **Step 3:** Place all registered 12-year-olds into a container. Then each manager selects a player from the container until all league age 12-year-olds are selected.
* **Step 4:**Place all registered 11-year-olds into a container. Then each manager selects a player from the container until all league age 11-year-olds are selected or until the team roster is full.
* **Step 5:**The same procedure for league age 9- and 10-year-olds.

**The PCLL has chosen the Third Option- Plan C/Blind Draft Method**

**Registration**

Individual Registration will be held at the Recreation Department Monday-Friday 8:30 am – 5:00 pm and online registration 24/7 during the month of January through Mid-February

Players will register individually with no team/player requests allowed

**Evaluations**

Evaluations will be held on assigned dates and times for each age group. During this time players will be given skills to participate in so that evaluators can assess their skill level for that age group.

Evaluations are done so that teams can be assigned with as close to an even level of skill on each team. All players will be assigned a team regardless of their skill level.

All coaches’ children are required to attend evaluations

6U and 4U do not have an evaluation. Their teams are randomly picked by the Little League President.

8U, 10U, and 12U will be set up on evaluation day to participate in skill stations and be evaluated by individuals that are knowledgeable in the game of baseball/softball.

Stations will include but are not limited to the following…

-Hitting

-Throwing

-Game situations (grounder to second with a throw to first)

-Pop Fly

-10U and 12U all players will be evaluated pitching

-10 and 12U will have players evaluated for catchers

Please note that due to a large number of players each station will only have 3-5 opportunities. Evaluations are not a try-out for a team but an observation of a player’s skill level for their age.

**Team Assignment Process for Blind Draft**

-Players will have been evaluated and properly assigned a number based on their skill level

-Players will be assigned numbers 1 through 3. 3 being above average for their age group, 2 being average, and 1 being below average. There will be at times a group with high 2’s or high 1’s.

-Players will be separated according to age and skill.

-Players will also be separated based on pitching and catching.

-This process is done prior to the actual team assignments

-Players’ names are placed in containers according to their skill level, age, and position.

**Starting the blind draft**

-Coaches will each draw a number out of a hat to decide their picking order.

-Coaches will move at the table so that they are in the order of the number (1, 2, 3, 4)

- The draft will start with all pitchers that scored 3’s. Once they have been all picked they will then pick pitchers that were high 2’s, and then 2’s.

-This step is repeated for the catchers in the same order.

-Once pitchers and catchers have been assigned players are then picked based on age and skill. 10-year-old 3’s, then high 2’s, then 2’s, then high 1’s, then 1’s.

-This continues through the next age until all players have been assigned.

When a name is drawn the coach will read it out loud. The next coach will not draw until the name has been read out loud and has been written down on their sheet.

-If at any time a coach draws another coach’s child or a sibling that a previous coach has drawn everything will stop.

**Swapping a coach’s child or sibling**

-Example

Round 1

Coach 3 has picked Coach 1’s child. Coach 1 will immediately give up his pick that he just got and give it to Coach 3. Coach 3 will give up his pick and give it to Coach 1. Coach 4 will now draw

-Example 2

Round 4

Coach 1 picks to Coach 4’s child. He will immediately give him to Coach 4 and Coach 1 will pick again. You will then have Coach 2 and 3 picks. Coach 4 will be skipped his drawing.

-Example 3

End of Round 5

Coach 3 picks Coach 4’s child. Give Coach 4 his child and have Coach 3 pick from the next bin of players.

The drawing order will go 1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3, 4, 4, 3, 2, 1 ect…

Each time Coach 4 draws the draft will stop and the number of players on each roster will be double-checked. Each time Coach 1 draws the draft will stop and the number of players on each roster will be double-checked. At no time should any coach have more than anyone else when the draft drawing gets to Coach 4 or 1.

**Draft Completion**

Once the drawing of players has been completed coaches will receive their official roster with the player’s information including parents within 24 hours. Coaches have four days to contact the players with practice information.

Switching of teams is not allowed in the league.

The only guarantee on teams is Coach/Assistant Coach children and siblings.

**All-Star Selection**

8U, 10, and 12U teams with Person County Little League participate in the All-Star games that are held in late June and July each year.

This manual will help you to understand how teams are picked, any costs associated with the team, and the timeline of games.

**Eligibility**

Players must play in the league in order to be considered for the Little League All-Star Team.

Players that have been approved by the board and have played up an age group in the league are eligible to move back to their natural age group All-Star team. This player will get an automatic bid to the all-star tryouts for their natural age group. This player is also eligible for all star tryouts of the league they played up in but must earn a bid from the league coaches to these tryouts. If the player earns a bid to two tryouts they must pick only one to attend, they cannot attend both. Any player approved to play down in an age group during the regular season play is ineligible for all all-star tryouts.

Example: A player that is league age 8 plays in the 10U league for the regular season is eligible to play on the 8U all-star team.

Players that are selected must be able to commit to the practices in the weeks prior to the tournament. Players also must be able to commit to all of the days of the tournament play

**Selection Process**

Players are selected by a process that continues through the entire season.

**Part One**

After each league play, game coaches of the opposing team will select a standout player from the game. Coaches will be required to email one MVP from the opposing team and one MVP from their team within 24 hours of the game.

These players are then put in an excel list with the date they were selected.

**Part Two**

In mid-May, the number of times a player was selected will be counted.

The top 30 players with the most votes from the season will be invited to an All-Star Team tryout.

**Part Three**

The selected All-Star Coach will make the final selection of

the team with the approval of the PCLL Board based on the All-Star tryouts.

**Coach Selection**

Coaches are selected for the all-star team by their peers. Coaches are asked to vote on who they think should coach the all-star team. The coach with the most votes is the one selected to coach the team.

**Little League Rules on Announcement of All-Star Teams**

Little League does not allow all-star teams to be announced or start practicing prior to June 1st. This can be found on page 129 in the Little League Rule book.

**Timeline of Little League Tournaments**

*8U baseball and softball*

-typically held the fourth weekend of June (in 2021 it was held June 19th)

-Teams can start play on Friday night and go through Monday night (longer if there are any rain cancellations)

-If the team wins the district tournament they will advance to State which is typically held the first full weekend of July (in 2018 it was held July 6 weekend)

-Teams can start play on Friday night and go through Monday (longer if there is any rain cancellations)

*10U baseball and softball*

-typically held the fourth weekend of June (in 2021 it was held June 25th)

-Teams can start play on Friday night and go through Thursday night (longer if there is any rain cancellations)

-If the team wins the district tournament they will advance to State which is typically held the first full weekend of July (in 2018 it was held July 6 weekend)

-Teams can start play on Friday night and go through Thursday (longer if there are any rain cancellations)

*12U baseball*

-Typically held the last weekend in June

-Teams can start on Friday and go through Thursday

-Winner advances to State two weeks later with the same guidelines on playing days

-Winner advances to Southeast held in Georgia two weeks later (typically a week-long)

-World Series

**Cost**

-Person County Little League provides all players with a jersey and hat for the all-stars.

-Person County Little League covers the cost of all tournament fees required by the district

-Parents are responsible for all costs associated with traveling. Gas, hotel, food

**Requirements**

Making the All-Star team is a huge accomplishment but it does require a lot of time and dedication. Players that can’t commit to the schedule or have other commits should not accept a position on the all-star team.

**Notification**

Parents will start receiving notifications no earlier than June 1st if their child has been selected for the all-star team.

The parent will have 24 hours to notify us if their child will be playing

If there are any vacation days, prior engagements, custody concerns, etc. during or prior to the tournament, parents must disclose that immediately when informed of their child being selected.

If a parent does not confirm the selection within 24 hours it is possible that their child will be removed and an alternate will be contacted.

Once a decision has been made on your child not playing on the tournament team that decision cannot be reversed.

**2022 SPONSORSHIP LEVELS**

**$250 - SINGLES Sponsor**

Name placed on the jerseys of a team of your choice.

**$500 – Double Sponsor**

Includes the name/logo of your business on our website and brochure

Announcement of your business during our Opening Day Festivities

Present a table or your services to promote your business during the Opening Day Festivities

Display a banner of your business for the entire 2022 season at the complex.

**Designated Hitter Sponsor**

Permanently display the name of your business at the complex and promote your goods and/or services.

Announcement of your business during our Opening Day Festivities

Present a table or your services to promote your business during the Opening Day Festivities

Examples of needed items include:

Shade Structures: $5,000.00

Pitching Mounds (3): $2,000.00 each

Scoreboards (5): $2,000.00 each

Light Upgrades (5): $5,000.00 each field

Park Benches: $600.00 each

Playground: $25,000.00

Lighted Walking Track: $10,000.00

**2022 SPONSORSHIP APPLICATION**

Company Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Street Address: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

City: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ State: \_\_\_\_\_\_\_\_\_\_ Zip Code: \_\_\_\_\_\_\_\_\_\_\_

Contact Person: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

E-Mail Address: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Phone Number: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Web Site: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

What type of goods or services does your business provide?

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What level of sponsorship would you like to offer the PCLL in 2022?

*Check Desired Level Check Donation Type*

\_\_\_\_\_ Singles Sponsor $250.00 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Check

\_\_\_\_\_ Double Sponsor $500.00 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Cash

\_\_\_\_\_ Designated Hitter \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Other

\_\_\_\_\_ Other

We greatly appreciate your generosity and support of our League, and look forward to your partnership in 2022 and beyond!

2022 ROOKIE LEAGUE RULES (AGES 3-4)

# **THE GAME**

* Rookie League Games 45 minutes in length.
* A new inning will not start with less than five minutes left on the game time. (If a team does not want to start an inning and the time has not expired they will not be forced to play an additional inning)
* All players will be placed in the batting lineup
* The inning ends when half the lineup hits during that inning (ex. 10 players in lineup 5 players hit)
* No score will be kept during the game.
* All players will run the bases even if declared “out”
* All players will play the field defensively.
* Each batter will receive five balls. They may choose to hit the ball off the tee, from the coach, or a mixture of both.
* Teams must try to have fun as much as possible!

# **PLAYING EQUIPMENT**

* A batting helmet must be worn by each base runner and batter at all times
* All bats must be **Little League approved and stamped or T-Ball Bats**.
* **No On-Deck Batters Allowed while batting. (Players must remain in the dugout during at-bat)**
* Teams will use soft safety baseballs that are provided by Recreation Department.
* Each Player must provide their own baseball glove, batting helmet, and bat.

# **COACHES**

* All Coaches/Volunteers must have Little League Volunteer Form on file with Recreation Department.
* **There will be 1 team manager and 5 assistants allowed per team.** On defense, coaches will be allowed to go on the field with the players. On offense, there will be a first base coach, second base coach, third base coach, pitcher, catcher, and one coach in the dugout. Coaches are not allowed to interfere with the play in the field or touch the ball until the umpire has called the play dead.
* **Only authorized coaches are allowed in the dugout and on the field.**
* Coaches are asked to make sure team bench areas are cleaned and all trash has been thrown away properly.
* Parents are allowed to be Team Buddies for practice.
* Coaches are encouraged to teach parents the proper baseball fundaments to use at home.

**BASEBALL COMPLEX RULES/CONDUCT**

* No players are allowed to use batting cages without adult supervision. Participants 6 and under are not allowed to use the batting cages.
* Players are asked to remain in dugouts during games.
* The Head Manager is responsible for his/her assistant coaches & parents!

2022 SINGLE-A LEAGUE RULES (6u)

# **COACH PITCH**

* This is a coach pitch league with the option of using the tee if needed.
* Coaches of the team batting will pitch to the players.
* BATTERS GET 5 PITCHES. Batters will get three pitches from the coach and may choose to take the last two pitches off of the tee (If there is less than 20 minutes left on the clock batters will get 3 pitches to speed up the inning. All 3 pitches will be from the coach)
* A ball hitting the coach will be dead. All runners move up one base, batter-runner gets 1st base.
* No bunting will be allowed.
* Ball must go past Chalk Line in front of home plate in order for play. If the ball is on chalk line it is fair & in play.

# **PLAYING EQUIPMENT**

* A batting helmet must be worn by each base runner and batter at all times!
* Players are required to have their own bat, helmet, and glove.
* Shoes with metal spikes/screw-in cleats are **prohibited**.
* Bats

# Under the USABat standard, certified Tee Ball bats (26″ and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program ([USABaseballShop.com](http://usabaseballshop.com/)) beginning September 1, 2017.

# **THE GAME**

* Single-A games will be 6 innings or 1 hour in length. A new inning CANNOT begin with five or fewer minutes left.
* 5 runs or 3 outs end the inning.
* All players will be placed in the batting lineup
* The umpire or scorekeeper will announce game time to coaches before the start of each game notifying them of the starting time. Their time will be official.
* 3 innings or 40 minutes will be an official game for weather or lighting issues.
* No score will be posted on scoreboards it will be kept in the official scorebook/score sheet for run purposes only
* A team must have at least 8 players to start a game. Teams will be allowed to scrimmage if there are not enough players.
* Teams will use 10 players in the field or as many on their roster (no player will sit the bench).
* Teams will use 5 infielders & 5 outfielders. If a team has more than 10 players then they will play with 5 infielders and the remaining players will play outfield. All Outfielders must be on the grass. There is NO catcher in this league.
* Player playing in the position of the pitcher must remain behind chalked/painted line at the pitching rubber. A pitcher cannot cross the line until the ball is hit.
* Once the defensive team has possession of a batted ball even or inside the bases/diamond and umpire calls time, the play is over and all base runners must stop at the next base. The lead runner determines the other base runners. (Example: if a player is rounding 3rd base and is not halfway home he/she will be sent back to 3rd and the runner going from 2nd to 3rd is more than halfway then that runner will be sent back to 2nd.)
* Fly Ball Caught in the air is a dead ball once caught. All runners return to the last touched base.

# **ADDITIONAL COACH PITCH/T-BALL LEAGUE RULES**

* No On-Deck Batters will be allowed & No Bat Boy/Girl will be allowed.
* No players are allowed to swing bats before any at-bat at any time!
* Head-First Slides are prohibited and the runner will automatically be OUT! Exception: If a player is diving back into a base already passed then the runner will not be out.
* PLAYERS ARE NOT ALLOWED TO WEAR ANY FORM OF JEWELRY, WATCHES, HEAD BEADS, HEADWEAR THAT IS PLASTIC OR METAL, HEAD PLASTIC BANDS, OR OTHER METALLIC ITEMS WHILE PLAYING.
* Any overthrown ball that is thrown by an infielder will result in “time” being called and all runners must stop at the Next base & the Batter-Runner must stay at 1st base. (This rule is to encourage throwing to 1st, 2nd, or 3rd in force play situations).

## **COACHES**

* All Coaches/Volunteers must have Little League Volunteer Form on file with Recreation Department in order to be on the field or in the dugout (including team mom and/or dad).
* **COACHES ALLOWED PER DUGOUT**
* **1 Head Coach and 5 assistants**
  + - * 4 Coaches will be allowed on the playing field during their at-bat. 1 coach for 1st base, 1 coach for 3rd base, 1 coach for pitching, & 1 coach to help as a catcher & tee set up. Two (2) coaches or parent volunteers must remain in the dugout with kids at all times.
* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* 3 defensive coaches will be allowed on the field but must be behind outfielders. **NO EXCEPTIONS!**
* Coaches must have lineups turned into the scorekeeper **10 minutes** before scheduled game time.
* Coaches are asked to make sure team bench areas are cleaned and all trash has been thrown away properly.

**BASEBALL COMPLEX RULES**

* No players are allowed to use batting cages without adult supervision. Participants 6 and under are not allowed to use the batting cages.
* Players are asked to remain in dugouts during games.

# **CONDUCT**

* No player or coach will be allowed to argue or protest an umpire’s decision
* In case of the question of rule interpretation, it will be settled immediately by the umpire and both coaches in **an orderly manner.**
* Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
* No profanity will be tolerated, with the automatic suspension of the offender from the game and the field during the game mandatory.
* The Head Manager is responsible for his/her assistant coaches & parents!

8U Machine Pitch Baseball

MACHINE PITCH

1. Spring Machine will be used.
2. Coaches of the offensive team will operate the machine.
3. BATTERS GET 5 PITCHES or 3 STRIKES. NO WALKS
4. If the batter does not swing on the 5th pitch then they will be called out.
5. If the batter fouls on the 5th pitch they will continue to receive pitches until they either hit a fair ball or strikeout.
6. A ball hitting the coach or machine will be dead. All runners move up one base, batter-runner gets 1st base.
7. No bunting will be allowed!

PLAYING EQUIPMENT

1. Louisville Slugger blue spring machines will be used for pitching.
   1. Baseball will be set to 7-4-3 throwing approximately 34-36 mph at a distance of 40 ft.
2. A batting helmet must be worn by each base runner and batter.
3. Players are required to have their own bat, helmet, and glove.
4. Shoes with metal spikes/screw-in cleats are prohibited.
5. All bats must be Little League approved or Little League T-Ball Approved
6. **Baseball Bats**
7. **Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Additional information is available at**[LittleLeague.org/batinfo](https://www.littleleague.org/playing-rules/bat-information/).
8. Under the USABat standard, certified Tee Ball bats (26″ and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program ([USABaseballShop.com](http://usabaseballshop.com/)) beginning September 1, 2017.
9. Catchers must have the proper equipment on at all times.

* Catcher’s Mask with dangling throat protector
* Chest Protector with extended flap
* Shin Guards
* Male Catchers: Must have a protective supporter or cup to be in a crouched position behind the batter. If not then the catcher must stand by the fence.

THE GAME

1. 8U games will be 1 hour or 6 innings. No New Inning can start when there are less than 5 minutes left on the time.
2. Games will operate under the flip flop rule to ensure that all players will bat.  When there are ten minutes remaining in the game, and the run-rule for that particular program is exceeded and the home team is losing (cannot win or tie the game), the home team will remain at bat and become the visiting team. Once the team (now the visitor) has finished their at-bat the game will be complete.
3. There will be a ten (10) minute grace period for the 6:00 pm game if less than 8 players are present but the game time will start on schedule. (Example: 7 Players are there at 6:00 at 6:07 the 8th player arrives. The team will start play immediately but the time limit started at 6:00 pm)
4. Teams will use 10 players on the field. *The tenth player will be used as a utility outfielder and may be used strategically for defensive purposes (cannot play infield, must be at least 10 feet behind any base/outfield grass area).*
5. Teams that do not have a 10th player will be not be awarded an out when the 10th batter comes up to play. However, teams that only have 8 players and do not use pick-up players will be awarded an out for the 9th batter.
6. A team cannot use a pickup player for their 10th player.
7. There will be two circles in the pitching area, one on each side of the coach pitcher. These will be 48 inches in diameter. The pitcher must occupy one of the pitching circles with at least one foot completely in the circle at the time of the pitch and must stay there until the ball reaches the batter.
8. (3) Outs or Five (5) runs to end the inning.

ADDITIONAL 8U LEAGUE RULES

* There will be no stealing at all.
* No On-Deck Batters will be allowed.
* Head-First Slides are prohibited and runners will automatically be OUT! Exception: If a player is diving back into a base already passed then the runner will not be out.
* A runner is out when they do not slide or attempt to get around a player that has the ball and is waiting for the tag.
* PLAYERS ARE NOT ALLOWED TO WEAR JEWELRY, WATCHES, PLASTIC BANDS, OR OTHER METALLIC ITEMS WHILE PLAYING.

COACHES

* 4 Coaches will be allowed on the playing field during their at-bat. 1 coach for 1st base, 1 coach for 3rd base, and 1 coach for pitching.
* One (1) coach or parent volunteer must remain in the dugout with kids at all times. (All coaches/volunteers must have Little League Volunteer Form on file with Rec. Dept.)
* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* All coaches or volunteers must be on the approved list of coaches to be allowed in the dugout or on the field.
* 1 defensive coach will be allowed on the field but must remain behind the outfielders during the live ball and 1 defensive coach to catch behind the catcher, If the coach interferes, the ball will be declared dead and everyone will advance one base. The umpires can make the coaches sit in the dugout.
* Coaches are encouraged to switch their players in different positions each inning.

BASEBALL COMPLEX RULES

* Coaches are asked to make sure dugouts are cleaned and all trash has been thrown away properly.
* No players are allowed to use the batting cages without adult supervision. No one 6 years or under is allowed to use or be inside batting cages!

# CONDUCT

1. No player or coach will be allowed to argue an umpire’s decision
2. In case of the question of rule interpretation, it will be settled immediately by the umpire and both coaches in an orderly manner.
3. Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
4. No profanity will be tolerated, with the automatic suspension of the offender from the game and the field during the game mandatory.
5. The Head Manager is responsible for his/her assistant coaches & parents!

8U Coach Pitch Softball

COACH PITCH

* Coaches will pitch to players at a distance of 35 to 40 feet.
* Coaches of the offensive team will pitch.
* BATTERS GET 5 PITCHES or 3 STRIKES. NO WALKS
* If the batter does not swing on the 5th pitch then they will be called out.
* If the batter fouls on the 5th pitch they will continue to receive pitches until they either hit a fair ball or strikeout.
* A ball hitting the coach will be dead. All forced runners to move up one base, batter-runner gets 1st base.
* No bunting will be allowed!

PLAYING EQUIPMENT

* A batting helmet must be worn by each base runner and batter.
* Players are required to have their own bat, helmet, and glove.
* All Softball players playing in the infield must wear a protective facemask.
* Shoes with metal spikes/screw-in cleats are prohibited.
* All bats must be Little League approved or Little League T-Ball Approved
* Softball Bats
  + The bat must be a softball bat that meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards.
  + The bat shall be no more than 33 inches in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.   
    An illegal or altered bat must be removed.
  + NOTE 1: The traditional batting donut is not permissible.  
    NOTE 2: The bat may carry the mark “Little League Tee Ball.”  
    NOTE 3: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring must be removed from play. The 2 ¼ inch bat ring must be used for bats in all softball divisions. Any bat that has been altered shall be removed from play.
* Catchers must have the proper equipment on at all times.
* Catcher’s Mask with dangling throat protector
* Chest Protector with extended flap
* Shin Guards

THE GAME

* 8U games will be 1 hour or 6 innings. No New Inning can start when there are less than 5 minutes left on the time.
* Games will operate under the flip flop rule to ensure that all players will bat.  When there are ten minutes remaining in the game, and the run-rule for that particular program is exceeded and the home team is losing (cannot win or tie the game), the home team will remain at bat and become the visiting team. Once the team (now the visitor) has finished their at-bat the game will be complete.
* There will be a ten (10) minute grace period for the 6:00 pm game if less than 8 players are present but the game time will start on schedule. (Example: 7 Players are there at 6:00 at 6:07 the 8th player arrives. The team will start play immediately but the time limit started at 6:00 pm)
* Teams will use 10 players on the field. *The tenth player will be used as a utility outfielder and may be used strategically for defensive purposes (cannot play infield, must be at least 10 feet behind any base/outfield grass area).*
* Teams that do not have a 10th player will be not be awarded an out when the 10th batter comes up to play. However, teams that only have 8 players and do not use pick-up players will be awarded an out for the 9th batter.
* A team cannot use a pickup player for their 10th player.
* There will be two circles at the pitching area, one on each side of the coach pitcher. These will be 48 inches in diameter. The pitcher must occupy one of the pitching circles with at least one foot completely in the circle at the time of the pitch and must stay there until the ball reaches the batter.
* (3) Outs or Five (5) runs to end the inning.
* Softball will use an 11-inch ball.

ADDITIONAL 8U LEAGUE RULES

* There will be no stealing at all.
* No On-Deck Batters will be allowed.
* Head-First Slides are prohibited and runners will automatically be OUT! Exception: If a player is diving back into a base already passed then the runner will not be out.
* A runner is out when they do not slide or attempt to get around a player that has the ball and is waiting for the tag.
* PLAYERS ARE NOT ALLOWED TO WEAR JEWELRY, WATCHES, PLASTIC BANDS, OR OTHER METALLIC ITEMS WHILE PLAYING.

COACHES

* 4 Coaches will be allowed on the playing field during their at-bat. 1 coach for 1st base, 1 coach for 3rd base, and 1 coach for pitching.
* One (1) coach or parent volunteer must remain in the dugout with kids at all times. (All coaches/volunteers must have Little League Volunteer Form on file with Rec. Dept.)
* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* All coaches or volunteers must be on the approved list of coaches to be allowed in the dugout or on the field.
* 1 defensive coach will be allowed on the field but must remain behind the outfielders during the live ball and 1 defensive coach to catch behind the catcher, If the coach interferes, the ball will be declared dead and everyone will advance one base. The umpires can make the coaches sit in the dugout.
* Coaches are encouraged to switch their players in different positions each inning.

BASEBALL COMPLEX RULES

* Coaches are asked to make sure dugouts are cleaned and all trash has been thrown away properly.
* No players are allowed to use the batting cage without adult supervision. No one 6 years or under is allowed to use or be inside batting cages!

CONDUCT

* No player or coach will be allowed to argue an umpire’s decision
* In case of the question of rule interpretation, it will be settled immediately by the umpire and both coaches in an orderly manner.
* Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
* No profanity will be tolerated, with the automatic suspension of the offender from the game and the field during the game mandatory.
* The Head Manager is responsible for his/her assistant coaches & parents!

10U MINOR BASEBALL LEAGUE

**PITCHING:**

Rest Days: 1-20 pitches - 0 Calendar Days of Rest

21-35 pitches - 1 Calendar Days of Rest

36-50 pitches - 2 Calendar Days of Rest

51-65 pitches - 3 Calendar Days of Rest

66 or more - 4 Calendar Days of Rest

Under no circumstances shall a player pitch in three (3) consecutive days

EXCEPTION: If a pitcher reaches a day(s) of rest threshold 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 retired; or (3) the third out is made to complete the 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 that pitcher is removed or the game is completed before delivering a pitch to another batter.

Pitch Limits:

7-8 Year Old’s - 50 11 Year Old’s – 85

9-10 Year Old’s - 75 12 Year Old’s – CANNOT PITCH

Once a pitcher is removed from the mound they cannot return as a pitcher (Example: Pitch 27 pitches on Monday…Pitcher mush rest Tuesday, eligible to Pitch Wednesday)

The pitcher may finish the current batter once reaching their pitching limit

1. COACHING MOUND VISITS: Rule 8.06 pertains to the number of times that a manager/coach can call timeout and visit the pitcher.
   1. This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.
      1. A manager or coach may come out twice in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. Example: If a 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.
      2. A manager or coach may come out **two** times in one game to visit with the pitcher, but the **third** time out, the player must be removed as a pitcher. Example: If a 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 limits in (a) above.
   2. A manager or coach may confer with any other defensive player, including the catcher, during the visit with the pitcher.
   3. A manager or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher.
   4. At the time a pitcher is removed, a visit shall not be charged to the new pitcher.
   5. A conference with the pitcher or any other player to evaluate the player’s condition after an injury shall not be considered a visit for the purpose of this rule. The manager or coach should advise the umpire if such a conference; and the umpire should monitor the conference.

**CATCHER:**

1. Coaches may choose to use the speed-up rule for catchers that are on base with two outs. If they choose to use the speed-up rule they must use the last out to replace the catcher on base. This can only be used when there are two outs and is up to the discretion of each coach.
2. Catcher to Pitcher Rule: if the catcher catches 4 or more innings they cannot pitch in that game
3. Pitcher to Catcher Rule: If the pitcher pitches 41 or more pitches they cannot play catcher
4. If a pitcher or catcher plays 4 or more innings then they will have reached the required mandatory playing time and will not be required to play any additional innings at the coach’s discretion. Any pitch thrown or catch caught in the fourth inning will constitute an inning.

**BATTER:**

6.02

(a) – The batter shall take a position in the batter’s box promptly when it is said batter’s time at-bat.

(b) – The batter shall not leave that position in the batter’s box after the pitcher comes to Set Position, or starts a windup.

PENALTY: If the pitcher pitches, the umpire shall call “Ball” or “Strike” as the case may be.

***(c) – Local League Option: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at-bat.***

Exceptions:

1-On a swing, slap or check swing.

2-When forced out of the box by a pitch

3-When the batter attempts a “drag bunt”

4-When the catcher does not catch the pitched ball.

5-When a play has been attempted.

6--When the time has been called.

7--When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.

8-On a three-ball count pitch that is a strike that the batter thinks is a ball.

**GAME:**

1. 6 innings or 10-run mercy rule after 4 (3½ if the home team is winning)
2. 5 runs per inning
3. 1 Hour and 30 minutes. Cannot start a new inning after 1 hour & 20 minutes.
4. If a winner of a game has already been determined based on run limits then the game will be called at the time limit regardless of who’s batting (the only exception to this rule is if a team has not batted all players. They will continue the inning until all players have batted or three outs).
5. There will be a ten (10) minute grace period for the 6:00 pm game if less than 8 players are present but the game time will start on schedule. (Example: 7 Players are there at 6:00 at 6:07 the 8th player arrives. The team will start play immediately but the time limit started at 6:00 pm)
6. Teams must have 8 players to play. If a team does not use pickup players they will take an out when the 9th batter comes to the plate.
7. NO BALKS OR ILLEGAL PITCHES WILL BE CALLED! It is a do-over for the pitcher
8. STEALING: Runner can leave the bag once the ball reaches the batter. Examples are given in the rule book on pages 103 and 104
9. A runner is out when they do not slide or attempt to get around a player that has the ball and is waiting for the tag.
10. A runner is out if they slide headfirst in any base with the exception of returning to the bag.
11. There is no Drop 3rd strike in this league. If a catcher drops the 3rd strike the batter is still out.
12. Infield Fly Rule is in effect. The general rule to follow is if it is a routine catch and there are no other factors (sun, wind) then it will be called infield fly.
13. Special Pinch Runners are NOT allowed.
14. No on deck batters
15. Players must stay in the dugout behind the fence.

**EQUIPMENT**

1. No jewelry, casts, or arm braces allowed
2. Bats
   1. The bat must be a baseball bat that meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).
   2. **Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Additional information is available at**[**LittleLeague.org/batinfo**](https://www.littleleague.org/playing-rules/bat-information/)**.**
3. Catchers must wear the appropriate equipment including a protective cup.
4. Players are required to have their own bat, helmet, and glove.

**COACHES**

1. 3 Coaches are allowed in the dugout. (All coaches/volunteers must have Little League Volunteer Form on file with Rec. Dept.)

* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* All coaches or volunteers must be on the approved list of coaches to be allowed in the dugout or on the field.

1. All Pitching, defensive, and offensive changes must be reported to the scorekeeper.
2. Line-ups must be turned in to the scorekeeper ten minutes prior to game time.

**BASEBALL COMPLEX RULES**

1. Coaches are asked to make sure dugouts are cleaned and all trash has been thrown away properly.
2. No players are allowed to use the batting cage without adult supervision. No one 6 years or under is allowed to use or be inside batting cages!
3. No Metal cleats are allowed.

# **CONDUCT**

1. No player or coach will be allowed to argue an umpire’s decision
2. In case of the question of rule interpretation, it will be settled immediately by the umpire and both coaches in an orderly manner.
3. Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
4. No profanity will be tolerated, with the automatic suspension of the offender from the game and the field during the game mandatory.
5. The Head Manager is responsible for his/her assistant coaches & parents!

11U MINOR LEAGUE SOFTBALL

**Game:**

1. One (1) hour and thirty (30) minute time limit. No inning can start after one (1) hour and twenty (20) minutes into the game. **If a winner of a game has already been determined based on run limits then the game will be called at the time limit regardless of who’s batting.** (the only exception to this rule is if a team has not batted all players. They will continue the inning until all players have batted or three outs).
2. Four (4) innings will constitute a complete game.
3. There will be a ten (10) minute grace period for the 6:00 pm game if less than 8 players are present but the game time will start on schedule. (Example: 7 Players are there at 6:00 at 6:07 the 8th player arrives. The team will start play immediately but the time limit started at 6:00 pm)
4. 10 run mercy rule applies to games after 3 1/2 innings if the home team is leading or after 4 innings whichever team is leading.
5. All team rosters will consist of no more than twelve (12) players.
6. A team will field ten (10) players
7. Each team must have a minimum of eight players to begin play. Teams that do not use pick-up players will be awarded an out when the 9th batter comes to the plate.

**Pitching**

1. The pitcher’s plate will be located 35 feet from the home plate.
2. Batters are not permitted to walk. The player pitcher will pitch to the batter 4 pitches. The offensive pitching coach will then be allowed to pitch 3 pitches (if needed).. (i.e. a 4-0 count equals 3 pitches, 4-1 count equals 2 pitches, 4-2 count equals 1 pitch). There are no offense coach pitch re-pitches. The maximum number of pitches is 7.
3. Coach will continue to pitch until the player hits the ball or strikes out. Foul-tipped balls will not be included in the total pitch count. The first foul-tipped ball is recorded as a strike then others that follow are fouls.
4. All players, no matter what age, will be pitched in the same way as listed above.
5. If the ball is not put in play after (7) pitches a strikeout will be recorded.
6. When a coach is pitching the player pitcher must have at least one foot inside the pitcher’s circle until the ball is hit.
7. Should the coach be struck by a batted ball, incidental contact or not, the play shall be declared “dead”. The base runners return to the bases occupied prior to the dead ball and the batter returns to the plate. The dead-ball does not count against the batter count.
8. Should the coach make contact with a defensive play involved in the play the play shall be declared “dead”. The base runners return to the bases occupied prior to the dead ball and the batter returns to the plate. The dead-ball does not count against the batter count.
9. The coach pitcher must make every effort to avoid obstructing the play. The coach pitcher shall leave the field of play (into foul territory) while the ball is in play. When the Umpire calls time or the play is otherwise stopped, the coach pitcher will then take his position for another pitch.
10. If the coach pitcher hits the player with a thrown pitch, the play shall be ruled dead and the pitch shall be counted toward the maximum pitch limit of four (4) pitches. In the event that the coach pitcher hits the player on the fourth thrown pitch, the play shall be ruled dead and the batter shall be awarded another pitch. If a coach pitcher habitually hits players with the thrown pitches, the manager shall find a replacement coach pitcher for safety reasons and to promote the expedient play.
11. There is no bunting allowed when the coach is pitching. Bunting is only allowed when the player pitcher is pitching.

**Defensive Play**

* 1. Once the ball is controlled by a player within the pitcher's circle of the play is over and base runners cannot advance further.
  2. The side is retired when three (3) offensive players are legally put out, or when the offensive team scores (5) runs.
  3. The infield fly rule is recognized and enforced.

**Base Running**

* 1. Runners are not allowed to lead off of a base.
  2. Runners can advance 1 base on a pitched ball that gets past the catcher.
  3. Base runners must be touching their respective bases until the ball passes the plate.
  4. A runner may advance, at their own risk, on an overthrow.
  5. Base runners may not advance when the pitcher has returned to the pitching rubber with the ball in their possession.
  6. Dropped third strike will not be in effect
  7. Base coaches cannot touch base runners while the ball is in play. If a coach touches a runner, the runner is out. If this is the third out, any runs scored during this play do not count.
  8. A runner is out when they do not slide or attempt to get around a player that has the ball and is waiting for the tag.
  9. A runner is out if they slide headfirst in any base with the exception of returning to the bag.
  10. STEALING: Runner can leave the bag once the ball reaches the batter when the player pitcher is pitching only. Stealing is not allowed when the coach is pitching.
  11. A base runner may be forced out or tagged with the ball in traditional softball fashion. A base runner that runs wide out of the base path to avoid being tagged out will be called out by the umpire.

**EQUIPMENT**

1. All Softball players playing in the infield must wear a protective facemask
2. All runners must wear a batting helmet (facemask is not required) Catchers must wear appropriate catching equipment (chest protector, helmet, knee protectors)
3. Players are required to have their own bat, helmet, and glove.
4. Bats
   1. Rule 1.10
      1. The bat must be a softball bat that meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards.
      2. The bat shall be no more than 33 inches in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.   
         An illegal or altered bat must be removed.
      3. NOTE 1: The traditional batting donut is not permissible.  
         NOTE 2: The bat may carry the mark “Little League Tee Ball.”  
         NOTE 3: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring must be removed from play. The 2 ¼ inch bat ring must be used for bats in all softball divisions. Any bat that has been altered shall be removed from play.

**COACHES**

1. 4 Coaches are allowed in the dugout. (All coaches/volunteers must have Little League Volunteer Form on file with Rec. Dept.)

* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* All coaches or volunteers must be on the approved list of coaches to be allowed in the dugout or on the field.

1. All Pitching, defensive, and offensive changes must be reported to the scorekeeper.
2. Line ups must be turned in to the scorekeeper ten minutes prior to game time.

**COMPLEX RULES**

1. Coaches are asked to make sure dugouts are cleaned and all trash has been thrown away properly.
2. No players are allowed to use batting cage without adult supervision. No one 6 years or under is allowed to use or be inside batting cages!
3. No Metal cleats are allowed.

# **CONDUCT**

1. No player or coach will be allowed to argue an umpire’s decision
2. In case of the question of rule interpretation, it will be settled immediately by the umpire and both coaches in an orderly manner.
3. Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
4. No profanity will be tolerated, with automatic suspension of the offender from the game and the field during the game mandatory.
5. The Head Manager is responsible for his/her assistant coaches & parents!

12U MAJOR LEAGUE BASEBALL

**PITCHING:**

Rest Days: Pitch Count

0-20 pitches - 0 Calendar Days of Rest 9-10 Year Old’s – 75

21-35 pitches - 1 Calendar Days of Rest 11-12 Year Old’s – 85

36-50 pitches - 2 Calendar Days of Rest

51-65 pitches - 3 Calendar Days of Rest

66 or more - 4 Calendar Days of Rest

Under no circumstances shall a player pitch in three (3) consecutive days

EXCEPTION: If a pitcher reaches a day(s) of rest threshold 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 retired; or (3) the third out is made to complete the 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 that pitcher is removed or the game is completed before delivering a pitch to another batter.

Once a pitcher is removed from the mound they cannot return as a pitcher (Example: Pitch 27 pitches on Monday…Pitcher mush rest Tuesday, eligible to Pitch Wednesday)

The pitcher may finish the current batter once reaching their pitching limit

1. COACHING MOUND VISITS: Rule 8.06 pertains to the number of times that a manager/coach can call timeout and visit the pitcher.
   1. This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

1.1.1 A manager or coach may come out twice in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. Example: If a 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.

1.1.2 A manager or coach may come out **two** times in one game to visit with the pitcher, but the **third** time out, the player must be removed as a pitcher. Example: If a 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 limits in (a) above.

* 1. A manager or coach may confer with any other defensive player, including the catcher, during the visit with the pitcher.
  2. A manger or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher.
  3. At the time a pitcher is removed, a visit shall not be charged to the new pitcher.
  4. A conference with the pitcher or any other player to evaluate the player’s condition after an injury shall not be considered a visit for the purpose of this rule. The manager or coach should advise the umpire if such a conference; and the umpire should monitor the conference.

**CATCHER:**

1. Coaches may choose to use the speed-up rule for catchers that are on base with two outs. If they choose to use the speed-up rule they must use the last out to replace the catcher on base. This can only be used when there are two outs and is up to the discretion of each coach.
2. Catcher to Pitcher Rule: if the catcher catches 4 or more innings they cannot pitch in that game
3. Pitcher to Catcher Rule: If a pitcher pitches 41 or more pitches they cannot play catcher
4. If a pitcher or catcher plays 4 or more innings then they will have reached the required mandatory playing time and will not be required to play any additional innings at the coach’s discretion. Any pitch thrown or catch caught in the fourth inning will constitute an inning.

**BATTER:**

6.02

(a) – The batter shall take a position in the batter’s box promptly when it is said batter’s time at-bat.

(b) – The batter shall not leave that position in the batter’s box after the pitcher comes to Set Position, or starts a windup.

PENALTY: If the pitcher pitches, the umpire shall call “Ball” or “Strike” as the case may be.

***(c) – Local League Option: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at-bat.***

Exceptions:

1-On a swing, slap or check swing.

2-When forced out of the box by a pitch

3-When the batter attempts a “drag bunt”

4-When the catcher does not catch the pitched ball.

5-When a play has been attempted.

6--When the time has been called.

7--When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.

8-On a three-ball count pitch that is a strike that the batter thinks is a ball.

**GAME:**

1. 6 innings or 15 run mercy rule after 3, 10- after 4 (3½ if the home team is winning)
2. 5 runs per inning
3. 1 Hour and 30 minutes. Cannot start a new inning after 1 hour & 20 minutes.
4. If a winner of a game has already been determined based on run limits then the game will be called at the time limit regardless of who’s batting. (the only exception to this rule is if a team has not batted all players. They will continue the inning until all players have batted or three outs).
5. There will be a ten (10) minute grace period for the 6:00 pm game if less than 8 players are present but the game time will start on schedule. (Example: 7 Players are there at 6:00 at 6:07 the 8th player arrives. The team will start play immediately but the time limit started at 6:00 pm)
6. Teams must have 8 players to play. If a team does not use pickup players they will take an out when the 9th batter comes to the plate.
7. NO BALKS OR ILLEGAL PITCHES WILL BE CALLED! It is a do over for the pitcher
8. STEALING: Runner can leave the bag once the ball reaches the batter. Examples are given in the rule book on pages 103 and 104
9. A runner is out when they do not slide or attempt to get around a player that has the ball and is waiting for the tag.
10. A runner is out if they slide headfirst in any base with the exception of returning to the bag.
11. Dropped 3rd strike applies in this league. The batter may run on the third strike that is not caught/dropped by the catcher (1) first base is unoccupied or (2) first base is occupied with 2 outs. The batter may advance to first base any time before entering the dugout or any other dead ball area. The defense must tag the batter or first base before the batter touches first base.
12. Infield Fly Rule is in effect. The general rule to follow is if it is a routine catch and there are no other factors (sun, wind) then it will be called infield fly.
13. Special Pinch Runner Rules (Major League Only): Any player that is currently sitting out of the game may special pinch-run for any player. This can only be done once per inning. The player that gets pinch ran for in this game can only be run for once for the entire game (Example: player A is out of the game...Player A can run for Player B in the 2nd inning, but Player B must run the bases the rest of the game. Player A can then run for Player C in the 3rd inning provided Player A is out of the game) If you have 9 players you cannot special pinch run
14. No on deck batters
15. Players must stay in the dugout behind the fence

**EQUIPMENT**

1. No jewelry, casts, or arm braces allowed
2. Bats
   1. The bat must be a baseball bat that meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).
   2. Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Additional information is available at [**LittleLeague.org/batinfo**](https://www.littleleague.org/playing-rules/bat-information/)**.**
3. Catchers must wear the appropriate equipment including a protective cup.
4. Players are required to have their own bat, helmet, and glove.

**COACHES**

1. 3 Coaches are allowed in the dugout. (All coaches/volunteers must have Little League Volunteer Form on file with Rec. Dept.)

* Coaches are asked to always have a parent (Team Mom or Team Dad) in the dugout at all times with the team to help with the batting order, keeping players seated, etc. (Must have Little League Volunteer Form on file with Rec Dept.)
* All coaches or volunteers must be on the approved list of coaches to be allowed in the dugout or on the field.

1. All Pitching, defensive, and offensive changes must be reported to the scorekeeper.
2. Line ups must be turned in to the scorekeeper ten minutes prior to game time.

**BASEBALL COMPLEX RULES**

1. Coaches are asked to make sure dugouts are cleaned and all trash has been thrown away properly.
2. No players are allowed to use batting cage without adult supervision. No one 6 years or under is allowed to use or be inside batting cages!
3. No Metal cleats are allowed.

**CONDUCT**

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2. In case of question of rule interpretation, it will be settled immediately by the umpire and both coaches in an orderly manner.
3. Players and coaches are prohibited from shouting at or harassing any umpire or player of the opposing team at any time.
4. No profanity will be tolerated, with automatic suspension of the offender from the game and the field during the game mandatory.
5. The Head Manager is responsible for his/her assistant coaches & parents!

Adopted February 28, 2016

Revised February 18, 2022