

# Peachtree City Little League



## Rules of Play

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# 1 General Rules

1.1 PTCLL follows the Little League Baseball Official Regulations, Playing Rules, and Operating Policies. Any rules contained within this document are further explanations of rules prescribed by Little League or local league rule options.

## 1.2 Fielding a Team

1.2.1 Team rosters will be determined during the preseason draft as prescribed by PTCLL.

1.2.2 A team's batting lineup will consist of a continuous batting order, i.e., all players on a team shall always remain in the batting order, regardless of whether they are currently in the game of defense.

1.2.3 If the player arrives while their team is on defense, the player will not be eligible until the next half inning. Player substitutions for a late player are NOT allowed.

1.2.4 If the tardy player's team is on offense and he has not arrived by the time his spot in the batting order is reached, an out WILL NOT be assessed to their team and the player will be added to the end of the lineup for the remainder of the game once they arrive. The offensive coach must inform the defensive coach if this occurs.

## 1.3 Coaches and Volunteers

1.3.1 All coaches and volunteers will complete the entire PTCLL volunteer registration process before actively participating in any team practice or game. This includes registering with the league and completing a volunteer background check. Volunteers will only be allowed to participate once the background check has been returned and approved.

1.3.2 During games, only registered volunteers and players may enter the dugout and field of play. Children who are not part of the team or parents who have not registered as volunteers with the league are not permitted to enter the dugout or field.

1.3.3 If a coach, volunteer, player, or parent, is ejected from a game, they must leave the complex. The individual ejected will automatically be disqualified from participating in the following game. Any further disciplinary actions will be determined by the PTCLL Board.

## 1.4 Umpires

1.4.1 The following chart outlines the number of umpires that will be assigned for each game.

Division	Number of Umpires
Tee Ball	0

Rookie, A	1
AA, AAA, Majors, Seniors	2

1.4.2 Prior to each game, the umpires and the head coach from each team will conduct a plate meeting to discuss division specific rules and address any concerns. This meeting will take place 5 minutes prior to the scheduled start of the game. The umpires will have the final say on all judgment calls, equipment, inclement weather, and field conditions.

1.5 Max Innings, Max Runs per Inning, and Time Limits

Division	No New Inning Once Reached	Max Runs per Inning	Max Innings	Remarks
Tee Ball	N/A	N/A; Cont. Batting Order	N/A	3 innings or 1 hour
Rookie	N/A	5	N/A	4 innings or 1 hour
A-AAA, Majors	1:29	5	6	N/A
Seniors	1:59	5	7	N/A

1.5.1 An inning is deemed to have been started at the completion of the previous inning for timing purposes.

1.5.2 Tie games are permitted during the regular season.

1.5.3 If a team reaches its 5 run inning limit while the ball is still live, play will be allowed to continue. Umpires will allow the play to come to a logical conclusion before calling time and allowing the teams to swap roles. Coaches will refrain from instructing players to leave the field before the play has come to a logical conclusion.

1.6 Timeouts, Mound Visits, and Substitutions

1.6.1 Coaches must call for and be granted a timeout before leaving the vicinity of the dugout.

1.6.2 Any time the defensive coach calls for a timeout, it will be considered a mound visit. Coaches are permitted one mound visit without a pitching change, but on the second visit within the same inning, the coach must change pitchers. If the same pitcher continues to pitch for multiple innings, the coach is permitted 2 mound visits over the course of a single pitcher appearance without a pitching change, but on the third visit, the coach must change pitchers. When a pitching change occurs, that mound visit is not charged to the incoming pitcher and the mound visit count resets.

**Example 1:** A pitcher begins the game and the coach uses no mound visits in the 1<sup>st</sup> inning. The same pitcher starts the 2<sup>nd</sup> inning and the coach visits the mound. The 2<sup>nd</sup>

inning continues, and the coach visits the mound for a second time within the 2<sup>nd</sup> inning. A pitching change must occur.

**Example 2:** A pitcher begins the game and the coach uses 1 mound visit in the 1<sup>st</sup> inning. The same pitcher continues into the 2<sup>nd</sup> inning and the coach uses another mound visit. The same pitcher starts the 3<sup>rd</sup> inning and the coach uses a third mound visit. A pitching change must occur after the third mound visit over the course of a pitching appearance.

1.6.3 Any timeout granted to a coach due to a player injury will not count as a mound visit.

1.6.4 No player will sit a second inning before all players sit one inning. **Exemption:** current pitcher and catcher.

## 1.7 Safety Bases

1.7.1 PTCLL has installed safety bases alongside all the 1<sup>st</sup> base bags. During a play at 1<sup>st</sup> base, the defensive player owns the white base and the batter-runner owns the red base. For an out to count at first base, the first baseman MUST touch the white base and conversely, for a runner to be called safe at 1<sup>st</sup> base he must touch the red base. If no play is being made on the batter-runner at 1<sup>st</sup> base, the batter-runner will use the white base when rounding the base in an attempt for 2<sup>nd</sup> base. In this case, normal defensive obstruction rules apply. **EXCEPTION:** on a dropped third strike (Majors-Seniors) where the batter-runner attempts to make 1<sup>st</sup> base, the defensive player and batter-runner may use either base in an attempt to score an out or reach 1<sup>st</sup> base safely.

**Example 1:** Batter-runner puts the ball in play. The infielder makes a throw to 1<sup>st</sup> base but the throw is dropped. The first baseman picks up the dropped ball and touches the red base instead of the white base. The batter-runner is safe.

**Example 2:** Batter-runner hits the ball into the outfield and no play will be made at 1<sup>st</sup> base but the first baseman positions himself on top of 1<sup>st</sup> base. The batter-runner makes contact with the first baseman as he is rounding the bag for 2<sup>nd</sup>. Obstruction is called.

## 1.8 Ending a Game

1.8.1 A game can be ended and scored an official game if:

1. Max innings are met (doesn't matter if it's a tie or a clear winner).
2. 3.5 innings have been played and the game has reached the "No New Inning" time limit, with the home team ahead by 6 or more runs, or the away team is ahead by 11 or more runs. If a new half inning is started, the umpire will allow for new batters up until the "No New Inning" time limit is reached, at which point the umpire will signal "Last Batter."

- a. If the game ends in this scenario, the official score posted to the PTCLL website will be the score after the last full inning (score at the end of the 3<sup>rd</sup> inning) to protect the teams' run differential for end of year playoff seeding.
- 1.8.2 If a game ends without completing an inning, the score posted to the PTCLL scoring website will be the score at the conclusion of the last full inning. This is due to the season's run differential being used to determine post-season playoff seeding.
- 1.9 Game Delays/Cancellations
  - 1.9.1 Game delays and cancellations will be made at the discretion of the umpire or PTCLL Board Member.
  - 1.9.2 If the game is on a temporary delay due to weather, light failure, or any other unforeseen circumstance, the game time will be paused. Once it has been determined that it is safe to continue, the game will be resumed from the exact point at which time was called. If the delay happened during an at-bat, the batter will resume the count that had been accrued before time was called.
  - 1.9.3 If a game in progress is cancelled, PTCLL will reschedule the game for a later date. Once the game is resumed, the game will start at the exact point at which time had been called. This includes the current count if an at-bat was in progress and any outs that had been recorded. The batting orders for each team must remain the same, but coaches may substitute defensive positions. The original pitcher may continue on the pitch as long as rest requirements from the pitch count accrued before the cancellation occurred is met.

**Example 1:** A league age 12 pitcher starts the game and delivers 70 pitches before the game is cancelled due to weather. The game is rescheduled for the following day. The original pitcher is not eligible to pitch because the rest requirement of 4 days has not been met.

**Example 2:** A league age 12 pitcher starts the game and delivers 70 pitches before the game is cancelled due to weather on Monday. The game is rescheduled for Saturday. The pitcher from the original game is eligible to pitch and is allowed to pitch 85 more pitches once play resumes. As long as rest requirements are met, the pitch count from the original game is not counted towards his pitch count once play is resumed.

## 1.10 Equipment

- 1.10.1 Catchers are not permitted to wear two-piece masks. All catchers must use masks that offer full head protection (hockey goalie type masks).

- 1.10.2 Metal spikes are not permitted EXCEPT for Senior division.
- 1.10.3 Team managers are responsible for checking the legality of their team's equipment. Penalties for illegal equipment will be assessed per Little League Rules.
- 1.10.4 All bats used by PTCLL participants MUST be stamped with the USA Baseball logo. USSSA and BBCOR bats are NOT permitted.
- 1.10.5 Bats cannot exceed 33" in length and 2 5/8" in diameter.
- 1.10.6 If a batter enters the batter's box with BOTH feet with an illegal bat the penalty is as follows (this follows Little League rulings):
1. The first team infraction, the batter is out and the team loses one base coach for the remainder of the game (the offensive team can choose to lose either the 1<sup>st</sup> or 3<sup>rd</sup> base coach).
  2. The second team infraction, the batter is out and the manager is ejected for the remainder of the game.
- 1.10.7 **Seniors League Bat Exception:** Seniors division has the option to use USA bat or BBCOR bats. If using a BBCOR bat, they will not exceed 36" and will be drop 3 weight.

## **2 Pitching**

- 2.1 AA, AAA, and Majors divisions will pitch from a 46' mound.
- 2.2 No balks are called in these divisions but illegal pitches are.
- 2.2.1 If an illegal pitch occurs, such as the pitcher pitching without being in contact with the rubber, stopping the natural pitching motion once started, or the pitcher attempts to quick pitch the batter, the penalty for an illegal pitch will be a delayed dead ball/called "ball." If an illegal pitch is delivered to the batter and the ball is put into play, the umpire will delay the dead ball call, and allow the offensive coach to either take the result of the play or allow the batter to return to the batter's box with an additional ball added to the count. If the ball added to the count due to the illegal pitch equates to a ball four, the batter will be awarded base on balls. Illegal pitches will be added to the pitcher's pitch count.
- 2.3 Seniors division will pitch from a distance of 60'6". Balks will be called and resulting penalties assessed.
- 2.4 New pitchers entering the game either mid-inning or at the beginning of a half inning will be allowed a maximum of 8 warmup pitches. Pitchers that were previously pitching will be allowed a maximum of 5 warmup pitches at the beginning of each half inning.

## 2.5 Pitch Limits per Division

Division	Maximum Daily Pitch Limit
AA	50
AAA	75
Majors	85
Seniors	95

**NOTE:** if a player plays up a division, he will be limited to the pitch count defined by Little League (8yr – 50 pitches; 9-10yr – 75 pitches; 11-12yr – 85 pitches; 13+yr – 95 pitches). “League Age” is defined as the player’s age as of the NEXT date of August 31<sup>st</sup>.

2.5.1 If a pitcher reaches his daily pitch limit mid-batter, the pitcher may continue (pitch over daily pitch limit) until one of the following conditions are met, but in no circumstance will he begin a new batter:

1. The current batter reaches base.
2. The current batter is retired via strikeout or play made on a batted ball.
3. The third out is made during the current batter’s plate appearance (i.e., runner caught stealing or pick off)
4. A pitching change occurs.

## 2.6 Rest Requirements

2.6.1 The following table outlines rest requirements required after pitching. Rest requirements will be applied to postponed games. Under no circumstance will a player pitch three consecutive days even if a rest requirement threshold has not been met. If a pitcher reaches one of the rest requirement thresholds mid-batter, they may continue and fall within the lower rest requirement bracket provided conditions are met from rule 2.4.1.

**Example:** a pitcher starts a new batter having only thrown 19 pitches. Two additional pitches are thrown and the batter grounds out. A subsequent pitching change occurs. The pitcher requires 0 days of rest and may pitch the next day if required.

Pitches Thrown	Days of Rest Required
1-20	0 days
21-35	1 calendar day
36-50	2 calendar days
51-65	3 calendar days
66+	4 calendar days



## 2.7 Pitch Count Tracking

2.7.1 Each team is responsible for keeping track of their players' pitch counts. This will be done via use of the GameChanger app. In the event of a pitch count discrepancy between the home and visiting teams', the home team's pitch count will be used as the official record.

## 2.8 Pitcher to Catcher

2.8.1 If a pitcher delivers 41 or more pitches in a game, they are no longer eligible to play the position of catcher. If the pitcher has delivered 40 or less pitches and begins a new batter, he will be considered to have stayed under the threshold and still be allowed to assume to position of catcher provided the conditions of rule 2.4.1 are met.

## 2.9 Catcher to Pitcher

2.9.1 A player who has played catcher for 3 innings or less in a game may still pitch during that game, but if the player receives one pitch as catcher in a 4<sup>th</sup> inning, they are no longer eligible to pitch for the remainder of the game. Warm-up pitches DO NOT apply to this rule.

2.9.2 If a player has appeared as catcher for 3 innings or less in a game, and subsequently moves to the position of pitcher and delivers 21 pitches or more (31 pitches for Seniors Division) in that game, that player is no longer eligible to play the position of catcher for the remainder of the game. The 21 pitches or more rest threshold applies at the start of a new batter. If the player in question begins pitching to a new batter having only thrown 20 or less pitches, he will be considered to have stayed under the threshold and still be eligible to assume the position of catcher provided the conditions of rule 2.4.1 are met.

## 2.10 Intentional Walks

2.10.1 The defensive team manager may elect to intentionally walk a player at bat by announcing such intentions to the umpire. This method of intentional walk can only be used once per batter per game. Any subsequent attempts to intentionally walk the same player will have to be accomplished in the traditional manner of throwing 4 balls outside the strike zone.

2.10.2 If the defensive team manager elects to announce an intentional walk, the ball is considered dead, and the batter will be awarded 1<sup>st</sup> base. Additional runners will advance only if forced. The number of pitches that would have been required to reach 4 balls WILL BE ADDED TO THE CURRENT PITCHER'S PITCH COUNT.

**Example 1:** Current count on the batter 1-1. The defensive team manager elects to announce an intentional walk. 3 additional pitches will be added to the current pitcher's pitch count.

**Example 2:** A new batter comes to the plate. The defensive team manager announces an intentional walk. 4 pitches will be added to the current pitcher's pitch count.

**Example 3:** A new batter comes to the plate, and that batter's previous at bat was an announced intentional walk. The pitcher must deliver 4 balls outside the strike zone to affect the intentional walk. Pitch count for the current pitcher will be scored accordingly.

### **3 Offense**

- 3.1 On deck batters are NOT permitted. EXCEPTION: Seniors division is allowed an on deck batter.
- 3.2 Teams will use the player "in the hole" to retrieve bats AFTER TIME IS CALLED. The player retrieving the bat must be wearing a helmet when doing so.
- 3.3 A thrown bat DOES NOT result in an automatic out unless the bat is thrown into the field of play and subsequently causes interference. However, a thrown bats that cause a safety issues (thrown forcefully into a defensive player or umpire) will result in one warning for the offending team (one warning per team, not per player). Any additional thrown bats that cause a safety concern will result in a dead ball where the batter will be out and runners will return to the base they previously occupied. (PTCLL local rule/umpire judgment call).
- 3.4 Headfirst slides are not permitted unless the runner is making a quick return to a base. Headfirst slides when advancing will result in an out. EXCEPTION: Seniors division may slide headfirst at any time.
- 3.5 With two outs recorded, a pinch runner may be inserted for the pitcher or catcher that will be starting the next half inning. If the offensive coach elects to use this option, the player who recorded the last out will be used as the pinch runner.
- 3.6 There is no "Must Slide Rule." This rule is better described as a "no contact" rule.
  - 3.6.1 When a play is being made on a runner, they have the option to slide feet first, give themselves up for the out, or try to go around the tag while remaining within their base path (the runner's base path is defined as 3 feet either side of the line between them and the next base at the time at which the attempted out is being made). A wild throw which takes the defensive player into the runner and precludes the runner from utilizing

one of the aforementioned options, is considered obstruction. This applies to a play at any base.

**Example 1:** Play at home. Prior to the ball being thrown, the catcher is in a proper position in front of home plate. The catcher receives the throw and steps into the base line. The catcher moves up the base line towards the incoming runner, and the runner subsequently runs into the catcher without any attempt to slide or go around the catcher. The runner is out whether the catcher retains possession of the ball or not.

**Example 2:** Play at home. Prior to the ball being thrown, the catcher is in a proper position in front of home plate. The ball is thrown to a location that causes the catcher to move into the runner's base path (wild throw) and causes contact with precludes the runner from using one of the aforementioned options. This is obstruction and the base is awarded to the runner.

### 3.7 Dropped 3<sup>rd</sup> Strike (Majors – Seniors)

3.7.1 On a dropped 3<sup>rd</sup> strike, the batter may run to 1<sup>st</sup> base if it is not occupied, or 1<sup>st</sup> base is occupied with two outs.

3.7.2 When a batter-runner attempts to run to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike while 1<sup>st</sup> base is not occupied, the defense may put out the batter-runner via force or tag. When a batter-runner attempts to run to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike with two outs and 1<sup>st</sup> base occupied, the defense may put out the runner or any other runner who is forced to run, via force or tag.

**Example 1:** Two outs and bases loaded. Dropped 3<sup>rd</sup> strike and batter tries for 1<sup>st</sup> base forcing all runners to advance. The catcher can step on home to force the third out, throw to any other base for the force out, or tag any advancing runner before the runner safely reaches a base.

### 3.8 Infield Fly (Majors – Seniors)

3.8.1 The infield fly rule is in effect with runners on 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> with no outs or one out.

3.8.2 The umpire should declare "Infield Fly" or "Infield Fly, If Fair" (when the batted ball could land foul) if a batted ball is a fly ball which can be caught by an infielder with ordinary effort. Once called, the ball is still live. The batter is automatically out. Runners can immediately return to their previous bases or advance at their own risk. "Infield Fly" will not be called for a line drive or attempted bunt.

- 3.8.3 When “Infield Fly” is called, the ball is still live and runners may advance from their current base at their own risk.
- 3.9 (AA-Majors) Leads offs are NOT allowed. All runners must return to a position touching the base they occupy once the pitcher is in contact with the rubber and the catcher is in a position to receive the pitch. Runners may not leave the base in an attempt to steal until the pitch has crossed home plate. The penalties for a runner leaving the base can be found in Little League rule 7.13.
- 3.9.1 (Seniors) Lead offs and steals are allowed. Players may advance at any time unless time is called, or on a foul ball or foul tip.

#### **4 T-Ball 4 Rules**

- 4.1 T-Ball 4 games will end after 3 innings or a drop-dead time limit of 1 hour. If the 1-hour time limit is reached during an at-bat, the batter will be allowed to finish his at-bat.
- 4.2 T-Ball 4 players will hit only off a tee. No coach pitching will occur.
- 4.3 All hits must pass the “in play line” or the hit will be called foul.
- 4.4 Each team will bat through their entire order each inning. If the defensive team makes an out, the runner will return to the bench, but outs will not be tracked.
- 4.5 Offensive coaches will hold batter-runners to singles only.
- 4.6 The offensive team will bat through their entire batting order each inning regardless of outs recorded or runs scored.
- 4.7 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 4.8 The defensive team is permitted two coaches in the field to help coach and direct players.
- 4.9 The defensive team will not field a catcher. All players will assume a position in the field.

#### **5 T-Ball 5 Rules**

- 5.1 T-Ball 5 games will end after 4 innings or a drop-dead time limit of 1 hour. If the 1-hour time limit is reached during an at-bat, the batter will be allowed to finish his at-bat.

- 5.2 T-Ball 5 players will receive 3 coach pitches. Coaches will deliver the pitches from a distance of 20'. If the batter fails to put the ball into play after 3 coach pitches, the batter will receive 3 attempts off the tee.
- 5.3 If the batter puts the ball into play and the batted ball makes contact with the coach, or any additional balls or equipment the coach brought onto the field, the result is an immediate dead ball. The batter will proceed to first base and any runners will return to their previous base before the hit. Runners will only advance if the first base award of the batter causes a forced advancement of the runners.
- 5.4 All hits must pass the "in play line" or the hit will be called foul.
- 5.5 Each team will bat through their entire order each inning. If the defensive team makes an out, the runner will return to the bench, but outs will not be tracked.
- 5.6 Offensive coaches will hold batter-runners to singles only.
- 5.7 The offensive team will bat through their entire batting order each inning regardless of outs recorded or runs scored.
- 5.8 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 5.9 The defensive team is allowed two coaches in the field to help coach and direct players.
- 5.10 The defensive team will not field a catcher. All players will assume a position in the field.

## **6 Rookie Rules**

- 6.1 Rookie games will end at 1 hour of play or 4 complete innings, whichever occurs first. If the time limit is reached during an at-bat, the umpire will allow the batter to complete the at-bat before calling the game.
- 6.2 Coaches will deliver five pitches from a kneeling position from a distance of 20' designated by a white line (in the absence of a white line, the coaches can approximate the distance). If the fifth pitch is fouled, the coach can continue to pitch until the batter either misses the pitch or puts the ball into play. After five pitches, the batter is allowed 1 attempt from a tee.
- 6.3 If the batter puts the ball into play and the batted ball contacts the coach, or any additional balls or equipment the coach brought onto the field, the result is an immediate dead ball. The batter will proceed to first base and any runners will return to their previous base before the hit. Runners will only advance if the first base award of the batter causes a forced advancement of the runners.

- 6.4 All hits must pass the “in play line” or the hit will be called foul.
- 6.5 If the defensive team attempts a play at 1<sup>st</sup> base and the ball is overthrown, the batter runner will be held at 1<sup>st</sup> base. Any additional runners that were previously on base before the play will only advance a total of one base from the base at which they started.
- 6.6 The offensive team will be retired after three outs or after scoring 5 runs, whichever occurs first. The entire lineup DOES NOT bat each inning.
- 6.7 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 6.8 The defensive team is allowed two coaches on the field to help coach and direct players.
- 6.9 The defensive team will not field a catcher. All players will assume a position on the field.
- 6.10 The defense must be within the confines of the baselines to call timeout (the baseline is defined as a direct line between the each of the bases forming the infield diamond). Only the player that possesses the ball may call for time. Any runner who has not crossed the midpoint of the baseline prior to the timeout being called must return to the previous base.

## **7 A Rules (Coach Pitch)**

- 7.1 Coaches will deliver six pitches from a kneeling position from a distance of 25’ designated by a white line (in the absence of a white line, the coaches can approximate the distance). If the sixth pitch is fouled, the coach can continue to pitch until the batter either misses the pitch or puts the ball into play.
- 7.2 If the batter puts the ball into play and the batted ball contacts the coach, or any additional balls or equipment the coach brought onto the field, the result is an immediate dead ball. The batter will proceed to first base and any runners will return to their previous base before the hit. Runners will only advance if the first base award of the batter causes a forced advancement of the runners.
- 7.3 The batter-runner may advance beyond 1<sup>st</sup> base on an overthrow at their discretion. The ball is still live in this situation and the batter-runner may be put out. The batter-runner may not advance beyond 2<sup>nd</sup> base. Any other runners may advance a total of two bases from their original base in the event of an overthrow at 1<sup>st</sup> base.

**Example 1:** No runners on. Batter hits a fair ball. A play is made at 1<sup>st</sup> base, but the ball is overthrown. The batter-runner attempts to take 2<sup>nd</sup> base, but the ball is thrown to 2<sup>nd</sup>

base and the batter-runner is tagged prior to safely reaching 2<sup>nd</sup> base. The batter-runner is out.

**Example 2:** No runners on. Batter hits a fair ball. A play is made at 1<sup>st</sup> base, but the ball is overthrown. The batter-runner attempts to take 2<sup>nd</sup> base and the defense overthrows 2<sup>nd</sup> base. The batter-runner may not advance beyond 2<sup>nd</sup> base and the play is called dead once the batter-runner safely reaches 2<sup>nd</sup> base.

**Example 3:** Runner on 1<sup>st</sup> base. Batter hits a fair ball. A play is made at 1<sup>st</sup> base, but the ball is overthrown. The batter-runner attempts to proceed to 2<sup>nd</sup> base and the runner originally on 1<sup>st</sup> base attempts to take home. Once the batter-runner reaches 2<sup>nd</sup> base, the play is called dead. Batter-runner remains on 2<sup>nd</sup> base and the runner that was originally on 1<sup>st</sup> base is returned to 3<sup>rd</sup> base (he cannot advance more than 2 bases from the base he originally occupied).

- 7.4 The offensive team will be retired after three outs or after scoring 5 runs, whichever occurs first. The entire lineup DOES NOT bat each inning.
- 7.5 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 7.6 The defensive team will field a total of 10 players at a time to assume the positions of pitcher, catcher, third baseman, shortstop, second baseman, first baseman, left field, left centerfield, right centerfield, and right field. Any additional players will remain in the dugout for that half inning.
- 7.7 The defensive team is allowed two coaches in the field to help coach and direct players, provided there is an additional volunteer that remains in the dugout to attend to additional players that are not currently in the field.
- 7.8 The defense must be within the confines of the baselines to call timeout (the baseline is defined as a direct line between the each of the bases forming the infield diamond). Only the player that possesses the ball may call timeout. Any runner who has not crossed the midpoint of the baseline prior to the timeout being called must return to the previous base.

## **8 AA and AAA Rules**

- 8.1 AA and AAA divisions will be player pitch divisions.
- 8.2 Illegal pitches will be enforced at the discretion of the umpire.
- 8.3 Infield fly rule and dropped 3<sup>rd</sup> strike will not be enforced in these divisions.
- 8.4 Pitch counts and rest requirements will be enforced per section 2 of this document.

## **9 Playoff Rules**

- 9.1 This section defines rules that will only be used in post-season games including playoff and championship games.
- 9.2 Seeding for playoff and championship games will be determined by a team's regular season performance. If the number of teams in a particular division preclude the formation of a complete bracket, the team/teams with the best regular season record will receive a bye.
- 9.3 Playoff and championship games will be considered a complete game once the inning limit has been reached with a clear winner, or the mercy rule takes effect. The mercy rule is defined as a team being ahead by 16 runs with 3 innings remaining, 11 runs with 2 innings remaining, or 6 runs with 1 inning remaining.
- 9.4 In the event of a tie game after the defined inning limit has been reached, the game will proceed as follows:
  - 9.4.1 The first inning after regulation will be played without modifications.
  - 9.4.2 Any additional innings (second inning and beyond after regulation) will begin with the offensive team placing a runner on 2<sup>nd</sup> base. This runner will be the last batter that completed an at-bat from the previous inning (last player in the batting order for the current inning).
- 9.5 All pitch counts and rest requirements apply to playoff and championship games. THERE WILL BE NO EXCEPTIONS TO THIS RULE.
- 9.6 Playoff/Championship Scheduled Innings
  - 9.6.1 Rookie Division: 3 innings
  - 9.6.2 A and AA Division: 6 innings max with no new inning starting after 1:45.
    - 9.6.2.1 In the event of a tie, the game will continue until a clear winner is determined without reference to innings or time limits.
  - 9.6.3 AAA, Majors, and Seniors: 6 innings max (Seniors 7 innings max) with no new inning starting after 2:00.
    - 9.6.3.1 In the event of a tie, the game will continue until a clear winner is determined without reference to innings or time limits.



## 10 Disputes and Protests

- 10.1 All umpire judgment calls are final and are not subject to protest.
- 10.2 If a coach wishes to protest a call or decision made by the umpire that was not judgment in nature, the coach will wait until the play is dead and request a timeout.
- 10.3 Only one coach is allowed to approach the umpire to explain the dispute (this can be the team manager or assistant coach).
- 10.4 If the meeting between the umpires and coach does not render an agreement, the coach can decide to protest the call before the next pitch is thrown. In the event the coach decides to protest, the game's chief umpire will attempt to contact the PTCLL Chief Rules Official or other PTCLL Board Member. If contact is made with the Chief Rules Official or PTCLL Board Member and a decision is made, the game will continue without the ability for further protest.
- 10.5 If the Chief Rules Official or other PTCLL Board Member is unavailable, the game will continue under protest.
- 10.6 If the game continues under protest, the coach who initiated the protest must submit in writing via email the protest to PTCLL Board within 24 hours. PTCLL Board will make a final decision.

## 11 Quick Reference Chart

Division	TB	Rookie	A	AA	AAA	Majors	Seniors
Field Size	50' bases	50' bases	46/60	46/60	46/60	46/60	60.5/90
Umpires	0	1	1	2	2	2	2
New Inning	N/A	N/A	1:29	1:29	1:29	1:29	1:59
Max Runs/Inning	N/A	5	5	5	5	5	5
Dropped 3 <sup>rd</sup> Strike	N	N	N	N	N	Y	Y
Infield Fly	N	N	N	N	N	Y	Y
Stealing	N	N	N	Y	Y	Y	Y
Bunting	N	N	N	N	Y	Y	Y
Pitch Count Max	N/A	N/A	N/A	50*	75*	85*	95*

\*When a younger player is playing up a division, they will be restricted to Little League defined pitch count maximums. See rule 2.5 for more details.