

Plainview Little League

General Local Rules and Playing Rules as of March 2017



Plainview Little League Description of Document

This document is intended to describe local modifications to the official Little League rules for intramural baseball divisions only. These rules do not apply to girls softball, to games between teams with players older than Little League age 12 or to travel baseball games.

For general rules, please refer to the official Little League rule book (the “Green” book). For any situations not contemplated in this document, refer to the the Green book. Note that if a rule is not included in this document nor in the Green book, the rule does not exist.

In any situation in which a modification noted in this document needs to be interpreted, the modification should be interpreted in such a manner as to promote and safeguard the integrity of the intramural program and to, as much as possible, benefit all players regardless of skill level.

Plainview Little League Little League Pitching Restrictions Summary Sheet

All children who are enrolled in the Plainview Little League Baseball programs will be required to comply with the following pitching restrictions and mandatory rest periods:

Pitching Week is Sunday – Saturday

Grades	Pitches Allowed Per Day	Divisions That Are Affected
6 & 7	85 Pitches	Majors
5	75 Pitches	Triple AAA
4	60 Pitches	Double AA
2 & 3	50 Pitches	Single A & Rookie (2 nd -half)

Number of Pitches Thrown in One Day	Mandatory Rest Period
66 or More Pitches Thrown	Four Calendar Days
51-65 Pitches Thrown	Three Calendar Days
36-50 Pitches Thrown	Two Calendar Days
21-35 Pitches Thrown	One Calendar Day
1-20 Pitches Thrown	Zero Calendar Days

If a pitcher reaches the limits imposed, the pitcher may continue to pitch until any one of the following occurs: (1) the batter reaches base or (2) the batter is out.

In addition, no child may pitch more than six innings per week.

In the Single A and Double AA, no more than three (3) innings per game.

In Triple AAA and Majors divisions, pitchers can pitch six (6) innings per game.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. This includes players “drafted” up. A player who has played the position of catcher for three (3) or more innings cannot pitch on that day.

Managers are to perform a pitch-count reconciliation after

each half- inning and agree on final pitch-count at the conclusion of each game.

Special Note: 1 pitch = 1 inning pitched. With regard to innings pitched, there are no fractions of innings in Little League baseball. Ex: in Single A or Double AA baseball, a player enters the game as a pitcher with 2 outs in the 2nd inning.

He/she may finish the 2nd inning, pitch the 3rd and 4th innings (subject to pitch count restrictions) but may not return to the mound for the first out of the 5th inning even if he/she has not reached the pitch limit for the division.

The rules regarding pitch counts, days of rest and pitching/catching on the preceding page are no longer directly correlated to the Green book. These local rules supercede the Green book.

General Rules - All Divisions

Below are the “local playing” rules of **Plainview Little League (PLL)**. These rules are specific for this league only. Whatever rules not covered here, refer to the Official Williamsport Little League Rule Book (commonly known as the “Green” book).

STARTING THE GAME

- Forfeit time will be 20 minutes after the scheduled starting time.
- A team that cannot field eight players (**seven in Single A**) at forfeit time will forfeit the game. Injury only after the start of a game causing seven players is permissible. Less than seven players is a forfeit.
- Both teams are responsible for ice packs and ice must be present before a game may start. Line-ups must be exchanged before the game starts and are “frozen” after the first pitch. A player must be “on the bench” in order to be in the submitted lineup. Late arriving players must be inserted at the end of the lineup. Scorebooks must clearly indicate for each player the number of innings pitched, fielded, and times at bat.
- **Each competitive team in Single A and higher may only have 1 Manager and 3 coaches in the dugout. No parents, siblings or friends are allowed in the dugout. No manager or coach may be on the field during live play unless coaching a base. The manager or coach must remain in the dugout.**
- Home team gets 3rd base dugout.

TIME LIMITS

- Minors (baseball and softball): The time limit for **all** games is two hours.
- Majors (baseball and softball): Boys Majors -2 hours except for extra innings.
- If the score is tied after six innings, play will continue into extra innings subject to the above time limits. *Note: The time limit shall be waived for extra innings in the Boys Majors.*
- No inning may start more than one hour and fifty minutes (1:50) past the time of the first pitch of the game.
- Playoffs: There are no time limits for playoffs in any division.

FOR NIGHT GAMES

- All Divisions: The time limit for all games shall be as follows:
 - Up to and including May 15 no inning may start after 7:45 p.m. and no bottom of an inning may start after 8:00 p.m. **Note: When playing on a lighted field, this rule does not apply, subject to a two-hour time limit.**
 - After May 15 no inning may start after 8:00 p.m. and no bottom of an inning may start after 8:15 p.m. **Note: When playing on a lighted field, this rule does not apply, subject to a two-hour time limit.**
 - Any inning that has started prior to the time limit will be played to completion, if possible.
 - The umpire will notify the managers as to the exact starting time of the game.
 - Evening games continue until the umpire declares darkness. Rules for suspended games apply if darkness prevents the official completion of a game.

OFFICIAL GAME

- Major/Minor: Prior to Sat. May 16, a weekday (Mon. through Fri.) game shall be official after three innings (or two and a half if the home team is ahead).
- All Divisions: Starting May 16, rulebooks apply.
- **Rule 4.1 c:** *If a game is called a regulation game is 3 ½ innings if the home team is winning and 4 innings if the home team is losing.*
- Mercy Rule: refer to Official Williamsport Little League Rule Book
- **Rule 4.1 e:** *If after 3 ½ innings and the home team is winning by 10 or more runs. If the visiting team has a 10 run lead the home team must bat.*

SUSPENDED GAMES

Refer to Official Williamsport Little League Rule Book for procedures regarding

resuming or restarting a game.

- **Rule 4.12** *If a game is suspended, it shall be resumed from the exact point in the original game. The lineup of both teams shall remain the same as the original game.*
- During the regular season, a suspended game will be played until an official game is completed.

Playoff and Championship games will go the full 6 innings (5 ½ if the home team is ahead) No time limits will be effect for either the playoff or Championship games.

UMPIRE PROCEDURES

- Umpires must be notified of weather-related cancellations at least 30 minutes prior to game time, if possible, or a "travel fee" is incurred. The Division Director must be informed and shall contact the Umpire-In-Chief or Umpire Dispatcher regarding any cancellations or schedule changes.
- If no umpire appears by game time, wait 5 minutes and then start the game using any mutually acceptable adult who will umpire from behind the pitcher. Please make sure that the volunteer umpire is willing to work the entire game before starting. If the assigned umpire appears late, then he/she should assume his/her duties at the beginning of an inning. If no volunteer is available, then the game must be rescheduled.
- All serious complaints about an umpire should be reported to the respective Director who should then notify the Umpire-in-Chief.
- No family member shall be pre-assigned to umpire any game in which a relative is participating.
- Post-game report, including finals scores, pitch-counts, umpire evaluations, and other required administrative tasks as required/instituted by the league and/or Division Director must be submitted by both managers within 48 hours of the completion of a scheduled game.

RESCHEDULED GAMES

- All such games **must be arranged through your Division Director.** Games may be rescheduled **only** due to conflicts with school functions or inclement weather!

DISCIPLINE

- Refer to the Plainview Little League “Code of Conduct” to which every player and parent agrees during the registration process.
- All Managers, official coaches, unofficial third coaches and any volunteers 18+ in contact with players must have a background application completed and approved by the board of the directors prior to participating in practice or games with the team. No person under the age of 18 may be an official or unofficial coach.
- "Crowd-Control"—the manager is responsible for his/her teams' spectators' behavior. After a warning to the manager, the umpire may eject the spectator, eject the manager or forfeit the game.
- Division Directors, upon advice from the affected manager and confirmed by the umpire, may declare a suspended game or forfeit if "unsportsmanlike" tactics are employed. Examples include (but are not limited to) stalling tactics, bench jockeying, and intentional or unintentional wild pitching in the final inning being played which the umpire deems as stalling tactics.

SAFETY AND EQUIPMENT

- Please see the Plainview Little League Safety Manual as required to be distributed and to all individuals who volunteer within the PLL. This safety manual can be found at [The Documents and Forms page of the League Web site.](#)
- Teams will combine helmets. Batters, runners, must wear helmets at all times. All equipment will be kept off the playing field in an area near the bench. Personal helmets need not be shared with team members.
- "On-Deck" batter-rule violation: No On-Deck batter is permitted. After a warning to the manager, each subsequent violation by that particular team shall result in a "team out" being assessed by the umpire. The batter/batting order does not change. **At no time can a bat be swung during a game except in the batter's box.**
- The "*Pete Rose Rule*" will be enforced when a runner does not slide and contact is made with a fielder attempting to make a tag. **(Clarification as follows: the runner does not have to slide but rather he/she must avoid contact)**. The fielder must have possession of the ball to attempt a tag. The runner will be called out and if, in the umpire's opinion, such action prevented a double play, the umpire shall call a second out on the other player involved. A runner who deliberately runs into a fielder holding the ball will also be ejected from the game.
- If the umpire feels that a batter has "thrown" his or her bat as he or she leaves the batter's box in such a manner that it has, or could have caused injury had it made contact with another player, coach, umpire, or spectator, he/she shall issue a warning to the team at bat at the conclusion of the play. Each subsequent similar offense by that team in that game will result in the offending batter being immediately called out and the ball dead. All runners must return to their bases. *Approved ruling: If a catcher or other fielder hit by a "thrown" bat is unable to make a play on a batted ball or throw because he or she has been injured, the batter is immediately called out for interference, even if this was the first offense. The ball is dead and runners return to their bases.*
- No slash bunting allowed in any division
 - Any batter who executes a slash bunt (square to bunt, pull the bat back, then swing away attempting to put the ball in play) shall be ruled out, the ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.
 - Definition- The 'slash bunt' is defined as a half or full swing or an attempt at a half or full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the batter

squares or pivots as if to bunt, the batter must bunt, or attempt to bunt the ball or let the pitch go.

Players are allowed to square and pull back to take the pitch.

- If a player hits a ball with an illegal bat, the batter is out and the ball is dead. The bat must be removed from the game. This rule shall apply only if the legality of the bat is challenged before the next batter comes to bat.
- **For safety reasons:** use of wood bats in the Boys Major division is mandatory during all games **and** practices.
 - Wooden bats only during practices and games
 - See LL Rule Book:(Rule 1.10)
 - length max 33", barrel max 2 1/4"
 - No composite bats are allowed. No altered bats shall be allowed as per Williamsport Rulebook.
- The use of "*safety bases*" in all divisions through Double AA is mandatory.

Coaching Eligibility

- An individual who has a child who plays in PLL **and** for another baseball team, not affiliated with the PLL, during that season may not be an official manager/coach for that child's PLL team. He/she may however serve as an unofficial third coach. However, that same individual may be considered for placement as an official Manager/Coach of a PLL team of one of his/her other children in another division.
- An individual may not be an official manager or coach on more than one PLL team.

- A maximum of 2 players may be called up for a game and the Director must be notified.
- A team may not call up nor, in any way, use the same player more than once during the season without the permission of the Director and no call ups are allowed for any playoff or championship game.
- Called up players must bat at the end of the lineup. Exception: players arriving at a game after it starts must be placed after the drafted player(s)
- Called up players must play any scheduled or make-up game that day with their regular team from start to completion.
- No called up player shall pitch. No called up player may play more innings than regular team players present at game time. Violations of any call up rules will result in a forfeit and the manager may be suspended by the Board of Directors.

PLAYOFF STRUCTURE

One-division leagues: All teams shall participate based on regular season final standings. The structure will be as follows:

- 10-team division: 7 vs. 10, the winner becoming the 7th seed; 8 vs. 9, the winner becoming the 8th seed. Then follow rules for 8-team division below.
- 9 team division: 8th vs. 9th in round one. Winner of this game is now the 8th place team. 8th vs. 1st, 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th in round two. The lowest-seed winner from round two will play the highest-seed winner from round two. The other two winners will also similarly play each other and these games will constitute round three.
- 8 team division: 8th vs. 1st, 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th in round 1. The lowest-seed winner from Rd.1 will play the highest-seed winner from Rd.1. The other two winners will also similarly play each other and these games will constitute round 2.
- 7 team division: 1st place team draws a bye in round 1. Other teams play each other as follows: 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th. In round 2, the lowest-seed winner from Rd.1 plays the 1st place team and the other winners similarly play each other. Championship same as in 8-team procedure.
- 6 team division: Round 1 First and Second place team receive byes: 3rd vs. 6th, 4th vs. 5th, Round Two 1st place then plays the lowest remaining seed with 2nd place playing the other team. The two winners from round 2 will then play for the Championship.
- 5 team divisions: 5th vs. 4th in round 1. Winner of game is now 4th place team. Then proceed as in 4-team division.
- 4 team division: 4th vs. 1st, 3rd vs. 2nd. Championship as above.
- The 3 and 4 team division playoff structure may be modified at the discretion of the Division Director and VP.
- Every round, the highest seed team will always be the home team with 3rd base dugout.

MINIMUM PLAY

- All Divisions: All team members shall follow a continuous batting order (universal batting) and shall play in the field at least every other complete inning. Players may not sit two consecutive innings. A player must play a minimum of four innings **during a six inning game**. Managers not adhering to this policy will be referred to the Board of Directors for discipline which may include forfeiture of the game.
- If a player is removed due to injury or sickness while at bat then the next player in the order assumes the "count." If he/she reaches base, the order continues. If not, then the player bats again before the order continues.
- If a player is not present for his at bat, no out shall be called. Rather, the batting order shall continue with the next batter. Managers are encouraged to make the opposing manager and the home plate umpire aware of any players who will be leaving. Any manager deemed to be abusing this rule to gain an advantage by not having a weaker batter come to bat shall be subject to disciplinary action up to, and including, removal.
- Once a half-inning begins, fielding positions may not be changed with the exception of injury or pitching change.
- If a pitcher is replaced during an inning by a player from the bench, the pitcher must take that player's place on the bench. The removed pitcher may not move to another position in the field with that player leaving the game. The removed pitcher may sit out the following inning without violating the consecutive inning restriction. The player who replaced the pitcher may not sit out the following inning. The pitcher may stay in the field if he/she is replaced by a player already in the field. In that situation, the pitcher, fielder and other players already in the field may swap positions.
- No player may sit the bench more than one inning, unless all other players have been on the bench for an inning.

STANDINGS

All Competitive Divisions: Two points will be awarded for a win and one point for a tie.

STANDINGS TIEBREAKER SEQUENCES

- First: The team with the better record against the other ("head-to-head") will be declared the winner. Best records in games played against each other will separate "three-way" ties.
- Second: If still tied, the teams will then compare records against the team with the best record in the division (not including themselves). If still tied, the same process will continue- comparing records against teams-one at a time-with the next best records in the division. "Skip" any comparison if uneven numbers of games were played with the tied teams. Ties between teams not in playoff/trophy contention will be broken (only if needed) according to the tiebreaker sequences. Do not compare records against the "playoff" tied teams in the second sequence.
- Third: If still tied, a coin toss will be the deciding factor.

ALL-STAR TEAMS PROCEDURES - Competitive Divisions Only

(Date determined by PLL)

- Each division shall field two teams. Each Manager shall nominate the same number of players. Each regular season team must have at least one player selected to an All-Star team and final approval of the teams by the Division Director/VP and President is required.
- The All-Star team managers shall be the managers of the teams in 1st and 2nd place at a date to be determined by each division director based upon the date of the All-Star game. The managers of the other teams in the division shall serve as the All-Star team coaches. Unless expressly authorized by the division director, no other regular season official or unofficial coach shall coach an All-Star team.
- For divisions with an even number of teams, the players from half of the teams in the division shall form one All-Star team with the remaining players forming the other All-Star team
- For divisions with an odd number of teams, half of the players from each regular team shall form one All-Star team with the remainder of the players forming the other All-Star team.
- All-star teams should be constructed to ensure that both teams have adequate pitching and that, on paper, the teams are equal
- All games are 6 innings except Majors which will be 7 innings.
- For all divisions, pitchers may pitch a maximum of 2 innings or PLL pitch limit whichever comes first.
- A Division Director may reduce the number of All Star Players with the approval of the VP.

T-Ball

This is a non-competitive division.

STRUCTURE

- Batting tee will be used for the entire season.
- Softie balls will be used.
- NO child will pitch in T-Ball under any circumstances.
- All players will receive Participation trophies.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- The number of batters per ½ inning are at the manager's discretion.
- Teams are encouraged to play 2 games simultaneously in order to maximize the players' participation.
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All Players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play.
- The opposing team does NOT leave the field until the final runner has crossed home plate.

PLAYOFF STRUCTURE

- Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.

Boys Clinic

This is a non-competitive division.

STRUCTURE

- Coaches will pitch throughout the season.
- Batters will go to first base if the ball is not put in play after 5 swings or manager's discretion.
- All players will receive Participation trophies.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet
- SofTee balls to be used
- In the 2nd half of the season, each half inning will end after 3 outs or 4 runs.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- 1st Half of Season: At Director's discretion and depending on team size, teams may bat a maximum of six (6) players per inning provided each team has a similar number of players. The next group of six (6) players would hit in the second inning. Managers need to use discretion and work together.
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All Players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play hit the infield.
- Base runners may advance two (2) bases from the start of the play if the ball is **clearly** hit into the outfield.
- The opposing team does NOT leave the field until the final runner has crossed home plate.

PLAYOFF STRUCTURE

- Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.

Boys Rookie

This is a non-competitive division.

STRUCTURE

- Games 1-7 (First 50% of scheduled games; this period may include schedule practices rather than games) – coach pitch (coaches pitch from 36 feet to their own team)
- Games 8-10 (Next 20% of games) – coach/player pitch hybrid – Umpire present
 - Player _____ will _____ start an inning pitching. If they walk three batters (does not have to be consecutive), coach comes in to pitch the rest of the inning.
 - 6-balls _____ to walk _____ batter after 2 walks in an inning
 - A player removed due to three walks in an inning is allowed re-entry in the subsequent inning
 - When a player starts an inning and is removed due to 3 walks, this counts as an inning pitched for the player (regardless of the number of outs he recorded)
 - Players _____ cannot _____ throw more than 50 pitches in a game and cannot throw more than 2 innings per game.

When the coach pitches...

- The _____ player _____ pitcher will play the pitcher position, behind and slightly to one side of the coach (if a batted ball hits a coach pitcher, the batter is awarded first base and each runner on base can only advance one base)
- 6-ball _____
/3-strike rule applies (it is expected that coaches will be able to throw 3 strikes or allow a ball to be hit in play, and coach-pitch walks should be extremely rare)
- If a _____ coach _____ walks a player, a new coach needs to come in to pitch (this should be extremely rare)
- Once _____ the _____ inning is over (4 runs scored, or 3 outs), kid-pitch resumes the next inning
 - Games 11-14 (Last 30% of games) – player pitch – Single-A rules apply with the exception of pitching distance (36 feet for Rookies) and innings pitched requirements (2 innings).

- All players will receive Participation trophies.
- A safety base must be used at first base.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- All players must rotate and play equally in “pitching”, infield and outfield positions during the coach-pitch portion of the season.
- No player may sit the bench more than one inning, unless all other players have been on the bench for an inning.

- For Player Pitch-pitch, there will be three (3) outs per inning or a maximum number of four runs scored in any given half-inning (except the last official inning) Accordingly, as soon as four runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.
- Pitching in games will be at the discretion of the manager, however; all players are encouraged to be provided the opportunity to pitch during practices.

PLAYOFF STRUCTURE

Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.

STRUCTURE

Pitching distance:	36 feet
Innings pitched:	2 inn/game <u>or</u> 50 pitches in a day whichever comes first and 4 inn/week
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No

STEALING

- Stealing is not permitted.

Single A

Single A Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	40 feet 1st half season-42 feet 2 nd half season.
Innings pitched:	3 inn/game or 50 pitches in a day whichever comes first and 6inn/week.
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Extra innings:	Are allowed within time limit
Safety base:	Yes
Tagging up:	No

There shall be a maximum number of four runs scored in any given half-inning (except the last official inning). Accordingly, as soon as four runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.

STEALING

- Stealing is **not** permitted.

PITCHING

- The pitching distance shall be 40 ft. from the front of the rubber to the rear of home plate.
- After 2 walks occur in an inning, ***regardless of any pitching change*** there will be a 6-ball walk count.
- A hit by pitch is not counted as a walk for the above purposes, yet the batter is awarded first base.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot.

(No "running" starts).

- No intentional walks are permitted

- Pitcher may pitch a maximum of three innings in a game **or 50 pitches, whichever comes first** (one pitch constitutes an inning pitched).
- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.
- See **Page 2 of this document or Green book** for mandatory rest requirements.
- Bunting is **not** permitted.
 - A bunted ball is considered dead.
 - All runners return to their original bases.
 - No ball or strike is charged to the batter.
 - No pitch is counted against the pitcher's total.
- No Infield-fly rule.
- No tagging up
- All infielders must be 60 feet from home plate until the pitcher releases the ball. Maximum of 4 infielders (excluding the pitcher and catcher).
- Batter is allowed to advance one extra base at his/her own risk upon any error or wild throw at first base. If batter makes second, the player may not advance to third on any subsequent error or wild throw. Once a runner has advanced one base, it is considered a dead ball and no further advancement is allowed. If batter attempts to go third, the runner will be sent back to second.
- On a batted ball, with runners on base – on a normal out runners may advance only one base from their original bases. Once the runners have advanced one base, it is considered a dead ball and no further advancement is allowed.
- On a batted ball, with runners on base-on an error or wild throw (even if the ball remains in fair territory) the runners may advance a maximum of two bases from their original base at their own risk. Once the runners have advanced two bases, it is considered a dead ball and no further advancement is allowed.
- Any batter or runner who advances too far on any play will be returned to the prior base.
- A batter may not be thrown out at first base on a ball hit to right field.
- Catcher's Interference: **Rule 6.08C**-will result in awarding first base to the batter or the offensive manager's decision to accept the play.
- Timeouts may be requested by a fielder during play if the ball is secured in the

infield.

Double AA

Double AA Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	46 ft
Innings pitched:	3 inn/game or 75 pitches, whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Tagging up:	No
Extra innings:	Are allowed within time limit
Safety Base:	Yes

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- After 2 walks occur in an inning, ***regardless of any pitching change*** there will be a **6-ball walk count**. A hit by pitch is not counted as a walk yet the batter is awarded first base.
- A pitcher may not pitch more than 3 innings per game **or 75 pitches whichever comes first** (one pitch constitutes an inning pitched).
- See Page 2 of this document or Green book for mandatory rest requirements.
- No balks will be called but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- No intentional walks are permitted

STEALING

- Stealing is permitted. **Maximum of 3 successful steals per 1/2 inning.**
- A "walked" batter may not steal 2nd base until after the next pitch.
- Only steals of second and third are permitted.
- No player may score during any steal situation.
- Only one base may be stolen during a steal attempt and no player may proceed to the next base on an overthrow by the catcher. The ball is dead.
- Double steals are not permitted
- Delayed steals are not permitted. A "delayed" steal is on the return throw from the catcher to the pitcher.
- No runner may advance on a pick-off attempt of any runner by the catcher or pitcher but will be called out if tagged before returning to his/her base.
- On all steal attempts, the runner must not "hesitate" after he breaks for the next base. If he does and is "safe", the umpire shall have the runner return to the original base. If "out", then the runner is out.
- If any unauthorized steal is successful then ALL runners must be returned. If any such runner is "out", then he/she will be called out and all the other runners must return to their original bases.
- The penalty for an illegal "lead" shall be the return of the runner to the original base if the steal was successful.

RULES

- Bunting is permitted.
- No infield-fly rule.
- No tagging up
- All infielders must be 60 feet from home plate until the pitcher releases the ball. Maximum of 4 infielders (excluding the pitcher and catcher).
- Batter is allowed to advance one extra base at his/her or her own risk upon any error or wild throw at first base. If runner makes second, the player may not advance to third on a subsequent error or wild throw. Once the runner advances one base, it is considered a dead ball and no further advancement is allowed. If runner attempts to go third, the runner will be sent back to second.
- On a batted ball, with runners on base – on a normal out the runner may advance one base from their original base. Once the runner advances one base, it is considered a dead ball and no further advancement is allowed.
- On a batted ball, with runners on base-on an error or wild throw (even if the ball remains in fair territory) the runners may advance a maximum of two bases from their original base at their own risk. Once the runners advance one two bases, It is considered a dead ball and no further advancement is allowed.
- Any runner who advances too far on an out will be returned to the prior base.
- A batter may not be thrown out at first base on a ball hit to right field.
- Catcher's Interference (Rule 6.08C)-will result in awarding first base to the batter or the offensive manager's decision to accept the play.

TRIPLE AAA

Triple AAA Overview:

Innings played:	6 innings
Pitching distance:	46 ft
Innings pitched:	6 inn/game or 75 pitches in a day whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	All outfielders (3) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	Yes
Extra innings:	Are allowed within time limit
Safety Base:	No
Tagging up:	Yes

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks
- A pitcher may not pitch more than 6 innings per game **or 75 pitches whichever comes first** (one pitch constitutes an inning pitched).
- See Page 2 of this document or Green book for mandatory rest requirements.
- No balks will be called but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- No intentional walks are permitted.

STEALING

- Unlimited stealing – 2nd, 3rd, and Home.
- A "walked" batter may not steal 2nd base until after the next pitch.

- Double steals, stealing of Home is allowed.
- Delayed steals are not permitted. A "delayed" steal is on the return throw from the catcher to the pitcher.

RULES

- Infield-fly rule applies.
- Tagging up is permitted
- Bunting is allowed.
- Catcher's Interference: **Rule 6.08C**-will result in awarding first base to the batter or the offensive manager's decision to accept the play.

Majors Baseball (Wood-Bats)

Majors Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	46 ft
Inning pitched:	6 inn/game or 85 pitches in a day whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	3
Infield Fly rule:	Yes
Tagging up:	Yes
Extra innings:	Are allowed, but pitching rules must be followed
Safety Base:	No

Bats:
See LL Rule Book: **Wooden bats only during practices and games (Rule 1.10) length max 33", barrel max 2 1/4" No composite bats are allowed. No altered bats shall be allowed as per Williamsport Rulebook.**

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks
- A pitcher may not pitch more than 6 innings a game **or 85 pitches, whichever comes first** (one pitch constitutes an inning pitched).
- See Page 2 of this document or Green book for mandatory rest requirements.
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- Intentional walks are permitted- one walk per team per game and the pitches must be thrown.

STEALING

- Unlimited stealing – 2nd, 3rd, and Home.

- A "walked" batter may not steal 2nd base until after the next pitch.
- Delayed steals, Double steals, stealing of Home is allowed.

RULES

- Infield-fly rule applies.
- Tagging up is permitted
- Bunting is allowed.

Competitive Division Speed Up Rules

- Optional Catcher Courtesy Runner- with 2 outs, when catcher is on base, the catcher may have a courtesy runner. The courtesy runner must be the last batted out.
 - If the speed up rule is used, the replaced runner must catch the next inning, otherwise, the game is subject to forfeit.
- Batters will be encouraged to stay in the batter's box for the duration of their at bat.
- Manager's mound visits: **Rule 8.06** *the manager or coach may come out twice in an inning, but the 3rd time must result in the player being removed as pitcher.*
- There will be no more than 2 offensive timeouts per ½ inning.
- Pitcher warm ups- pitchers are allowed 5 warmup pitches between innings. A new pitcher is allowed 8 pitches on initial entry.

PLAINVIEW LITTLE LEAGUE GROUND RULES

PHIPPS LANE

- Left side of field: Line shall be drawn from end of backstop fence to end of fence in foul territory.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.
- Misc: Any ball going onto the basketball court shall be considered dead:
 1. The batter shall be awarded a "ground rule double"
 2. Baserunners shall advance two bases from the start of the play.
- Any ball going into outfield shrubbery shall be considered in play.

HOLLYWOOD

- Left side of field: Line shall be drawn from end of backstop fence to base of tree closet to the foul line. Draw a line from the base of the tree straight out. The trees overhang into both fair and foul territory on the left field side. A ball touching any part of the trees shall be declared dead. If a ball is foul, it shall count as a strike. If the ball is fair it shall be considered no pitch (a do over). A ball cannot be caught after striking a tree.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.

SALLY LANE

- Everything inside the fences is in play.

POOL FIELD (LL)

- Everything inside the fences is in play.
- The ball can leave the playing field through a gate in center field. The gate is not movable. The sides are open and a ball can get out. Any ball going out either the right or left opening shall be considered dead. The umpire shall award the batter the base he/she is going to plus another base, depending on said batter's position when the ball becomes dead. Runners shall advance the same number of bases as the batter.

- No sunflower seeds permitted in the dugouts

LINCOLN

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

FERN PLACE

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

STRATFORD RD (SB)

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

STRATFORD RD (BB)

- Left side of field: Line shall be drawn from end of backstop fence to far end of shed. Line from bleachers shall extend straight out.
- Right side of field: Line shall be drawn from end of backstop fence to left side of gate located approximately 30 feet from home plate (gate opening is in dead area).

OLD BETHPAGE (FRONT)

- All spectators must sit on the 3rd base side or behind the fence on the 1st base side.

OLD BETHPAGE (BACK)

- All spectators must sit on the 3rd base side.

HAYPAYH RD

No sunflower seeds permitted in the dugouts