



PALMA CEIA LITTLE LEAGUE LOCAL RULES

FOR

BASEBALL (ALL DIVISIONS)

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INTRODUCTION TO LOCAL RULES

Local rules are the local customs and preferences adopted by Palma Ceia Little League (“PCLL”) that apply to intraleague play at PCLL only. The 2022 Little League Baseball Official Regulations and Playing Rules govern play at all times unless a specific local rule applies. Where District 6 imposes local rules in interleague play, those District rules shall supersede PCLL’s local rules. Where District 6 has not made a local rule for interleague play, PCLL teams are expected to follow PCLL’s local rules.

LOCAL RULES APPLICABLE TO ALL DIVISIONS

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

Uniforms

Teams are only permitted to wear league issued uniforms and hats. All players on a team must wear pants.

Coaching

- All managers and coaches must complete all league requirements and be given an appropriate lanyard in order to be on the field or in the dugout. Only managers and coaches who have completed the league certification requirements or obtained a waiver are permitted on the field or in the dugout. In addition, only parents who have completed league requirements and been given an appropriate lanyard may participate in practice. **All parents must be in the stands during the game or otherwise away from the dugout and the field.** The exception is that the team coordinator may assist in the dugout during the game and at the Minor C division and below all field personnel needs just the background check.
- Any manager or coach who is suspended cannot be on-site for the game. This includes all pregame and postgame activities. This matches up with the little league suspension rule. However, if another certified coach on the team is available, they can fill in for the manager or coach who was suspended
- If a player on any team quits or does not show up for two weeks the manager needs to notify the player agent or VP of Baseball. If a player is injured and is going to miss a significant portion of the season the manager needs to notify the player agent or VP of Baseball. Failure to do so can result in the manager being suspended.
- All Managers and coaches must successfully complete an annual background check and any required trainings as designated by the PCLL Board of Directors.

Sportsmanship

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

- Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the

game and removal from the park.

- Examples of poor sportsmanship include throwing equipment, using illegal equipment, inappropriate language, taunting or gesturing in an unsportsmanlike manner to opponents or others, arguing with an umpire's judgment call, or harassing anyone.
- The manager is responsible for their team's conduct. Players should refrain from negative cheering targeting the opposing team and outbursts of yelling mid-pitch.
- A player may lose his privilege to play in one or more future games for disciplinary reasons.
- Videos are not to be used to decide or influence a call made by an umpire.

Safety

Bat Throwing

As players get older bat throwing creates a safety hazard for the catchers and umpire. In Minor C and below coaches should work with the players to eliminate any bat throwing.

Minor A and above will use the following enforcement progression. For each game, a player shall be warned on the first throw, called out on the second or subsequent throws.

Sliding

Head first slides are not permitted except when returning to a base. Little League rules do not require sliding. The runner shall be called out if they do not slide **“or attempt to get around a fielder who has the ball and is waiting to make the tag.”** i.e., does not run over the player holding the ball.

Pitch Counts and Rest Requirements

Little League Baseball's pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A. Managers who do not follow the pitch count and rest rules (even accidentally) are subject to suspension or other disciplinary actions as determined by the Board of Director. The player agent shall email weekly pitch counts to managers in each division for Minor A and above.

Team Responsibilities

Each team shall use the designated dugout for the home and visitors team.

Visiting Team

The visiting team is responsible for post-game field maintenance. This includes raking the mound and home plate areas (fill and tamp down holes) and securely covering those area with tarps. The visiting team should also have a volunteer to run the scoreboard for Minor A and above.

Home Team

The home team is responsible for keeping the official scorebook using the Gamechanger app for Minor A and above divisions

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

Scorekeeping

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

Any Gamechanger found to be inaccurate or missing should be reported immediately to the appropriate player agent.

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

Game changer is required and any team that misses their Game Changer responsibility for two games will result in a manager suspension.

End-of-Season Tournaments (Minor A and Above Divisions)

Spring League Champion

The Spring League Champion is the winner of the end-of-season double elimination or pool play tournament in each division. The tournament is a seeded tournament where the seeding is determined by the regular season win/loss record of the teams after a predetermined point in the regular season. The team with the highest win/loss percentage is the first seed and all other seeds are determined in descending order. The League Champion is granted the privilege of representing PCLL in the District's Tournament of Champions for Minor AAA and above.

Fall League Champion

The Fall League Champion is the winner of the end-of-season fall single elimination tournament in each division. The tournament seeding will be randomly selected by the VP of Baseball.

The following rules shall apply without exception to all end-of-season tournaments:

- Little League Baseball's Rules 11 (Suspended Games), 12 (Ten-Run Rule), and 13 (Regulation Game) set forth under the heading "Tournament Playing Rules" in the Baseball Official Regulations and Playing Rules.
- If a pool-play tiebreaker is necessary because two or more teams have identical won/loss records,

the tie shall be broken using the procedures set forth in Article III– Tiebreaker Procedures under the heading “International Tournament Pool Play Format” in the Baseball Official Regulations and Playing Rules.

Developmental and Competitive Season Segments (Minor A and Above)

The spring regular season is divided into two segments:

Developmental Segment: This segment is comprised of roughly the first half of the regular season (the player agent should advise league managers when the developmental segment ends) and is intended to allow coaches to utilize players in various positions so that players may develop a broader base of skills without (too much) concern for a particular game’s outcome. The entire fall season is considered developmental.

- No player shall sit 2 innings in a row.
- All players shall sit once before any player sits twice.
- Team will use the same continuous batting order for the entire developmental season. The last batter out in a game will be the last batter in the next game
- All players will play at least one inning of infield per game.
- Any player desiring to pitch shall pitch at least one inning or 25 pitches

Competitive Segment: This segment, roughly the second half of the season, should be used to field the most competitive team possible within Little League rules. Players should not expect as much equity with regard to playing time. The win-loss record during the competitive segment determines the seedings for the end-of season tournament.

All-Star Selection Procedures

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

Local Rules for Tee Ball

Description and Objectives

The Tee Ball division is for players 4-6 years old who want to learn the fundamentals of hitting and fielding. In Tee Ball, players hit off a batting tee. The primary goals of Tee Ball are to have fun, to instruct children in the fundamentals, and to allow them to experience the value of teamwork.

Team Formation

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

Umpires

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

Local Game Rules

General Rules

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

Batting and Offense

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

Fielding and Defense

- All players are on the field for defense. Spread them around the field and move them around during the inning. No catcher is utilized. Station a parent at the batting tee.
- While on defense, it's important to know the ability of your players and whether or not they will be to protect themselves from a sharply hit ball. Align them accordingly. Safety
- Always use Reduced Injury Factor (RIF) soft baseballs (RFI1) designed for Tee Ball. Do not use hard baseballs under any circumstance.
- No team should be pitching a ball.
- If you have players who you believe might not be able to react quickly enough to a hard hit and get their gloves on the ball or duck in time, either put them in the outfield or place a coach near them in the infield to provide a last-resort opportunity to knock a hit ball down that is headed toward a player's face or chest. Most baseball deaths occur due to the ball hitting the chest and stopping the heart.
- If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not-so-subtle "big hitter" or "bat speed," and the opposing manager should either move back the players who wouldn't be able to safely play the ball, or place a coach near them.]\Other Local Rules

See "Local Rules Applicable to All Divisions."

Local Rules for Coach Pitch¹

Description and Objectives

The Coach Pitch division is for players 5-6 years old. This division is for those who typically have played a season of Tee Ball and are ready to move up from Tee Ball but not yet ready for Minor C. Players should be able to field, catch, and throw relatively well and have sufficient reaction time and skills to at least put a glove on a sharply hit ball. Players should understand the fundamental rules of the game. The primary goals of Coach Pitch are to have fun, to further develop the fundamental baseball skills necessary to advance to the Minor League Divisions, and to instill a love for the game in players moving up from Tee Ball.

Team Formation

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

Umpires

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

Local Game Rules

General Rules

- Games should last no more than 1 1/2 hours. The last inning (bat around inning) must start within the first hour. For example, if game starts at 6:00 p.m., the last inning must start before 7:00 p.m. Keep track of the time.
- Always use Reduced Injury Factor (RIF) soft baseballs (RFI5) designed for Coach Pitch. Do not use hard baseballs under any circumstance.

Batting and Offense

- A continuous batting order shall be utilized.
- All players should be inserted into the batting lineup. In other words, if you have 14 players, bat 1 through 14.
- Limit batter to **6 pitches** before placing the tee at home plate. If the ball is not put into play after the 6th pitch, **the batter must hit off the tee**. Make the rules clear to the players and parents before the game. **You must follow this rule, otherwise the fielders will quickly lose interest, and fewer players will get to bat throughout the game.**
- Outs are recorded. 3 outs per half inning. Change sides.

¹ A Machine Pitch format has been introduced as an alternative to Coach Pitch in all divisions for the 2025 Fall Season. For specific guidelines, refer to the Machine Pitch rules outlined in the Appendix C.

- Maximum of 4 run rule per inning.
- The last inning is a bat around inning. Every hitter bats once and only once. So, if the 6th batter in the lineup leads off the last inning, the inning will end after the 5th batter in the lineup hits. In this inning, outs are still recorded, so be sure to clear the bases after 3 outs before pitching to the next hitter in the lineup.
- Coaches pitch to their own teams.
- Coaches pitch at all times. There is no kid pitch.
- There are no advances on infield overthrows, passed balls, wild pitches, etc.
- There is no stealing.

Fielding and Defense

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

See “Local Rules Applicable to All Divisions.”

Local Rules for Minor C²

Description and Objectives

The Minor C division is for players 6 - 8 years old. This division is for those who typically have played a season of Coach Pitch and are ready to move up but not yet ready for Minor A. Players should be able to field, catch, and throw relatively well and have sufficient reaction time and skills to at least put a glove on a sharply hit ball. Players should understand the fundamental rules of the game. The primary goals of Minor C are to have fun, to further develop the fundamental baseball skills necessary to advance to the Minor League Divisions, and to instill a love for the game in players moving up from Coach Pitch.

Team Formation

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

Umpires

No umpires are necessary or provided at the Minor C level. Strikes and balls are recorded. Infield plays will be ruled on by managers, coaches, and parents in the field. During kid pitch inning, the coach pitcher (the hitting team) should call balls and strikes from behind the pitcher.

Local Game Rules

General Rules

- A regulation game is 5 innings unless shortened by the time limit. **Games should last no more than 1 hour and 15 minutes. No new inning can start after 1:15.** For example, if game starts at 9:00 a.m, the last inning must start before 10:15 a.m. Keep track of the time. If the game is tied after five innings or after the last inning is completed, as applicable, the game will be ruled a tie.
- Always use Reduced Injury Factor (RIF) soft baseballs (RFI5) designed for Coach Pitch. Do not use hard baseballs under any circumstance.
- For each team, only the manager and coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- The fielding team may have no more than two coaches on the field (with the team's manager counting if he is on the field). Coaches should be out on the field or in the dugout with the players. Keep non-coaching parents off the field of play and out of the dugout.

Batting and Offense

² A Machine Pitch format has been introduced as an alternative to Coach Pitch in all divisions for the 2025 Fall Season. For specific guidelines, refer to the Machine Pitch rules outlined in the Appendix C.

- A continuous batting order shall be utilized. All players should be inserted into the batting lineup. In other words, if you have 14 players, bat 1 through 14.
- Outs are recorded. 3 outs per half inning. Change sides.
- Maximum of Four (4) runs per inning.
- Extra base hits are permitted provided the ball is hit to the outfield on a fly, line drive, or solidly hit ground ball that is not playable in the infield. Once the ball reaches the pitcher, the play is dead.
- No excessive running. One base per infield overthrow per play on a runner. For example, if the second baseman overthrows the first baseman the runner may advance to second. If the first baseman then throws to second and that is overthrown the runner may then advance to third. However, the runner should not advance to third on the play at first.
- Play is considered over when the pitcher has obtained possession of the ball in the infield and does not make a play on a runner.
- There is no stealing.
- Runners shall not lead-off. Runners shall not steal. Stealing is not allowed.
- The infield fly rule is NOT in effect.
- There is no run rule in effect. Time permitting, teams should complete all 5 innings for practice purposes even if the result of the game has been decided because of the 4-run maximum per inning.
- There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
- Minor C players are not permitted to slide head-first. A player who slides head-first shall be called out.

Fielding and Defense

- Defensive team consists of 5 Infielders (including the Pitcher), a Catcher, and a maximum of 4 Outfielders (Left Field, Left/Center Field, Right/Center Field, Right Field). Outfielders must play in the grass.
- Catchers must wear full catchers gear (chest protector, helmet with a cage, chin guard / plate, and knee and shin guards). All other fielders must use a glove.
- You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings. Players should be rotated through all positions that they are able to play safely so that all players have fair playing time at all infield positions – teams should not fix a “starting infield.”

Pitching

- Coach-Pitch in innings 1, 2, and 3. Kid-Pitch in innings are 4 and 5
- Coach-Pitch Innings
 - Coaches pitch to their own teams.
 - Coach-Pitcher will make every effort to avoid contact with the ball in play. If unavoidable ball strikes coach – the ball is live. If the coach interferes with a defensive player attempting to make a play, ball is dead and the play is repeated.
 - Maximum of 7 pitches per player. If the 7th pitch is fouled, the player is permitted to an additional pitch until the result of the pitch is not foul (A ball not put into play or fouled off on the 7th pitch or later will constitute an out).
 - Coach Pitcher must have clay under the coach-pitchers feet/knee at all times
 - No walks, no hit-by-pitch, no bunting during coach-pitch innings. No called strikes.
 - The defensive player in the pitching position must begin play with one foot on the mound at pitching plate depth or deeper.
- Kid-Pitch innings:
 - Bunting is permitted during kid-pitch innings
 - In the event a batter is hit by pitch, the batter is awarded the base.
 - Strikeouts are in effect
 - No Walks – Kid Pitcher pitches until ball is put in play or batter strikes out. If pitcher throws 4 balls, the coach pitcher will step in and throw a maximum of 4 pitches
 - If the 4th pitch is fouled, the player is permitted to an additional pitch until the result of the pitch is not foul (A ball not put into play or fouled off on the 4th pitch or later will constitute an out)
 - Coach-Pitcher can move to the front of the mound for the 4 pitches.
 - All coach pitch innings rules apply.
 - A pitcher may only pitch in one inning.
 - Once a player pitches over 40 pitches, he cannot catch for the remainder of that game. A Catcher who catches in more than three innings cannot pitch.
 - Once a Pitcher is removed from kid-pitch inning, he may not re-enter as a kid-pitcher (This does not consider the coach-pitch innings as being removed).

- The manager and coaches may visit the mound twice in an inning. On the third visit, the pitcher must be removed as pitcher.
- Other Local Rules

See “Local Rules Applicable to All Divisions.”

Local Rules for Minor A³

Description and Objectives

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

Team Formation

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

Local Game Rules

General Rules

- A regulation game is 5 innings unless shortened by the time limit. No new inning may start after an hour, and thirty minutes of play have elapsed. For example, if a game begins at 6:00 p.m., no new inning may start if the previous inning ends at 7:30 p.m. or later. An inning ends and the next one begins immediately once the third out is made. If the game is tied after five innings or after the last inning is completed, as applicable, the game will be ruled a tie. For the end of the year tournament, all games will be five innings with no time limit unless extra innings are needed to declare a winner.
- For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- Coach-Pitch in innings 1 and 2. Kid-Pitch in innings 3,4, and 5. Coach-Pitcher will make every effort to avoid contact with the ball in play. If unavoidable ball strikes coach – the ball is live. If the coach interferes with a defensive player attempting to make a play, ball is dead and the runner closest to home is ruled out. (Coach interference is the call of the umpire). Maximum of 7 pitches per player. If the 7th pitch is fouled, the player is permitted to an additional pitch until the result of the pitch is not foul (A ball not put into play or fouled off on the 7th pitch or later will constitute an out).
- Coach-Pitcher should pitch from the pitching plate for the first four pitches and can move to the front of the mound for the last three .

³ A Machine Pitch format has been introduced as an alternative to Coach Pitch in all divisions for the 2025 Fall Season. For specific guidelines, refer to the Machine Pitch rules outlined in the Appendix C.

- No walks, no hit-by-pitch, no bunting during coach-pitch innings. No called strikes but 3 swinging strikes is an OUT even if they occur before the 7th pitch.
- During Coach-Pitch innings, the defensive player in the pitching position must begin play with one foot on the mound at pitching plate depth or deeper.
- Kid-Pitch innings:
 - Bunting is permitted during kid-pitch innings
 - In the event a batter is hit by pitch, the batter is awarded the base.
 - Strikeouts are in effect
 - No Walks – Kid Pitcher pitches until ball is put in play or batter strikes out. If pitcher throws 4 balls, the coach pitcher will step in and throw a maximum of 4 pitches
 - If the 4th pitch is fouled, the player is permitted to an additional pitch until the result of the pitch is not foul (A ball not put into play or fouled off on the 4th pitch or later will constitute an out)
- A pitcher may only pitch in two innings.
- 50 pitches maximum per game (see appendix for details on pitch counts)
- Once a player pitches over 40 pitches, he cannot catch for the remainder of that game. A Catcher who catches in more than three innings cannot pitch.
- Once a Pitcher is removed from kid-pitch inning, he may not re-enter as a kid-pitcher (This does not consider the coach-pitch innings as being removed).
- During kid-pitch innings, runners shall not lead off but may advance at their own risk (steal) once a pitched ball has reached the batter.
- Runners shall not steal Home or advance from Third Base to Home on wild pitches or passed balls. However, a runner may attempt to advance Home if the catcher throws to any base attempting to catch a runner stealing or attempting to pick-off a runner. The runner can't advance Home from Third Base merely because of an errant throw from the catcher back to the pitcher.
- The ball is dead, and the play is over when an infielder or pitcher possesses the ball on the infield grass and does not attempt to make any additional throws.
- Defensive team consists of 5 Infielders (including the Pitcher), a Catcher, and a maximum of 4 outfielders during the development part of the season and 3 outfielders during the competitive portion. Outfielders must play in the grass.
- The infield fly rule is NOT in effect.

- Play is considered over when the pitcher has obtained possession of the ball in the infield and does not make a play on a runner.
- No excessive running. One base per overthrow per play on a runner. For example, if the second baseman overthrows the first baseman the runner may advance to second. If the first baseman, then throws to second and that is overthrown the runner may then advance to third. However the runner should not advance to third on the play at first.
- Four (4) Run maximum per inning. In tournament play only, the 5th inning will have an 8 run maximum.
- During regular season play, time permitting, teams should complete all 5 innings for practice purposes even if the result of the game has been decided because of the 4-run maximum per inning.
- For purposes of rest requirements, pitchers may always continue to pitch until the end of the at bat and will not be considered to have passed their limit if they are taken out of the game immediately following the end of the at bat. As an example, if a pitcher has thrown 19 pitches and a new player comes to bat, no rest will be required so long as the pitcher leaves the game after that at bat (even if the pitcher throws more than one pitch to the batter, resulting in him throwing more than 20 pitches) if he is taken out of the game before facing the next batter.
- The manager and coaches may visit the mound twice in an inning. On the third visit, the pitcher must be removed as pitcher.
- There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
- Bunting is permitted during kid-pitch innings.
- A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
- Minor A players are not permitted to slide head first. A player who slides head first shall be called out.
- You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons.

Other Local Rules

See "Local Rules Applicable to All Divisions."

Local Rules for Minor AA⁴

Description and Objectives

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

Team Formation

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

Local Game Rules

General Rules

- A regulation game is 5 innings unless shortened by the time limit. No new inning may start after an hour, and thirty minutes of play have elapsed. For example, if a game begins at 6:00 p.m., no new inning may start if the previous inning ends at 7:30 p.m. or later. An inning ends and the next one begins immediately once the third out is made. If the game is tied after five innings or after the last inning is completed, as applicable, the game will be ruled a tie. For the end of the year tournament, all games will be five innings with no time limit unless extra innings are needed to declare a winner.
- For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- Initiated at the start of the game; each Offensive Coach will either "Coach Pitch" or use the pitching machine to pitch to their team once through their entire batting order. Once all Players on their team have batted once, they will convert to Player pitch (i.e., defensive team delivers Player pitch).
- Coach-Pitcher should pitch from the pitching plate
- No walks, no hit-by-pitch, no bunting during coach-pitch innings. No called strikes but 3 swinging strikes is an OUT even if they occur before the 7th pitch.

⁴ A Machine Pitch format has been introduced as an alternative to Coach Pitch in all divisions for the 2025 Fall Season. For specific guidelines, refer to the Machine Pitch rules outlined in the Appendix C.

- During Coach-Pitch innings, the defensive player in the pitching position must begin play with one foot on the mound at pitching plate depth or deeper.
- Kid-Pitch innings walks and strikeouts.....normal baseball
- 50 pitches maximum per game (see appendix for details on pitch counts)
- Once a player pitches over 40 pitches, he cannot catch for the remainder of that game. A Catcher who catches in more than three innings cannot pitch.
- Once a Pitcher is removed from kid-pitch inning, he may not re-enter as a kid-pitcher (This does not consider the coach-pitch innings as being removed).
- During kid-pitch innings, runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has reached the batter.
- Runners shall not steal Home or advance from Third Base to Home on wild pitches or passed balls. However, a runner may attempt to advance Home if the catcher throws to any base attempting to catch a runner stealing or attempting to pick-off a runner. The runner can't advance Home from Third Base merely because of an errant throw from the catcher back to the pitcher.
- The ball is dead and the play is over when the pitcher possesses the ball inside the mound circle and does not attempt to make any additional throws.
- Defensive team consists of 5 Infielders (including the Pitcher), a Catcher, and a maximum of 4 outfielders during the development part of the season and 3 outfielders during the competitive portion. Outfielders must play in the grass.
- The infield fly rule is NOT in effect.
- Play is considered over when the pitcher possesses the ball inside the mound circle and does not attempt to make any additional throws.
- Four (4) Run maximum per inning. In tournament play only, the 5th inning will have an 8 run maximum.
- During regular season play, time permitting, teams should complete all 5 innings for practice purposes even if the result of the game has been decided because of the 4-run maximum per inning.
- For purposes of rest requirements, pitchers may always continue to pitch until the end of the at bat and will not be considered to have passed their limit if they are taken out of the game immediately following the end of the at bat. As an example, if a pitcher has thrown 19 pitches and a new player comes to bat, no rest will be required so long as the pitcher leaves the game after that at bat (even if the pitcher throws more than one pitch to the batter, resulting in him throwing more than 20 pitches) if he is taken out of the game before facing the next batter.
- The manager and coaches may visit the mound twice in an inning. On the third visit, the pitcher must be removed as pitcher.

- There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
- Bunting is permitted during kid-pitch innings.
- A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
- Minor AAA players are not permitted to slide head first. A player who slides head first shall be called out.
- You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons.

Other Local Rules

See “Local Rules Applicable to All Divisions.”

Local Rules for Minor AAA

Description and Objectives

The Minor AAA division is for those who are ready to move up from Minor AA but not yet ready for Majors. To play in the Minor AAA division, players should understand the game and fundamental rules well and should be able to field sharply hit grounders consistently, catch pop flies and line drives, catch and throw well (including throwing from one base to another) and have the attention span to stay focused for an approximately two-hour long game. Minor AAA is generally played by children league age 9-11.

Team Formation

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

Local Game Rules

General Rules

A regulation game is 6 innings unless it is shortened by the time limit. No new inning may start after an hour, and forty-five minutes of play have elapsed. For example, if a game begins at 6:00 p.m., no new inning may start if the previous inning ends at 7:45 p.m. or later. An inning ends and the next one begins immediately once the third out is made. If the game is tied after the last inning, the game will be ruled a tie. For the end of the year tournament, all games will be six innings with no time limit unless extra innings are needed to declare a winner.

- The first five innings will end if a team scores five runs in the inning. In the sixth inning, there is a ten (10) run maximum. Exception: If the 4th inning ends after one hour and thirty minutes of play have elapsed, the 5th inning shall become the last inning and shall have a ten (10) run maximum. After this inning, the game is over. If the third inning ends after one hour and thirty minutes the fourth inning will be the last inning there is a maximum of five runs.
- **For each team, only the manager and coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games.** All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- If after four innings of play (3-1/2 if the home team is ahead), one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.

Batting and Offense

- There is no batter on deck. All offensive players (other than the player at bat) shall be in the dugout.
- A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have

13 players, you bat 1 through 13.

- No leads. Players may not leave the base until the pitch reaches the batter.

Fielding and Defense

- You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings. Players should be rotated through all positions that they are able to play safely so that all players have fair playing time at all infield positions – teams should not fix a “starting infield.
- The ball is dead and the play is over when the pitcher possesses the ball inside the mound circle and does not attempt to make any additional throws.

Pitching

- **A pitcher who throws over 40 pitches in a game cannot catch for the remainder of the game. A catcher who catches in more than 3 innings cannot pitch.** Little League Baseball’s pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.

Other Local Rules

See “Local Rules Applicable to All Divisions.”

Local Rules for Majors

Description and Objective

To play in the Majors division, players should understand the game and fundamental rules well and should be able to field sharply hit grounders consistently, catch pop flies and line drives, catch and throw well (including throwing from one base to another) and have the attention span to stay focused for an approximately two-hour long game. Majors is generally played by children league age 11 and 12 years old, and the Board of Directors can limit what age group can play Majors, per Little League guidelines.

Team Formation

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

Local Game Rules

General Rules

- A regulation game is 6 innings or two hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the sixth inning is not complete at the two-hour mark, the game will end at the end of the bottom of the inning in play at the two-hour mark (regardless of whether or not that inning is the sixth inning). An inning ends and the next one begins immediately once the third out is made. If the game is tied after six innings or two hours, as applicable, the game will be declared a tie. For the end of the year tournament, all games will be six innings unless extra innings are needed to declare a winner.
- If after three innings of play (2-1/2 if the home team is ahead), one team has a lead of 15 or more runs or, after four innings of play (3-1/2 if the home team is ahead), one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
- For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.

Batting and Offense

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

Fielding and Defense

- You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings during the regular season and must play at least two defensive innings in any game including the playoff tournament per little league guidelines.

Pitching

- Little League Baseball's pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix
- The first time a player pitches an "illegal pitch" (i.e. starts his delivery and then stops) a warning should be given. Following infractions will result in an automatic ball, per Little League rules.

Other Local Rules

See "Local Rules Applicable to All Divisions."

Local Rules for Intermediate Division

Description and Objectives

The Intermediate division is generally played by players that are league-age 12 and 13. The program was established by Little League as a transitional program for 11–13-year-olds using a 50-foot pitching distance and 70-foot base paths. It offers a full range of tournament play, including a World Series. Players in this division will continue to develop skills at all positions and skills related to play under more conventional baseball rules.

Team Formation

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

Local Game Rules

General Rules

- **Batting Order.** A continuous batting order is utilized, which means all players should be inserted into the batting lineup and bat (regardless of whether they play in the field in an inning). In other words, if you have 13 players, you bat 1 through 13.
- **Substitutions.** You can freely substitute one player for another at any time. Managers and coaches should avoid substituting fielders in the middle of an inning for performance reasons. Players should play a minimum of three defensive innings during the regular season and must play at least two defensive innings in any game including the playoff tournament per little league guidelines.
- For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- **Time Limit.** A regulation game is 7 innings or two hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the seventh inning is not complete at the two-hour mark, the game will end at the end of the bottom of the inning in play at the two-hour mark (regardless of whether or not that inning is the seventh inning). An inning ends and the next one begins immediately once the third out is made. If the game is tied after seven innings or two hours, as applicable, the game will be declared a tie. For the end of the year tournament, all games will be seven innings unless extra innings are needed to declare a winner.
- **Mercy/10-Run Rule.** If after 4 innings of play (3 ½ if the home team is ahead) one team has a lead of 15 or more runs, or after 5 innings of play (4 1/2 if the home team is ahead) one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.

- **Regulation Games.** A regulation game is seven innings subject to the time limit. For the end of season tournament, all games will be seven innings regardless of time, unless extra innings are needed to declare a winner.
- **Field Decorum.** For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- **Doubleheaders.** Teams are permitted to play one doubleheader per week. No inning shall start after one hour and 30 minutes. During the week, if the first game ends after 8:00pm the second game is canceled.
 -
- **On-Deck Position.** The On-Deck batter will stand behind the batter regardless of which side that players team dugout is located.

Pitching

- Little League Baseball's pitch count limits and rest requirements, as modified for play at PCLL, are set forth in Appendix A.
- A pitcher once removed from the mound cannot return as a pitcher in the same game during the regular season and PCLL playoff tournament. Note: Teams from other parks may follow the Little League rule during the regular season and allow the pitcher to return to the mound if the pitcher was never taken out of the game.
- During the developmental segment, each pitcher will be entitled to one balk warning per game. Umpires will be encouraged to assist pitchers and coaches with the rules. If, however, a play follows the balk (or an act that constitutes a balk, but the pitcher is entitled to a warning), the manager of the offense may advise the plate umpire of a decision to decline the balk penalty or disregard the warning, as applicable, and accept the play. Such election shall be made immediately at the end of the play. If, however, the batter hits the ball and reaches first base safely, and if and all other runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the balk (or an act that constitutes a balk, but the pitcher is entitled to a warning).
- There will be no balk warnings during competitive segment or the end-of-season tournament. Other Local Rules
- See "Local Rules Applicable to All Divisions."

Local Rules for Junior League

Description and Objectives

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

Team Formation

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

Local Game Rules

General Rules

- Batting Order – Continuous batting order is utilized during the developmental segment; a nine-man lineup is utilized during the competitive segment.
- Substitutions – Open substitution is allowed during the developmental segment, except that during continuous batting no special pinch runners or courtesy runners are allowed and all players must have at least 2 defensive innings of play during a game. Upon the switching from continuous batting order, LL substitution rules (section 3.00) apply.
- For each team, only the manager and up to two rostered coaches who have completed the league certification requirements or obtained a waiver are permitted in the dugout, on the field, or in the bullpen during games. All parents and other spectators must be in the stands during the game or otherwise away from the dugout, field, and bullpen.
- Note: The end-of-season tournament is played with a nine-man offensive line up and LL regular season (not tournament) rules.
- **Time Limit.** A regulation game is 7 innings or 2.5 hours, whichever is shorter. However, games are not cut short in the middle of an inning. Accordingly, if the seventh inning is not complete at the

2.5-hour mark, the game will end at the end of the bottom of the inning in play at the 2.5-hour mark (regardless of whether that inning is the seventh inning). An inning ends and the next one begins immediately once the third out is made. If the game is tied after seven innings or 2.5 hours, as applicable, one extra inning will be played to determine a winner. If after one extra inning, a winner has not been decided, the game will be ruled a tie. For the end of the year tournament, all games will be seven innings unless extra innings are needed to declare a winner.

- ***Mercy/10-Run Rule.*** If after 4 innings of play (3 ½ if the home team is ahead) one team has a lead of 15 or more runs, or after 5 innings of play (4 1/2 if the home team is ahead) one team has a lead of 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
- The batting team may place a manager or coach at first base and third base. No other managers or coaches from the batting team shall be on the field unless time is called.
- Doubleheaders. Teams are permitted to play one doubleheader per week. No inning shall start after one hour and 30 minutes. During the week, if the first game ends after 8:00pm the second game is canceled.
Other Local Rules
- See “Local Rules Applicable to All Divisions.”

APPENDIX A

PCLL PITCH COUNT LIMITS

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

	Spring Developmental and Fall Season	Spring Competitive Season
7 & 8	50	50
9 & 10	55	75
11 & 12	60	85
13 & 14	70	95

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

LITTLE LEAGUE BASEBALL PITCH COUNT LIMITS AND REST REQUIREMENTS

7, 8, 9 & 10	1 – 20 *	21 – 35 *	36 – 50 *	51 – 65 *	66 – 75 *	75 *
11 & 12	1 – 20 *	21 – 35 *	36 – 50 *	51 – 65 *	66 – 85 *	85 *
13 & 14	1 – 20 *	21 – 35 *	36 – 50 *	51 – 65 *	66 – 95 *	95 *
15 & 16	1 – 30 *	31 – 45 *	46 – 60 *	61 – 75 *	76 – 95 *	95 *
17 & 18	1 – 30 *	31 – 45 *	46 – 60 *	61 – 75 *	76 – 105 *	105*
Days Rest	0	1	2	3	4	Max *

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

Note 1: A pitcher may not pitch in games that take place over 3 consecutive days regardless of the number of pitches thrown.

Note 2: Once a pitcher has pitched 41 pitches, the pitcher cannot play the position of catcher (the pitcher

may play catcher if he began his last batter with a pitch count under 40 and did not pitch to another batter).

Note 3: Once a catcher has played catcher in 4 innings, the catcher cannot pitch for the remainder of the game. If a player is in the catcher position for 1 pitch, that counts as playing in an inning.

Note 4: A player who plays catcher and then pitches cannot then return to play catcher again in the game if he throws more than 20 pitches (he may finish his last batter and go over 20 if he doesn't pitch to another batter)

A Manager who does not follow the pitch count limits, rest limits, or Notes 1, 2, 3, or 4 will be suspended and is subject to other disciplinary actions as determined by the Board of Directors.

Appendix B

PALMA CEIA LITTLE LEAGUE ALL-STAR PROCEDURES

SELECTION OF ALL-STAR MANAGERS & COACHES

BOARD MANAGER SELECTION : All All-Star Managers and one assistant will be selected by the President, Vice President, Vice President of Baseball and Player Agent for that division. The Manager can select an additional one or two assistant coaches depending on the makeup of the team.

TEAM SIZE: All all-star and friendly teams will consist of at least 12 players. The manager, VP of Baseball and Player Agent can approve up to 14 players on a roster if necessary.

MANAGER & COACHING POSITION ELIGIBILITY: All Managers & Coaches must meet the eligibility requirements of LLB, the local district rules and regulations and the local league rules at PCLL.

Any manager or coach who fills out a ballot in an obviously nefarious manner as determined by the President, VP of Baseball, and Player Agent will have their entire ballot thrown out. This must be a unanimous vote of the President, VP of Baseball, and Player Agent. If there is a conflict with any of those 3 board members, another board member will be named by the VP as a replacement.

When voting for players the managers in each division will count as two votes while the official coaches' votes will count as one vote.

MANAGER & COACH VOTING ELIGIBILITY: Manager & Coaches Ballot voting eligibility for Managers & Coaches are as follows:

- **Age 8 YO Friendly Tournament participants:** Regular season Managers and Coaches from the Minor A -AA division may vote.
- **Age 9 YO Friendly tournament participants:** Regular season Managers and Coaches from the Minor-A - AAA division may vote.
- **AGE 8-10 ALL-STARS:** Regular Season Managers & Coaches from the Minor-A- AAA division and/or the Majors division may vote depending on the make-up of the division as determined by the Player Agent, VP of Baseball and The League President.
- **Age 9-11 ALL-STARS:** Regular Season Managers and Coaches from the Majors and/or Intermediate division may vote depending on the make-up of those divisions as determined by the Player Agent, VP of Baseball and The League President.
- **Age 10-12 ALL-STARS:** Regular Season Managers and Coaches from Intermediate and/or Majors division may vote depending on the make-up of those divisions. The President, VP of Baseball and Player Agent will make the determination based on the needs of the 10-12 Tournament Team and the make-up of the Intermediate and Majors divisions.
- **INTERMEDIATE ALL-STARS:** Regular Season Managers & Coaches from the Intermediate and/or Majors division may vote.

- **JUNIOR ALL-STARS:** Regular Season Managers & Coaches from the Junior division may vote.
- **SENIOR ALL-STARS:** Regular Season Managers & Coaches from the Senior & Big-League divisions may vote.

ALL-STAR MANAGER / COACH CANDIDATES: Manager & Coach Candidates must apply to the Board and designate which position(s) they are interested in: Managing or Coaching. A Candidate may select both Manager and Coach on the Candidate Application. If both are selected, the Candidate will first be considered for Manager in a Manager Vote. If the Manager Candidate is elected as the Manager, they will no longer be eligible for considered as a Coach Candidate. If a Manager Candidate is not elected as the Manager, they will become a Coach Candidate in Coaches Vote. Managers and coaches will vote for manager and one coach. The manager will get to select the 2nd coach.

Manager & Coach Candidates may be required to sign a PCLL All-Star Form stating they will be available to attend practices and scheduled games for the All-Star tournament, including Districts, Sectionals, State, Regional, National, and World Championship games.

SELECTING THE TEAMS

- 8 YO Friendship Tournament Team
 - The VP of Baseball shall determine the number of eligible 8-year-old players in Minor A - AAA and may place any or all of them directly on the 8 YO Team. All Managers and 2 official coaches from Minor A - AAA will then vote in a blind vote for the remaining players on the team. All league age 7 or 8 year-old players in Minor A - AAA are eligible.
 - Managers and coaches will vote on the top 10 players (or for fewer players if Minor AAA players have been pre-selected by the VP of Baseball). Each manager will simply select 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the 8 YO team will be able to select an 11th and 12th player to the team subject to approval by the VP of Baseball and Player Agent.
- 9 YO Friendship Tournament Team
 - All Managers and coaches from Minor AAA will vote in a blind vote for the players on the team. All Minor A - AAA players league age 9 or younger are eligible for the team.
 - Managers and coaches will vote for 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the 9 YO
 - team will then be able to select an 11th and 12th (and potentially more) player subject to approval by the VP of Baseball and Player Agent

- 8-10 YO All-Star Team:
 - All Managers and coaches from Minor AAAA (and/or Majors (as determined by the President, VP of Baseball, and Player Agent)) will vote in a blind vote for the players on the team. All players in the league age 10 or younger in Minor AAA and Majors are eligible for the team.
 - Managers and coaches will vote for 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the 10 YO team will then be able to select an 11th and 12th (and potentially more) player approved by the VP of Baseball and Player Agent.
- 9- 11 YO All-Star Team:
 - All Managers and coaches from Majors (and/or Minor AAA and/or Intermediate (as determined by the President, VP of Baseball, and Player Agent)) will vote in a blind vote for the players on the team. All players in the league age 11 or younger in Majors and Minor AAA and Intermediate are eligible for the team. Minor AAA players that are league age 11 may be eligible as determined by the VP of Baseball based on the needs of the 9-11 YO Tournament Team.
 - Managers and coaches will vote for 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the 11 YO team will then be able to select an 11th and 12th (and potentially more) player approved by the VP of Baseball and Player Agent.
- 10- 12 YO All-Star Team:
 - All Managers and coaches from Majors and/or Intermediate (as determined by the President, VP of Baseball, and Player Agent) will vote in a blind vote for the players on the team. All players in the league age 10, 11, or 12 in Majors and Intermediate are eligible for the team.
 - Managers and coaches will vote for 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the 12 YO team will then be able to select an 11th and 12th (and potentially more) player approved by the VP of Baseball and Player Agent.
- Intermediate Team
 - All Managers and coaches from Intermediate (and/or Majors as determined by the President, VP of Baseball, and Player Agent) will vote in a blind vote for the players on the team. All players in the Intermediate Division are eligible for the team.
 - Managers and coaches will vote for 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the Intermediate team

will then be able to select an 11th and 12th (and potentially more) player approved by the VP of Baseball and Player Agent.

- Junior Team
 - All Managers and coaches from the Junior Division will vote in a blind vote for the players on the team. All players in the Junior Division are eligible for the team.
 - Managers and coaches will vote on 10 players. If there is a tie for the 10th spot the manager, player agent, and VP of Baseball will break the tie. The manager of the Junior team will then be able to select an 11th and 12th (and potentially more) player approved by the VP of Baseball and Player Agent.

VOTING REQUIREMENT TO CHANGE PROCEDURES

The all-star selection procedures set forth in this Appendix B to the PCLL Local Rules for Baseball shall not be waived, revised, amended, altered, or otherwise modified without the affirmative vote of not less than two-thirds of the members of the Board of Directors then in office who are present at a duly called meeting with respect to which the notice of meeting specifically states that one of the purposes of the meeting is to consider and vote upon a proposal to waive, revise, amend, alter, or otherwise modify the all-star selection procedures.

Appendix C

MACHINE PITCH PROCEDURES IN PLACE OF COACH PITCH

Coach “Machine” Pitch is a combination of Machine (Offensive Coach operated “Coach Pitch”) pitching and hitting from a tee. Setting will be at Speed 2 and 3 high/low balance.

- i. The offensive half inning ends at the completion of the sixth (6th) batter’s at bat. If three (3) outs are recorded in a half-inning prior to the completion of the sixth (6th) batter’s at bat, the bases will be cleared, and the team will continue batting.
- ii. There are no strike outs or walks.
- iii. Batting with the Tee – Age five (5) and below – The batter may use a tee for their entire at bat. The batter is given as many swings as necessary to put the ball into play.
- iv. Machine (Coach) Pitching – The Coach Pitcher initiates the at bat by delivering pitches to each batter until one of the following has occurred:
 - a. The batter reaches base safely.
 - b. The batter is put out by the defense.
 - c. A fourth (4th) pitch is delivered. EXCEPTION: If the fourth (4th) or subsequent pitch is fouled off, the player will receive an additional pitch.

NOTE: If the batter is hit by a pitch (dead ball), the batter continues batting without being awarded first base.
- v. The ball is ruled dead when the ball has been returned to, or crosses over the pitching area as a result of an attempt to return the ball to the pitching area. Runners will be placed at the closest
base (either back or forward) at the point the dead ball is called.

Note: The “pitching area” is the area located around the pitcher’s mound and includes an approximate diameter of 20 feet.
- vi. Batting with the Tee – If a batter has not hit the ball into fair territory after receiving a minimum of four (4) Machine (Coach) Pitches, the batter will switch to hitting from a tee. For the remainder of this at bat, the batter is given as many swings as necessary to put the ball into play.
- vii. The defensive play designated as the “pitcher” must stand on the outline of the mound when the pitch is delivered or the batter hits from the tee.
- viii. Any thrown ball that contacts the pitching machine or the coach at the pitching mound shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base.
- ix. Any hit ball that contacts the pitching machine or the coach at the pitching mound directly off of the bat shall be an automatic dead ball and the batter shall be awarded first base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

- x. A batted ball that contacts a defensive player and then proceeds to contact the pitching machine or the coach at the pitching mound shall be an automatic dead ball with the batter awarded first (1st) base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

Minor C Division Only: A pitcher can re-enter the pitching position if he has not actually thrown a pitch, i.e. In a farm game the first inning or two are almost exclusively machine pitch and not kid

pitch. So, for example, you can have a kid play “pitcher” in the first inning and so long as he does not pitch a ball, he can re-enter in the 4th inning to pitch when the machine rule is done.

(A) Minor C Division Only: Only one substitute pitcher may enter the game mid-inning per inning. If the substitute is removed, Coach Pitching rules apply.

A.R. – A pitcher who pitches the first pitch of an inning, even if they are different than the pitcher who pitched the last pitch of the previous inning, is not counted as a substitute pitcher. If this pitcher is replaced mid-inning, then one substitute pitcher has now been brought into the game for that inning.

(B) Minor C Division Only Minor Farm League is a combination of Player and Machine (Offensive Coach operated “Coach Pitch”) pitching.

i. Initiated at the start of the game; each Offensive Coach will use the pitching machine to pitch to their team once through their entire batting order. Once all Players on their team have batted once, they will convert to Player pitch (i.e., defensive team delivers Player pitch).

ii. The exception is if the Player Pitcher substitution is removed, in which case, Coach Pitching will apply for the remainder of that half inning.

iii. Player Pitching

a. The Player pitcher will deliver pitches to each batter until the following has occurred, whichever comes first:

1. The batter reaches base safely.
2. The batter is put out by the defense or strikes out.
3. The batter is hit by a pitch.
4. The batter has received four balls.

b. Each Player pitcher may pitch to no more than ten (10) batters per game.

c. A Player pitcher who hits two (2) batters must be removed and replaced by another Player pitcher. If the second Player pitcher is removed for any reason within an inning, the remainder of the defensive half of the inning shall be Coach Pitch.

iv. Machine (Coach) Pitch

a. If the batter is still at bat and reaches a count of four balls, Coach Pitch will be introduced. Any strikes thrown by the Player pitcher during the at bat will remain in the count. The batter will receive additional pitches until:

1. The batter reaches base safely.
2. The batter is put out by the defense or strikes out.
3. A third (3rd) Coach Pitch is delivered. EXCEPTION: If the third (3rd) or subsequent pitch is fouled off, the player will receive an additional pitch.

NOTE: If the batter is hit by a pitch (dead ball) during Machine (Coach) Pitch, the batter continues batting without being awarded first base.

- b. The play is considered dead when the Player pitcher is in the process of giving the ball to the Coach Pitcher.
- v. Any thrown ball that contacts the pitching machine or the coach at the pitching mound shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base.
 - vi. Any hit ball that contacts the pitching machine or the coach at the pitching mound directly off the bat shall be an automatic dead ball and the batter shall be awarded first base. All other baserunners shall be awarded the next base only if forced by the preceding runner.
 - vii. A batted ball that contacts a defensive player and then proceeds to contact the pitching machine or the coach at the pitching mound shall be an automatic dead ball with the batter awarded first (1st) base. All other baserunners shall be awarded the next base only if forced by the preceding runner.

MINOR A & AA - Initiated at the start of the game; each Offensive Coach will either “Coach Pitch” or use the pitching machine to pitch to their team once through their entire batting order. Once all Players on their team have batted once, they will convert to Player pitch (i.e., defensive team delivers Player pitch). Setting will be at speed 3 (A), speed 4 (AA) and 3 high/low (A & AA) balance.

a. Player Pitching

- i. The Player pitcher will deliver pitches to each batter until the following has occurred, whichever comes first:
 1. The batter reaches base safely.
 2. The batter is put out by the defense or strikes out.
 3. The batter is hit by a pitch.
 4. The batter has received four balls.
- ii. Each Player pitcher may pitch to no more than ten (10) batters per game.
 1. A Player pitcher who hits two (2) batters must be removed and replaced by another Player pitcher. If the second Player pitcher is removed for any reason within an inning, the remainder of the defensive half of the inning shall be Coach Pitch.

NOTE: If the batter is hit by a pitch (dead ball) during Machine (Coach) Pitch, the batter continues batting without being awarded first base.

1. The play is considered dead when the Player pitcher is in the process of giving the ball to the Coach Pitcher.
2. Any thrown ball that contacts the pitching machine or the coach at the pitching mound shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base.
3. Any hit ball that contacts the pitching machine or the coach at the pitching mound directly off the bat shall be an automatic dead ball and the batter shall be awarded first base. All other baserunners shall be awarded the next base only if forced by the preceding runner.
4. A batted ball that contacts a defensive player and then proceeds to contact the pitch machine or the coach at the pitching mound shall be an automatic dead ball with the batter awarded first (1st) base. All other baserunners shall be awarded the next base only if forced by the preceding runner.