

# 2018 PFL LOCAL RULES

## Majors Division

Majors is a competitive division made up of the advanced players in the League. There is still a focus on instruction, learning and fun.

## Local Rules

- Teams will implement continuous batting, which means that all players present will be in the batting order. Late-arriving players will be added to the bottom in the order that they arrive. If a player is not present (i.e., not on the field of play or in the dugout) at the time the lineups are exchanged before the game, that player may not be in the lineup until he/she arrives. Then, that player's name is added to the bottom of the order.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
- Home team will take the third base dugout.
- Games cannot end in a tie.
- After four innings, a ten run mercy rule will be enforced.
- Stealing of signs will not be allowed.
- Standings will be maintained and posted on the PFL website. Scores and pitch counts must be submitted within 24 hours of game ending.
- Electronic games and communication devices are prohibited from use in the dugout during games. Only electronic devices used for score keeping are allowed.
- The home team will keep score via Game Changer and will be the official book.

## Regular Rules

- The Infield Fly Rule will be enforced.
- All players must play at least 6 defensive outs and 9 defensive outs is encouraged.
- The Batter is NOT automatically out after three strikes if the pitch is not caught.
- Only managers may speak with umpires; no exceptions.
- Prior to a pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire.

**Minor AAA Division:**

AAA is a competitive division, while still focusing on instruction, learning and fun.

**Local Rules**

- Teams will implement continuous batting, which means that all players present will be in the batting order. Late-arriving players will be added to the bottom in the order that they arrive. If a player is not present (i.e., not on the field of play or in the dugout) at the time the lineups are exchanged before the game, that player may not be in the lineup until he/she arrives. Then, that player's name is added to the bottom of the order.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
- Home team will take the third base dugout.
- A team can score a maximum of 5 runs per inning, except for the last inning, which is unlimited. The umpire will decide at the beginning of an inning if it is to be the last.
- Umpires may declare that a start of an inning will be the last inning, at which time the 5-run inning limit rule is removed. Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning.
- Game length: No new innings are to be started after two (2) hours past game time. Exception: If there is no following game scheduled (or if the following game has been canceled) on the field and there is no inclement weather or darkness, there shall be no time limit on the game. In the event a game is tied after 6 innings, all effort should be made to play extra innings to avoid ending in a tie within the constraints of sunlight and the time limit.
- After four innings, a ten run mercy rule will be enforced.
- Stealing of signs will not be allowed.
- Standings will be maintained and posted on the PFL website. Scores and pitch counts must be submitted within 24 hours of game ending.
- Electronic games and communication devices are prohibited from use in the dugout during games. Only electronic devices used for score keeping are allowed.
- The home team will keep score via Game Changer and will be the official book.

**Regular Rules**

- The Infield Fly Rule will not be enforced.
- All players must play at least 6 defensive outs and 9 defensive outs is encouraged.
- Only managers may speak with umpires; no exceptions.

**Minor AA Division:**

Minor AA is a division that should focus on instruction, learning and fun while introducing players to competitive baseball.

**General Rules for AA:**

- Teams will implement continuous batting, which means that all players present will be in the batting order. Late-arriving players will be added to the bottom in the order that they arrive. If a player is not present (i.e., not on the field of play or in the dugout) at the time the lineups are exchanged before the game, that player may not be in the lineup until he/she arrives. Then, that player's name is added to the bottom of the order.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
- Home team will take the third base dugout.
- Overthrows: Players may advance a maximum of one (1) base for all overthrows on a play. Runners may not advance after overthrows between catcher & pitcher after a pitch.
- Runner cannot score on a steal, passed ball or wild pitch.
- A runner can only advance one base on a pitch that was not batted. If runner starts on first base and steals second, and the catcher overthrows second base attempting to throw out the runner, that runner cannot advance to third.
- Base runners will stop once the ball is in the possession of a player on the infield.
- A team can score a maximum of 3 runs per inning, except for the last inning, which is unlimited. The umpire will decide at the beginning of an inning if it is to be the last.
- Games can end in a tie. In the event of darkness, the game will revert back to the last complete inning.
- Game Length: No new innings are to be started after 1 hour 45 minutes from game time. At 2 hours 15 minutes, the game will be called (Hard Stop). Umpires may declare at the start of an inning that it will be the last inning, at which time the 3-run inning limit rule is removed. Games can end in a tie. The umpire will decide at the beginning of an inning if it is to be the last and announce how much time is remaining.
- Hard Stop or game called for darkness/weather, the score will revert back to the last complete inning.
- All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings or 2 total innings.
- Player Rotation: Players are limited to 3 innings per game at any one position (the outfield is considered one position). If the player asks to play a particular position, it is encouraged to provide that players should be given the opportunity to play that position at least 2 innings during the season (unless it poses a safety risk).
- Pitching distance –Pitchers will throw from 42 feet to start the season and all pitchers will move to 46 feet on April 15th.
- Stealing of signs will not be allowed.
- Standings will be maintained and posted on the PFLL website. Scores and pitch counts must be submitted within 24 hours of game ending.
- Electronic games and communication devices are prohibited from use in the dugout during games. Only electronic devices used for score keeping are allowed.
- The home team will keep score via Game Changer and will be the official book.

**Regular Rules**

- The Infield Fly Rule will not be enforced.
- Only managers may speak with umpires; no exceptions.
- No adult can warm up a pitcher.
- There is a one minute limit between innings, including warming up the pitcher.

## Single A Division

Single A is a developmental division focusing on instruction, learning and fun.

### Local Rules for A:

- Every player plays a defensive position for at least half of the game. Because some games at this level will not play 6 full innings, managers should ensure each child plays half of the game on defense. Players should not sit out two consecutive innings or play the same position more than two consecutive innings at the same position. Playing time should be fairly allocated throughout the line-up, throughout all positions. The goal is to develop every player at every position (exceptions can be made for pitcher, catcher and first base on safety if some players do not possess the skill to play these positions).
- Athletic cups are mandatory. The boys should get used to wearing them.

### Pitching

- Player pitch for entire game.
- A removable rubber or mound will be placed at 35'.
- Coach from batting team will act as the umpire
- 3 strikes and you're out (except foul ball on third strike). No walks will be granted. When a batter receives 4th 'ball,' the coach will come in and pitch to the batter. The batter keeps the strike count.
- The same pitcher cannot pitch 2 consecutive calendar days.
- No pitcher will pitch more than two innings per game.
- Pitch counts outlined by the Little League's *Green Book* will be enforced.

### Game

- Each half inning has a 3 run limit. Once 3 runs have scored, the side is retired.
- There is no minimum of players but it is recommended that 7 players should field a team. Those players showing up after game started will be placed at the bottom of the line-up.
- There is no maximum number of bases on a ball past the infielders. For example, a ball is hit between center and right, the runner can run to the base until the ball is thrown back to infield, i.e. runner is between second and third when right fielder obtains ball and begins throw to infield or cut-off, the runner stops at third.
- Overthrows – only one base allowed on an overthrow. If a player hits a ball to short, the shortstop fields the ball and overthrows first. The runner can advance a max to second base and must be held.
- Defensive cleared coaches may be on the field standing in the left and right field corners to help instruct the defensive players.
- The game length will be 1 hour and 30 minutes. No new innings can be started after this limit.
- Coaches for the home team are responsible for putting out and taking in the bases.
- No scores or standings will be kept.

## Farm Division

Farm is a developmental division focusing on instruction, learning and fun.

### Local Rules for A:

- Every player plays a defensive position for at least half of the game. Because some games at this level will not play 6 full innings, managers should ensure each child plays half of the game on defense. Players should not sit out two consecutive innings or play the same position more than two consecutive innings at the same position. Playing time should be fairly allocated throughout the line-up, throughout all positions. The goal is to develop every player at every position (exceptions can be made for pitcher, catcher and first base on safety if some players do not possess the skill to play these positions).
- Athletic cups are mandatory. The boys should get used to wearing them.

### Pitching

- Games 1 – 8: Coach pitch for all innings.
- Games 9 – 16: Coach pitch for first 3 innings; player pitch for remaining 3 innings.
- A removable rubber or mound will be placed at 35'.
- Coach from batting team will act as the umpire
- 3 strikes and you're out (except foul ball on third strike). No walks will be granted. When a batter receives 4th 'ball,' the coach will come in and pitch to the batter. The batter keeps the strike count.
- The same pitcher cannot pitch 2 consecutive calendar days. Pitch counts outlined by the Little League's *Green Book* will be enforced.

### Game

- Each half inning has a 3 run limit. Once 3 runs have scored, the side is retired.
- There is no minimum of players but it is recommended that 7 players should field a team. Those players showing up after game started will be placed at the bottom of the line-up.
- There is no maximum number of bases on a ball past the infielders. For example, a ball is hit between center and right, the runner can run to the base until the ball is thrown back to infield, i.e. runner is between second and third when right fielder obtains ball and begins throw to infield or cut-off, the runner stops at third.
- Overthrows – only one base allowed on an overthrow. If a player hits a ball to short, the shortstop fields the ball and overthrows first. The runner can advance a max to second base and must be held.
- Defensive cleared coaches may be on the field standing in the left and right field corners to help instruct the defensive players.
- The game length will be 1 hour and 30 minutes. No new innings can be started after this limit.
- Coaches for the home team are responsible for putting out and taking in the bases.
- No scores or standings will be kept.

## T-Ball Division

T-Ball is a developmental division focusing on instruction, learning and fun.

- All games are a minimum of two (2) and a max of three (3) innings.
- Total game time is one and a half hours.
- Managers can rearrange the batting order for each inning during the game. Managers are required to change the batting order for each game.
- Managers are required to rearrange the defensive order after each inning during the game.
- All players bat once in each inning and must bat two (2) times and no more than three times per game.
- The last batter up in each inning always scores a home run (this can be rotated every inning and required to rotate each game so that each player has an opportunity).
- Each team may play all players on defense; however, there should be no more than five infielders plus a catcher.
- All players advance to first base even if they don't hit the ball.
- The maximum number of bases on a hit is two if the ball is hit past the infielders.
- There is no base stealing or leading off.
- Each player must hit from the tee for the first five (5) games and should get approximately four (4) to six (6) attempts to hit the ball from the tee before advancing to first base,
- Starting with game six (6), Managers can coach pitch to each player (unless the player wants to hit from the tee). Each batter will get only four (4) coach pitches.
- If the player does not hit the four (4) coach-pitched balls, the player will hit from tee. During this attempt from the tee, the player will only get four (4) attempts to hit the ball from the tee before advancing to first base.
- If the defensive team makes an out, the offensive team player stays on base.
- There is no limit to the number of outs in an inning.
- Coaches may be in the outfield with the defensive team.
- Coaches should be stationed at home, first base and third base with the offensive team.
- Coaches for the home team are responsible for putting out and taking in the bases.
- No standings and scores will be kept.

## **Rules Regarding the Loss of a Player**

- If a team loses a player during the season, that team's manager must notify the player agent within 24 hours. Failure to notify the player agent could result in disciplinary action. (Game Suspension).
- If a player will be out for the season or will consecutively miss 1/3 of the teams schedule games, the manager shall immediately notify the Player Agent that a replacement is needed and the information regarding the vacancy. The Player Agent shall provide the Manager with the vacancy an eligible player list. The Manager makes 3 choices in rank order of those on the list and provides that information to the Player Agent. The Player Agent contacts the prospective replacement players.
- Any player may refuse to move up when called, and if they do, they will remain with their current team for the rest of the season. This will also result in the player being removed from consideration for future call up.
- Any player may refuse to move up when called, and if they do, they will remain with their current team for the rest of the season. This will also result in the player being removed from consideration for future call up.

## **Playoffs for AA, AAA and Majors**

- Seeding is based on regular season final standing.
- All playoffs will be double elimination and take place over a two week period.
- Tie breakers
  - For two teams :
  - Head to head match-up
  - Runs allowed
  - Runs scored
  - Coin flip. For more than two teams: The same criterion will be used in (1.) Head to head record all teams tied. Then 2-4.
  - Once 1st team is determined. Ranking resets and starts over at 1 to determine 2nd.
- Regular season rules will be enforced.

## **Pitch Count Rules**

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

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