



Pasadena American Little League

Local Playing Rules

Farm / AA / AAA / Majors / Juniors

PALL Local Playing Rules and applicable Divisional Rules supplement Little League Playing Rules (Green Book), in effect for the applicable season.

Spring 2021 Modifications are highlighted in yellow

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GENERAL Local Rules

Except as indicated below, these rules apply to ALL divisions:

1. **Spring 2021:** All games and practices must follow the [Pasadena Public Health Reopening Protocol](#) and the [PALL Safety Protocol Plan](#).
2. All divisions below Majors are “Instructional Leagues.” Learning baseball, good sportsmanship, and having fun are the guidelines by which the Board will base any decisions. The desire and intent is that the program provides a positive experience for all players, regardless of their ability.
3. All players, volunteers, and spectators acknowledge that umpires and PALL volunteers make their best effort and are to be treated with respect - mistreatment of umpires and PALL volunteers will not be tolerated.
4. **Spring 2021:** No food or gum are permitted on the fields. Players and volunteers may bring their own reusable water bottles. No player or volunteer will share any drinks.
5. Players may not wear watches, rings, pins, metallic objects or jewelry of any kind. Medic Alert bracelets are allowed.
6. Uniforms must be tucked in at all times.
7. **Spring 2021:** Players must remain in the [dugout or bleacher area](#) **at all times** during games. Restroom visits are permitted. Permission of the umpire is NOT required during regular season. Farm and AA managers and coaches are allowed to sit outside the dugout near dugout fence only. Umpires have the right to ask managers and coaches to remain in the dugout.
8. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to another player. Additionally, no player, coach, manager, parent, or other person in the stands shall yell, or make loud noises which are directed, at the pitcher while he or she is in his or her pitching motion. The words “hey, batter, batter”, “swing”, or similar statements shall not be yelled at a batter by opposing players, coaches, or spectators.
9. Unruly spectators will not be tolerated. This includes use of profanity and umpire, coach, or player harassment. The Umpire will attempt to determine if the spectator is associated with one of the two teams and proceed as follows: *First warning:* The Manager will be asked to take care of the problem spectator; *Second warning:* Spectator will be asked to leave the park. If the spectator refuses to heed the umpire's request, the manager will be subject to ejection from the game. If a Manager is ejected from the game, one of the remaining coaches must be the acting Manager for

the remainder of the game; *Final solution*: If the unruly spectator does not leave the park, the Umpire may continue to eject the acting Manager. If no coach will be left to Manage the team after an ejection (from the initial set of coaches that started the game, a coach may not be added to the roster after the game has started), the game will be declared a forfeit.

10. A manager and a coach, or two coaches, may coach first and third base, respectively. If a player coaches either base, he/she must wear a batting helmet.
11. Managers and coaches must have permission of the umpire to walk on to the field.
12. Continuous batting order shall be in effect for all games, meaning that every player bats per the game's batting order even for those who did not play the field for that inning. With continuous batting, a team will not be penalized if a player has to leave the game for any reason related to illness or injury and his/her batting slot will be skipped with no penalty.
13. PLAYING TIME Each rostered player present at the start of a game must play at least nine (9) defensive outs **(i.e. three outs for a minimum of three (3) defensive innings - not nine (9) consecutive outs)**. (On offense, see previous rule regarding continuous batting). If a defensive inning ends because of the imposition of the five (5) run limit, and an individual player has played the **entire** defensive inning, then that individual player shall be considered to have played for three (3) outs for purposes of the Green Book minimum play rule. For the purposes of this rule, "nine (9) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies any of the nine positions while nine outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired, **retired as a batter-runner or runner, scores, or the inning or game ends**(LLI Update Spring 2021). Playing time minimums are reduced if a game is called before the full number of scheduled innings are completed (e.g. less than six (6) innings).
14. PINCH RUNNERS A "pinch runner" can only be used in the event of (1) an injury to the runner or (2) [Minors Division only] for the catcher if he/she reaches base. In either event, the player that made the last offensive out shall be the substitute runner. The umpire shall be made aware of the reason for a "pinch runner" substitution.
15. PITCHERS Pitch count is in place for all divisions, all games. Pitch limitations, days of rest, and record keeping are per the "Green Book": <http://www.littleleague.org/learn/rules/pitch-count.htm>

League Age:

13-16 - 95 pitches per day

11-12 - 85 pitches per day

9-10 - 75 pitches per day

7-8 - 50 pitches per day

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

Exception: If a pitcher reaches limit imposed in Regulation VI (c) for his/her league age 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 put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

- 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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

16. INTER LEAGUE PLAY Any divisions that play other leagues are subject to the local rules of the home league, unless negotiated rules have been established prior to play. PALL Local Playing Rules are effective for all PALL home field games (Hamilton Park, Victory Park).

17. **Spring 2021: CLEANING FIELD, DUGOUTS, STANDS** Both home and visiting teams are responsible for ensuring that litter is picked up on their respective side. Each teams is required to sanitize their own dugout/seating area designated for players and volunteers.

18. ON-FIELD DISCIPLINE It is the manager's responsibility to maintain order in the dugout and to keep the players in the dugout. There shall be an adult manager or rostered coach in the dugout at all times. [Regulation XIV(d), and 4.05(2)]

19. WARM-UP TIMES For games, the time available before the scheduled game start will be split equally between the two teams for warm-ups. At 5 minutes before game time, any field crew and the umpires will do final preparation of the field and a plate meeting will be led by the umpire. Prior to game time, the home team must identify the official score keeper for the umpire and visiting manager. If home team is not able to furnish a score keeper, the visiting manager can designate their score keeper as official and present that person to the umpire and home team manager.

20. WEATHER DELAYS If, due to weather conditions, the field needs additional time to prepare prior to play, infield, and in some cases, outfield warm-ups may be canceled so the game can begin on-

time. Safety comes first and it is up to the umpire and managers as to whether a game shall be played given field or weather conditions.

21. HAMILTON FIELD BATTING CAGES Visiting and home teams shall have primary use of cages prior to scheduled game start. Unless managers agree otherwise, visiting team shall have primary use 65-45 minutes before scheduled game start, and home team shall have primary use 45-25 minutes before scheduled game start. Players shall not swing bats while outside the designated active-hitting areas within or outside of the cages, and all players must wear a Little League approved batting helmet. One manager or coach from each team must be present inside the cage any time the cage is in use by their team. No team may use more than one cage at the same time or use the cages for more than a total of 30 minutes unless no other team desires to use the cages. Priorities for batting-cage use are determined by division and in accordance with game times. Teams with practice may utilize the cages per scheduled time slots following use by teams with games.

22. **Spring 2021: NUMBER OF PLAYERS TO START A GAME** If a Majors, AAA, or AA team cannot field eight (8) players at the scheduled start time of the game, that team shall forfeit the game and the umpire shall call the game a forfeit. No penalty will be applied to any team batting with only eight (8) players. **See #12 under AAA and AA rules for additional grace period allowed for visiting team.** A reasonable grace period is at the umpire's discretion. If the division keeps records, a 6-0 score shall be recorded. This does not apply to Farm – see Farm rules #7.

23. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols.

24. **Spring 2021: RESCHEDULING GAMES** The following is the league policy regarding rescheduling a game when one or both teams cannot field eight (8) players at the start of the game:

Managers who have advance notice that they cannot field a team due to a school- or League-sponsored event, must immediately, and no later than two (2) weeks prior to the scheduled game, notify the opposing manager, the scheduler, and the Division VP. The manager must provide the names of the players who must miss the game and the reason. After consulting with the Division VP, the scheduler shall attempt to re-schedule the game, and release the field time to another team for practice or game. Each team involved in the game in question shall be allowed one rescheduling opportunity as determined by the scheduler. If a new date cannot be agreed to within two (2) weeks of the originally scheduled game, or prior to the week before the end of the season, the game will not be played.

25. UMPIRE NO SHOWS Coverage shall first be provided for Majors, then AAA, then AA, then Farm. Once umpires are distributed, then the following shall occur:

(a) If one scheduled umpire is available, then that umpire shall cover the plate; and at the discretion of the home plate umpire, the home team can be required to provide a first-base

umpire and the visiting team to provide a third-base umpire, recruit one additional umpire, or may umpire the game alone. By mutual agreement, the umpires may take the positions with which they are most comfortable.

(b) If no umpires show up, then PALL Umpire Coordinator must be contacted and teams can be directed to have the home team provide a home plate umpire and the visiting team shall provide a base umpire. By mutual agreement, the umpires may take the positions with which they are most comfortable.

26. SCOREKEEPING, GAME OUTCOME, AND PITCHERS' REPORT For all divisions: Following each game, the two managers shall review and confer on final score and pitch counts before leaving the field (In Farm, only pitch counts are to be reported as standing are not kept). The home manager shall email the game result and pitch counts for both teams to the designated league board member for official recording on league standings site by the end of the day. The home team will provide the official scorekeeper, who must be identified by home manager to the Umpire and visiting manager. If home team cannot furnish a scorekeeper, then the visiting team will provide the official scorekeeper prior to start of game. Home and visiting team scorekeepers should verify score and pitch count between each half inning to support managers in post-game review of score and pitch counts.
27. RUN LIMITS: See each Divisional Rules section for applicable Run Limits
28. LINE-UPS Complete line-up, including players' full name, number, and starting position shall be given to the other team's manager and scorekeeper at least 10 minutes prior to scheduled game time.
29. MODIFIED FREE SUBSTITUTION Any player (starter or substitute) may re-enter the game on defense, provided that a pitcher may not re-enter the game as a pitcher. Penalty: The League shall apply the same penalty as provided for in Regulation IV (i) of the (Green Book) Official Regulations and Playing Rules.
30. BATTING ORDER. A team's complete roster ("Continuous Batting") shall constitute the batting order for each game. See rule 4.04.
- (a) In the case of a player who reaches base safely and must be removed from the game due to injury, his place on the bases shall be taken by the last player before him in the batting order who made an out.
 - (b) The next player on the roster will replace a batter, unable to complete an "at bat" due to injury. This player shall assume the count of the injured batter.
31. UNSPORTSMANLIKE BEHAVIOR. The rule is in effect (9.01(d)) that unsportsmanlike behavior includes, but is not limited to, the stealing and relaying of signs to alert the batter of pitch selection and/or location. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.

32. ENFORCEMENT OF PALL RULES. Managers and/or coaches may be suspended for one or more games if they violate these General Local Rules or a Divisional Rule. Suspensions will follow these guidelines: (a) the manager will be suspended for one game after the first occurrence (i.e., the manager cannot be present at the ballpark for his/her team's game); and (b) after the second occurrence the manager will be suspended for five or more games, and will be ineligible for coaching or managing an all-star team. Continued noncompliance with the rules may result in game forfeiture. A committee consisting of the President, the appropriate Division VP, and the Player Agent shall determine if a suspension or forfeit is warranted. Managers/coaches may appeal suspension to the Board. FOR ALL DIVISIONS Any manager, coach or player who is ejected from a game for using profanity or for aggressive actions taken (either verbal or physical) towards other game participants will immediately serve the Green Book mandated one game suspension and will serve an additional game suspension imposed by the Board. The player may not participate in practices while under suspension. In the event that the next game is an all-star game, the player may participate in all-star practices but must still serve his full suspension. Any manager, coach or player who is ejected from a game for using profanity or for aggressive actions taken (either verbal or physical) towards other game participants a second time in a season will immediately serve the Green Book mandated one game suspension and an additional 3 game suspension imposed by the Board. Any manager, coach or player who faces a second suspension of this rule will be disqualified from tournament team consideration.

JUNIORS Divisional Rules

1. Rules applicable to games in the Juniors Division shall follow current Green Book rules.
2. The rule is in effect (6.02(c)) that, after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, with the exceptions and penalties as set forth in the Green Book.
3. RUN LIMITS: If **after three (3)** innings, two and one-half innings if the home team is ahead, one team has **lead of fifteen (15) runs or more**, the manager of the team with the least runs shall concede victory to the opponent.
4. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols
5. Managers from both home and visiting teams are responsible for ensuring that all trash and belongings are removed from dugouts and stands after games. Home manager is responsible for the setup and take down of league equipment.

MAJORS Divisional Rules

1. Rules applicable to games in the Majors Division shall follow current Green Book rules.
2. The rule is in effect (6.02(c)) that, after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, with the exceptions and penalties as set forth in the Green Book.
3. RUN LIMITS: If **after three (3) innings**, two and one-half innings if the home team is ahead, one team has **lead of fifteen (15) runs or more**, the manager of the team with the least runs shall concede victory to the opponent.
4. Mandatory Play: Every rostered player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs and each team will bat the entire lineup of players present at the start of the game. For the purposes of this rule, "nine (9) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while nine outs are made.

PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) and the requirement for this game before being removed. The manager shall, for the:

- First Offense - receive a written warning.
- Second Offense - a suspension for the next scheduled game.
- Third Offense - a suspension for the remainder of the season.

NOTE 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked.

NOTE 2: There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game."

6. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols.

SEE NEXT PAGE FOR PLAYOFF RULES

PALL MAJORS PLAYOFF RULES

1) Playing Rules

- a. Tournament will follow Regular Season Green Book Rules.
- b. There is no time limit to the games.
- c. Teams will bat nine and substitute.
- d. Mandatory Play (Regulation IV(i) is required unless game ends at its earliest point. (Each player must play a minimum of six (6) defensive outs and bat at least once.)
- e. Managers are required to inform the scorekeeper of all changes during the game.
- f. Fifteen-run Rule – 4.10(e)
- g. Special pinch runner rule does apply. Rule 7.14
- h. Uncaught third strike rule in effect – Rule 6.05(b)(2)
- i. Player pool is not applicable during playoffs.

2) Game and Dugout Protocols

- a. Managers and Coaches are **not** permitted to warm up pitchers before the game or between innings. You must have a player in a catcher's helmet and they **must be wearing a cup** to warm up a pitcher between innings. It is required that each team has two full sets of catcher's gear ready and available for use in each game.
- b. A manager or coach is not allowed to wear a baseball glove at any time during warm up.
- c. The manager is the only team representative allowed to speak with Umpires and Scorekeepers.
- d. The manager, coaches, and players may not leave the dugout until receiving permission from an Umpire. Rule 4.09(b).
- e. **Eleven or more players at the game location get three adults on the field, ten players get two adults on the field, and nine players get one adult on the field. There must be at least one coach in the dugout at all times.**
- f. Managers, Coaches, and players (not scheduled to be on the field to be a base coach or warm up a player) must remain in the dugout and are not allowed to stand outside of the dugout, or be on any part of the playing field, nor interact with parents or fans. **A manager or coach may be ejected, without warning, if they are in violation of this rule.**
- g. Only an Umpire can excuse a player, coach, or manager from the dugout or field. Exception: Players who are not actively playing are only allowed outside the dugout to retrieve a bat after an at-bat, and warm up teammates.
- h. **Regular Season Scorekeeper Rules Apply (Official Scorekeeper must not be a Manager or Coach of either team):** The home team will provide the Official Scorekeeper, who must be identified by home manager to the Umpire and visiting manager. If home team cannot furnish a scorekeeper, then the visiting team will provide the Official Scorekeeper prior to start of game. Home and visiting team scorekeepers should verify score and pitch count between each half inning.

AAA Divisional Rules

1. TIME LIMIT A two (2) hour “drop-dead” time limit is in place for all games, but if there is a current at-bat at that point, the at-bat must be completed. No new inning will begin after one hour and forty-five minutes from the start time. If a game is called because of time limit, and the home team has not had their time at bat, the score reverts back to the last complete inning of play.
2. RUN LIMITS
 - a) The offensive team shall bat through the batting order until it makes three outs, or until it scores five runs in its half of an inning. This five (5) run limit remains in effect for all innings, including the sixth inning. No “open” inning.
 - b) If **after four (4) innings**, three and one-half innings if the home team is ahead, one team has **lead of ten (10) runs or more**, the manager of the team with the least runs shall concede victory to the opponent.
3. TIES Tie games will not be played off. Tie games shall count in the standings as one-half win and one-half loss.
4. PLAYING TIME ***See Rule #12 in the General Section for required playing time.** All players are to gain experience at more than one position and more than one place in the batting order throughout the season during games. Managers and coaches are encouraged to vary positions and line-ups throughout the season.
5. STEALING BASES is permitted, including home plate.
6. OVERTHROWS Base runners (other than stealing base runners) shall be allowed to advance only one base on a fielding overthrow. In the event the defensive team, subsequent to the overthrow, makes a play that, in the opinion of the umpire, is an attempt to get the advancing runner or any other runner out, that play constitutes the ball’s being put back into play, and all runners can advance accordingly. If the subsequent attempt results in an overthrow, runners are allowed an additional base as set forth in this rule.
7. CATCHER OVERTHROW If an overthrow or missed catch occurs as the result of the catcher attempting to throw out a stealing base runner, the ball is live, and the runner may choose to continue onto the next base at his own risk.
8. SLIDING Per Green Book, failure to slide is not cause to be called out, or ejected from a game, unless, in the umpire’s judgment, the runner intended to deliberately make contact to injure, or otherwise intimidate the fielder at the base. When considering game ejection, the umpire shall meet with both managers before making final determination.
9. INFIELD FLY RULE The “infield fly rule” is in effect.

10. STOPPAGE OF PLAY BY PITCHER POSSESSION Base runners must stop at their current base, or at the next base, if the base runners are running between bases when the pitcher has control of the ball on the mound, as determined by the umpire.

11. ONLY PLAYERS ON FIELD No coaches shall be allowed in the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.

12. **Spring 2021: STARTING TIME and MINIMUM PLAYERS** All games will start as close to the scheduled time as possible, but no more than ten minutes after the scheduled start time. Any team that cannot field eight (8) players on at the start of the game will forfeit the game, and a 6-0 score shall be recorded. A forfeit shall be declared ten minutes from the scheduled start time if the home team cannot field nine players. The visiting team shall forfeit if they cannot continue in the batting order (meaning 7 players have batted and they do not have an 8th player to bat) or cannot field eight (8) players in the bottom half of the inning. In such situations, there will be no make-up game. An exhibition game will be played with the players available on the field.

13. ONE FOOT IN THE BATTER'S BOX. The rule is in effect (6.02(c)) that, after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, with the exceptions and penalties as set forth in the Green Book. Through April 15 of each season, this rule may be waived if both managers and the umpire agree to waive such rule in advance of the game. As of April 16 of each season, this rule shall be enforced at AAA.

14. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols.

PALL AAA PLAYOFF RULES

1) Playing Rules

- a. Tournament will follow Regular Season Green Book Rules.
- b. There is no time limit to games.
- c. A regulation game will be played, which consists of six (6) innings, unless extended because of a tie score (extra innings), or shortened because of the "Ten-Run Rule"
- d. Ten-Run Rule – 4.10(e) – is in effect. "A game shall be called a regulation game if after four (4) innings, three and one-half (3-1/2) innings if the home team is ahead, one team has a lead of ten (10) runs or more."
- e. **Teams will bat their entire roster of players.**
- f. **Open Substitution** (*each player must play 6 defensive outs, but not required to be consecutive*).
- g. Five (5) runs maximum per inning, until the 6th inning, which is an open inning (meaning there is no limit to the number of runs that may be scored). The 6th inning and all extra innings are open innings. An inning is over when three (3) outs are made, five (5) runs are scored (in 1st thru 5th inning), or all players have batted once.

- h. The 6th inning and all extra innings are open innings. (**OPTION Rule 5.07**)
- i. **Special pinch runner does not apply.** Courtesy runner is not allowed. **Rule 3.04**
- j. Player pool is not applicable during playoffs.

2) Game and Dugout Protocols

- a. Managers and Coaches are not permitted to warm up pitchers before the game or between innings. You must have a player in a catcher's helmet and they **must be wearing a cup** to warm up a pitcher between innings. It is required that each team has two full sets of catcher's gear ready and available for use in each game.
- b. A manager or coach is not allowed to wear a baseball glove at any time during warm up.
- c. The manager is the only team representative allowed to speak with Umpires and Scorekeepers.
- d. The manager, coaches, and players may not leave the dugout until receiving permission from an Umpire. Rule 4.09(b).
- e. **Eleven or more players at the game location get three adults on the field, ten players get two adults on the field, and nine players get one adult on the field. There must be at least one coach in the dugout at all times.**
- f. Managers, Coaches, and players (not scheduled to be on the field to be a base coach or warm up a player) must remain in the dugout and are not allowed to stand outside of the dugout, or be on any part of the playing field, nor interact with parents or fans. **A manager or coach may be ejected, without warning, if they are in violation of this rule.**
- g. Only an Umpire can excuse a player, coach, or manager from the dugout or field. Exception: Players who are not actively playing are only allowed outside the dugout to retrieve a bat after an at-bat, and warm up teammates.
- h. **Regular Season Scorekeeper Rules Apply (Official Scorekeeper must not be a Manager or Coach of either team):** The home team will provide the Official Scorekeeper, who must be identified by home manager to the Umpire and visiting manager. If home team cannot furnish a scorekeeper, then the visiting team will provide the Official Scorekeeper prior to start of game. Home and visiting team scorekeepers should verify score and pitch count between each half inning.

AA Divisional Rules

1. TIME LIMIT A two (2) hour “drop-dead” time limit is in place for all games, but if there is a current at-bat at that point, the at-bat must be completed. No new inning will begin after one hour and forty-five minutes from the start time. The official start time is when the Umpire begins the game. If a game is called because of time limit, and the home team has not had their time at bat, the score reverts back to the last complete inning of play.
2. RUN LIMITS
 - a. The offensive team shall bat through the batting order until it makes three outs or until it scores five runs in its half of an inning. This remains in effect for all innings, including the sixth inning. No “open” innings.
 - b. If **after four (4) innings**, three and one-half innings if the home team is ahead, one team has **lead of ten (10) runs or more**, the manager of the team with the least runs shall concede victory to the opponent.
3. TIES Tie games will not be played off. Tie games shall count in the standings as one-half win and one-half loss.
4. PLAYING TIME ***See Rule #12 in the General Section for required playing time.** All players are to gain experience at more than one position and more than one place in the batting order throughout the season during games. Managers and coaches are encouraged to vary positions and line-ups throughout the season.
5. STEALING BASES shall be permitted only on a passed ball (which is defined as the horizontal line drawn out from the catcher’s stance and the ball must pass this line). Stealing home shall not be permitted at any time. If a runner attempts to steal a base on a pitch that the Umpire rules did not pass the horizontal line, the runner shall be sent back to the previous base. A runner’s attempt to steal a base is at their own risk. A runner can still be thrown out in the act of stealing a base, even if the Umpire deems the pitch to not have passed the horizontal line.
6. OVERTHROWS Base runners (other than stealing base runners) shall be allowed to advance only one base on a fielding overthrow or missed catch. In the event the defensive team, subsequent to the overthrow, makes a play that, in the opinion of the umpire, is an attempt to get the advancing runner or any other runner out, that play constitutes the ball’s being put back into play, and all runners can advance accordingly. If the subsequent attempt results in an overthrow, runners are allowed an additional base as set forth in this rule.
7. CATCHER OVERTHROW If an overthrow or missed catch occurs as the result of the catcher attempting to throw out a stealing base runner, the stealing base runner shall not advance an extra base, and the ball shall be declared dead. Encourage catchers to make the throw, without penalty.

8. INFIELD FLY RULE The "infield fly rule" shall NOT be enforced.
9. STOPPAGE OF PLAY BY PITCHER POSSESSION Base runners must stop at their current base, or at the next base, if the base runners are running between bases when the pitcher has control of the ball on the mound. In such situation, the ball shall be declared dead. For purposes of this rule, it is the intent to not cause games, either intentionally or inadvertently, to turn into games of aggressive base running at the expense of fundamentals. With this in mind, "when the pitcher has control of the ball on the mound" shall be liberally construed as having hit the pitcher's glove, while still on his hand, within an eight (8) foot radius of the pitching rubber, as determined by the umpire. If the ball is subsequently dropped or is otherwise misplayed, it is still considered to be a dead ball. No subsequent action of the pitcher shall result in any additional advancement of base runners or defensive put outs. In addition, if a base runner is safely on a base and not advancing at the time of the obvious throw by the defensive team to the pitcher, then, in the opinion of the umpire, that base runner shall not be allowed to advance to another base if it is determined that he or she did not commit to advance until the defensive team attempted to get the ball back to the pitcher. The pitcher must be within an eight (8) foot radius of the pitching rubber, and so cannot be involved in a defensive play outside of that vicinity in order for the ball to be ruled dead.
10. BUNTING Bunting is permitted.
11. ONLY PLAYERS ON FIELD No coaches shall be allowed in the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.
12. **Spring 2021 STARTING TIME and MINIMUM PLAYERS** All games will start as close to the scheduled time as possible, but no more than ten minutes after the scheduled start time. Any team that cannot field eight (8) players at the start of the game will forfeit the game, and a 6-0 score shall be recorded. A forfeit shall be declared ten minutes from the scheduled start time if the home team cannot field eight (8) players. The visiting team shall forfeit if they cannot continue in the batting order or cannot field eight (8) players in the bottom half of the inning. In such situations, there will be no make-up game. An exhibition game will be played with the players on the field.
13. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols.
14. Pitching distance of 40 feet.
15. **Spring 2021: 4 Players in the outfield:** AA games are played with ten players on the field for defense. Only 6 players are allowed to play on the infield. The additional four players must be stationed on the outfield grass in fair territory.
16. **Spring 2021: Coach Pitch:** for the first month of the season, a defensive player will be the pitcher to begin every at-bat, and the umpire will call balls and strikes on each pitch. If 4 balls have been called on the batter,

the manager or coach of the offensive team will pitch with the same strike count (if any) to their batter. The batter gets no more than 3 pitches (regardless of the quality of the pitches from the manager/coach- including the circumstance when a batter is hit by the pitch). If an uncaught foul ball is hit on what would be the last allowed coach-pitch, then the at-bat continues. A batter cannot be out on an uncaught foul ball. The batter is out on any pitch from the manager/coach resulting in a swinging third strike. There are no called strikes by the umpire when the manager/coach is pitching. The umpire, however, does keep track of the strikes and the number of pitches thrown by the manager/coach. The manager/coach must pitch from the pitching rubber when the pitch is delivered. The manager/coach must pitch overhand from a standing or kneeling (though kneeling is highly recommended) position. **This modified coach pitch rule will end on Friday, April 23rd. All games starting on Saturday, April 24th will be kid pitch only.**

PALL AA PLAYOFF RULES

1) Playing Rules

- a. Tournament will follow Regular Season Green Book Rules.
- b. TIME LIMIT: No new inning will begin after one hour and forty-five minutes from the start time. The official start time is when the Umpire begins the game. **There is no “drop-dead” time limit.**
- c. Game cannot end in a tie score. A new inning may begin after the one hour and forty-five minute time limit if there is a tie score.
- d. Maximum five (5) runs per inning. With the exception of the declared “last” inning (as determined and announced by the Umpire prior to the start of that declared “last” inning), which will have no maximum run limit, i.e., “Open”. However, if the game continues beyond the declared “last” inning (time remains or another inning begins because the score is tied), all subsequent innings return to maximum five (5) run rule per inning.
- e. Ten-Run Rule – 4.10(e) – is in effect. “A game shall be called a regulation game if after four (4) innings, three and one-half (3-1/2) innings if the home team is ahead, one team has a lead of ten (10) runs or more.”
- f. Player pool is not applicable during playoffs.

2) Game and Dugout Protocols

- a. The manager is the only team representative allowed to speak with Umpires and Scorekeepers.
- b. The manager, coaches, and players may not leave the dugout until receiving permission from an Umpire. Rule 4.09(b).
- c. **There must be at least one coach in the dugout at all times.**
- d. Managers, Coaches, and players (not scheduled to be on the field to be a base coach or warm up a player) must remain in the dugout and are not allowed to stand outside of the dugout, or be on any part of the playing field, nor interact with parents or fans. **A manager or coach may be ejected, without warning, if they are in violation of this rule.**
- e. Only an Umpire can excuse a player, coach, or manager from the dugout or field. Exception: Players

who are not actively playing are only allowed outside the dugout to retrieve a bat after an at-bat, and warm up teammates.

Regular Season Scorekeeper Rules Apply (Official Scorekeeper must not be a Manager or Coach of either team): The home team will provide the Official Scorekeeper, who must be identified by home manager to the Umpire and visiting manager. If home team cannot furnish a scorekeeper, then the visiting team will provide the Official Scorekeeper prior to start of game. Home and visiting team scorekeepers should verify score and pitch count between each half inning.

Farm Divisional Rules

NOTE: It is the manager's responsibility to understand these rules.

Regular season rules that are modified for post-season tournament rules are in red text and [brackets].

Umpires:

For games 1-5, parent umpires will be used (**games before Saturday, April 24th**). These parent umpires will be an assistant coach from one of the teams and must have cleared a background check. Which assistant coach is used for all or partial game will be agreed upon by both managers at the plate meeting prior to starting the game. It could be one parent for the entire game, or you may decide to alternate innings. Use your best judgment and keep in mind that all coaches and parent umpires are there to foster a learning environment for baseball and to keep things fun. The designated umpire will call balls and strikes from behind the pitchers mound (only when it is player pitch). During coach pitch, the designated umpire will only officiate plays on the field. Below are the rules of Farm that the parent umpire will be officiating.

1. Farm Division baseball is “Instructional” and “Non-Competitive.” While the score of the game is kept, it is not reported or posted, and there are no records or standings. Proper sportsmanship is expected of all participants – players, managers/coaches, and spectators – at all times. **[Every effort will be made by the league to provide an official score keeper for tournament games. If this does not occur, the home team (as determined by a coin toss prior to each game) is responsible for the “Official Score” and Pitch Count. The Score and Pitch Count should be verified by each team at end of every inning. The Score and Pitch Count must be reported within 3 hours of game conclusion.]**
2. Starting 15 minutes before game time, the visiting team is allowed to take a 7-minute infield practice. At 8 minutes before game time, the home team is allowed to take a 7-minute infield practice. The remaining minute is to be used for the Umpire-Managers meeting at home plate. The umpires are not always aware of the Farm Division Rules so the basic differences from Little League Official Rules should be discussed if the umpire is not familiar with these adapted rules.
3. Maximum game duration is 2 hours or 6 innings (or as shortened by daylight or weather). If the game is at 1 hour and 59 minutes, the umpire will inform both teams that this is the last batter. A new inning cannot start after 1 hour and 45 minutes. **[No new inning may be**

started after 1 hour and 45 minutes. All innings that are started will be completed, i.e., there is NOT a 2 hour drop dead time limit]

4. The game clock will start at the scheduled time, whether the teams are ready or not. The only exception is when the umpire is late. If the umpire is late, an additional 15 minutes will be given from the starting point.
5. Every player present is part of the batting order, i.e. Continuous Batting. There is no penalty for accidentally batting out of order. If this occurs, the player that batted out of order will simply resume their normal position the next time through the batting order. [If a player bats out of order they will be called out if the opposing team notifies the umpire prior to the next batter receiving the first pitch. Exceptions are Offending Batter is recovering from an injury or is in the restroom]
6. PITCHERS Pitch count is in place for all divisions, all games. Pitch limitations, days of rest, and record keeping are per the "Green Book":
<http://www.littleleague.org/learn/rules/pitch-count.htm>

League Age:

13-16 - 95 pitches per day

11-12 - 85 pitches per day

9-10 - 75 pitches per day

7-8 - 50 pitches per day

Exception: If a pitcher reaches limit imposed in Regulation VI (c) for his/her league age 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 put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

- 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- ***Under no circumstances shall a player pitch in three (3) consecutive days.**

Pitchers should pitch from a pitching rubber 38 feet away from the back of home plate (the standard LL pitching rubber is 46 feet). After every game in which a player pitches, the two

managers should come to a consensus on the pitch counts for every player, on both teams. The home manager should email the league scorekeeper with the pitch counts of all players, and cc the visiting manager.

7. Farm games are played with ten players on the field for defense. Only 6 players are allowed to play on the infield. The additional four players must be stationed on the outfield grass in fair territory. Their positioning is at the Manager's discretion within the above guidelines, but remember the goal of teaching players positions that they will assume at the next level. Two defensive coaches may be on the field in the first half of the season to assist positioning the players. One coach may stand behind the pitcher in the vicinity of second base, and one coach may stand behind the catcher and umpire to assist the catcher in retrieving wild pitches (this does not remove the requirement that an approved adult volunteer is in the dugout with any players not actively in the game). It is the coaches' responsibility to avoid interfering with any live ball. The coach behind the pitcher is only allowed on the field for the first half the season. **Starting on the Saturday, April 24th**, only the coach behind the catcher will be allowed on the field during their team's defensive half-inning.
8. There are no forfeits in Farm due to lack of players in the regular season. Farm teams can take the field with as few as eight players. A team with 8 or 9 players present will use 2 or 3 players, respectively, to cover the outfield.
9. Playing time should be apportioned equally among all the players. Each player present **must** play at least 2 innings defensively. Over the course of three to four games all players should get approximately the same number innings played at infield positions as well as number of At Bats. The line-up and batting order will need to be changed to achieve this.
10. Each half inning concludes when: 1) Three outs are recorded, 2) The entire lineup has batted, or 3) Five runs have been scored. There is no open inning: when the home team is trailing in the bottom of the last inning, it is still limited to 5 runs. **[Maximum 5 runs per inning. With the exception of the last inning (as determined and announced by the umpire prior to the start of the inning) which will have no maximum run limit, i.e., "Open"]**
11. COACH PITCH: **For the first 5 weeks of the season**, a manager or coach will exclusively pitch to his team during their offensive half of the inning, and the umpire does not call balls or strikes on pitches taken (only swinging strikes). The coach-pitcher will be allowed to throw up to 5 pitches to the batter, unless (1) the ball is put into play in fair territory, (2) a batted ball is caught for an out, or (3) the batter has a third swinging strike. If the batter hits an uncaught foul ball on what would be the last allowed pitched ball, the at-bat may continue with an additional pitch. (eg- on the 5th pitch Johnny hits a foul ball, he is given a 6th pitch. If Johnny hits a foul ball on the 6th pitch, he is given a 7th pitch, etc.). **Starting Week 6 – Player Pitch for first 2 innings, Week 7 – first 3 innings, Week 8 – first 4 innings, Week 9 – Player**

pitch entire game, a defensive player will be the pitcher to begin every at-bat, and the umpire will call balls and strikes on each pitch. If 4 balls have been called on the batter, the manager or coach of the offensive team will pitch with the same strike count (if any) to their batter. The batter gets no more than 4 pitches (regardless of the quality of the pitches from the manager/coach-including the circumstance when a batter is hit by the pitch). If an uncaught foul ball is hit on what would be the last allowed coach-pitch, then the at-bat continues. A batter cannot be out on an uncaught foul ball. The batter is out on any pitch from the manager/coach resulting in a swinging third strike. There are no called strikes by the umpire when the manager/coach is pitching. The umpire, however, does keep track of the strikes and the number of pitches thrown by the manager/coach. The manager/coach should pitch from the pitching rubber when the pitch is delivered, but discretion is allowed to go closer as needed. The manager/coach must pitch overhand from a standing or kneeling (though kneeling is highly recommended) position. [The coach pitching rules for the second half of the season are in effect for the playoffs.]

12. If a batter is hit by a pitch thrown by the pitcher (player pitch, not coach pitch), may either be awarded first base, or allowed to continue the at-bat, at the Manager's discretion. If the manager chooses to have the batter remain at bat, then the count is cleared for the coach pitch to begin (SEE ABOVE RULES FOR COACH PITCH GUIDELINES). [A batter hit by a pitch thrown by a player in the playoffs is awarded first base.]
13. While the manager/coach is pitching, the pitcher (player) must be stationed to the side of the rubber, no more than 5-6 feet away. It is the responsibility of the coach-pitcher to avoid interfering with any batted ball. The pitcher (player) is still an active fielder during coach pitch.
14. There is no infield fly rule in farm.
15. There is no bunting, no stealing, and no advancing on wild pitches in farm. Runners may not leave the base until the ball is hit.
16. Players must slide or attempt to avoid contact, or they may be called out. No head-first slides are allowed unless the player is returning to a base.
17. Only the Manager, or Acting Manager in the event that the Manager is not present, may talk to the umpire.
18. Given the "Non-Competitive" nature of the Farm Division, there will be no formal protests. Remember, out/safe and ball/strike calls are judgment calls and cannot be contested.

19. Managers/coaches ejected from a game will be suspended 2 games for the first violation. Upon the second ejection, the manager/coach will be terminated from the position. [First violation will result in a one game suspension. Second violation will result in termination from the position.]

20. **Spring 2021: Managers, Coaches, Team Parents and players are the only people allowed in the dugout and stands at all times.**

21. Players may not stand on the dugout benches or equipment boxes. Players may not climb the dugout fences. There are no on-deck circles for hitters to warm up swings. Players not actively hitting, base-running or fielding should be in the dugout/bleacher player area, with an approved adult volunteer. Managers are responsible for enforcing this policy.

22. Players may not chew gum or eat food of any kind in the dugout or on the field.

23. Players may not wear watches, jewelry (including necklaces and bracelets), or pins. Medical bracelets are allowed.

24. Players may not have white long sleeves. If they do have white sleeves, they must be rolled up or removed.

25. Pitchers may not wear batting gloves or wristbands while pitching.

26. Managers/coaches should not retrieve the bat after each play. Only a player wearing a helmet may retrieve the bat.

27. When a team is at bat, their first and third base coaches must be adults. An adult must also be present in the dugout. All adults should be volunteers approved by the league.

28. Adults may warm up a pitcher during an inning in a safe area off the field of play or in between innings on the field of play.

29. Male catchers must wear a cup. All catchers must wear a chest protector, shin guards, and a catcher's helmet/mask with an elongated throat guard. The catcher must wear the helmet/mask during infield practice before the game and while warming up a pitcher either on or off the field.

30. All bats must display the "USABat" licensing mark. For more information on the USABat standard visit the website: USABat.com.

31. All batters and baserunners must wear NOCSAE approved batting helmets. Batters and baserunners must wear batting helmets at all times when not in the dugout--including walking up to bat and walking back to the dugout. Batting helmets must be in good condition, and may not have a mirrored reflective finish, or be altered in any way by painting or applying decals.
32. STOPPAGE OF PLAY: Base runners must stop at their current base, or at the next base if the base runners are running between bases, after any hit in the infield, or when a ball hit to the outfield is returned to the infield. Baserunners advancing on a ball being returned to the infield are at risk of being put out, but if the defensive team is not attempting to make an out on a baserunner, the umpire should call the ball dead. If the ball is subsequently dropped or is otherwise misplayed by the defensive player, it is still considered to be a dead ball. No subsequent action of the defensive player shall result in any additional advancement of base runners or defensive put outs. (The intent of this rule is to prevent games, either intentionally or inadvertently, to turn into games of aggressive base running at the expense of fundamentals.)
33. **Spring 2021: PLAYER POOL** No player pool shall be in use for the Spring 2021 season per the local health/safety protocols.