

IX.GAME OPERATIONS – 2015 PFL LOCAL RULES:

A. Local Rules

For all divisions, the home team will occupy the 3rd base dugout and the visiting team will occupy the first base dugout. Where no formal dugout exists (aka, T-Ball, the home team will be on the 3rd base side and the visiting team will be on the 1st base side.)

For all levels, only the manager may speak to umpires.

For AA – Majors, no standings will be kept for the first 'Pre-season' games. Games will be played starting March 1, 2014 under the outlined rules below. Scores will be kept during these games and all standard play rules will apply, but standings will not be kept. Make-ups will be attempted to be played, but if the game has not been played by the beginning of the regular season it will not be played.

Level	Mercy Rule	Batting	Rule 6.05	Time Limit	Max Run Inning
Majors	Observed	Continuous	Yes	No	No
AAA	Observed	Continuous	No	2 Hr / 2 Hr 15	5 – Last Unlimited
AA	Not-Observed	Continuous	No	1:45 / 2 Hr 15	3 – Last Unlimited
A	Not-Observed	Continuous	No	1:30 / 2 Hr	

1. 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.

Majors draft rules:

1. Any player that participates in Majors will return to Majors the following season. These players will be called "Returning Players."
2. Returning Players will be selected first in the Major Draft. When all Returning Players are assigned to a team, other eligible players will be drafted.
3. Each season, all Returning Players will be redrafted; they will not stay with the same team.

Play Rules

1. All players must play at least 6 defensive outs and 9 defensive outs is encouraged.
2. Majors 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.
3. Games cannot end in a tie.
4. The Batter is NOT automatically out after 3 strikes if the pitch is not caught unless 1st base is occupied with less than two outs (Rule 6.05).
5. Standings will be maintained and posted on the PFL website.
6. Only managers may speak with umpires; no exceptions.

Playoffs

1. For playoffs, games will be played under standard LL International Tournament Rules. The only change is going to standard 9 batting with minimum of 1 at bat and 6 defensive outs in a full 6 inning game. Special Pinch Runners will also be allowed.
2. Seeding is based on regular season final standing.
3. All playoffs will be double elimination and take place over a two week period.

Tie breakers

1. For two teams :
 1. Head to head match-up
 2. Runs allowed
 3. Runs scored
 4. Coin flip
2. For more than two teams: The same criterion will be used in (1.) Head to head record all teams tied. Then 2-4.
3. Once 1st team is determined. Ranking resets and starts over at 1 to determine 2nd.

2. Minor AAA Division:

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

General Rules for AAA:

1. 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. There is a mandatory concession rule. If the rule is observed for the game, the game is officially over. Teams will be allowed to play an 'extra' inning to give an opportunity for additional playing time (if time permits). The max run per inning will be in effect during the 'extra' inning.
2. Game length: No new innings are to be started after two (2) hours past game time.
3. 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. 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.
4. AAA will implement continuous batting. (Refer to Majors Play 2)
5. All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings
6. Only managers may speak with umpires; no exceptions.

Playoffs – Same as Majors (Except rule 6.05)

3. Minor AA Division:

Minor AA is a division that should focus on instruction, learning and fun, but also introduce the players to competitive baseball.

General Rules for AA:

1. The **Infield Fly Rule** will not be played.
2. All players must play at least 9 defensive outs and not sit out more than 2 consecutive innings or 2 total innings.
3. Player Rotation: Players are limited to 3 innings per game at any one position (the outfield is considered one position, regardless if right, center or left field). If a player asks to play a particular position, it is encouraged to provide that players should be given with the opportunity to play that position at least 2 innings during the season (unless it poses a safety risk).
4. 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.
5. Runner cannot score on a steal, passed ball or wild pitch.
6. 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.
7. Pitching distance – New (1st year) AA Pitchers will throw from 42 feet to start the season and all pitchers will move to 46 feet on April 15th. If a player is returning to AA, he will throw from 46 feet at the start of the season.
8. 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. In the event of darkness or Hard Stop, the score will revert back to the last complete inning.
9. Only managers may speak with umpires; no exceptions.
10. Standings will be maintained and posted on the PFL website.

Playoffs – will be regular season AAA rules

4. Minor A (Red and Black) Division

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

General Rules for A:

1. 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 2 consecutive innings. 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 based on safety if some players do not possess the skill to play these positions).

2. Pitching
 - a. Black Division:
 - 1) Games 1 – 8: Coach pitch for all innings.
 - 2) Games 9 – 16: Coach pitch for first 3 innings; player pitch for remaining 3 innings.
 - 3) A removable rubber or mound will be placed at 35’.
 - b. Red Division
 - 1) Player pitch for entire game.
 - c. A removable rubber or mound will be placed at 35’.
3. Coach from batting team will act as the umpire
4. 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.
5. Bunts are not allowed.
6. The same pitcher cannot pitch 2 consecutive calendar days.
7. Each half inning has a 3 run limit. Once 3 runs have scored, the side is retired.
8. Athletic cups are mandatory. The boys should get used to wearing them.
9. Minimum of 7 players needed to field a team.
10. 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.
11. Defensive cleared coaches may be on the field standing in the left and right field corners to help instruct the defensive players.
12. The game length will be 1 hour and 30 minutes. No new innings can be started after this limit.
13. No scores or standings will be kept.

5. T-Ball Division

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

- 1) All games are a minimum of two (2) and a max of three (3) innings.
- 2) Total game time is one and a half hours.
- 3) Managers are encouraged to rearrange the batting order for each inning during the game.
- 4) Managers are encouraged to rearrange the defensive order after each inning during the game.
- 5) All players bat once in each inning and must bat two (2) times and no more than three (3) times per game.
- 6) The last batter up in each inning always scores a home run (this should be rotated every inning).
- 7) Each team may play all players on defense, however there should be no more than five infielders plus a catcher.
 - a) All players advance to first base even if they don’t hit the ball.
 - b) The maximum number of bases on a hit is two.
 - c) There is no base stealing or leading off.

- 8) 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.
- 9) 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.
- 10) 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.
 - a) If the defensive team makes an out, the offensive team player stays on base.
 - b) There is no limit to the number of outs in an inning.
 - c) Coaches may be in the outfield with the defensive team.
- 11) Coaches should be stationed at home, first base and third base with the offensive team.
 - a) Coaches for the home team are responsible for putting out and taking in the bases.
 - b) No standings and scores will be kept.