

# PSL 2017 Regular Season Local and LL Rules

## PITCHING RULES

### **13 -16 - 95 pitches per day**

**Exception:** Exception: If a pitcher reaches the 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 game. A player who as caught 4 or more innings may not pitch that day. Pitchers may not reenter the game once removed for the pitchers positions.**

### **Pitchers league age 13-14 must adhere to the following rest requirements:**

- If a player pitches 66 -95 max 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.

### **Pitchers league age 15-16 must adhere to the following rest requirements:**

- If a player pitches 76-95 max pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

**Pitching is limited to 9 total outs or 3 innings per game for 16 yr olds combined. Each game is considered 1 game.**

**A double header is considered 1 Day Pitching. If a pitcher throws 31 pitches Game 1, he/she is ineligible to pitch in Game 2.**

PSLL Directive....

In a PSL game the umpire calls the balks, not a coach or manager.

Balk rules

Super Division = Balks are not to be called until playoff time. Then each pitcher gets 2 warnings then balks are called by the Umpire, Flagrant intent to deceive only.

Diamond Division = each pitcher gets 1 warning then balks are called by the Umpire only.

### **DIAMOND – SUPER Baserunner Slide Rules (05042017)**

**7.08 -- Any runner is out when -**

- (a) (1) running more than three feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base which he/she is attempting to reach; or**
- (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or**
- (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag**

**There is no "must slide rule." The rule is, "slide or attempt to get around." The key in this situation is "fielder has the ball and is waiting to make a tag." If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, you CANNOT call the runner out, that can be obstruction by the defensive player. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct.**

**SLIDE OR AVOID!!!!**

### **DIAMOND – SUPER GAME LENGTH RULES (05042017)**

**PSL has a 2 ½ hour time limit on all weekend games when there is another game after it. Also any game on a school night has a 2 ½ hour time limit. There will be no inning started after 9pm on weekdays while school is in session.**

## **DIAMOND – SUPER PLAY UP- PLAY DOWN RULES**

**8 Players minimum to begin a game.**

**Batting order is continuous, free substitution for field play.**

**10 run deficit after an official game (4.5 or 5 innings) play is ended.**

**Players must play a minimum of 12 defensive outs (4 innings) in a game.**

**Players are not allowed to sit in consecutive innings unless they are injured.**

**Each Diamond team has a Super team as part of their roster. These two teams will be playing on opposite days so conflicts will be at a minimum. Each manager will be given 2 extra shirts for the call up players**

**Each Diamond team must keep 11 players on their game day roster. If you have players with conflicts, HS, AAU or PBR you must call on your Super Manager to send you enough players to make a roster of 11. (No age restrictions. Best players first but let's get everyone a shot up there)**

**Each Super team must keep 10 players on their game day roster. If you have players with conflicts, HS, AAU or PBR you must call on your Diamond Manager to send you enough players to make a roster of 10. 16 yr. olds cannot play down to the Super Division. (13 yr. olds preferred) 13 yr old play down players can pitch. Play down 14's cannot pitch unless every player on your Super Roster is determined by the website as ineligible to pitch. Even the ones you think can't pitch.**

**Diamond Players who pitch in Play down Super games must have their pitches thrown reported to the Commissioner to calculate days of rest needed.**

**Injury replacements for Diamond teams come from your Mentored team only and vice versa.**

### **PLAY RULES continued**

**Players Entering the Game late – (04/28/2017)**

**Diamond - Late players are put at the end of the batting order.**

**If the player re-enters after the completion of the 4th inning, that player cannot pitch in that game unless there are no eligible pitchers left on the team's roster.**

**No player can enter the lineup after 5 complete innings.**

**Super - Rostered players can enter the game at any time. Late players are put at the end of the batting order. If a "play down" player enters after the completion of the 4th inning, that player cannot pitch in that game unless there are no eligible pitchers left on the team's roster. Rostered players are allowed to pitch at any time. After 5 complete innings, play down players cannot enter the lineup.**

**Both rules are void if the team in question has an injury and needs that entering player to make 9 players.**

## **DIAMOND – SUPER BAT RULES**

### **Rule 1.10 - Baseball**

The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

### **Pursuant to Little League International, Inc rules:**

#### **Junior League players (ages 13-14) can follow the rules below:**

Maximum Diameter = 2 5/8-inch barrels

Maximum Length = 36-inches

The following will apply for the **Junior League Baseball Division**

1. Bats with **composite materials** in the barrel **must be compliant with BBCOR standards**, and must be labeled as such;
2. **Bats with barrels composed entirely of wood, metal, aluminum, or alloy** (exclusive of the end cap) are **NOT required to be BBCOR compliant**. These bats may be 2 1/4" in diameter (non-composite barrel) and must be marked with BPF 1.15 notation.
3. Bats must meet the standards noted in Rule 1.10 for length, diameter, etc. (see above)

#### **Senior League Players (ages 15-16) can follow the rules below:**

Maximum Diameter = 2 5/8-inch barrels

Maximum Length = 36-inches

For baseball bats, the following will apply for the **Senior League and Big League Baseball Divisions**:

1. **ALL bats with barrels that are not entirely composed of wood must be compliant with BBCOR standards**, and must be labeled as such;
2. Bats must meet the standards noted in Rule 1.10 for length, diameter, etc.

**These bat rules will be strictly enforced.**

**This system will allow kids to play more games than ever before and help the development of our Players.**

**Playoff Roster call ups must make a roster of 12 for Diamond Team.**

**Spring Season Players must play in 60% of scheduled games to be eligible for District All Star Tournament teams.**

**Have fun, be safe, PLAY THEM ALL!!!!!!!**