

PSWLL LOCAL RULES

Revised for 2023

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Playing in Pasadena Southwest Little League is about enjoying the game of baseball and competing with friends, neighbors, and classmates in the Little League format. Playing baseball at this level should be fun, positive, challenging, and character building as players learn to participate in a team setting with less focus on their personal concerns and more focus on making the team successful.

Managing and coaching for PSWLL should emphasize the finer points of what makes a team successful on the field, both offensively and defensively, and optimizing each player's ability to make the greatest contribution to that success. Every player's ability to participate in a successful effort on the field becomes as important as merely understanding the basics of the game and is a measure of the effectiveness of managers and coaches.

While winning games is one way to measure a successful effort on the field, winning games is by no means the primary goal of an effective manager or coach. When a manager or coach prepares the players to become winners on the field, without losing sight of the philosophy, guidelines, and rules of PSWLL, then that coach has been effective in the best way possible. Simply put, "When coaches win practices, players win games."

I. TEAMS AND PLAYERS

- a. There shall be the following baseball divisions:
 - i. Juniors Division
 - ii. Majors Division
 - iii. Minors Division – shall be divided into the following sub-divisions and may be adjusted (depending upon seasonal enrollment):
 1. Minors AAA (Player pitch)
 2. Minors AA (Mixed Player/Coach pitch)
 3. Minors Farm (Coach pitch)
 - iv. Tee Ball Division

- b. The league ages for each of the baseball divisions are as follows:
 - i. Juniors Division – League ages 13-14
 - ii. Majors Division – League ages 9 –12
 - iii. Minors Division – League ages 6-11 as follows:
 1. Minors AAA – League ages 8-11. Any 12 year-old player requesting to play in the Minor league at any level is subject to the process for approval noted in Green Book Section V (a).
 2. Minors AA – League ages 7-10

3. Minors Farm – League ages 6-9. Six year-old players are eligible for Minors Farm only if they played in a Tee Ball Division the previous season, and then only with the approval of the Division Representative, the Player Agent and the parent(s) of the player. Additionally, it is only in exceptional circumstances that a 9 year-old player may play in Minors Farm, and then only upon the recommendation of the Division Representative and the Player Agent.
 - iv. Tee Ball – League ages 4 – 7
- c. Each of the baseball divisions shall have the number of teams consistent with the number of registered players and team sizes outlined in subsection “d” below. The President, Player Agent and Division Representative shall consult with the managers of each division and determine the number of teams before each division draft or team placement takes place.
- d. Each of the baseball teams shall have the following number of players (the number of players per team may be adjusted dependent upon enrollment):
 - i. Juniors Division teams shall have a maximum of 15 players, except that if the League fields only one Juniors team it may contain a maximum of 20 players.
 - ii. Majors Division teams shall have a maximum of 12 players.
 - iii. Although the Green Book does not mandate a minimum or maximum number of players for teams within the Minors Divisions, Minors Divisions shall have no more than 12 players per team; AA and Farm Division should have no less than 11 and no more than 13 players per team, depending upon registration and skills assessments.
 - iv. Tee Ball Division shall have a maximum of 12 and a minimum of 5 players per team.
- e. Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the Board of Directors upon request of the team manager. Managers must make the Player Agent aware if any player misses more than three consecutive games for any reason. Failure to do so will be cause for corrective action against the manager. The Player Agent shall notify the President of a manager’s request for such and the President shall schedule the item for a Board of Directors review and vote. The Board of Directors reserves the right to allow such player to remain on the roster.

- f. No player shall be called up from Minors AAA to a Majors Division team after March 31 of the current season.
- g. If a team within the Minors Division loses a player during the regular season, a player from another team within the Minors Division may be transferred to that team subject to the approval of the Player Agent in consultation with the Division Representative. Such transfers may only occur from Minors AA to Minors AAA, or from Minors Farm to Minors AA.

II. TRY-OUTS AND SKILLS ASSESSMENTS

- a. **Juniors Division:** All players interested in playing in the Juniors Division who are league ages 13-14 need not participate in skills assessment.
- b. **Majors and Minors Divisions:**
 - i. All players interested in playing in the Majors Division or Minors Division must participate in the league try-out and skills assessments to determine the most appropriate division of play for the player. Except with the approval of the Player Agent, in consultation with the Division Representative, no player should be placed on a team without attending skills assessments.
 - ii. The Player Agent and President will schedule skills assessments for baseball, in consultation with the Board of Directors. Specific dates for skills assessments will be posted on the League website and sent to all registrants as early as possible, but no later than one (1) week before the skills assessment, weather and field conditions permitting.

III. TEAM SELECTION

- a. There shall be no draft in the Juniors Division. All players who register and qualify for the Juniors Division shall be assigned to play on the Juniors Division team.
- b. **Majors and Minors AAA Division Draft:** The procedure for drafting players in the Majors and Minors AAA Divisions shall be as follows:
 - i. **Protected Players:** The child/children of each manager will be slotted in the appropriate draft round of their parent manager by the Player Agent, in consultation with the Division Representative and the President. Additionally, the child/children of one (1) assistant coach will be slotted in the appropriate draft round of their parent manager by the Player Agent, in consultation with the Division Representative and the President. Draft positions may be adjusted for protected players based upon input from the above participants and the Division managers.
 - ii. **Majors and AAA level draft** will be conducted by the player agent and the relevant Division Rep. according to the "Draft Guidelines" appendix in the PSWLL rulebook.

iii. **Order of Player Selection:** The order of selection shall be determined by the Player Agent, Division Representative and the President. The order of selection may be adjusted based upon consultation with the Division managers prior to the draft.

iv. **Replacement Player Pool:**

1. **Majors and AAA Minors:** For both regular season and playoffs, will consist of all players drafted into the division. A replacement player may be selected from the pool from an equivalent or lower draft round as the player being replaced. Replacement players are not allowed to pitch or catch under any circumstances.
2. **Procedure:** If any team is short of players and at risk of forfeiting a game, the team manager must ask the League Player Agent for a replacement player from this pool to avoid forfeit. If a team is not successful in fielding the replacement(s) from this pool by game time, the forfeit is in force. A team may add replacement players from the pool only until it has a maximum of 10 players on its game-day active roster.

c. **Other Minors Division Team Formation:** The procedures for placing players on teams in the Minors AA and Minors Farm Division shall be as follows:

- i. **Minors AA:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. Competitive balance shall be considered as a primary variable in assigning players.
- ii. **Minors Farm:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. The assignment of players shall be made with the following considerations in mind:

1. Maintaining competitive balance;
2. Keeping neighbors and schoolmates together; and
3. Consideration of the age range of the players on each team.

d. **Tee Ball Division:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. The assignment of players shall be made with the following objectives and considerations in mind:

1. Maintaining competitive balance;

2. Keeping neighbors and schoolmates together; and
3. Consideration of the age range of the players on each team.

IV. INTER-LEAGUE PARTNERS

- a. The Juniors Division shall inter-league with those leagues in District 17 that have formed one or more Juniors Division teams and have signed the necessary application for Inter-League play.
- b. For all other divisions (Majors, Minors AAA, and Minors AA), before the start of the season, the President will present the list of potential interleague partners to the Board of Directors for input and approval.
- c. Interleague games at Allendale Park will be played according to PSWLL local rules.

V. REGULAR SEASON AND PLAYOFFS

a. ***Juniors Division:***

- i. Juniors' division play will be determined by District 17.

b. ***Majors Division, Minors Division, Tee Ball Division:***

- i. The regular season shall begin no sooner than the last Saturday in February and no later than the first Saturday in March, unless circumstances require otherwise.
- ii. The regular season shall end as follows:
 1. ***All Divisions (Except Juniors):*** The scheduler in conjunction with the Player Agent and President shall determine the end of the regular season.

iii. The winner of the Majors Division, Minors AAA Division, and Minors AA Division shall be determined by a playoff system as follows:

1. ***Majors Division:*** The playoffs shall begin after the last regular season game, and conclude before the District 17 tournaments (TOC and City).
 - a. The playoffs shall be a double elimination format.
 - b. The President, the Majors Division Representative, and Player Agent, in consultation with the scheduler, shall set

the specific dates for each of the playoff games. Every effort should be made to ensure all teams in the playoff tournament have an equal number of rest days in between games.

- c. All teams will qualify for the playoffs seeded in order of points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the standings will be broken by the following procedures, in order:
 - i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and
 - iii. Coin flip
- d. The winner of the Majors Division playoffs shall represent Pasadena Southwest Little League at the District 17 Tournament of Champions (TOC). The runner up of the Majors Division playoffs shall represent Pasadena Southwest Little League at the District 17 City Tournament (City).

2. **Minors AAA:** The playoffs shall begin after the last regular season game, and conclude before the District 17 tournaments (TOC and City).
 - a. The playoffs shall be a double elimination format.
 - b. The President and Player Agent, in consultation with the scheduler, shall set the specific dates for each of the playoff games. Every effort should be made to ensure all teams in the playoff tournament have an equal number of rest days in between games.
 - c. All teams will qualify for the playoffs seeded in order of points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the

standings will be broken by the following procedures, in order:

- i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and
 - iii. Coin flip
- d. The winner of the Minors AAA Division playoffs shall represent Pasadena Southwest Little League at the District 17 Tournament of Champions (TOC). The runner up of the Minors AAA Division playoffs shall represent Pasadena Southwest Little League at the District 17 City Tournament (City).

3. **Minors AA/ Farm/ Tee Ball:** The Minors AA playoffs shall begin after the last regular season game and conclude before Closing Day ceremonies.

- a. The playoffs shall be a single elimination format.
- b. The President and Player Agent, in consultation with the scheduler, shall set the specific dates for each of the playoff games.
- c. All teams will qualify for the playoffs seeded in order of points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the standings will be broken by the following procedures, in order:
 - i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and
 - iii. Coin flip
- d. The Minors AA championship game will be played at Allendale Field.

4. There shall be no playoffs nor official "League Champion" in the Minors Farm Division.

5. There shall be no playoffs nor official "League Champion" in the Tee Ball Division

VI. CONDUCT, DECORUM AND SAFETY

- a. As these rules affect sportsmanship, good conduct, safety, and a general appearance, all of which reflect upon Pasadena Southwest Little League, these rules shall apply to the following:
 - i. All Pasadena Southwest Little League teams and players.
 - ii. All teams and players who are playing under the Pasadena Southwest Little League team banner.
 - iii. All Pasadena Southwest Little League players who are playing under another league's team banner.
 - iv. Juniors' division play will be determined by District 17.
- b. All Board of Directors members, managers, coaches, parents, and members (and their guests) of Pasadena Southwest Little League shall adhere to and abide by the Pasadena Southwest Little League Code of Conduct (the "Code of Conduct"), as may be amended from time to time by the Board of Directors of Pasadena Southwest Little League. All managers and coaches at all levels are required to sign an acknowledgment that they will adhere to the Code of Conduct and to return that acknowledgment to the League President. The current version of the Code of Conduct is attached hereto as Schedule 1.
- c. Players must not wear watches, rings, pins, metallic objects, or jewelry of any kind while playing. Medic Alert bracelets or necessary medical devices are allowed.
- d. Uniforms must be tucked in at all times. Also please refer to the Uniform Policy attached hereto as Schedule 2.
- e. Only team members, managers and no more than two coaches are allowed in the dugouts during games. Players must remain in the dugouts at all times during games, unless applicable health regulations require otherwise. Restroom visits are permitted. Permission of the umpire is NOT required. Managers and coaches should be allowed to stand or sit outside the dugout. Umpires have the right to ask managers and coaches to remain in the dugout if it is warranted.
- f. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to any player. No player, coach, manager, parent, or other person in the stands shall yell, or make loud noises directed at the pitcher. No player, coach, manager, parent, or other person in the stands shall shout or comment, directly or indirectly, about a player, coach, or manager of the opposing team.
- g. 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.

- h. Managers and coaches must have permission of the umpire to walk on to the field during play.
- i. Teams playing the next game must warm up only in appropriate or designated areas. At no time may players in the next game warm up on the playing field while a game is in progress.
- j. Managers and coaches shall be responsible for ensuring that all litter is picked up from the dugouts and the field area and that both are left clean and orderly.
- k. For all games at Allendale Field, the home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout.
- l. For all games at Allendale Field, the visiting team shall have access to the batting cage one hour prior to the scheduled game time for a period not to exceed twenty-five (25) minutes. The home team shall have access to the batting cage thirty-five (35) minutes prior to game time for a period not to exceed twenty-five (25) minutes.

VII. PLAYING RULES

- a. **Juniors Division:** The playing rules for the Juniors Division shall be per Green Book or as may be modified by District 17 or by agreement among the various Juniors Division inter-league partners. The representatives of Pasadena Southwest Little League shall be the President and the Vice President for Competition.

- b. For all levels of competition other than Juniors Division, a game may not be started with less than eight (8) players on each team as set forth in the Local League Option to Rule 1.01 of the Green Book.
 - i. The League hereby adopts the Local League Options set forth in Rules 4.16 and 4.17 that a game may not be started or continued with less than eight (8) players on each team.
 - ii. It is the policy of the League that a team which starts and/or plays a game with eight (8) players shall not face any penalty for doing so and the team may skip over the ninth (9th) position in the batting order without penalty. As such, the Board of Directors hereby adopts the Local League Option set forth in Rule 6.05(m) allowing teams playing with eight (8) players to skip over the ninth (9th) position without penalty.

c. **Majors and Minors Division League Play:** The playing rules for intra-league play in the Majors and Minors Divisions shall follow current year Green Book rules except as added/clarified below:

- i. Continuous batting order shall be in effect for all regular season games (which includes PSWLL playoffs), meaning that every player bats per the game's batting order, even those who did not play defense in that inning.
- ii. Upon the first instance of a batter throwing a bat, the umpire will warn the player. On the second instance (in a game) the umpire (based on his/her best judgment) will ask the manager to remove the child from the game, regardless of whether the bat was thrown intentionally or not.
- iii. Failure to slide is not cause to be called out unless, in the umpire's judgment, the runner intended to deliberately make contact to injure or otherwise intimidate the fielder at the base.
- iv. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es) and/or manager shall be ejected from the game for a team's subsequent offense.
- v. A "pinch runner" shall be used only in the case of injury to a runner. In such 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. Notwithstanding any other provision of this rule, a "Courtesy Runner" as defined in the Green Book may be used as a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. Use of a "Courtesy Runner" must comply with the exceptions for the continuous batting order as set forth in Rules 3.04 and 7.14(b) such that only the player(s) who made the last out may be utilized as Courtesy Runners.
- vi. **Mercy Rule:** The Little League "mercy rule" shall not apply during the regular season. Instead, the following shall apply:

Minors AAA Division: For both regular season and playoffs, a five (5) run limit shall be placed on each half inning, from innings one through five.

In inning six, the run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time so there is no sixth inning, this exception to the run cap shall not apply.

Minors AA Division and the Minors Farm Division: a four (4) run limit shall be placed on each half inning, from innings one through five.

In inning six, the run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time so there is no sixth inning, this exception to the run cap shall not apply.

Majors Division:

- a. Regular Season: PSWLL has not adopted the mercy rule for regular season games nor for inter-league games hosted at Allendale Park.
- b. Play-offs: PSWLL will use the Green Book mercy rule for play-off games.

d. PSWLL Minimum Play Rule:

1. **Majors:** PSWLL managers must satisfy at least the mandatory play rule set forth in the current season's edition of the Green Book in every regular-season game. PSWLL expects Majors level managers and coaches to give equal playing time to all players in regular-season games, within the scope of age-appropriate competition. This guideline is not enforced by rule and is excepted for any of the following reasons:
 - a. Safety of the player, as agreed by team manager and Division Rep.
 - b. Discipline of the player, as agreed by team manager and Division Rep.
 - c. Undue competitive disadvantage, as agreed by team manager and Division Rep. As winning is not the primary objective of regular-season games, exceptions for this reason are expected to be rare.
 - d. If the player declines to take the field.

Managers may satisfy the equal playing time expectation by applying the principle that no player in the lineup will sit out a second defensive inning until each player in the lineup has sat out one inning, and so on throughout the game. Notwithstanding the foregoing, PSWLL managers must satisfy at least the mandatory play rule set forth in the current season's edition of the Green Book in every regular-season game.

2. **Minors AAA, AA and Farm:** Each player must enter the game defensively for a minimum of three (3) innings, each consisting of three (3) consecutive outs.

- a. The PSWLL Minimum Play Rule shall not apply to any player who sits out two or more innings in a game because he or she is injured or ill.
- b. The PSWLL Minimum Play Rule shall not apply to any Minors game that is shortened due to time restrictions.
- c. While PSWLL does not impose a mandatory infield rotation for the players, PSWLL expects and highly encourages managers to rotate all players into the infield for at least one (1) inning per game. Any exception to this infield rotation guideline should focus primarily on the safety of the player. Managers will be judged on their ability to develop all players, and their success will be determined, in large part, by whether those players return to PSWLL the following season.
 - ii. For intra-league play, both home and visiting teams shall be responsible for setting up and tearing down the field. Otherwise, the designated home team shall be responsible for:
 - 1. Providing the umpire with at least two (2) new game balls; and
 - 2. Operating the scoreboard and announcer's booth.
 - iii. Both teams' field coordinators shall be ready to begin field set-up at least thirty (30) minutes before the scheduled game start.
- e. **Minors AA:** The following rules are applicable to the Minors AA Division only:
Prior to the beginning of the season, AA managers, with the AA division rep. will agree to follow one of the two pitching options below:
 - i. Players or coaches shall pitch from the proper distance as specified in the Green Book protocols and rules:
 - 1. Coach Pitch Rules-
 - a. Coaches pitch to their own team.
 - b. Coaches may pitch from a distance of 36' for the first "half" of the season. During the second "half" of the season, coaches **MUST** pitch from the Little League mound rubber at 46'.
 - c. For purposes of the 2023 Little League season, the first "half" of the season will refer to all games through Easter Weekend. All games following Easter will be considered the Second "half."
 - d. There are no walks or hit by pitch during Coach Pitch.
 - e. The maximum number of a pitches during an at-bat is 8, unless otherwise

directed by the umpire or if a foul ball is the result on the 8th pitch of the at bat (and any subsequent pitch thereafter).

- f. Failure to put the ball in play after 8 pitches will result in an out for the batting team.
- g. Players who receive 3 strikes from the coach pitcher will be called out. The umpire will call the balls and strikes during coach pitch.

2. Kid Pitch Rules-

- a. At the discretion and agreement of the managers and/or the Division Rep, games played in the second half of the season may be "kid pitch."
- b. This will be determined on a game by game basis. If both opposing team managers agree to a "kid pitch" game then the following rules shall be followed:
 - i. All Little League pitch count rules are in effect.
 - ii. As specified in the Green Book, players and coaches shall pitch from no closer than 46 feet.
 - iii. An at-bat ends when one of the following occurs:
 - 3 strikes are called: batter is out.
 - Batter puts the ball into play.
 - 4 balls are called: a coach pitcher takes over for 3 additional pitches.
 - The umpire may call the batter out after he/she fails to swing at the third good pitch (strike).
- c. The umpire will be the ultimate judge as to whether a pitch is a "good pitch" and may award the batter an additional pitch(es) until the ball is put in play or the batter is called out on strikes.
- d. A batter cannot strike-out on a foul ball unless the catcher catches it.
- e. A coach cannot walk a batter.
- f. Coach must pitch from the Little League Mound rubber (46').
- g. The pitcher must stand adjacent to the circle, on either side, with at least one foot in the dirt.
- h. There is no interference; a coach is integral part of the field (same as umpire). Coach must do their best to move off the field during play.
- i. The manager of each team shall designate a coach pitcher from their official coaching staff before the game. The managers may jointly designate a coach from either team to serve as the coach pitcher for both teams.

3. A four (4) run limit shall be placed on each half inning, from innings one through five.
4. In inning six, the four-run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time, this rule shall apply to the last inning played.
5. Stealing bases shall not be permitted.
6. Base runners shall be allowed to advance only one base on a fielding overthrow. An "overthrow" shall mean an errant throw or missed catch of a thrown ball. In the event the defensive team, subsequent to the overthrow, makes a play that, in the opinion of the umpire, is an attempt to put out the advancing runner (or any

other runner), 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. The "infield fly rule" shall not be enforced, per Green Book rules.
 8. Base runners must stop at their current base, or at the next base if the base runners are more than halfway between bases, when the ball has been returned to the pitcher at the conclusion of the play and the pitcher has control of the ball on the mound. In such situation, the ball shall be declared dead. The purpose of this rule is to avoid games that promote aggressive base running at the expense of fundamentals. With this in mind, "when the player-pitcher" has control of the ball on the mound" shall be liberally construed to mean when the ball hits the player-pitcher's glove within an eight foot diameter of the pitching rubber. 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 putouts. In addition, the ball is considered "dead" when the catcher is returning a pitched ball back to the pitcher, so runners may not advance on poor throws.
 9. Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area. This rule shall be in effect throughout the regular season and playoffs.
 10. No coaches or managers shall be allowed on the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.
- ii. Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the 3' arc around home plate shall be considered a foul ball.

f. **Minors Farm:** The following rules are applicable to the Minors Farm Division only:

- i. There shall be no player pitching. The Minors Farm season shall be coach pitch. Coaches shall pitch from the proper distance as specified in the Green Book protocols and rules:
 1. Coaches shall pitch eight (8) pitches to the batter.
 - a. If the batter does not hit a fair ball in those eight (8) pitches, he/she will be called out by the umpire.
 - i. No "8 pitch at-bat" can end on a foul ball.

- ii. Additional pitches beyond the 8-pitch limit may be awarded to the batter at the umpire's discretion if the umpire believes that any of the pitches thrown to the batter by the Coach were "bad pitches" (i.e., errant/unhittable).
 - b. The umpire may call the batter out after he/she fails to swing at the third good pitch (strike). The umpire will be the ultimate judge as to whether a pitch is a "good pitch" and may award the batter an additional pitch(es) until the ball is put in play or the batter is called out on strikes.
- 2. The manager of each team shall designate a coach pitcher from their official coaching staff before the game. The managers may jointly designate a coach from either team to serve as the coach pitcher for both teams.
- 3. Managers may agree prior to the start of any game that should any player have significant difficulty in hitting coaches' pitches, he or she may (upon agreement from the opposing manager and the umpire) be given the opportunity to hit the ball from a baseball tee until it is put into play. This policy must be agreed to by both managers and the umpire prior to the start of play.
- ii. A four (4) run limit shall be placed on each half inning, from innings one through five.
- iii. In inning six, the four-run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time, this rule shall apply to the last inning played.
- iv. Stealing bases shall not be permitted.
- v. Base runners shall not be allowed to advance on a fielding overthrow. An "overthrow" shall mean an errant throw or missed catch of a thrown ball.
- vi. The "infield fly rule" shall not be enforced.
- vii. Base runners must stop at their current base, or at the next base if the base runner is more than halfway between bases, when a throw to a player-pitcher is made *or attempted* at a time when the player-pitcher is standing on the mound. In such situations, the ball shall be declared dead when the throw hits the ground. The purpose of this rule is to avoid games that promote aggressive base running at the expense of fundamentals, and it should be construed broadly to achieve that purpose. 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 putouts. In addition, the ball is considered "dead" when the catcher is returning a pitched ball back to the pitcher, so runners may not advance on poor throws.

- viii. Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the foul ball area shall be considered a foul ball.
- ix. Advancing runners who deliberately crash into either basemen or the catcher shall be called “out” by the umpire. Basemen may not stand on the base or in the baseline in such a way as to obstruct the runner unless they have the ball or they are in the act of receiving the ball. If, in the estimation of the umpire, the baserunner has been obstructed, the umpire may grant the baserunner the next base.
- x. All rostered players may play the field during their team’s defensive half inning. Any players exceeding the 9 recognized fielding positions shall play in the outfield. The extra outfielders will play at the same depth as all other outfielders — at least 5 feet deep into the outfield grass. There will **NOT** be a “short fielder” or “rover” position.
- xi. For player positioning purposes, one coach shall be permitted to be on the field during his/her team’s defensive half of the inning, provided the coach remains behind the outfielders at all times.
- xii. For each pitch, the catcher shall be a). In the Catcher’s Box; and b). In a Catcher’s crouch, unless applicable health regulations require otherwise or disallow sharing equipment, in which case no part of this rule shall apply. The catcher shall not be allowed to:
 - 1. Take his/her position at the backstop or near the umpire; and
 - 2. Stand during the pitch.

g. **Tee Ball:** The following rules are applicable to the Tee Ball Division only:

- i. Both teams shall have an equal number of at bats.
- ii. All players shall bat each inning, and all players shall score each inning. There are no outs.
- iii. All rostered players may play the field during their team’s defensive half inning. Any players exceeding the 9 recognized fielding positions shall play in the outfield. The extra outfielders will play at the same depth as all other outfielders — at least 5 feet deep into the outfield grass. There will NOT be a “short fielder” or “rover” position.
- iv. No score shall be kept. There are absolutely no winners or losers. All games shall result in a tie.
- v. The sole objective of each game is to have fun and to be introduced to basic baseball skills and situations.
- vi. All offensive players at bat or running on the bases shall wear a protective helmet. The team that is on offense should alert the team that is on defense when a strong hitter is up to bat.

- vii. There shall be no coach pitch of any kind whatsoever without the express approval of the President, Player Agent and Division Representative.
- viii. Managers and coaches should be in the field making certain all kids are safe. Parents who are not a coach or manager shall not take the field.
- ix. Base paths should be set at no more than fifty (50) feet.

- x. While on defense, a player may field on the pitcher's mound. It is advisable to rotate the "pitchers" throughout the inning.
 - xi. Practices shall be no more than one hour.
 - xii. Practices should always be focused on the players having fun.
- h. **Inter-League:** The President shall negotiate with the various inter-league partners to determine, establish and agree upon the playing rules for inter-league games. Those rules, as agreed upon, shall be memorialized in writing and signed by the authorized representatives of each of the various inter-league partners. The President shall sign on behalf of Pasadena Southwest Little League. All interleague games played at Allendale Park will be played by the PSWLL local rules.

VIII. REPORTING REQUIREMENTS

- a. The following rule shall apply only to teams in the Juniors Division, Majors Division, Minors AAA Division and Minors AA Division:
 - i. Each team shall have an official scorekeeper and pitch-counter (who can be the same person) who shall keep the score, statistics and pitch count of each pitcher for each game. (For the Minors AA Division no pitch counter is required.)
 - ii. In the event of a dispute in such record keeping requirements during a game, the records of the score, statistics and pitch count as determined by the home team's official scorekeeper and/or pitch-counter shall prevail
 - iii. The manager shall be responsible for maintaining the official scorebook and records of pitch counts for each game. (For the Minors AA Division no record of pitch counts is required.)

IX. PROTESTS

Protests of games shall be made in accordance with Rule 4.19 set forth in the Green Book.

X. TIME LIMITATIONS

- a. All games shall start as close to the scheduled time as possible, but no more than ten (10) minutes after the scheduled start time. When there are multiple games scheduled at the field on the same day, the game shall start no more than ten (10) minutes after the scheduled start time or no more than ten (10) minutes after the conclusion of the preceding game—whichever is earlier.
- b. **Juniors:** Time limits are determined by representatives of participating leagues in District 17.
- c. **Majors and Minors AAA Divisions:** No new inning shall begin after one-hour and forty-five minutes from the first pitch. For PSWLL league playoffs, there is no time limit.
- d. **Minors AA:** a one hour and thirty -minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one-hour and thirty minutes from the scheduled start time or from the time of the first pitch, whichever is later. This means regardless of the inning, score or who is at bat, the game will end at 1 hour and 30 minutes from the Actual Starting Time. If, in this case, the game is ended early and the last inning was not completed, the final score will revert to the last completed inning.
- e. **Minors Farm:** a one hour and thirty minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one-hour and fifteen minutes from the scheduled start time or from the time of the first pitch, whichever is later. When no following game is scheduled, the inning started before the one-hour and fifteen-minute time limit shall be completed.
- f. **Tee Ball:** a 50-minute “drop-dead” time limit shall be in place for all games.

XI. TOURNAMENT TEAM: SELECTION AND PLAY

- a. ***Tournament of Champions and City Tournaments:*** The teams representing the PSWLL in the Tournament of Champions and the Pasadena City Tournament shall be determined by the rules outlined above in Section V.
- b. ***District 17 All-Star Tournament:***
 - i. **Tournament Divisions:** There are five tournament divisions as follows:

Juniors Division, 12-11-10 Year Old Division, 11-10-9 Year Old Division, 10-9-8 Year Old Division and the 9-8 Year Old Division (District 17 only).

- ii. **Manager Selection:** The President shall present the Board with a slate of manager candidates. Each manager candidate will have the opportunity to present their candidacy to the Board, following which the Board will vote to approve manager candidates by a majority vote. The vote shall be by secret ballot, with the Secretary and Treasurer counting the votes. If any candidate receives 50% or more on the first vote, that candidate is the manager; if no candidate receives 50% or more, there will be a run-off vote between the two candidates with the most votes.

- iii. **Juniors Division:** The Juniors Division regular season team shall be the tournament team to play in the Juniors Division tournament and will play under the Pasadena Southwest Little League Banner

- iv. **Players:** The All-Star Teams' final rosters will be selected by the relevant Team Managers, Division Representative, and Player Agent. The players will be selected after the regular season. All 9-10 year-olds playing Majors are automatically selected to an All Star Team final roster.
 - 1. Majors Managers: 12-11-10 All-Star player selectors
 - 2. Majors Managers: 11-10-9 All-Star player selectors
 - 3. Minors Managers: 10-9-8 and 9-8 All-Star player selectors

XIII. APPENDICES

APPENDIX 1

PASADENA SOUTHWEST LITTLE LEAGUE CODE OF CONDUCT

The board of directors of Pasadena Southwest Little League has implemented the following Code of Conduct for the important message it holds about the role of board members, managers, coaches, parents and members in supporting children in sports. All board members, managers, coaches, parents, and members should read and understand this Code of Conduct before agreeing to serve or participate in any such capacity. By serving or participating in any such capacity, and/ or by registering your children in Pasadena Southwest Little League, you have agreed to be bound by this Code of Conduct, as may be amended from time to time by the board of directors of Pasadena Southwest Little League.

It is the goal of Pasadena Southwest Little League to provide a safe, fun, and enjoyable environment for our children to play and learn the game of baseball. It should be the primary objective of every board member, manager, coach, parent, and member to ensure that this goal is achieved and maintained in Pasadena Southwest Little League.

The board of directors of Pasadena Southwest Little League has approved the following Code of Conduct to see that our goals are met.

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship in six core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

- I will not force children to participate in Little League.

- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform a league official of any physical disability or ailment that may affect the safety of children or the safety of others.
- I will learn the rules of the game and the policies of Pasadena Southwest Little League.
- I (and my guests) will be a positive role model for players and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, managers, coaches, officials and spectators at every game, practice or other sporting event.
- I (and my guests) will not engage in any kind of un-sportsmanlike conduct with any official, coach, player, spectator, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise athletes for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at a child or other participants for making a mistake or losing a competition. Only positive coaching will be used.
- I will respect the officials and their authority during games, and I will not make derogatory comments about umpire calls, or making defaming statements to the umpires themselves.
- I will never question, discuss, or confront coaches at the game field, or make derogatory comments about any coach's ability to coach, or the decisions they make concerning the players on their teams.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.

- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- I understand that all field positions are important and it is left up to the coach to place my child wherever he/she sees fit

APPENDIX 2

2017 UNIFORM POLICY

Definition: Uniform - Team Shirt/Jersey and a Team Hat.

Goal: The Goal of the Uniform Policy is to provide quality uniforms for all registered players, Managers and coaches of Pasadena Southwest Little League. The policy also exists to provide consistency and uniformity between the teams of the Pasadena Southwest Little League. Lastly, the policy exists to prevent teams from attempting to gain a competitive advantage as a result of buying and wearing upgraded or customized uniforms during the regular season and league playoffs. The Board of Directors must approve team names and uniform purchases. Any Major League Baseball team can be suggested, subject to Board approval, except "Indians." Per Little League guidelines and the Pasadena Southwest Little League Constitution, donations for new team uniforms must be made to the League.

Pasadena Southwest Little League's Uniform Committee will provide uniforms (Team Shirts/ Jerseys and Hats) for all regular season and All-star selected registered players and coaches.

Each player's registration fee entitles him or her to a uniform for wear during all games. Only players in Tee Ball keep their uniforms after the season as a keepsake. During the regular season and league playoffs, all teams/players will be required to wear the league provided shirts/jerseys provided by the uniform committee. While it is the goal of the committee and highly encouraged that every player wear the league-provided team hat, as an exception, only hats that are the "identical match/replica", to the league provided hats would be permitted for the players. All custom hats will be at the expense of the player. No refunds or credits will be provided to players that choose to purchase their own hat. Team Managers are responsible for enforcing 100% compliance with the uniform policy during the regular season and league playoffs. Each Manager will be provided with spare uniforms in the case of an emergency however, replacement uniforms can be ordered by contacting the Uniforms Committee chairperson.

Note: Tournament teams may opt to replace league-provided uniforms with TOC uniforms at their own expense and with the approval of the Uniform & Trophies Committee.

APPENDIX 3

PSWLL Draft Guidelines

Planning the Draft:

- 1) As soon as possible after try-outs the Player Agent shall identify and notify the division representatives and managers in each division, those players who are available to be drafted into the respective divisions.
- 2) The AAA draft will take place at some point after the Majors draft.
- 3) The Draft will be held at a time and place that accommodates the attendance of the Player Agent, the Division Representative and the greatest number of team managers. Every year it is difficult to find days and times that accommodate everyone's schedule. We will do our best to provide the maximum opportunity for everybody to attend.
- 4) As in past years, the draft format will be a snake.
- 5) Let's remember the most important points: This is a baseball league largely for 9-10 year-old kids and the most important thing is for all families to have a great experience.
- 6) All draft-related communications, discussions, selections, etc. are **highly confidential**. No player or family should ever be made aware of the round such player was selected or any aspect of any discussion of the player's fitness for play, talent level or other characteristics. Violation of confidentiality is a serious offense that may be met with disciplinary action from the League.

Executing the Draft:

- 1) The draft must be attended by a minimum of the Player Agent, Division Representative, and at least one representative from each team.
- 2) The draft consists of 4 sections:

Preliminary Discussion:

- a. The Player Agent and Division Representative will work ahead of the draft to propose slots for managers and coaches' sons. Each team will have a maximum of two protected draft slots that may only be used for children of the manager and/or coaches, absent special circumstances.
 - i. Following tryouts, the Division Representative and/or Player Agent will seek the input of each manager as to which round each protected draft pick should be placed.

- ii. The Division Representative and Player Agent will lead a discussion of proposed draft slots allowing each team to comment. The results of the discussion may lead to changing draft slots for some of the players. In all cases, the Player Agent's ultimate determination of draft slots is final and may not be appealed or unwound.
- b. The Player Agent and Division Representative will work ahead of the draft to propose the order of selection among the teams. The proposed order of selection will consider competitive concerns related to which teams have the most-talented protected players as well as reflecting the overall talent pool.
 - i. The Division Representative and Player Agent will lead a discussion concerning the proposed order of selection allowing each team to comment. The results of the discussion may lead to changing the order of selection. In all cases, the Player Agent's ultimate determination as to the order of selection is final and may not be appealed or unwound.
- c. The Division Representative and/or Player Agent will lead a discussion of other draft-related topics including slotting of siblings (if applicable) or other unusual circumstances. Each team will be provided an opportunity to comment on such issues. However, as with other draft-related determinations, the Player Agent's decision will be final and may not be appealed or unwound.
- d. The Division Representative and/or Player Agent will also communicate those players who must be drafted ("Must Draft List"). In general, absent action from the Board, all league-age 11 players registered for baseball who are not drafted into Majors will be placed on the Must Draft List. In certain circumstances, siblings or other relatives may also be placed on the Must Draft List. The Player Agent will make the final determination as to who will be on the Must Draft List. The Player Agent's decision as to the composition of the Must Draft List is final and may not be appealed or unwound.

Team Selection Draft:

- 1) Each team will be given a reasonable amount of time from the time a selection is made by the previous team to select their next player.
- 2) Each team will select twelve players from the eligible player pool. The teams must ensure that all players on the Must Draft List are selected. The Division Representative and/or Player Agent will remind teams of their obligation to choose players from the Must Draft List as the number of remaining open slots dwindles. At such time as the number of players remaining on the Must Draft List equals the number of remaining open slots, teams will be unable to select any player except for those on the Must Draft List.

Team Names and Practice Slots:

Following the selection of players, each team will have an opportunity to pick a team name and a practice slot. Selection of team names and practice slots shall occur in reverse order of draft selection. Thus, the team that selected last in the first round shall be the first to pick a team name and practice slot. The teams will then proceed in reverse order until the team which picked first in the first round is the last to select a team name and practice slot.

Player Trades:

- 1) Following selection of team names and practice slots, there will be a fifteen (15) to thirty (30) minute time period (“Trade Window”) in which teams may discuss and conduct trades. No trade may be executed outside of the Trade Window.
- 2) The Division Representative and/or the Player Agent will announce the opening and closing of the Trade Window. Completed trades must be submitted to the Division Representative and the Player Agent at or before the conclusion of the Trade Window.
- 3) Trades may not result in siblings or other players who were required to be drafted together being split onto separate teams.
- 4) Only the Player Agent may void a trade. In the event the Player Agent does so, it will be as if the trade never occurred and players will be placed on rosters according to the original draft selections. The Player Agent’s determination as to a trade is final and may not be appealed or modified.
- 5) In the event a trade is voided by the Player Agent at the draft, the Trade Window will re-open for a short time so that the teams involved may consider alternatives. The Player Agent and/or Division Representative will announce such re-opening to the occupants of the draft room.

End of Draft:

- 1) The draft meeting will end once all team rosters are filled and the Trade Window has closed.
- 2) Rosters are subject to league approval following the draft. No manager or coach may communicate to any family regarding a player’s placement on a team until rosters have been approved by the league. The Division Representative will communicate such approval to the managers.

APPENDIX 4

Majors Division Local Rules Summary

Note: This summary of PSWLL local rules is intended as a quick guide for managers and coaches. For a full understanding of all PSWLL local rules please consult the latest addition of "PSWLL Local Rulebook" available from the PSWLL Board. For all other questions regarding Little League rules, etc., please consult the Little League "Green Book" available on-line.

Philosophy:

Playing in the Majors Division of Little League culminates the players' experience with the game of baseball and competing with friends, neighbors, and classmates in this format. Playing baseball at this level should be fun, positive, challenging, and character building as players learn to participate in a team setting with less focus on their personal concerns and more focus on making the team successful.

Managing and coaching at this level should emphasize the finer points of what makes a team successful on the field, both offensively and defensively, and optimizing each player's ability to make the greatest contribution to that success. Every player's ability to participate in a successful effort on the field becomes as important at this level as merely understanding the basics of the game and is a measure of the effectiveness of managers and coaches.

While winning games is one way to measure a successful effort on the field, winning games is by no means the primary goal of an effective manager or coach. When a manager or coach prepares the players to become winners on the field, without losing sight of the philosophy and guidelines of PSWLL, then that coach has been effective in the best way possible. Simply put, "When coaches win practices, players win games."

Guidelines:

- 1) At the Majors level, teams should be able to successfully execute basic baseball plays such as bunts and bunt defenses, first-and-third running and defenses, proper relays from the outfield, run-downs and double plays. All players should understand and apply the infield-fly rule.
- 2) It is the intention of PSWLL to provide the greatest opportunity for each player to experience the joys of playing baseball, regardless of skill, knowledge, or experience. Within the scope of age-appropriate competition, PSWLL expects Majors level managers and coaches to actively encourage each player to experience as many defensive positions on the field as possible in both practices and regular-season games. This guideline is not enforced by rule and is excepted if it threatens the safety of the player. However, wide or continued practices outside these guidelines will be a concern for PSWLL and will be discussed with the Division Rep.

- 3) PSWLL expects Majors level managers and coaches to give equal playing time to all players in regular-season games, within the scope of age-appropriate competition. This guideline is not enforced by rule and is excepted for any of the following reasons:
 - a. Safety of the player, as agreed by team manager and Division Rep.
 - b. Discipline of the player, as agreed by team manager and Division Rep.
 - c. Undue competitive disadvantage, as agreed by team manager and Division Rep. As winning is not the primary objective of regular-season games, exceptions for this reason are expected to be rare.
 - d. If the player declines to take the field.

Managers may satisfy the equal playing time expectation by applying the principle that no player in the lineup will sit out a second defensive inning until each player in the lineup has sat out one inning, and so on throughout the game. Notwithstanding the foregoing, PSWLL managers must satisfy at least the mandatory play rule set forth in the current season's edition of the Green Book in every regular-season game.

- 4) PSWLL strongly encourages Majors level managers to agree upon at least one, and ideally more than one "Albrecht Game" during the regular season. An "Albrecht Game" is defined as both teams' managers and coaches seated in the stands while the players manage all aspects of the game. Players may consult with managers and coaches in the stands as needed.
- 5) PSWLL expects the Majors level draft to be conducted by the player agent and the Majors Division Rep. according to the "Draft Guidelines" appendix to the PSWLL rulebook.

Majors Rules:

The Majors Division Rep is responsible for running the draft and communicating league philosophy, guidelines, and rules to the Majors managers ahead of the season. Throughout the season, the Division Rep is responsible for monitoring and encouraging adherence to the guidelines, plus monitoring and enforcing compliance to the rules.

Teams and Players:

1. Majors Division is made up of players league age 9-12
2. Majors Division teams shall have a maximum of 12 players.
3. A player may be called up from AAA to Majors by the PSWLL board to permanently fill a roster spot. No player can be called up from AAA to Majors after March 31.
4. Any player out of the lineup for three consecutive weeks must be reported to the Division Rep.

5. Teams must field at least eight players throughout a game or risk forfeiture of that game. Sufficient players must be recruited from the Majors Replacement Player Pool to provide eight players, or the game is forfeited. Teams may scrimmage with fewer than eight players after declaration of a forfeit.
6. The Majors Replacement Player Pool: For both regular season and playoffs, will consist of all players drafted into the division. A replacement player may be selected from the pool from an equivalent or lower draft round as the player being replaced. Replacement players are not allowed to pitch or catch under any circumstances. A team may add replacement players from the pool only until it has a maximum of 10 players on its game-day active roster.

Team Selection:

1. The Player Agent will slot the manager's (1) and coach's (1) child/children in an appropriate draft round prior to the draft.
2. The Player Agent will inform managers on available players, draft method, and draft order prior to the draft and in accordance with Green Book and PSWLL Local Rules.

Regular Season and Play-Offs:

2. Regular season games will start no earlier than the last week in February and will end in time for a playoff tournament prior to District 17 City Tournament and District 17 Tournament of Champions.
3. Playoff seeding will be determined by:
 - a. Points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie
 - b. Head-to-head results
 - c. Head-to-head run differential
 - d. Coin Toss
4. Winner of playoffs will represent PSWLL in District 17 Tournament of Champions.
5. Runner-up of playoffs will represent PSWLL in District 17 City Tournament.

Conduct, Decorum and Safety:

1. Players must not wear watches, rings, pins, metallic objects, or jewelry of any kind while playing. Medic Alert bracelets or necessary medical devices are allowed.
2. Uniforms must be tucked-in at all times. Also please refer to the Uniform Policy attached hereto as Schedule 2.
3. Only team members, managers, and no more than two coaches are allowed in

the dugouts during games. Players must remain in their dugout at all times during games unless applicable health regulations require otherwise. Restroom visits are permitted. Permission of the umpire is NOT required. Managers and coaches should be allowed to stand or sit outside the dugout.

Umpires have the right to ask managers and coaches to remain in the dugout if it is warranted.

4. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to any player. No player, coach, manager, parent, or other person in the stands shall yell, or make loud noises directed at the pitcher. No player, coach, manager, parent, or other person in the stands shall shout or comment, directly or indirectly, about a player, coach, or manager of the opposing team.
5. 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.
6. Managers and coaches must have permission of the umpire to walk on to the field during play.
7. Teams playing the next game must warm up only in appropriate or designated areas. At no time may players in the next game warm up on the playing field while a game is in progress.
8. Managers and coaches shall be responsible for ensuring that all litter is picked up from the dugouts and the field area and that both are left clean and orderly.
9. For all games at Allendale Park, the home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout.
10. For all games at Allendale Park, the visiting team shall have access to the batting cage one hour prior to the scheduled game time for a period not to exceed twenty-five (25) minutes. The home team shall have access to the batting cage thirty-five (35) minutes prior to game time for a period not to exceed twenty-five (25) minutes.

Playing Rules:

In this section we address both PSWLL local rules and rules in the Green Book we want to keep front of mind. The playing rules for intra-league play in the Majors Division shall follow current year Green Book rules except as added/clarified below¹:

1. Continuous batting order shall be in effect for all regular season games, meaning that every player bats per the game's batting order, even those who did not play defense in that inning.
2. Upon the first instance of a batter throwing a bat, the umpire will warn the player. On the second instance (in a game) the umpire (based on his/her best judgment) will ask the manager to remove the child from the game, regardless of whether the bat was thrown intentionally or not.
3. Failure to slide is not cause to be called out unless, in the umpire's judgment, the runner intended to deliberately make contact to injure or otherwise intimidate the fielder at the base.

¹ Interleague games will be played either by a common set of rules agreed by all Little Leagues in District 17 or by the home team's local rulebook.

4. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es) and/or manager shall be ejected from the game for a team's subsequent offense.
5. A "pinch runner" shall be used only in the case of injury to a runner. In such 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. Notwithstanding any other provision of this rule, a "Courtesy Runner" as defined in the Green Book may be used as a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. Use of a "Courtesy Runner" must comply with the exceptions for the continuous batting order as set forth in Rules 3.04 and 7.14(b) such that only the player(s) who made the last out may be utilized as Courtesy Runners. PSWLL encourages use of the Courtesy Runner to improve pace of play.
6. Minimum Play: Each player in the lineup must complete two consecutive innings (six contiguous outs) in the field and bat at least one time. There is no exception to this rule other than as provided in the Green Book. Please see Guideline #2 above for further information.
7. Pitch Limits: Player safety being the league's paramount concern, the Green Book's pitch limits and rest requirements shall be strictly monitored and enforced.
8. Mercy Rule:
 - a. Regular Season: PSWLL has not adopted the Mercy Rule for regular season games nor for intra-league games hosted at Allendale Park.
 - b. Play-offs: PSWLL will use the Green Book mercy rule for play-off games.

Reporting Requirements:

1. Each team shall have an official scorekeeper and pitch-counter (who can be the same person) who shall keep the score, statistics, and pitch count of each pitcher for each game.
2. In the event of a dispute in such record-keeping requirements during a game, the records of the score, statistics, and pitch count as determined by the home team's official scorekeeper and/or pitch-counter shall prevail.
3. The manager shall be responsible for maintaining the official scorebook and records of pitch counts for each game.

Time Limitations:

1. All games shall start as close to the scheduled time as possible, but no more than ten (10) minutes after the scheduled start time. When there are multiple games scheduled at the field on the same day, the game shall start no more

than ten (10) minutes after the scheduled start time or no more than ten (10) minutes after the conclusion of the preceding game—whichever is earlier.

2. For the Majors Division, no new inning shall begin after one-hour and forty-five minutes from the first pitch.
3. For playoffs, there is no time limit.

AAA Division Local Rules Summary

Note: This summary of PSWLL local rules is intended as a quick guide for managers and coaches. For a full understanding of all PSWLL local rules please consult the latest addition of "PSWLL Local Rulebook" available from the PSWLL Board. For all other questions regarding Little League rules, etc., please consult the Little League "Green Book" available on-line.

Philosophy:

Playing in the AAA Minors division of Little League initiates the players' experience with the game of baseball as Little League designed it. Playing baseball at this level should be fun, positive, challenging, and character-building as players learn to participate in a team setting with less focus on their personal concerns and more focus on making the team successful.

At this level, base-running restrictions are removed, the players pitch to each other, and in general, the game is played with less adult interference. Therefore, coaching the players in the best way to play the game becomes essential.

Managing and coaching at this level should equally emphasize building individual skills, and team skills, both offensively and defensively, and optimizing each player's ability to make the greatest contribution to the team's success. Every player's ability to participate in a successful effort on the field becomes as important at this level as understanding the basics of the game and is a measure of the effectiveness of managers and coaches.

While winning games is one way to measure a successful effort on the field, winning games is by no means the primary goal of an effective manager or coach. When a manager or coach prepares the players to become winners on the field, without losing sight of the philosophy and guidelines of PSWLL, then that coach has been effective in the best way possible. Simply put, "When the coaches win the practice, the players win the game."

Guidelines:

- 6) At the AAA level, teams should be able to understand and practice basic baseball plays such as bunts and bunt defenses, first-and-third running and defenses, proper relays from the outfield, run-downs and double plays. All players should understand how to apply the infield-fly rule.
- 7) It is the intention of PSWLL to provide the greatest opportunity for each player to experience the joys of playing baseball, regardless of skill, knowledge, or experience. Within the scope of age-appropriate competition, PSWLL expects AAA Minors level managers and coaches to actively encourage each player to experience as many defensive positions on the field as possible in both practices and regular-season games. This guideline is not enforced by rule and is excepted if it threatens the safety of the player.

- 8) PSWLL expects AAA Minors level managers and coaches to give equal playing time to all players in regular-season games, within the scope of age-appropriate competition. This guideline is not enforced by rule and is excepted for any of the following reasons:
- a. Safety of the player, as agreed by team manager and division Rep.
 - b. Discipline of the player, as agreed by team manager and division Rep.
 - c. Undue competitive disadvantage, as agreed by team manager and division Rep. As winning is not the primary objective of regular-season games, exceptions for this reason are expected to be rare.
 - d. If the player declines to take the field.

Managers may satisfy the equal playing time expectation by applying the principle that no player in the lineup will sit out a second defensive inning until each player in the lineup has sat out one inning, and so on throughout the game. Notwithstanding the foregoing, PSWLL managers must satisfy at least the mandatory play rule set forth in the current season's edition of the Green Book in every regular-season game.

- 9) PSWLL strongly encourages the AAA Minors level managers to agree upon at least one "Javalera Game" during the regular season. In a Javalera Game, each team's top three draft picks will not play the pitcher or catcher position during the game. This allows other players time at positions they don't often get to play.

- 10) PSWLL requires the AAA Minors level draft to be conducted by the player agent and the AAA Minors division Rep. according to the "Draft Guidelines" appendix to the PSWLL rulebook.

AAA Minors Rules:

The AAA Minors division rep is responsible to run the draft and communicate league philosophy, guidelines and rules to the AAA Minors managers ahead of the season. The division rep is responsible for monitoring and encouraging adherence to the guidelines, plus monitoring and enforcing compliance to the rules throughout the season.

Teams and Players:

7. AAA Minors division is made up of players league age 8-11. 12-year-olds may not play in this division without the permission of the player's parents, the league's board of directors, and the District Administrator.
8. AAA Minors Division teams shall have a maximum of 12 players.
9. A player may be called up from AA to AAA Minors by the PSWLL board to permanently fill a roster spot. No player can be called up from AA to AAA Minors after March 31.
10. Any player out of the line-up for three consecutive weeks must be reported to the division Rep.
11. Teams must field at least eight players throughout a game or risk forfeiture of that game. Sufficient players must be recruited from the AAA Minors

Replacement Player Pool to provide eight players or the game is forfeited. Teams may scrimmage with fewer than eight players after declaration of a forfeit.

12. Teams must always have a player at the catcher position.
13. The AAA Minors Replacement Player Pool will consist of all players drafted into the division. A replacement player may be selected from the pool from an equivalent or lower draft round as the player being replaced. Replacement players are not allowed to pitch or catch under any circumstances. A team may add replacement players from the pool only until it has a maximum of 10 players on its game-day active roster.

Team Selection:

1. The Player Agent will slot the manager's (1) and coach's (1) child/children in an appropriate draft round prior to the draft.
2. The Player Agent will inform on available players, draft method and draft order in accordance with Green Book and PSWLL local rules..

Regular Season and Play-Offs:

1. Regular season games will start no earlier than the last week in February and will end in time for a Play-off tournament prior to District 17 City Tournament and District 17 Tournament of Champions.
2. Playoff seeding will be determined by:
 - a. Points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie
 - b. Head-to-head results
 - c. Head-to-head run differential
 - d. Coin Toss
3. Winner of playoffs will represent PSWLL in District 17 Tournament of Champions.
4. Runner-up of playoffs will represent PSWLL in District 17 City Tournament.

Conduct, Decorum and Safety:

11. Players must not wear watches, rings, pins, metallic objects, or jewelry of any kind while playing. Medic Alert bracelets or necessary medical devices are allowed.
12. Uniforms must be tucked in at all times. Also please refer to the Uniform Policy attached hereto as Schedule 2.
13. Only team members, managers and no more than two coaches are allowed in the dugouts during games. Players must remain in the dugouts at all times

during games, unless applicable health regulations require otherwise.
Restroom visits are permitted. Permission of the umpire is NOT required.
Managers and coaches should be allowed to stand or sit outside the dugout.
Umpires have the right to ask managers and coaches to remain in the dugout if
it is warranted.

14. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to any player. No player, coach, manager, parent, or other person in the stands shall yell, or make loud noises directed at the pitcher. No player, coach, manager, parent, or other person in the stands shall shout or comment, directly or indirectly, about a player, coach, or manager of the opposing team.
15. 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.
16. Managers and coaches must have permission of the umpire to walk on to the field during play.
17. Teams playing the next game must warm up only in appropriate or designated areas. At no time may players in the next game warm up on the playing field while a game is in progress.
18. Managers and coaches shall be responsible for ensuring that all litter is picked up from the dugouts and the field area and that both are left clean and orderly.
19. For all games at Allendale Park, the home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout.
20. For all games at Allendale Park, the visiting team shall have access to the batting cage one hour prior to the scheduled game time for a period not to exceed twenty-five (25) minutes. The home team shall have access to the batting cage thirty-five (35) minutes prior to game time for a period not to exceed twenty-five (25) minutes.

Playing Rules:

The playing rules for intra-league play in the AAA Minors division shall follow current year Green Book rules except as added/clarified below²:

1. Continuous batting order shall be in effect for all regular season games (which includes PSWLL playoffs), meaning that every player bats per the game's batting order, even those who did not play defense in that inning.
2. Upon the first instance of a batter throwing a bat, the umpire will warn the player. On the second instance (in a game) the umpire (based on his/her best judgment) will ask the manager to remove the child from the game, regardless of whether the bat was thrown intentionally or not.
3. Failure to slide is not cause to be called out unless, in the umpire's judgment, the runner intended to deliberately make contact to injure or otherwise intimidate the fielder at the base.
4. The "infield fly rule" is in effect.
5. Baserunners are not limited in the number of bases they may attempt to advance on a fielding overthrow.

² Interleague games will be played either by a common set of rules agreed by all Little Leagues in District 17 or by the home team's local rulebook.

6. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es) and/or manager shall be ejected from the game for a team's subsequent offense.
7. The ten-run mercy rule shall not apply. Instead, the following shall apply.
 1. A five (5) run limit shall be placed on each half inning, from innings one through five.
 2. In inning six (6), the five-run cap is suspended, an "open inning" will commence, wherein each team shall be permitted to bat once through their regular batting order that day, up to a maximum of twelve (12) batters.
 3. If a game ends prior to the sixth due to time limits – there will be no "open inning" in that game.
8. A "pinch runner" shall be used only in the case of injury to a runner. In such 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. Notwithstanding any other provision of this rule, a "Courtesy Runner" as defined in the Green Book may be used as a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. Use of a "Courtesy Runner" must comply with the exceptions for the continuous batting order as set forth in Rules 3.04 and 7.14(b) such that only the player(s) who made the last out may be utilized as Courtesy Runners. PSWLL encourages use of the Courtesy Runner to improve pace of play.
9. Minimum Play: Each player in the line-up must complete three innings (9 outs) in the field and bat at least one time. There is no exception to this rule other than as provided in the Green Book. Please see Guidelines #2 above for further information.
10. While PSWLL does not impose a mandatory infield rotation for the players, PSWLL expects and highly encourages managers to rotate all players into the infield for at least one (1) inning per game. Any exception to this infield rotation guideline should focus primarily on the safety of the player. Managers will be judged on their ability to develop all players, and their success will be determined, in large part, by whether those players return to PSWLL the following season.
11. Pitch Limits: Player safety being the league's paramount concern, the Green Book's pitch limits and rest requirements shall be strictly monitored and enforced.

Reporting Requirements:

4. Each team shall have an official scorekeeper and pitch-counter (who can be the same person) who shall keep the score, statistics, and pitch count of each pitcher for each game.

5. In the event of a dispute in such record keeping requirements during a game, the records of the score, statistics and pitch count as determined by the home team's official scorekeeper and/or pitch-counter shall prevail.
6. The manager shall be responsible for maintaining the official scorebook and records of pitch counts for each game.

Time Limitations:

4. All games shall start as close to the scheduled time as possible, but no more than ten (10) minutes after the scheduled start time. When there are multiple games scheduled at the field on the same day, the game shall start no more than ten (10) minutes after the scheduled start time or no more than ten (10) minutes after the conclusion of the preceding game—whichever is earlier.
5. For the AAA Minors division, no new inning shall begin after one-hour and forty-five minutes from the first pitch.
6. For playoffs, there is no time limit. Ties will be played out. However, the 5-run limit for innings one through five (and the open inning rules for innings six and later) shall still apply.

AA Division Local Rules Summary

Note: This summary of PSWLL local rules is intended as a quick guide for managers and coaches. For a full understanding of all PSWLL local rules please consult the latest addition of "PSWLL Local Rulebook" available from the PSWLL Board. For all other questions regarding Little League rules, etc., please consult the Little League "Green Book" available on-line.

Philosophy:

Playing in the AA Minors division of Little League continues the players' experience with the game of baseball with age-appropriate restrictions in place. Playing baseball at this level should be fun, positive, challenging, and character-building as players learn to participate in a team setting with a focus on increasing skills and helping their team enjoy success.

Therefore, coaching the players in the best way to play the game becomes essential.

Managing and coaching at this level should equally emphasize building individual skills, and team skills, both offensively and defensively, and optimizing each player's ability to make the greatest contribution to the team's success. Every player's ability to participate in a successful effort on the field by understanding the basics of the game is a measure of the effectiveness of managers and coaches.

While winning games is one way to measure a successful effort on the field, winning games is by no means the primary goal of an effective manager or coach. When a manager or coach prepares the players to become winners on the field, without losing sight of the philosophy and guidelines of PSWLL, then that coach has been effective in the best way possible. Simply put, "When coaches win practices, players win games."

Guidelines:

1. At the AA level, teams should be able to understand and practice basic baseball plays such as force plays, tag plays, covering bases, proper relays from the outfield, run-downs and double plays. Proper baserunning technique should be taught as well.
2. It is the intention of PSWLL to provide the greatest opportunity for each player to experience the joys of playing baseball, regardless of skill, knowledge, or experience. Within the scope of age-appropriate competition, PSWLL expects AA Minors level managers and coaches to actively encourage each player to experience as many defensive positions on the field as possible in both practices and regular-season games.
3. PSWLL expects and highly encourages managers to rotate all players into the infield for at least one (1) inning per game. Any exception to this infield rotation expectation should focus on the safety of the player. Managers will be judged on their ability to develop all players, and their success will be determined, in large part, by whether those players return to PSWLL the following season. This guideline is excepted if it threatens the safety of the player.
4. PSWLL expects AA Minors level managers and coaches to give equal playing time to all players in regular-season games. This guideline is not enforced by rule and is excepted for any of the following reasons:
 - a. Safety of the player, as agreed by team manager and division Rep.

- b. Discipline of the player, as agreed by team manager and division Rep.
- c. If the player declines to take the field.

Note: No player in the line-up should sit out a second defensive inning until each player in the lineup has sat out one inning, and so on throughout the game.

- 5. PSWLL strongly encourages AA managers and coaches to agree on the placement of the pitching plate at forty-six feet, the three-foot arc for hitting, and any other consideration that will impact play before the game begins. This should be done in coordination with the umpire.

AA Minors Playing Rules:

The following rules are applicable to the Minors AA Division only:

Prior to the beginning of the season, AA managers, with the AA division rep. will agree to follow one of the two pitching options below:

- i. Players or coaches shall pitch from the proper distance as specified in the Green Book protocols and rules:
 - 11. Coach Pitch Rules-
 - a. Coaches pitch to their own team.
 - b. Coaches may pitch from a distance of 36' for the first "half" of the season. During the second "half" of the season, coaches **MUST** pitch from the Little League mound rubber at 46'.
 - h. For purposes of the 2023 Little League season, the first "half" of the season will refer to all games through Easter Weekend. All games following Easter will be considered the Second "half."
 - i. There are no walks or hit by pitch during Coach Pitch.
 - j. The maximum number of a pitches during an at-bat is 8, unless otherwise directed by the umpire or if a foul ball is the result on the 8th pitch of the at bat (and any subsequent pitch thereafter).
 - k. Failure to put the ball in play after 8 pitches will result in an out for the batting team.
 - l. Players who receive 3 strikes from the coach pitcher will be called out. The umpire will call the balls and strikes during coach pitch.
 - 12. Kid Pitch Rules-
 - a. At the discretion and agreement of the managers and/or the Division Rep, games played in the second half of the season may be "kid pitch."
 - b. This will be determined on a game by game basis. If both opposing team mangers agree to a "kid pitch"

game then the following rules shall be followed:

- i. All Little League pitch count rules are in effect.
 - ii. As specified in the Green Book, players and coaches shall pitch from no closer than 46 feet.
 - iii. An at-bat ends when one of the following occurs:
 - 3 strikes are called: batter is out.
 - Batter puts the ball into play.
 - 4 balls are called: a coach pitcher takes over for 3 additional pitches.
 - The umpire may call the batter out after he/she fails to swing at the third good pitch (strike).
 - c. The umpire will be the ultimate judge as to whether a pitch is a “good pitch” and may award the batter an additional pitch(es) until the ball is put in play or the batter is called out on strikes.
 - d. A batter cannot strike-out on a foul ball unless the catcher catches it.
 - e. A coach cannot walk a batter.
 - f. Coach must pitch from the Little League Mound rubber (46’).
 - g. The pitcher must stand adjacent to the circle, on either side, with at least one foot in the dirt.
 - h. There is no interference; a coach is integral part of the field (same as umpire). Coach must do their best to move off the field during play.
1. The manager of each team shall designate a coach pitcher from their official coaching staff before the game. The managers may jointly designate a coach from either team to serve as the coach pitcher for both teams.
 2. Minimum Play: Each player in the line-up must complete three innings (9 outs) in the field and bat at least one time. There is no exception to this rule other than as provided in the Green Book. Please see Guidelines #2 above for further information.
 3. The game will last up to six (6) innings but will end one hour and thirty minutes after the first pitch, with the score at the end of the last full inning counting as the final score of the game.
 4. A four (4) run limit shall be placed on each half inning, from innings one through five.
 5. In inning six, the four-run cap is suspended, and each team shall

be permitted to bat through its lineup, up to twelve (12) batters. If the game is shortened due to time, this rule shall apply to the last complete inning played, with the 1:30 drop-dead time limit still in place. If the last inning has not ended by 1:30 the official score of the game reverts to the last completed inning.

6. Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the 3' arc around home plate shall be considered a foul ball.

7. Stealing bases shall not be permitted.

8. Base runners shall be allowed to advance only one base on a fielding overthrow. An "overthrow" shall mean an errant throw or missed catch of a thrown ball. In the event the defensive team, subsequent to the overthrow, makes a play that,

in the opinion of the umpire, is an attempt to put out the advancing runner (or any other runner), 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.

9. The "infield fly rule" shall not be enforced.
10. Base runners must stop at their current base, or at the next base if the base runners are more than halfway between bases, when the ball has been returned to the pitcher at the conclusion of the play and the pitcher has control of the ball on the mound. In such situation, the ball shall be declared dead. The purpose of this rule is to avoid games that promote aggressive base running at the expense of fundamentals. With this in mind, "when the player-pitcher" has control of the ball on the mound" shall be liberally construed to mean when the ball hits the player-pitcher's glove within an eight-foot diameter of the pitching rubber. 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 putouts. In addition, the ball is considered "dead" when the catcher is returning a pitched ball back to the pitcher, so runners may not advance on poor throws.
11. Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area. This rule shall be in effect throughout the regular season and playoffs.
12. Teams must always have a player at the catcher position.
13. No coaches or managers shall be allowed on the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.
14. Playoff seeding will be determined by:
 - a. Points earned during the regular season: games against PSWLL teams count two (2) points for a win and one (1) point for a tie; interleague games count one (1) point for a win and one half (0.5) point for a tie
 - b. Head-to-head results
 - c. Head-to-head run differential
 - d. Coin Toss

Farm Division Local Rules Summary

***Note:** This summary of PSWLL local rules is intended as a quick guide for managers and coaches. For a full understanding of all PSWLL local rules please consult the latest*

addition of “PSWLL Local Rulebook” available from the PSWLL Board. For all other questions regarding Little League rules, etc., please consult the Little League “Green Book” available on-line.

Philosophy:

Playing in the Farm Minors division of Little League continues the players’ experience with the game of baseball with age-appropriate restrictions in place. Playing baseball at this level should be fun, positive, challenging, and character-building as players learn to participate in a team setting with a focus on increasing skills and helping their team enjoy success. Therefore, coaching the players in the best way to play the game becomes essential.

This division is designed to teach the fundamentals of the game such as playing positions, hitting off a live pitch, throwing properly, and running the bases, as well as good sportsmanship. The division primarily comprises Little League 7–8-year-olds. We recommend, but do not require, 1 year of Tee Ball before playing in this division.

Managing and coaching at this level should equally emphasize building individual skills, and team skills, both offensively and defensively, and optimizing each player’s ability to make the greatest contribution to the team’s success. Every player’s ability to participate in a successful effort on the field by understanding the basics of the game is a measure of the effectiveness of managers and coaches.

While winning games is one way to measure a successful effort on the field, winning games is by no means the primary goal of an effective manager or coach. When a manager or coach prepares the players to become winners on the field, without losing sight of the philosophy and guidelines of PSWLL, then that coach has been effective in the best way possible. Simply put, “When coaches win practices, players win games.”

Guidelines:

1. It is the intention of PSWLL to provide the greatest opportunity for each player to experience the joys of playing baseball, regardless of skill, knowledge, or experience. Within the scope of age-appropriate competition, PSWLL expects Farm Minors level managers and coaches to actively encourage each player to experience as many defensive positions on the field as possible in both practices and regular-season games. This guideline is excepted if it threatens the safety of the player.
2. PSWLL expects Farm Minors level managers and coaches to give equal playing time to all players in regular-season games. No player in the line-up will sit out a second defensive inning until each player in the lineup has sat out one inning, and so on throughout the game. This guideline is excepted for any of the following reasons:
 - a. Safety of the player, as agreed by team manager and division rep.
 - b. Discipline of the player, as agreed by team manager and division rep.
 - c. If the player declines to take the field.

3. PSWLL strongly encourages Farm managers and coaches to agree on the placement of the pitching plate at forty-six feet, the three-foot arc for hitting, and any other consideration that will impact play before the game begins. This must be done in coordination with the umpire.

Farm Division Rules

1. The game will be up to six innings, and score is kept. There will be no new innings started after the 1 ½ hour mark. If six innings are not completed the score from the last completed inning will count as the final score for the game.
2. In each inning, each team will bat until a maximum of four runs are scored, or until three outs are recorded, whichever occurs first. In the final inning, whether it's the 6th inning or not, the "four run limit" does not apply. Instead, a maximum of 12 batters may bat, regardless of the number of players on the team, provided three outs have not been recorded. This is called the "Open Inning".
3. The Farm Division will be a coach-pitch division, with the coach pitching to his/her own players. The coach will pitch overhand from a distance no closer than 46 feet. There will be no base awarded for hit batters, no stolen bases, no bunting, no lead-offs, and no advancement on passed balls. Once the pitch is delivered, the coach-pitcher should make every effort to avoid interfering in the play.
4. Each batter will be limited to eight pitches. If he/she does not put the ball into the field of play within eight pitches then the tee will be brought out and the player will be allowed to hit from the tee. For the avoidance of doubt, there are no strikeouts in the Farm division.
5. Each team has the option of either positioning the catcher in the normal crouch behind the batter, or having him/her stand back closer to the backstop in a safer position. When using a screen in place of a catcher the team may place a fielder behind the screen in order to assist in returning balls to the pitcher after each at bat and to make plays at home during the course of the game.
6. The pitcher will have 8 balls in a bucket for the purpose of pitching to the batter. The bucket will be considered in play.
7. A defensive player, functioning as the fielding pitcher, will be located on one side or the other of the coach- pitcher, but behind him/her. A play will terminate and the ball will be "dead" once the batted ball has been returned to the fielding pitcher and he/she is in contact with the pitching rubber.

8. If runner(s) are in motion at the time the ball is declared “dead”, the umpire will decide whether the runner(s) was at least $\frac{1}{2}$ way to the next base, in which case he/she is awarded the next base.....or not $\frac{1}{2}$ way, in which case he/she returns to the last base.
9. A maximum of one base will be awarded by the Umpire on an overthrow regardless of whether that overthrow is in the field of play or not, i.e. the runner(s) will advance one base beyond the base he/she/they were headed to when the overthrow occurred. However, until the Umpire makes that call, the play is “alive”.
10. The ball is considered “dead” when the catcher is returning it to the coach-pitcher, so runners may not advance on poor throws. However, the play is “alive” when the catcher is throwing the ball to the defensive pitcher during the course of a play.
11. All rostered players may play the field during their team’s defensive half inning. Any players exceeding the 9 recognized fielding positions shall play in the outfield. The extra outfielders will play at the same depth as all other outfielders — at least 5 feet deep into the outfield grass. There will NOT be a “short fielder” or “rover” position.
12. There will be a semi-circular line drawn in fair territory between the foul lines at 20 feet from Home Plate. If a batted ball stops before it goes beyond that line, it is a foul ball. If it is picked up by a defensive player while it is still rolling, even though it is inside that line, it is considered a fair ball. There is no limit to the number of foul balls a batter may hit, but every batter must take a full swing each time he swings. Otherwise, the Umpire may consider the less-than-full swing a bunt, and call the batter out.
13. Each team will bat every player available for the game, regardless of whether the player is in the game defensively or not. All team members must play a minimum of three defensive innings.
14. If, in the opinion of the umpire, a hit ball goes over the head of an Outfielder, he may award the Batter an automatic Home Run. If a hit ball gets past an Outfielder, regardless of whether it is touched or not, the play is alive, but the Batter may NOT advance past 3rd base.
15. The team at bat MUST PROVIDE 1st and 3rd base coaches. Both coaches may be adults.
16. Advancing runners must not deliberately crash into either basemen or the catcher or risk being called “out” by the Umpire. However, basemen MAY

NOT stand on the base in such a way as to obstruct the runner; otherwise, the Umpire may call the runner "Safe".

17. If a batter throws his bat after swinging, the umpire should issue a warning, and, if the offense is repeated, call the batter out. Thrown bats, helmets, or any other piece of equipment will result in the player being expelled from the game by the Umpire.
18. Excessive time-outs are not allowed. Managers or coaches are NOT allowed to conduct meetings on the field during a game.
19. There is no division champion or playoff tournament for the Farm division.

Tee Ball Division Local Rules Summary

Note: This summary of PSWLL local rules is intended as a quick guide for managers and coaches. For a full understanding of all PSWLL local rules please consult the latest addition of "PSWLL Local Rulebook" available from the PSWLL Board. For all other questions regarding Little League rules, etc., please consult the Little League "Green Book" available on-line.

Philosophy

The Tee Ball division is grounded in fun, fitness, and fundamentals and is key to growing a child's love for the game. These are the kids that will hopefully be the future of our higher divisions, and this is the time when we hope they become infected with the love of the game. The games are non-competitive. There is no score keeping and the emphasis is solely on creating a fun, rewarding atmosphere where the kids can develop a skills foundation and develop friendships that will last throughout their PSWLL experience.

Basic Rules

1. Games are three innings long and should last no more than 45 minutes. Time permitting, the game may go more than 3 innings.
2. Each team bats around once in each ½ inning.
3. Every batter gets to reach first base even if they are thrown out or the ball is caught.
4. The last batter of each inning gets to hit a grand slam. Just keep running.
5. The league has decided that TeeBall should hit from a tee for the entire season. Note that it is developmentally better for the kids to hit off a tee at this age.
6. In the field, spread the players across the infield. (Left field, for example, plays at deep shortstop. Shortstop plays at what would be just inside the infield grass.)
7. Put a player who can catch (or at least protect himself/herself) from the ball at first base.
8. Initially, the play is to first. Avoid putting a player who cannot protect himself/himself directly in front of the batter such as on the pitcher's mound (to avoid having to use your first aid kit).

General Guidelines

1. Use temporary bases to mark field positions so that kids know where to play.
2. The field is reserved for coaches and players. Parents must stay in the stands.
3. In advance of each game, have a line up written out. Include the position and batting order of each kid for every inning. Make the kids stick to the lineup (Structure is your friend.)
4. Rotate who plays first base, who bats first, and who hits a grand slam. It is worth keeping track of this as the season progresses.
! Example: If the last game rolls around and Little Johnny has hit only one grand slam while Little Mikey has hit 4, the kids will know...

Practice Guidelines

1. You will have 2 classes of kids – those that can and those that can't. The kids will have a variety of skill levels. Break out into smaller groups with coaches or parents to work on different skill levels. For example, some 6-year-olds will be throwing and catching by the end while some 5-year-olds are struggling. The older 6's are much older than the younger 5's.
2. The kids can practice hitting off a tee into a fence or backstop. That way, the field can be used for throwing or fielding while another child is practicing hitting.
3. For those that can't catch, throw or who have not played before:
 - a. Start with a tennis ball or soft ball and no glove. Roll the ball back and forth. Then toss the tennis ball or soft ball back and forth barehanded. Then add a glove. Make sure they watch the ball as it comes toward them. A tennis ball is much less intimidating than a Tee Ball
 - b. Progress to a Tee Ball the same way.
 - c. Make sure that the parents play catch with them at home. The kids who play and practice at home progress much faster and have more fun.
4. You should recruit a team parent. Ask the team parent to organize snacks, uniform purchases, etc. Some team parent Moms in the past have e-mailed notices, game times, etc. to other families and helped keep the team organized. The Team Mom can also help with fundraising...
5. If you have had good experience with a particular drill or teaching method, please share it with your fellow coaches and division reps. There is a plethora of experience among the coaches and parents of the teams.
6. The most important thing you can do is to show the kids that baseball is fun and that you are having fun. If the kids have fun this season, you've done a great job.

Safety

You are responsible for the safety of all players during practice and games:

1. Make sure every player leaves the field with a parent or guardian that you know.
2. If a player is going home with someone other than a parent, obtain written notice in advance.
 - a. E-mail works well for this.
3. If anyone threatens you, a child or interferes with your ability to safely and comfortably play, call the police.
4. All bags have a first aid kit in them. Look through them in advance so that you know generally what is in them.
5. Keep the players hydrated.
6. Know if any player has significant allergies (peanuts, for example). Players with allergies should be encouraged to bring their Epi Pens or Allergy kits to practice with them. If you do not know how to use them, have the parent instruct you on the use of it.
 - a. A child may bite into a granola bar not knowing it contains peanuts – you may have only a few minutes to recognize this and literally save the child’s life.
7. Keep the kids hydrated.

Conduct and Things that Go without Saying

1. There is ZERO tolerance for foul language.
 - a. Spectators who curse should be warned or asked to leave.
2. There is ZERO tolerance for unsportsmanlike conduct (not just 15 yards).
3. Never allow a child to be hit, pushed, pulled, knocked down, bullied, etc.
4. It is generally a good idea to let the child initiate contact if there is going to be any.
 - a. Ask a child before touching him/her: “Mary, may I tie your shoe for you?”
5. Use common sense.