

**PLEASANT HILL LITTLE LEAGUE
SUPPLEMENTAL and DRAFT RULES AND REGULATIONS
2010**

PROTEST COMMITTEE:

The protest committee shall be comprised of the 1. President, 2.Vice President, and 3.Players Agent, or 4. E-Board vote. The protest shall go to the President first unless they have a child in the division of the protest, and then it will go to the next eligible member of the committee.

Player Pool

All coaches are **REQUIRED** to submit a list of players to the Players Agent to pull from on a rotation basis when the need arises due to lack of players. A coach can call up a Player(s) so that the total number of Players is a Maximum of 10.

- The player agent must be called 30 minutes before game time to get a player. A player in the stands will not be allowed to play if called within 30 minutes of the game. **CALL EARLY!!!**
- If a player is called up, that Player or Players cannot be used as a Pitcher or catcher.
- If a player(s) is called up, all players are subject to the "minimum play rule" as outlined in the little league rulebook and there shall be no maximum number of innings.
- Any infractions of the "minimum play rule" shall be subject to disciplinary measures by the E-Board.
- To call up a Player, the coach must work through the Player Agent.
- Player Agent can only use the more mature higher age group from the lower Division to pull up.
- At no time will a player be allowed to "Play Down" from one division to a lower Division, regardless of age.
- Any player that plays in a game as a substitute player that was not assigned to that game by the Players Agent, or approved to play in that game by the Players Agent shall be identified as an illegal player and the team that plays that player shall forfeit the game.
- Any player refusing to play 3 times for any reason will be pulled from the call list.

Sliding:

- There shall be no headfirst sliding in the Tee Wee, Pee Wee, Minor or Major Divisions. Headfirst sliding can only be done if a player is returning to a base. Any Player sliding headfirst into the next base shall be called out.
- Only in Junior and Senior divisions, in other words, on the big field will sliding head first be permitted sliding into a base.

Minimum Play Rule:

Each player shall be required to have his or her minimum playing time in each game as outlined in the **Little League rulebook**. Any infractions of this minimum play rule shall be subject to disciplinary measures by the E-Board.

- If a player shows up after the game has begun, the player must be listed on the line up card to be able to play. The player should be listed as a sub in this instance.
- If a player shows up after the game has begun, the coach is not required to insert that player in the line up and the minimum play rule is not in effect for that player only.

T-Ball Division:

- The t-ball games shall be one hour in length.
- The goal of T-ball is to introduce these kids to baseball, so good technique, and sportsmanship.
- All players play the field at the same time, each team bats all the way around the order no matter the outs.
- The ball is considered foul if it does not make it to the infield grass.

Pee Wee Division:

- Each player will receive 4 pitches and there are no walks during coach pitch.
- Pitchers will pitch from 40 feet...6 feet closer than the permanent pitchers mound.
- The coach will pitch the LAST 4 innings and the players will pitch the FIRST 2 innings during the 1st half of the season. In the second half of the season, the coach will pitch the last 2 innings and the players will pitch the first 4 innings.
- The 2nd half of the season starts after the first ½ of the regular scheduled game dates. If any game is not made up prior to the switch, then the make up games shall be played as per the 2nd half pitching rules.
- During kids pitch it will be 3 outs or once through the line-up whichever comes first. The last batter cannot walk. They either hit or strike out; the count does not start over with 4 balls.
- Pitching during the Tournaments will be the same as the last half of the season.
- There is a 1Hour 45 minute time limit on all games. No additional innings may be started after the time limit.
- Bunting is allowed when the kid pitches.
- Home Plate Umpire shall be furnished by the Home Team parents and the 2nd base umpire shall be furnished by the Visiting team parents.
- Base coaches can be one player, one coach, or two coaches. If a player is used, the player must wear a helmet.
- The minimum number of players required to begin the game is 7. There shall be no automatic out for the missing player.
- Six innings shall constitute a full game, unless the game is called due to time or weather, which will then be considered a full game.
- Six innings shall constitute a full game, unless the game is called due to Time, weather, or whatever reason, which will then be considered a full game if 4 (3 ½ innings if the Home Team is ahead) or more innings had been completed. If less than 4 innings have been completed and game is called for any reason, then the game shall be rescheduled and picked up where it was called and continued until six innings have been completed, as per **Little League rulebook**. It shall be the Home Team coaches' responsibility to reschedule the game.
- E. H Rule: The EH rule is an "extra hitter" rule that allows all players on the team roster to take a turn at bat in rotation. There will only be three (3) outs per inning, or one time through the batting order, which ever occurs first. Only 9 Players will take the field for the defensive outs of the inning. Example one team has 11 players the other 10 players, both will bat 11 batters or three outs whichever comes first.

Minor/Major Division:

The minor division will only have a 10 run limit per inning. The half inning is over after the batting team scores 10 runs. No other runs will be counted and the batting team will take the field.

- There are no lead offs. Stealing is only permitted after the ball crosses home plate. If a player leaves early, it is not an out and the player must return to the base they came from. See the rulebook for further examples of leaving early and how to resolve the situation.
- There is a 1Hour 45 minute time limit on all games. No additional innings may be started after the time limit. However, an inning may be completed provided it started prior to the two-hour time limit. An innings start time is the exact time that the third out is made in the preceding inning. Example: 5th inning ends at 1 hour and 43 minutes. Another inning is to be played, it does not matter how much time the visiting team takes to get in position and warm up.
- The Home plate umpire shall be the official timekeeper.
- The Home plate umpire shall be a paid umpire and the Home team parents shall furnish the base umpire. If no parents volunteer for the base ump, the plate umpire shall perform both duties.
- Base coaches can be one player, one coach, or two coaches. If a player is used, the player must wear a helmet.
- Six innings shall constitute a full game, unless the game is called due to Time, weather, or whatever reason, which will then be considered a full game if 4 (3 ½ innings if the Home Team is ahead) or more innings had been completed. If less than 4 innings have been completed and game is called for any reason, then the game shall be rescheduled and picked up where it was

called and continued until six innings have been completed, as per **Little League rulebook**. It shall be the Home Team coaches' responsibility to reschedule the game.

- If a game is cancelled due to weather or what ever reason, the Home team coach is responsible to reschedule the game after consulting an agreeing to a reschedule date with the visiting team
- Coach. If the visiting team coach refuses to reschedule, the Home team coach is to contact the coach's agent and report the incident.

Junior /Senior Division:

- In the Junior division, coaches may pull players across and not up from the Major League as all players must be at least 13 years old to play on the Senior Field.
- Senior division may pull from the Junior division.
- All players pulled onto a team must be allowed to play the "Minimum Play" as spelled out in the **Little League rulebook**.
- The Home plate umpire shall be a paid umpire and the Visiting team parents shall furnish the base umpire. If no parents volunteer for the base ump, the plate umpire shall perform both duties.
- Base coaches can be one player, one coach, or two coaches. If a player is used, the player must wear a helmet.
- Seven innings shall constitute a full game, unless called for weather, darkness or whatever reason, which will then be considered a full game if 5 (4 ½ innings if the Home Team is ahead) or more innings had been completed. If less than 5 innings have been completed and game is called for any reason, then the game shall be rescheduled and picked up where it was called and continued until seven innings have been completed, as per **Little League rulebook**. It shall be the Home Team coaches' responsibility to reschedule the game.

PITCH COUNT RULES:

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (New rule not in rulebook yet: Any player who has played the position of catcher in any part of 4 or more innings in a game is NOT eligible to pitch on that calendar day)
- The Coach must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - League Age 17-18, 105 pitches per day
 - 13-16, 95 pitches per day
 - 11-12, 85 pitches per day
 - 9-10, 75 pitches per day
 - 7-8, 50 pitches per day
- Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- (d) Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Pitchers league age 15-18 must adhere to the following rest requirements:
 - If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31 - 45 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

Games Schedules:

All scheduled games shall be played on the night or day assigned by the published schedule. Coaches shall not be allowed to change the published scheduled games without the written permission of the Board of Directors and a subsequent new schedule issued by the board. All infractions to this rule shall be immediately reported to a board member.

End of Year, Tournament of Champions (County), and Rally Days Tournament:

- Regular season champions shall be determined by the following:
 1. The season will be split into two halves. The Win / Loss Record for all scheduled games during each half will determine the first half / second half winners.
 2. If the winning team from the first half of the season is different then the winning team from the second half, a playoff game will be played between the regular season and the Rally Day tournaments to determine the overall regular season division winner.
 3. If two teams have the same win / loss record for either half of the season the half season winners will be determined:
 4. Head to head win / loss record. If still tied with any team(s)
 - 5 Total runs ALLOWED for the year in all regular scheduled games.
 4. The season division winning Coach will be the All-star coach.
 5. Teams will enter the Rally day tournament with a fresh pitch count...Teams do not need to consider pitching or days of rest from the regular season for Rally days games.

County Tournament and All-stars: Our League will be sending one team from each Division from the minor league on up. If a division has 5 or more teams, our league will be sending two teams. The county tournament will start June 12th. All-stars will start the last week of June or first week of July dates TBA.

Concession Stand Duty: Teams will be assigned days and times to work the concession stand. Any team that doesn't have three people IN the concession stand prior to the first pitch will forfeit their next game. If they are done playing their last win will be considered a loss. The home teams playing on the lower field will still be responsible for picking up and returning the cooler to the concession stand. In the event of make up games during times that the concession stand doesn't have anybody scheduled, the home team must supply two parents. If a player's parent refuses to take their turn in the concession stand, which means other parents have to pick up the slack, the coach shall have the right to bench that particular player for the game that the player's parents did not take their turn in the concession stand. (This is not the leagues decision to penalize the player, but the players' parent's decision not to support the player and the league.) The minimum play rule shall not be valid in this situation.

Batting Cages: (All coaches must remember we have to share our resources.)

- A team may sign up for the batting cages for 1 hour per day and no more than 3 times per week.
- Any new batting cages will be on a first come first serve basis for a one hour time limit.
- Only 1 player in the cage at a time and they must have a helmet on at all times.
- A team may not use the batting cages and have a field reserved at the same time.
- No kids are to be in the batting cages without an adult present.
- Players are not permitted to run the pitching machine.

All Stars: All stars begin around on the last week of June or first week of July. Pleasant Hill Little League will pick the all star players In late May or early June to have the jersey's ordered with appropriate names and to allow the parents time to furnish a copy of birth certificates, as per Little League requirements .

- No Player can play All Stars without a copy of the **Birth Certificate** turned in prior to the All Star Draft. If a player does not have a birth certificate, 3 qualifying proof's of residency and a medical release at the draft, they will not be allowed to tryout for the All - Star team.
- Players will
- Maximum number of players in will be 12.
- All Coaches for each division will choose all 12 players, no discretionary picks.
- Try-outs are for minor and major players only.
- All birth certificates must be turned in on All Star tryout day.
- Players are only eligible to play All-Stars in the Division in which they played at least 60% of the regular scheduled games during the current year.
- Coaches will also need to be on the field for 60% of their regular scheduled games to be eligible to serve as an All-Star coach.
- Dates and times are subject to change, but will be announced via Email and posting on our PHLL website.

Umpires:

- The Home Plate Umpires is in charge of the Field at all times. Coaches may file a protest, but the game is determined by the Home plate umpire.
- The Home Plate umpire is the one who has authority to call a game for darkness, weather or any other reason as per the Little League rulebook.

Sportsmanship:

- Trash talking by the opposing team will not be tolerated. The opposing team may not display unsportsmanlike conduct from the dugout towards the other team. If a coach feels this is happening he is to call time out and ask for a conference with the Home Plate umpire and register a complaint.
- The umpire shall then issue a warning to the offending team. If the offense continues, it shall be the umpires' judgment to either eject the offending player or players; eject the offending teams' Coach. If a player or coach is ejected, they shall be subject to additional disciplinary action by the E Board.
- Players may not display un-sportsmanlike conduct by throwing batting helmets, bats or other equipment in the dugout.
- Players involved in any fighting are subject to immediate ejection from the game and the park.

Coaches Conduct:

- Coaches shall display good sportsmanship at **ALL Times** while representing Pleasant Hill Little League.
- Coaches will not allow any on deck batters for all team except Junior and Seniors.
- Coaches will be responsible for having their dugout and bleacher sections clean of all garbage.
- There shall be no exceptions to these rules.

Coaches Disciplinary Procedure:

- All board members shall record (date, place, complainant and the full complaint) any complaints regarding coaches and shall forward those complaints to the President.
- The Executive Board will review all complaints regarding coaches and determine if a coach is to be brought before the E-Board for disciplinary actions.

Important Numbers to Call:

Field Cancellation Hotline 262-3225

Coaches and Parents can call this hotline to receive current daily recorded information on Little League game cancellations when the weather is questionable. The number will be updated by 3:30 pm on weeknight game days and as soon as possible on weekends.

Cancel Umpires: Jim Carr Home 262-7030 Cell 249-8633

This call needs to be made no less than 1 hour prior to a game being cancelled.

Cancel Concession Stands: This call needs to be made up to 1 hour prior to a game being cancelled
Mike Dyer 229-7134

To call up a player-Players Agent: Wes Duren 202-1083

Reschedule a field: Jim Carr Home 262-7030 Cell 249-8633

To set up a field as the first step.

Reschedule an Umpire: Jim Carr Home 262-7030 Cell 249-8633

To set up an umpire after you have a field.

All scores need to be turned in to the box in the concession stand, or submitted electronically via www.phbaseball.org for all games, including inter-league games.

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Draft Day: Each team will be able to freeze three players. The coach's kids and one other already on that Team totaling three.

The teams within a division will be evened up at the draft table for Pee-wee on up. The teams will be lowered to the number of the smallest returning team, but no smaller than three. Each team will be able to lock in three players, coaches kids 1st then returning players to that team, all others will be thrown into the hat. The teams that put their team kid's names into the hat can only be decreased until they reach this number. The ones pulled from the hat will go into the draft and will be able to be selected along with everyone else that participated in the tryouts. This will insure that the team nucleus will remain. Siblings can only be pulled from the hat if a team is short by 2 or more players. Once the teams are even the draft will start. The teams will draw cards for their picking order; the highest card goes first on down to the lowest card. The order is reversed for the next round and the lowest card will pick first, Up and down the ladder. The draft is for all players at the tryouts, those pulled out of the hat and All-star players not at the draft., all others will be drawn from a blind draw at the end. Once the coaches leave the table all teams in that division will be final.

EXAMPLES

Team A 7 returnees Team B 4 returnees Team C 4 returnees

Team A will throw 4 names into the hat. The players agent will draw three names to go back into the draft. The highest card drawn will draw first.

Team A 10 Team B 8 Team C 4 Team D 3

Team A ,B and C will throw all but 3 names each into the draft.

Team A 5 Team B 4 Team C 4

Team A will throw two into the hat. The first one drawn will return to the draft. The other will return to Team A.

TEAM SELECTION

Coach's that have been selected by the board are assigned to teams in the following manner:

First - returning coaches in that division take their previous team

Second- Returning assistant coach in that division takes their previous team

Third- returning parent in that division take their previous team

Forth-If 2 previous coaches or parents team up to coach they get choice of the 2 previous teams. If there is there is more than one parent that returns, that wants the same team the least amount of kids will move or it will go to a draw.

Fifth- all other coaches will draw for the remaining teams.