

Plainview Little League

General Local Rules and Playing Rules as of March 2011



Plainview Little League Little League Pitching Restrictions Summary Sheet

All children who are enrolled in the Plainview Little League Baseball programs will be required to comply with the following pitching restrictions and mandatory rest periods:

Pitching Week is Sunday – Saturday

Little League Age	Pitches Allowed Per Day	Divisions That Are Affected
11 thru 12 (Grades 6 & 7)	85 Pitches	Majors
9 thru 10 (Grades 4 & 5)	75 Pitches	Double AA & Triple AAA
7 thru 8 (Grades 2 & 3)	50 Pitches	Single A & Rookie (2 nd -half)

The following mandatory rest periods will also be applicable for all Little League players ages 7-12.

In addition, no child may pitch more than six innings per week.

In the Single A and Double AA, no more than three (3) innings per game.

In Triple AAA and Majors divisions, pitchers can pitch six (6) innings per game.

Number of Pitches Thrown in One Day	Mandatory Rest Period
66 or More Pitches Thrown	Four Calendar Days
51-65 Pitches Thrown	Three Calendar Days
36-50 Pitches Thrown	Two Calendar Days
21-35 Pitches Thrown	One Calendar Day
1-20 Pitches Thrown	Zero Calendar Days

If a pitcher reaches the limits imposed, the pitcher may continue to pitch until any one of the following occurs: (1) the batter reaches base or (2) that batter is out.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. This includes players “drafted” up.

A player who has played the position of catcher for four (4) or more innings cannot pitch on that day.

Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch-count at the conclusion of each game.



General Rules - All Divisions

Below are the “local playing” rules of **Plainview Little League (PLL)**. These rules are specific for this league only. Whatever rules not covered here, refer to the Official Williamsport Little League Rule Book (commonly known as the “Green” book).

STARTING THE GAME

- Forfeit time will be 20 minutes after the scheduled starting time.
- A team that cannot field eight players (**seven in Minor Softball, Single A**) at forfeit time will forfeit the game. Injury only after the start of a game causing seven players is permissible. Less than seven players is a forfeit.
- Both teams are responsible for ice packs and ice must be present before a game may start. Line-ups must be exchanged before the game starts and are “frozen” after the first pitch. A player must be “on the bench” in order to be in the submitted lineup. Late arriving players must be inserted at the end of the lineup. Scorebooks must clearly indicate for each player the number of innings pitched, fielded, and times at bat.
- Each competitive team in Single A and higher may only have 1 Manager and 3 coaches in the dugout.

TIME LIMITS

- Minors (baseball and softball): The time limit for **all** games is two hours.
- Majors (baseball and softball): Boys Majors -2 hours except for extra innings.
Girls Majors- 2 hours except for extra innings.
- If the score is tied after six innings (seven in Seniors), play will continue into extra innings subject to the above time limits. *Note: The time limit shall be waived for extra innings in the Senior division and Boys Majors.*
- Playoffs: There are no time limits for playoffs in any division.

FOR NIGHT GAMES

- All Divisions: The time limit for all games shall be as follows:
- Up to and including May 16 no inning may start after 7:45 p.m. and no bottom of an inning may start after 8:00 p.m. **Note: When playing on a lighted field, this rule does not apply, subject to a two-hour time limit.**
- After May 16 no inning may start after 8:00 p.m. and no bottom of an inning may start after 8:15 p.m. **Note: When playing on a lighted field, this rule does not apply, subject to a two-hour time limit.**



- Any inning that has started prior to the time limit will be played to completion, if possible.
- The umpire will notify the managers as to the exact starting time of the game.
- Evening games continue until the umpire declares darkness. Rules for suspended games apply if darkness prevents the official completion of a game.

OFFICIAL GAME

- Major/Minor: Prior to Sat. May 16, a weekday (Mon. through Fri.) game shall be official after three innings (or two and a half if the home team is ahead).
- All Divisions: Starting May 16, rulebooks apply.
- Mercy Rule: refer to Official Williamsport Little League Rule Book

SUSPENDED GAMES

Refer to Official Williamsport Little League Rule Book

Championship games will go the full 6 innings while playoff games will follow "official game" rules. No time limits will be effect for either the playoff or Championship games.

UMPIRE PROCEDURES

Umpire Website: [Umpire section of League Web site](#)

- Each manager must receive an umpire roster.
- Each manager must receive a schedule indicating the assigned umpire(s).
- Each home manager must contact assigned umpire 48 hours prior to scheduled game to confirm assignment and field.
- If assigned umpire cannot umpire his/her game then that manager must contact the Umpire in Chief (UIC) immediately and inform him/her of the need for a replacement umpire. The UIC will then replace the umpire and notify manager of new umpire and telephone number. Umpires must be notified of weather-related cancellations at least 30 minutes prior to game time, if possible, or a "travel fee" is incurred.
- If no umpire appears by game time, wait 5 minutes and then start the game using any mutually acceptable adult who may umpire from behind the pitcher. If all the umpire gear fits, he may choose to work behind the catcher. Please make sure that the volunteer umpire is willing to work the entire game before he starts! If the assigned umpire appears late, then he should assume his/her duties at the



beginning of an inning. If no volunteer is available, then the game must be rescheduled.

- All serious complaints about an umpire should be reported to the respective Director who should then notify the Umpire-in-Chief.
- No family member shall be assigned to umpire any game in which a relative is participating.
- Post-game report, including finals scores, pitch-counts, umpire evaluations, and other required administrative tasks as required/instituted by the league and/or Division Director must be submitted by both managers within 48 hours of the completion of a scheduled game.

RESCHEDULED GAMES

- All such games **must be arranged through your Division Director** by the home team or you will forfeit the game. Games may be rescheduled **only** due to conflicts with school functions or inclement weather!
- The home team manager is responsible for obtaining umpires for any weather-related canceled or "rained-out" game. The manager must first ask the original umpire. If unavailable, call the Umpire in Chief (UIC) or one of his/her assistants (see umpire roster for telephone #).
- For all rescheduled games-unrelated to weather/wet field conditions-both the umpire and UIC must be notified. This is the responsibility of the manager who initiated the rescheduling. Call the UIC first to verify that the original umpire is still assigned. At least 3 hours notice **must** be given.
- The responsible team will forfeit any game for which the proper procedures as outlined above have not been strictly followed.

DISCIPLINE

- Refer to the Plainview Little League "Code of Conduct". This document requires the signature of each Manager, Coach, and Parent in order for a player to participate in the League.
- All Manager, coaches and volunteers must have a background application completed and approved by the board of the directors prior to participating in practice and games with the team.
- "Crowd-Control"—the manager is responsible for his/her teams' spectators' behavior. After a warning to the manager, the umpire may eject the spectator, eject the manager or forfeit the game.
- Division Directors, upon advice from the affected manager and confirmed by the umpire, may declare a suspended game or forfeit if "unsportsmanlike" tactics are employed. Examples include (but are not limited to) stalling tactics, bench jockeying, and intentional or unintentional wild pitching in the final inning being played which the umpire deems as stalling tactics.



SAFETY AND EQUIPMENT

- Please see the Plainview Little League 2010 Safety Manual as required to be distributed and to all individuals who volunteer within the PLL. This safety manual can be found at [the Documents and Forms page of the League Web site](#).
- Teams will combine helmets. Batters, runners, and player-coaches must wear helmets at all times. All equipment will be kept off the playing field in an area near the bench. Personal equipment need not be shared with team members.
- "On-Deck" batter-rule violation: **No On-Deck batter is permitted.** After a warning to the manager, each subsequent violation by that particular team shall result in a "team out" being assessed by the umpire. The batter/batting order does not change.
- The "*Pete Rose Rule*" will be enforced when a runner does not slide and contact is made with a fielder attempting to make a tag. (**Clarification as follows: the runner does not have to slide but rather he/she must avoid contact**). The fielder must have possession of the ball to attempt a tag. The runner will be called out and if, in the umpire's opinion, such action prevented a double play, the umpire shall call a second out on the other player involved. A runner who deliberately runs into a fielder holding the ball will also be ejected from the game.
- If the umpire feels that a batter has "thrown" his or her bat as he or she leaves the batter's box in such a manner that it has, or could have caused injury had it made contact with another player, coach, umpire, or spectator, he shall issue a warning to the team at bat at the conclusion of the play. Each subsequent similar offense by that team in that game will result in the offending batter being immediately called out and the ball dead. All runners must return to their bases. *Approved ruling: If a catcher or other fielder hit by a "thrown" bat is unable to make a play on a batted ball or throw because he or she has been injured, the batter is immediately called out for interference, even if this was the first offense. The ball is dead and runners return to their bases.*
- No Batting Donuts are allowed. Only approved Little League Batting Sleeves are permitted.
- The board has adopted the mandatory use of wood bats in the Boys Major division during all games **and** practices.
- The board has adopted the mandatory use of "*safety bases*" in certain divisions through Double AA.

PLAYING IN OTHER LEAGUES

- Any player who elects to participate in another league, concurrent to the intramural season, may not pitch for the PLL if he is pitching for that outside team. If the player elects to pitch for the PLL he must sign a waiver stating that he will not be pitching in any outside league. In the event that a player elects to pitch on an outside team, his status in the drafting process places them into the non-pitcher rounds. The player may not pitch in any PLL scheduled game and



if this rule is violated, the player and/or Manager is subject to disciplinary actions to be determined by the Board. Any game in which a player violates this rule will result in an automatic forfeit for that game. (This rule does not apply to School Team)

- PLL Travel Teams or “groups of Travel Players” are not permitted to play in other leagues during the Intramural Season. Individuals may play in another league during intramurals with the approval by PLL. PLL Travel Players are not permitted to play in other leagues during the Summer or Fall Travel season. In addition, PLL Travel players are not permitted to be rostered on two teams.



PITCHING RULES

- Violation of any pitching rule (incl. per game/inn per week, #of pitches/day, or days of rest) shall result in automatic forfeiture of the regular season game(s) if the infraction is discovered before any playoffs begin.
- **See Plainview Little League (PLL) Pitching Rules Summary Sheet, Page 2.**
- During the playoffs, forfeiture shall result if discovered before the presentation of trophies following the championship game.
- Umpire or Division Director may remove an excessively wild pitcher at their discretion.
- No intentional walks are permitted in Single A, AA ,AAA.
- Only one intentional walk may be permitted in the Majors **one per game per team** and the **pitches must be thrown.**
- Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

Minor League and Little League – A player may not pitch in more than one game in a day

- **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. This includes players “drafted” up.**

DRAFTING RULES

The following divisions may "draft up" players to prevent the likelihood of a forfeit:

Boys Double AA, Triple AAA, Boys Wood-bat Majors and Girls Softball Majors

- Once a player is drafted up, he/she must be allowed to play in the game subject to the draft-up rules.
- Note: Drafted players must be chosen from a list created by the Division Director prior to the start of the season.
- A manager may draft up only when he expects 7, 8 or 9 players of his/her own at game time.
- A maximum of 2 players may be drafted for a game and the Director must be notified.
- A team may not draft and, in any way, use the same player more than once during the season and no drafts are allowed for any playoff or championship game.



- Drafted players must bat at the end of the lineup.
- Drafted players must play any scheduled or make-up game that day with their regular team from start to completion.
- No drafted player shall pitch nor play more innings than regular team players present at game time. Violations of any drafting rules will result in a forfeit and the manager may be suspended by the Board of Directors.
- T-Ball, Boys and Girls Clinic, Boys Single A and Girls Minors are not permitted to draft up any players.



PLAYOFF STRUCTURE

One-division leagues: All teams shall participate based on regular season final standings. The structure will be as follows:

- 10-team division: 7 vs. 10, the winner becoming the 7th seed; 8 vs. 9, the winner becoming the 8th seed. Then follow rules for 8-team division below.
- 9 team division: 8th vs. 9th in round one. Winner of this game is now the 8th place team. 8th vs. 1st, 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th in round two. The lowest-seed winner from round two will play the highest-seed winner from round two. The other two winners will also similarly play each other and these games will constitute round three. The winners from round three will play for the championship with the highest seed team always being the home team.
- 8 team division: 8th vs. 1st, 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th in round 1. The lowest-seed winner from Rd.1 will play the highest-seed winner from Rd.1. The other two winners will also similarly play each other and these games will constitute round 2. The winners from Rd.2 will play for the championship with the highest seed team always being the home team.
- 7 team division: 1st place team draws a bye in round 1. Other teams play each other as follows: 7th vs. 2nd, 6th vs. 3rd, 5th vs. 4th. In round 2, the lowest-seed winner from Rd.1 plays the 1st place team and the other winners similarly play each other. Championship same as in 8-team procedure.
- 6 team division: Round 1 First and Second place team receive byes: 3rd vs. 6th, 4th vs. 5th, Round Two 1st place then plays the lowest remaining seed with 2nd place playing the other team. The two winners from round 2 will then play for the Championship.
- 5 team divisions: 5th vs. 4th in round 1. Winner of game is now 4th place team. Then proceed as in 4-team division.
- 4 team division: 4th vs. 1st, 3rd vs. 2nd. Championship as above.



MINIMUM PLAY

- All Divisions: All team members shall follow a continuous batting order and shall play in the field at least every other complete inning. Players may not sit two consecutive innings. A player must play a minimum of four innings **during a six inning game**. Managers not adhering to this policy will be referred to player agent for discipline.
- If a player is removed due to injury or sickness while at bat then the next player in the order assumes the "count." If he reaches base, the order continues. If not, then the player bats again before the order continues.
- If a player is not present for his/her at-bat (including having been ejected from the game) it is an automatic "out" (one time only), unless it was announced at the start of the game by the manager to the umpire and opposing manager that the player must leave at a designated time. Under these conditions, no penalty will be assessed.
- No realignment of player positions in the field is permitted during an inning except for the pitcher or in case of injury.

STANDINGS

All Competitive Divisions: Two points will be awarded for a win and one point for a tie.



STANDINGS TIEBREAKER SEQUENCES

- First: The team with the better record against the other ("head-to-head") will be declared the winner. Best records in games played against each other will separate "three-way" ties.
- Second: If still tied, the teams will then compare records against the team with the best record in the division (not including themselves). If still tied, the same process will continue- comparing records against teams-one at a time-with the next best records in the division. "Skip" any comparison if uneven numbers of games were played with the tied teams. Ties between teams not in playoff/trophy contention will be broken (only if needed) according to the tiebreaker sequences. Do not compare records against the "playoff" tied teams in the second sequence.
- Third: If still tied, a coin toss will be the deciding factor.

ALL-STAR TEAMS PROCEDURES - Competitive Divisions Only

(Memorial Day Weekend or alternate date as determined by PLL)

- Each division shall field two teams. Each team shall consist of 12-16 players. They shall be selected from a pool consisting of up to 4 players from each regular season team. The Managers of the regular season teams shall nominate the best (and available) 4 or fewer players from his/her team. Each Manager shall nominate the same number of players. Each regular season team must have at least one player selected to an All-Star team and final approval of the teams by the Division Director/VP and President is required. All-Star Managers/Coaches shall be appointed by the Division Director and approved by the VP and President.
- All games are 6 innings except Boys Majors which will be 7 innings.
- For all divisions, pitchers may pitch a maximum of 2 innings or PLL pitch limit whichever comes first.
- 1st and second place Managers as of Memorial Day will be designated as the All-Star Game Managers. Standings will be determined by points as stated previously.



T-Ball (Boys and Girls)

This is a non-competitive division.

STRUCTURE

- Batting tee will be used for the entire season.
- NO child will pitch in T-Ball under any circumstances.
- All players will receive Participation trophies.
- A safety base must be used at first base.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- At Director's discretion and depending on team size, teams may bat a maximum of six (6) players per inning provided each team has a similar number of players. The next group of six (6) players would hit in the second inning. Managers need to use discretion and work together.
- The batting order shall be reversed starting in the third inning based on the above scenario.
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All Players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play.
- The opposing team does NOT leave the field until the final runner has crossed home plate.

PLAYOFF STRUCTURE

- Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.



Boys Clinic

This is a non-competitive division.

STRUCTURE

- Batting tee will be used for the first half of the season and coach-pitch for the second-half of the season.
- Coach-Pitch will start at the midway point of the season or at Director's discretion.
- NO child will pitch in Boys Clinic under any circumstances.
- All players will receive Participation trophies.
- A safety base must be used at first base.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- At Director's discretion and depending on team size, teams may bat a maximum of six (6) players per inning provided each team has a similar number of players. The next group of six (6) players would hit in the second inning. Managers need to use discretion and work together.
- The batting order shall be reversed starting in the third inning based on the above scenario.
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All Players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play..
- The opposing team does NOT leave the field until the final runner has crossed home plate.

PLAYOFF STRUCTURE

- Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.



Boys Rookie (First-half of the season)

This is a non-competitive division.

STRUCTURE

- Coach-pitch for the first –half of the season.
- Coach Pitch is 3-swing or 8-pitch max and player is out.
- Managers or Coaches **only** will serve as umpires calling ball/strikes and safe/out from behind the pitchers mound when his/her team is in the field.
- For Coach-pitch, there will be three (3) outs per inning or a maximum number of four runs scored in any given inning (except the last official inning) by either or both teams. Accordingly, as soon as four runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.
- All players will receive Participation trophies.
- A safety base must be used at first base.

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- All players must rotate and play equally in “pitching”, infield and outfield positions during the coach-pitch portion of the season.

PLAYOFF STRUCTURE

Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.



Boys Rookie (Second-half of the season)

This is a non-competitive division.

STRUCTURE

Pitching distance:	36 feet
Innings pitched:	2 inn/game <u>or</u> 50 pitches in a day whichever comes first and 4 inn/week
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Safety base:	Yes

STEALING

- Stealing is not permitted.

MINIMUM PLAY

- For Player Pitch-pitch, there will be three (3) outs per inning or a maximum number of four runs scored in any given inning (except the last official inning) by either or both teams. Accordingly, as soon as four runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.
- Pitching will be at the discretion of the manager however all players are encouraged to be provided the opportunity to pitch.
- Managers or Coaches only will serve as umpires calling ball/strikes and safe/out from behind the pitchers mound when his/her team is in the field. Official Umpires may be used at discretion of PLL and Division Director for the Final 2 games.
- Second half season is essentially Single A division rules (see below) with the exception of pitching distance and innings pitched requirements as stated above.

PLAYOFF STRUCTURE

Tee-Ball/Clinic/Rookie: No records kept, No standings, No playoffs.



Single A

Single A Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	40 feet
Innings pitched:	3 inn/game or 50 pitches in a day whichever comes first and 6inn/week
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Extra innings:	Are allowed within time limit
Safety base:	Yes

There shall be a maximum number of four runs scored in any given inning (except the last official inning) by either or both teams. Accordingly, as soon as four runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.

STEALING

- Stealing is **not** permitted.

PITCHING

- The pitching distance shall be 40 ft. from the front of the rubber to the rear of home plate.
- After 2 walks occur in an inning, **regardless of any pitching change** there will be an 8-ball walk count.
- A hit by pitch is not counted as a walk for the above purposes, yet the batter is awarded first base.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- No intentional walks are permitted
- Pitcher may pitch a maximum of three innings in a game **or 50 pitches, whichever comes first** (one pitch constitutes an inning pitched).



- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.
- See **PLL Pitching Rules Restrictions Handout** for mandatory rest requirements.
- Bunting is **not** permitted.
 - A bunted ball is considered dead.
 - All runners return to their original bases.
 - No ball or strike is charged to the batter.
 - No pitch is counted against the pitcher's total.
- No Infield-fly rule.
- All infielders must be 60 feet from home plate until the pitcher releases the ball. Maximum of 4 infielders (excluding the pitcher and catcher).
- Teams shall field four outfielders.
- Batter is allowed to advance one extra base at his/her own risk upon any error or wild throw at first base. If batter makes second, the player may not advance to third on any subsequent error or wild throw. If batter attempts to go third, the runner will be sent back to second.
- On a batted ball, with runners on base – on a normal out runners may advance only one base from their original bases.
- On a batted ball, with runners on base-on an error or wild throw (even if the ball remains in fair territory) the runners may advance a maximum of two bases from their original base at their own risk.
- Any batter or runner who advances too far on any play will be returned to the prior base.



Double AA

Double AA Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	46 ft
Innings pitched:	3 inn/game or 75 pitches in a day whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	All outfielders (4) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	No
Extra innings:	Are allowed within time limit
Safety Base:	Yes

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- After 2 walks occur in an inning, ***regardless of any pitching change*** there will be an 8-ball walk count. A hit by pitch is not counted as a walk yet the batter is awarded first base.
- A pitcher may not pitch more than 3 innings per game ***or 75 pitches whichever comes first*** (one pitch constitutes an inning pitched).
- See **PLL Pitching Rules Restrictions Handout** for mandatory rest requirements.
- No balks will be called but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- No intentional walks are permitted

STEALING

- Stealing is permitted.



- A "walked" batter may not steal 2nd base until after the next pitch.
- Only steals of second and third are permitted.
- No player may score during any steal situation.
- Only one base may be stolen during a steal attempt and no player may proceed to the next base on an overthrow by the catcher. The ball is dead.
- Double steals are not permitted
- Delayed steals are not permitted. A "delayed" steal is on the return throw from the catcher to the pitcher.
- No runner may advance on a pick-off attempt of any runner by the catcher or pitcher but will be called out if tagged before returning to his/her base.
- On all steal attempts, the runner must not "hesitate" after he breaks for the next base. If he does and is "safe", the umpire shall have the runner return to the original base. If "out", then the runner is out.
- If any unauthorized steal is successful then ALL runners must be returned. If any such runner is "out", then he/she will be called out and all the other runners must return to their original bases.
- The penalty for an illegal "lead" shall be the return of the runner to the original base if the steal was successful.

RULES

- Bunting is permitted.
- No infield-fly rule.
- All infielders must be 60 feet from home plate until the pitcher releases the ball. Maximum of 4 infielders (excluding the pitcher and catcher).
- Batter is allowed to advance one extra base at his/her or her own risk upon any error or wild throw at first base. If runner makes second, the player may not advance to third on a subsequent error or wild throw. If runner attempts to go third, the runner will be sent back to second.
- On a batted ball, with runners on base – on a normal out the runner may advance one base from their original base.
- On a batted ball, with runners on base-on an error or wild throw (even if the ball remains in fair territory) the runners may advance a maximum of two bases from their original base at their own risk.
- Any runner who advances too far on an out will be returned to the prior base.
- Outfielders must be 30ft beyond the infield bases.



TRIPLE AAA

Triple AAA Overview:

Innings played:	6 innings
Pitching distance:	46 ft
Innings pitched:	6 inn/game or 75 pitches in a day whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	All outfielders (3) must be at least 30 feet from the closest point on the baseline.
Infield Fly rule:	Yes
Extra innings:	Are allowed within time limit
Safety Base:	No

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks
- A pitcher may not pitch more than 6 innings per game **or 75 pitches whichever comes first** (one pitch constitutes an inning pitched).
- See **PLL Pitching Rules Restrictions Handout** for mandatory rest requirements.
- No balks will be called but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- No intentional walks are permitted.

STEALING

- Unlimited stealing – 2nd, 3rd, and Home.
- A "walked" batter may not steal 2nd base until after the next pitch.
- Delayed steals, Double steals, Stealing of Home is allowed.
- Infield-fly rule applies.
- Bunting is allowed.



Majors Baseball (Wood-Bats)

Majors Overview:

Time limit:	2 hours
Innings played:	6 innings
Pitching distance:	46 ft
Inning pitched:	6 inn/game or 85 pitches in a day whichever comes first and 6 inn/week.
Batting Order:	All players
Outfielders:	3
Infield Fly rule:	Yes
Extra innings:	Are allowed, but pitching rules must be followed
Safety Base:	No
Bats: See LL Rule Book:	Wooden bats only during practices and games (Rule 1.10) length max 33", barrel max 2 1/4" No composite bats are allowed. No altered bats shall be allowed as per Williamsport Rulebook.

PITCHING

- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks
- A pitcher may not pitch more than 6 innings a game **or 85 pitches, whichever comes first** (one pitch constitutes an inning pitched).
- See **PLL Pitching Rules Restrictions Handout** for mandatory rest requirements.
- A pitcher must be removed from the game as a pitcher after hitting a third batter during a game.
- Intentional walks are permitted- one walk per team per game and the pitches must be thrown.

STEALING

- Unlimited stealing – 2nd, 3rd, and Home.
- A "walked" batter may not steal 2nd base until after the next pitch.
- Delayed steals, Double steals, Stealing of Home is allowed.
- Infield-fly rule applies.
- Bunting is allowed.



Girls Softball

All teams in PLL Girls softball divisions will participate in intramural leagues in combination with teams from other neighboring towns. Local rules for these divisions are formulated by joint decision of the directors from each town. These special rules will override the rules in this document.

For a copy of any Girls softball division rules, send an e-mail to softball@plainviewbaseball.org



PLAINVIEW LITTLE LEAGUE GROUND RULES

PHIPPS LANE

- Left side of field: Line shall be drawn from end of backstop fence to end of fence in foul territory.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.
- Misc: Any ball going onto the basketball court shall be considered dead:
 - The batter shall be awarded a "ground rule double"
 - Baserunners shall advance two bases from the start of the play.
- Any ball going into outfield shrubbery shall be considered in play.

HOLLYWOOD

- Left side of field: Line shall be drawn from end of backstop fence to base of tree closet to the foul line. Draw a line from the base of the tree straight out. The trees overhang into both fair and foul territory on the left field side. A ball touching any part of the trees shall be declared dead. If a ball is foul, it shall count as a strike. If the ball is fair it shall be considered no pitch (a do over). A ball cannot be caught after striking a tree.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.

SALLY LANE

- Everything inside the fences is in play.

POOL FIELD (LL)

- Everything inside the fences is in play.
- The ball can leave the playing field through a gate in centerfield. The gate is not movable. The sides are open and a ball can get out. Any ball going out either the right or left opening shall be considered dead. The umpire shall award the batter the base he/she is going to plus another base, depending on said batter's position when the ball becomes dead. Runners shall advance the same number of bases as the batter.



LINCOLN

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

FERN PLACE

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

NO CARS ALLOWED ON ANY PART OF THE GRASS
Game shall be stopped until cars are removed.

STRATFORD RD (SB)

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

STRATFORD RD (BB)

- Left side of field: Line shall be drawn from end of backstop fence to far end of shed. Line from bleachers shall extend straight out.
- Right side of field: Line shall be drawn from end of backstop fence to left side of gate located approximately 30 feet from home plate (gate opening is in dead area).

OLD BETHPAGE (FRONT)

- All spectators must sit on the 3rd base side or behind the fence on the 1st base side.

OLD BETHPAGE (BACK)

- All spectators must sit on the 3rd base side.

