2026 Spring/Fall Handbook

FOR UP-TO-DATE INFORMATION ON FIELD CONDITIONS, SCHEDULES, SCORES, STANDINGS,

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CODE OF ETHICS

The following **Code of Ethics** has been adopted by the PAC Little League and all participants, coaches, and parents are expected to pledge to follow:

- The academic, emotional, and physical well-being of the players is placed above the desire to win.
- A safe playing situation for the players.
- The game is for the players and not the adults.
- To report all violations of the code of ethics to the appropriate commissioner.
- I will not allow others to make unsportsmanlike or uncomplimentary remarks to opponents, PAC officials, umpires, or spectators
- I will not use profanity or make obscene gestures
- I will not make any derogatory or other remarks that serve to incite my players, spectators, or others against the umpires.
- To expect an environment that is free of drugs, tobacco, alcohol, and refrain from their use at all youth sports event.

COACHES

- I will treat each player as an individual, remembering the large range of emotional & physical development that exists within age groups
- I will treat all injuries, minor and major, as serious and take prompt action.
- I will do my best to organize practices that are fun and challenging for all players
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will respect and support the PAC, umpires, scorers, and others charged with conducting the game.
- I will be knowledgeable in the rules of baseball & softball and teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.

PARENTS

- I will require that my child reads and follows the Code of Ethics.
- I will do my best to make sure youth sports are fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect.
- I will commit to team schedules, practices, games, and tournaments.

PLAYERS

- I will attend every game and practice I can and notify the coach if I cannot.
- I will expect to receive a fair and equitable amount of playing time. I will do my very best to listen and learn from my coaches.
- I will work hard and play as a team in every practice and game- win or lose.
- I deserve to have fun and will alert parents and coaches if it stops being fun!
- I will do my absolute best in school.
- I will learn that sports are an opportunity to learn and have fun.
- I will commit to valuing team goals over individual accomplishments.
- I will be willing to accept positive constructive criticism.

PLAYER AGES & DIVISIONS

Pre-Season Planning Age Eligibility

Age determination for baseball is August 31

**The player's league age for the current season is the age he/she is on August 31*

Age determination for softball is December 31

**The player's league age for the current season is the age she was on December 31*

Each player must present proper proof of age documentation prior to participation with PAC

**Copy of Birth Certificate*

**Proof of Address or Plainfield School being attended*

Pre-Season Planning Division Eligibility

Baseball

- Coach Pitch (Coed) (ages 4 – 6)
- Competitive Coach Pitch (Coed) (ages 5 - 7) ***– BEGINNING SPRING 2026 - Players in 1st grade or going into 1st grade in the fall, that have played at least 1 season at Competitive Coach pitch, must move up to Rookie the following season***
- Rookie Division (ages 7 – 8) (6 year old can request to play up after a complete skills assessment)
- Minor Division (ages 9-10) 11-pending skill (8 year old can request to play up after a complete skills assessment)
- Major Division – SPRING (ages 11-12) (10 year olds can request to play up after a complete skills assessment)
- Intermediate Division – SPRING (ages 11 – 13)
- Intermediate Division – FALL (ages 11 – 12) (10 year old can request to play up after a complete skills assessment)
- Junior Division (ages 13 – 15) (12 year old can request to play up after a complete skills assessment)
- Senior Division (ages 15 – 16) (14 year old can request to play up after a complete skills assessment)

Softball

- Rookie Division (ages 7 – 8) (6 year old can request to play up after a complete skills assessment)
- Minor Division (ages 9 – 10) (8 year old can request to play up after a complete skills assessment)
- Major Division (ages 11 – 12) (10 year old can request to play up after a complete skills assessment)
- Junior Division (ages 13 – 14) (12 year old can request to play up after a complete skills assessment)
- Senior Division (ages 15 – 16) (14 year old can request to play up after a complete skills assessment)

Players participating in the **Major Division or above** may participate in up to two divisions.

- Players may not play in more than one league.
- Does permit player to participate in both baseball and softball within the league.
- Player may only be selected for one Tournament team.
- 15 year olds may only participate in Junior League with Little League approval

Baseball Age	4	5	6	7	8	9	10	11	12	13	14	15	16
Coach Pitch	X	X	X										
Competitive CP		X	X	X									
Rookie			X	X	X								
Minor					X	X	X						
Major/Fall Inter							X	X	X				
Intermediate								X	X	X			
Junior									X	X	X	X	
Senior											X	X	X

Note: Major is only offered during the SPRING season

Softball Age	4	5	6	7	8	9	10	11	12	13	14	15	16
Coach Pitch	X	X	X										
Competitive CP		X	X	X									
Rookie			X	X	X								
Minor					X	X	X						
Major							X	X	X				
Junior									X	X	X		
Senior											X	X	X

X - Skill Assessment required in order to play up

Pre-Season Planning Skills Assessments

- Players eligible for Major Division and above must attend one of the two skills assessments.
- Local league may excuse a player from attending if a written excuse is provided and approved by the Board of Directors
- Make sure parents and players are aware of the Skills Assessment plan
- Keep the skills assessment equal to all players.
- Provide walk-up, on-site registration option.
- Allow players to participate in the following skills.

  *Batting
  *Fielding
  *Throwing/Pitching
  *Running

- Board members or Travel Coaches will be evaluating the participants. Team managers may watch the tryouts and help as well.

DRAFTS

Pre-Season Planning Conducting Draft

Major Divisions and above MUST conduct a draft from the approved method (Rookie and Minor can also follow these draft guidelines as well.)

- Providing parity within league will provide an enjoyable experience for all teams and players
- Drafts will take place after a skills assessment evaluation for Rookie Divisions and up.

Pre-Draft

1. The Division Commissioner will convene a meeting inviting all managers. The purpose is to review the previous year's ratings for each player. When a rating is believed to be unwarranted as either too high or low **by a majority** of the managers who are present, the rating will be changed. The Vice President, with the assistance of the commissioner, also has the authority to make the necessary changes to any ratings to help ensure correct evaluations. All managers may not have knowledge of all the players since some will have changed leagues. They will abstain from voting regarding a change in rating.

2. Each Division Commissioner will provide a list of all ratings (sheets) to each manager with the age of players.

3. When possible, player evaluations will be held for players ages 7 and above to provide information on nonrated players and establish a rating for them.

4. A lottery will be used to determine the order of the draft. The team with the 1st pick in the 1st round will have the last pick in the 2nd round, the 1st pick in the 3rd round, and so on.

5. Assignment of team names will be conducted after the player draft lottery. Board members will have first selection, followed by Division Commissioner(s), and then reverse order of the player draft lottery.

6. For all baseball divisions, 1 courtesy coach will be allowed. To be eligible, the courtesy coach must be in good standing with the PAC Board and nominated to the Division Commissioner by the draft. NOTE: The manager **must** declare their courtesy coach before evaluations occur.

7. Travel kids will be Identified on draft sheet and VP of Baseball and Softball will determine when travel kids can be drafted during the division drafts.

Draft Procedure

1. Only team managers will attend and participate. If a manager is unavailable, a designate approved by the Division Commissioner may exercise the draft right for the manager.

2. Only a Manager and Courtesy Coach's son/daughter is reserved from being selected by other teams.

3. A Manager's and Courtesy Coach's son/daughter shall be the first player selected prior to that manager selecting any other similarly rated or lower rated player (for example: a "3" rated younger managers son/daughter must be selected prior to that manager selecting any "3" rated younger or lower rated player). The Division Commissioner may decide to combine the "3" and "4" ratings together. In that instance, a "3" rated older player would be the manager's selection that round. If the ratings system uses a different scale, it will be adjusted as needed. Same guidance for brothers or sisters in the same division. If you choose a "4" brother/sister and the other sibling is a "3" rating, you must select that brother/sister first before selecting a "3" rating or lower.

4. The Draft will be open for rated players with a manager having the opportunity to choose any rated player during any round (with the exception of their son/daughter). Non-rated players will be drafted with cards face down in a blind draft format. The Division Commissioner will determine the round(s) for the drafting of nonrated players.

5. Little League Rules state that no team may list more than eight (8) older players on a team roster. The Division Commissioner may, at his/her discretion, adjust the age distribution for all ages within their Division.

6. Little League's official regulations allow for trades; however they can only be conducted AFTER the player selection meeting (draft), and once everyone leaves the draft room, no more trades will be allowed. **In order for a trade to be finalized, the managers of teams and the league's Vice President must approve the trade. The players traded should be of equal value.**

7. Each Division Commissioner will arrange for a member of the PAC board or a member of the Rules committee who is not personally connected with the draft as a manager or Division Commissioner, to be present to record the draft picks and file a report with the board. PAC board members are not required to attend Players drafts but are welcomed to do so and assist as needed.

8. After the Draft has concluded, teams with lesser number of players will receive new players RANDOMLY as new players register. The same procedure will be used to fill vacancy caused by injury, resignation, etc. Registrations will only be accepted up to opening day.

9. At the conclusion of the Draft, each manager will complete a roster sheet for his/her team and file it with the Division Commissioner. These will be submitted to the appropriate Division Vice President. **Managers are to call/notify players within 24 hours of the draft's conclusion.**

10. All part-time and full-time travel players will be highlighted on draft sheets.

LITTLE LEAGUE TOURNAMENT TEAM GUIDELINES

Players, league-age 8-to-16, are eligible for selection to an International Tournament team provided they meet the criteria established by the Little League® Residency or School Attendance Player Eligibility Requirement and "Player Participation In Other Programs."

Players must have participated during the Little League regular season to be eligible for selection to that season's baseball or softball tournament teams. **(Minimum of 8 games to be eligible) (For a player, a game constitutes at least 1 at bat, and 6 outs on defense)**

Baseball or softball players, league-age 9-to-16, are eligible for selection to multiple tournament teams, however, they may only participate on one tournament team. Under no circumstances may players be chosen for, practice with, or participate with more than one tournament team.

A player may be named to the roster of, and practice with, only ONE Little League International Tournament Team. Once the affidavit is signed by the local League President, Vice President of Baseball or Softball, and District Administrator (or their representatives), the players listed on the affidavit shall not be eligible to participate on any other Little League International Tournament Team for the current year.

8-9-10 Year-Old, 9-10-11 Year-Old, Little League (Major, 10-11-12) Baseball or Softball and Intermediate (50/70) Baseball Divisions

Players league-age 8-to-13 to be selected to tournament teams in the 8-9-10 Year-Old, 9-10-11 Year-Old, Little League (Major, 10-11-12) Baseball or Softball and Intermediate (50/70) Baseball Divisions must have amateur status, and have participated as an eligible player in a minimum of 8 games regular-season games by the beginning of the International Tournament on a proper regular-season team (see chart below), with the exception of the school baseball or softball season. Players league age 11 and 12, who participated in 8 games of their respective Intermediate (50-70) Division Regular Season are eligible for selection to the Little League Baseball (Major) Division tournament team. Special Games at the Intermediate (50-70) Baseball Division do NOT count towards Tournament eligibility.

Junior League Baseball or Softball

Players league ages 12-to-14 to be selected to the Junior League Baseball or Softball Tournament Team must have amateur status, and have participated as an eligible player in 8 regular season games by June 15 on a proper regular season team (see chart below), with the exception of the middle school, junior high school, or high school baseball or softball season.

School Baseball or Softball Program Participation

A player who is NOT able to participate in 8 local league regular season games because of participation in a school baseball or softball program will receive an adjustment on the minimum participation in games required under this rule.

EXAMPLE: If, for any given division, Team A played 20 regular-season games before June 15, and a player missed 10 games because of participation in a school baseball program, that player is required to have participated in only six (6) regular season games to be eligible for the Tournament Team.

Injured Players During Regular Season

The local league Board of Directors may permit a player to be eligible for selection, who does not meet the 8 game regular season requirement, if the player provides a physician's note documenting an injury or illness prior to, or during, the current season prohibiting his/her participation; and such note releases the player for the balance of the Regular Season and/or Tournament Play.

PURPOSE

To provide a program for those players who wish to play an increased number of games against other Little League teams after the PAC in-house program. The Board determines the number of eligible teams each year.

Baseball: The PAC will provide standard uniforms, equipment, insurance, and pay the Little League Tournament entry fee for each tournament team.

Softball: The PAC will provide standard uniforms, equipment, insurance, and pay the Little League Tournament entry fee for each tournament team.

TO QUALIFY:

- Team Manager is subject to Board approval, with final selection of coaching candidates after the tryouts.
- Tryouts for the team are by open invitation. Notice of try-out date, time, and venue will be made available through PAC website no less than 14 days prior to the try-out date. Independent evaluators selected by the PAC board will evaluate players. Results will be posted on the PAC website. Final roster will be submitted to the appropriate Vice President.
- All players must be registered and an active participant in the PAC in-house program who has played 8 regular season games or more in order to be eligible.
- All selected baseball and softball players for the tournament teams must meet the specified eligibility requirements as set forth in the current Little League Rulebook.
- Will the player be away on vacation during some or all of the games? If answered yes to this question, the player may not be accepted to the team.

PROCEDURE:

- In-house scheduled practices and games will take precedence over tournament team practices and activities.
- Funding: Tournament team may fundraise for entry fees for additional tournaments, as approved by the appropriate VP, but cannot actively solicit PAC Sponsors. Team may receive funds from PAC Sponsors with board approval.
- Additional fees may be levied from players' families on the tournament teams with appropriate VP approval.
- All funds will be placed in a reserve PAC account for each tournament team. Funds are only for the current tournament season and any excess funds will revert to the general PAC account.
- Field time for practice will be scheduled through the appropriate Division Commissioner and approved by the appropriate Vice President (Baseball,/Softball).
- All parents or legal guardians must provide a copy of Birth Certificate and sign official medical release prior to participation.

GENERAL RULES, PENALTIES, & EXPECTATIONS FOR MANAGERS, COACHES, PARENTS, & PLAYERS

NO SMOKING at any time in the vicinity of the immediate playing areas or in the dugout areas during the season while a practice or game is in progress.

Penalty:

1st offense: Minimum One (1) game suspension.
2nd offense: Minimum Two (2) game suspension.
3rd offense: Minimum Out for the season.

NO DRINKING alcoholic beverages at any time or place while a game or practice is in progress.

Penalty:

Out for the season, board approval prior to reinstatement the following year

Ejection from a game

Penalty:

1st offense: Minimum One (1) game suspension.
2nd offense: Minimum Two (2) game suspension.
3rd offense: Minimum Out for the season

NOTE: Failure to leave the playing field and immediate area after an ejection will result in a season suspension and require board approval for reinstatement the following year.

Fighting at a game or practice.

Player-Penalty:

1st offense: Minimum One (1) game suspension.
2nd offense: Minimum Two (2) game suspension.
3rd offense: Minimum Out for the season.

Adult – Penalty:

Out for the season.

ILLEGAL SUBSTANCES as defined by Illinois State Law. Possession or use.

Penalty:

Out for the season.

Theft of, or intentional damage to, property of the PAC or others.

Penalty:

Subject to review by the PAC board.
The offender must make full restitution.

Other offenses for which a penalty, a suspension, or ejection from the league include but is not limited to the following items (subject to review by the PAC board):

- Profane language
- Disruptive behavior
- Disrespect to manager/coach
- Absenteeism
- Disregard of manager, parent, and/or player expectations
- Intimidating behavior
- Un-Sportsmanlike conduct

The above-listed penalties are a minimum and are not subject to appeal. Incidents involving conduct penalties may be reviewed by the Conduct Review Committee.

There must be two (2) background checked adults present at all practices and games.

All suspensions must be served on the next game(s) played, is the responsibility of the manager to enforce and communicate to the league commissioner, and will carry-over to the next season if the offense occurs at the end of the season. A suspended person is not allowed in the immediate playing area before, after, or during the game(s) they are suspended.

MANAGER/COACH EXPECTATIONS

- Develop the skills of all players on the team to the best of each individual player's ability giving particular emphasis to any fundamental skills identified for that league.
- Promote team sportsmanship, good bench behavior, and set a positive tone for the team and spectators. Lead by example by showing respect for umpires, players, coaches, managers, and others with whom you have contact during the season.
- Provide a safe environment during both practices and games.
- Monitor and take care of all PAC equipment issued to my team and to assist in the cleaning and maintenance of the dugouts and ball fields used by my team.
- Promptly return equipment issued to my team on or before the designated date or make other arrangements.
- Complete Player & Umpire Evaluation sheets promptly, providing the fairest possible rating for each player.
- Escort the concession person to his/her car if playing the final game of the day at that park.
- Follow the general and respective league PAC rules – no verbal agreements to alter rules before games between managers
- Turn off lighting after last game.
- Manager or Pre-game designate will be the only persons allowed to discuss a rule interpretation with the umpire.
- Maintain fields before and after each game.
- During games, is responsible to keep players and coaches in the dugout unless they are on defense, baserunning, hitting, or on deck. All others must be in the dugouts, regardless of the field. Managers, coaches, or players, are never allowed in front of the dugout fence while the ball is in play, NO EXCEPTIONS.
- Managers: Required to attend a mandatory coaching clinic.
- Teams may utilize electronic devices to score games & play music while on the field
  - Music must be appropriate/censored
  - Volume must be reasonable
  - Music must end prior to pitch to batter
- If Manager is ejected, their player must also leave game

*** FAILURE TO COMPLY WITH THE ABOVE EXPECTATIONS MAY AFFECT INDIVIDUAL'S MANAGER STATUS WITHIN PAC.**

PARENTS EXPECTATIONS

- Assist my child in attending team practices and games.
- Assist my child by working on necessary fundamentals at home between practices and games.
- Support my child & the team through attendance at games & by offering encouragement to the team, the manager, & the coaches.
- Show good sportsmanship toward opposing players, managers, coaches, and umpires.
- Parents are not allowed in the dugout area, allowing the Managers and Coaches to run the team.
- Have fun and enjoy watching my child's team play ball because that is what youth baseball/softball is about.
- It is expected that the parents will work on the fields prior to the games.
- It is expected that the parents will complete a Manager's Evaluation Form prior to the end of the season.
- If Parent/Grandparent/Relative is ejected, the player(s) must also leave the game

PLAYER EXPECTATIONS

- Be on time for practice and inform the manager if unable to attend practice.
- Arrive at the game at the time designated by the manager and provide the manager with advance notice if unable to attend a game.
- Cooperate with the manager, coach and teammates by following the team rules which include:
    - Remaining in the dugout during the game.
    - Keeping the dugout area clean by disposing of litter properly.
    - Taking care of equipment issued to the team.
- Promote team unity by encouraging the other players on my team.
- Show good sportsmanship for opposing players, managers, coaches and umpires.
- Work on skills at home between scheduled practices and games.

CONDUCT REVIEW COMMITTEE

PURPOSE

To review any personal conduct-related issues that occur within the framework of PAC activities that require additional attention and provide a recommendation for further sanction against the parties involved, if so warranted. Any sanctions recommended by the CRC would be above and beyond those mandatory penalties listed in the PAC Handbook. Any personal conduct-related issue that occurs at any PAC activity involving Managers, Coaches, Players, Parents, Spectators, Umpires, or PAC Board Members is subject to a review by the CRC. PAC activities shall include practices, tryouts, evaluations, games, tournaments, meetings, and any other events or gatherings not listed but subject to oversight by the PAC Board of Directors. Any PAC member, as defined by PAC By-Laws, can also request a CRC Review in writing to the appropriate Vice President (Baseball, Softball, Travel or Fall Ball.)

PERSONAL CONDUCT STANDARD

Personal conduct subject to Review is defined as actions that are harmful, dangerous, racist, or detrimental to the positive image of the PAC and its members.

CRC Review is optional if any of the following conduct/events occur:

Manager/Coach Contest Ejection
Spectator/Parent Contest Ejection
Player Contest Ejection

CRC Review is mandatory if any of the following conduct/events occur:

Fighting
Verbal Abuse/Threatening Behavior
Use of tobacco, alcoholic beverages or other banned substances in violation of PAC Policy, Park District Rules, Village Ordinances, or Illinois law.
PAC/Park District Property Abuse/Destruction
Serious violations of Park District or Village rules or ordnances.
Any other conduct or occurrence as dictated by the PAC Board

COMMITTEE STRUCTURE

The CRC will have a Chairman, the PAC Executive Vice-President, as its only permanent member. When a review is warranted, the CRC Chairman will determine and assemble the appropriate active committee members. For game related incidents, there will be a minimum of four (4) additional committee members, depending upon the playing division involved:

1) Division Commissioner
2) Division Umpire Assigner
3) Vice President (Baseball, Softball, Travel, or Fall Ball)
4) Member of the PAC Board of Directors Executive Committee

For non-game related incidents, the CRC Chairman will assign three (3) or more committee members, to include at least one member of the Executive Committee.

REVIEW PROCESS CONCLUSION

The CRC Chairman will prepare a Recommendation of Action Report that will be presented to the PAC Board of Directors Executive Committee. The PAC Board of Directors Executive Committee will render a decision based on the CRC Recommendation of Action Report and report their decision to the appropriate Vice President of Baseball or Softball. The Vice President will inform the individual/individuals of the sanctions instituted, if any, and ensure that the Committee's sanctions are followed. The PAC Board of Directors Executive Committee has the right to defer a decision and call for the full PAC Board of Directors to review the issue. The decision of the PAC Board of Directors Executive Committee or, if deferred, the PAC Board of Directors is final.

GENERAL PLAYING RULES FOR ALL LEAGUES

Rules are subject to change per PAC Board motion & approval

A game or practice will not take place in extreme temperatures per the **Temperature Safety Information policy** found within the **current PAC Safety Plan**. A game will consist of (See matrix last page) innings or until the time limit is reached. No inning will be started after (See matrix last page). Extra innings will be played if the score is tied and the time limit has not been met. If the time limit is met and the home team is leading or took the lead and at bat, then the game will be called official at the point the time limit is met. Time of game shall be governed by umpire based on actual start of game (not scheduled start time) and new inning continuation shall be based on the time of last out of previous inning. (i.e. if the last out in the 4th inning of a Minor game is made at the 1:39 mark, the 5th inning will start, regardless of when the first pitch is made.)

NOTE: In divisions where a maximum number of runs can be scored in an inning and a team is unable to score enough runs in an inning for the mercy rule not to be invoked their turn at bat should still be completed if they have not reached the minimum innings for Mercy Rule (per matrix). **Example** Team A is a Minor team and is leading Team B 16 to 0 going into the 4th inning. Team B's at bat should still be completed prior to invoking the Mercy rule **provided the no new inning time limit has not yet passed, at time it should be called.**

The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where ten (10) or more players are listed to bat, a player not able to bat due to injury sustained during the game will be skipped in the batting order and not recorded as an out. In a game where nine (9) batters are listed to bat, a player not able to bat due to an injury sustained during the game will be skipped in the batting order and not recorded as an out. Teams will be allowed to start and finish a game with eight (8) players and the ninth spot in the batting order will be recorded as an out if no injury took place.

When replacing a player on a team to prevent a forfeit or to avoid falling below 9 players, replace with equal or lower rated player from within the same league who will play the outfield only and will bat last. A team may only use the same substitute once per season. The commissioner must approve substitutions. If the commissioner is unavailable, the opposing manager may grant approval, but the commissioner must be notified that the substitution was made. If a player from the team that has a substitute shows up, the substitute will play at least two (2) innings and bat once.

The home team will keep the Official Scorebook.

Any game suspended prior to becoming an official game (See matrix last page) shall be resumed at a later date from the exact spot at which it was suspended. Managers need to record in their scorebooks the time at which the game was suspended, the balls, strikes, outs, base runners, Pitchers, elapsed game time and any other information necessary to resume the game. Scorebooks of the opposing teams should be in agreement and each scorebook initialed by the opposing manager before leaving the park.

Pitchers removed, for any reason, during the suspended game will not be permitted to pitch in the continuation game.
Example: Pitcher removed in 2nd inning. Game suspended in 3rd inning. The pitcher removed in 2nd inning will not be eligible to pitch when game is resumed. The pitcher of record when game was suspended will start with a 0 pitch count on the make up date. The pitch count does not carry over.

PLAYING TIME

Managers are required to give equal playing time to all players on the team. This includes innings on the bench, infield innings and outfield innings played. The child's ability, safety, and comfort are factors which must be considered when positioning players at different positions. During Playoffs (all divisions) & Junior & above (regular season) – Teams may strengthen their defense (i.e. – players are not required to play in the infield [minimum play/sit requirements still in effect]).

No player shall sit out a second inning before all players have sat one inning. Coaches are encouraged to use a fielding/inning grid. Applies for the playoffs as well.

At Major division & above (baseball), players playing the position of pitcher and/or catcher (if said player is willing to do so), are exempt from sitting out an inning. Pitcher pitch count limits must still be followed. If/When pitcher reaches max pitch count, they must sit a complete inning.

Free substitution of all players will be allowed except for the pitcher. Players may be removed from and reentered into a game any number of times.
NOTE – Per Little League Baseball Regulation VI – Pitchers, section b. – A pitcher once removed from the mound cannot return as a pitcher.

COACH, BENCH, FIELD CONDUCT, & SAFETY

Managers are encouraged to distribute the total number of innings played in the field by each player over the course of the season as equitably as possible. Exceptions to this rule include players who do not uphold the Player's expectations.

Managers are expected to experiment with the positioning of players at different defensive positions. The child's ability, safety, and comfort are factors that must be considered when positioning players at different positions.

No protests are allowed for any reason. All umpire decisions are final.

Both managers will report the score, pitchers used, innings pitched for softball/pitch count for baseball to the Division Commissioner within twenty-four (24) hours after the game.

Note: Missing/untimely/incomplete game reports will result in the following:

1st offense a warning
2nd offense a warning
3rd offense a 1 game suspension
Each offense thereafter will be determined by CRC Committee

The home team will keep the Official Scorebook. Both managers should be checking the score and pitch count at the end of each inning. If there is a discrepancy, they should call a time out and the managers should see the umpire.

Make up games will be scheduled through the commissioner (including traveling teams), and every reasonable attempt will be made to make-up all games but extended periods of bad weather may cause the cancellation of some games.

A coach, player, substitute, attendant or other bench personnel shall not:

a. leave the dugout during a live ball for an unauthorized purpose
b. fake a tag without the ball
c. carelessly throw a bat

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected

d. commit any unsportsmanlike act to include, but not limited to,

1. use of words or actions to incite or attempt to incite spectators demonstrations,
2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting.
3. behavior in any manner not in accordance with the spirit of fair play
4. be in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game.
5. any member of the coaching staff who was not the head coach (or designee) leaves the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.

e. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense (A coach may leave the bench/dugout to attend to a player who becomes ill or injured.)
f. charge an umpire

PENALTY: The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. A warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For coaches who violate d (1-5), e, or f, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject the offender. Any coach restricted to the bench shall be ejected for further misconduct.

g. deliberately throw a bat, helmet, etc.
h. initiate malicious contact on offense or defense
i. call "Time" or use any command or commit any act for the purpose of causing a balk
j. use tobacco or tobacco-like products within the confines of the field.
k. leave their positions or bench area for the purpose of fighting or physical confrontation.

PENALTY: The umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. In (h), the ball is immediately dead, if on offense, the player is ejected and declared out, unless he has already scored. If the defense commits malicious contact, the player is ejected; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s).

The umpire will keep the official time for the game. It is expected the first game of the day will start at the scheduled time. For other games, if the start time is different than the scheduled time, the umpire will announce the official start time.

Base runners approaching any base will be required to ~~either slide or~~ avoid contact when there is a contested play at those bases. **Per Little League rules, there is no "must slide rule."** "Bowling over" or "plowing into" defensive players will not be tolerated. The offensive player involved in the interference shall be called out and all base runners must return to the last base touched at the time of the interference. Interpretation of the **intent and degree of contact rests solely with the umpire**.

Sliding head-first at Majors division and below is not allowed. The base runner is to be called out by the umpire. Head-first retreats to a base are allowed.

Stopping a game, at any point, for an injured player is at the sole discretion of the umpire(s), with the safety of the injured player being the determining factor of when play is stopped. If play is stopped in the middle of a play, the umpire(s) will determine where base runners are to be placed and it is solely at their discretion.

Any batter who unintentionally throws a bat whether the ball is batted fair or foul, and a safety issue is present (i.e. – bat hits catcher or umpire), the umpire shall call the batter out. The ball is a dead ball and all runners returned to the bases occupied prior to the pitch. No warning is required.

Intentional Throwing of Equipment (bats, helmets, etc.) will not be permitted. The first infraction will result in an ejection.

Slamming of a bat will result in a warning to ***both*** teams. If it occurs again, the offending player is to be ejected.

Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types) or other hard cosmetic or decorative items. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

EXCEPTION: Unadorned devices, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair.

All Divisions will use courtesy runners as a way to speed up the game. Courtesy runners are optional anytime for the pitcher and catcher, mandatory with two (2) outs for the catcher. The pitcher and catcher that the courtesy runner is being utilized for must be the pitcher and catcher for the subsequent defensive inning. The courtesy runner used will be the last batted out recorded (Excluding SWS).

Chatter: Managers, Coaches and Players may cheer their own team, but cannot direct anything against the opposing team.

No manager will attempt to stall. If a manager attempts to stall, the umpire will determine whether the manager will be suspended, pending PAC Board of Directors review.

Fake Bunt then swing or hit the ball is strictly prohibited. The ball is dead, the batter is **out** and all runners returned to the base they occupied at the time of the pitch. Both managers are also warned, repeating will result in ejection of the head coach.

Managers are expected to follow the Little League Pitch Guide for baseball. If pitchers are over count or do not have enough rest, then there will be a penalty for managers.

- 1st offense – 1 game suspension,
- 2nd offense – 2 game suspension,
- 3rd offense – removed as a manager for the remainder of the season.

A pattern of pitch count discrepancy could lead to a review by the CRC Committee.

INCLEMENT WEATHER PROCEDURES

When thunder is heard, and/or cloud to ground lightning is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play **immediately.**

Instruct the managers to move their teams out of the dugouts and away from the field to a place of safety.

Notify umpires on nearby fields, in case they are not aware of the weather issue, then leave the field for a place of safety.

Thirty Minute Rule:

1. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or a flash of lightning is witnessed prior to resuming play.
2. Any subsequent thunder or lightning after the beginning of the 30-minute count, the clock resets and another 30-minute count begins.
3. There are no exceptions to this rule!
4. 45 minutes will be the maximum time a game will be suspended if there are games to be played after the game suspended for inclement weather. After 45 minutes delay, the game will be suspended, cancelled, and/or considered complete based on the rules for the Division or league involved. If it is a travel game with teams that have traveled to Plainfield the umpires, at their discretion, may extend the 45 minute maximum wait time if there are no games scheduled after said game.

A game or practice will not take place in extreme temperatures per the **Temperature Safety Information policy** found within the **current PAC Safety Plan**.

EQUIPMENT

Below are the general guidelines for approved equipment. If not covered below then please refer to the NFHS baseball rules or the ASA rules for softball. Any equipment judged by the umpire to be potentially dangerous is illegal.

BAT

As of January 1, 2018, the new USA Baseball Bat Standard was implemented. USA Bat Standard bats must be used in the Little League Major Baseball Division and below.

Either USA Bat Standard bats or BBCOR bats must be used at the Intermediate (50/70) Baseball and Junior League Baseball Divisions. At the Senior League Baseball Division, all bats must meet the BBCOR standard.

Fall Ball only: Junior division & higher: USSSA bats are allowed to be used

HELMET

It is mandatory for on-deck batters, batters, runners, retired runners, players/students in the coaches' boxes as well as non-adult bat/ball shaggers to wear a batting helmet that meets the NOCSAE standard. The batting helmet shall have extended ear flaps that cover both ears and temples and also display the NOCSAE stamp and the exterior warning statement. The warning statement may be affixed to the helmet in sticker form, or it may be embossed at the time of manufacture.

Face guards permanently attached to the NOCSAE helmet are required for ALL SOFTBALL and the Coach Pitch and Rookie Division.
Chin Straps are **recommended** for ALL SOFTBALL DIVISIONS.
BEGINNING SPRING 2026 fielders face masks are **required** for ALL SOFTBALL DIVISIONS.

PENALTY: When an umpire observes anyone who is required to wear a batting helmet deliberately remove their batting helmet while in live-ball territory and the ball is live (non-adult ball/bat shaggers required to wear batting helmet in live-ball area even if ball is dead), the umpire shall issue a warning to the coach of the involved team, unless the ball becomes dead without being touched by a fielder or, after being touched, goes directly to dead-ball area. A subsequent violation of the rule MAY result in ejection.

CATCHER

The catcher shall wear, in addition to a head protector, a mask with a throat protector, body protector, protective cup (male only), and baseball protective shin guards.

The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector, which is either a part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat.

While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only).

DEFINITIONS

Unless noted the definitions are for both baseball and softball.

Appeals - A play or rule violation on which the umpire does not make a ruling until requested by a coach or player

Types of appeals:

a. Missing a base, either advancing or returning (live or dead-ball appeal)
b. Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal).
c. Batting out of order (dead-ball appeal only).
d. Attempting to advance to second base after making the turn at first base overrunning first base (live-ball appeal only).

Methods by which an appeal may be made:

1. Live.
   - **a.** An appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if they are still on the playing field (even if they are standing on another base).
2. Dead
   - **a.** The dead-ball appeal may be made: Once all runners have completed their advancement and time has been called, the coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.
   - **b.** If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead-ball appeal can be made.
   - **c.** If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called
   - **d.** If "Play ball" or "Play" has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call "Time" and allow the appeal.

When - Appeals must be made:

1. before the next legal or illegal pitch;
2. at the end of an inning, before all infielders have left fair territory and the catcher vacates her normal fielding position; or
3. on the last play of the game, before the umpires leave the field of play.

Advance - Runners may advance during a live-ball appeal play.

May Not Return - A runner may not return to touch a missed base or one left too soon on a caught fly ball if:

a. they have reached a base beyond the base missed or left too soon and the ball becomes dead.
b. they have left the field of play; or
c. a following runner has scored.

More Than One Appeal. More than one appeal play may be made, but guessing games should not be allowed.

Plate and Missed Tag. If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.

Missing First Base Before the Throw Arrives. If a runner passes first base before the throw arrives, they are considered to have touched the base unless an appeal is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.

Force Out. If an appeal is honored at a base to which a runner was forced to advance, no runs would score if it were the third out.

Tag-ups. If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored before the legal appeal would count.

Fourth-out Appeal. An appeal may be made after the third out as long as it is made properly. (i.e. one out with runner on first and third. The batter hits a fly ball that is caught. Each runner leaves their base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.)

A balk is an illegal act committed by the pitcher with a runner(s) on base which entitles each runner to advance one base.

A base on balls is an award of first base (often referred to as a "walk") if a batter receives four such balls. The batter must go immediately to first base before time-out is called.

An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

A fair ball is a batted ball which:

- settles on fair territory between home and third base or between home and first base; or
- contacts fair ground on or beyond an imaginary line between first and third base; or
- is on or over fair ground when bounding to the outfield past first or third base; or
- first falls on fair ground on or beyond first or third base; or
- touches first, second or third base; or
- while on or over fair territory, touches the person of an umpire or player, their clothing or equipment; or
- while over fairground passes out of the playing field in flight.
- A fly ball or line drive, which passes over or inside first or third base in flight and curves to foul ground beyond such base, is not a fair hit; but a hit which goes over or through the fence is a fair hit if it is over fair ground when it leaves the field.

A batter-runner is a player who has finished a time at bat until they are put out or until playing action ends.

A bunt is a fair ball in which the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield. If an attempt to bunt is a foul ball, it is treated the same as any other foul ball, except that if the attempt is by a batter who has two strikes, such batter is out.

A catch is the act of a fielder in getting secure possession in their hand or glove of a live ball in flight and firmly holding it, provided they do not use their cap, protector, mask, pocket or other part of their uniform to trap the ball. The catch of a fly ball by a fielder is not completed until the continuing action of the catch is completed. A fielder who catches a ball and then runs into a wall or another player and drops the ball has not made a catch. A fielder, at full speed, who catches a ball and whose initial momentum carries the fielder several more yards after which the ball drops from their glove has not made a catch. When the fielder, by their action of stopping, removing the ball from their glove, etc., signifies the initial action is completed and then drops the ball, will be judged to have made the catch. The same definition of a catch would apply when making a double play. It is considered a catch if a fielder catches a fair or foul ball and then steps or falls into a bench, dugout, stand, bleacher or over any boundary or barrier, such as a fence, rope, chalk line, or a pregame determined imaginary boundary line from the field of play. Falling into does not include merely running against such object. It is not a catch when a fielder touches a batted ball in flight which then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

A crow hop (SOFTBALL ONLY) is the replant of the pivot foot prior to delivering the pitch.

A charged conference is a meeting which involves the coach or their non-playing representative and a player or players of the team.

A pregame conference is a meeting involving the umpires, both head coaches and team captains (if available) near home plate. The meeting should begin approximately five minutes prior to the game.

A foul is a batted ball:

- which settles on foul territory between home and first base or between home and third base; or
- that bounds past first or third base on or over foul territory; or
- that first falls on foul territory beyond first or third base; or
- that, while on or over foul territory, touches the person of an umpire or a player or any object foreign to the natural ground; or
- that touches the ground after inadvertently being declared foul by an umpire.

A foul tip is a batted ball that goes directly to the catcher's hands and is legally caught by the catcher. It is a strike and the ball is in play.

An illegal pitch is an illegal act committed by the pitcher:

BASEBALL- with no runner on base, which results in a ball being awarded to the batter. When an illegal pitch occurs with a runner, or runners, on base, it is ruled a balk.

SOFTBALL- is a ball to the batter and any runners on base advance one base or if hit the offense has the option to take the play.

An illegally batted ball is a pitch contacted by the batter:

- with an illegal bat.
- when any part of either foot is in contact with the plate at the time of contact with the ball.
- when one or both feet are on the ground and entirely outside the lines of the batter's box at the time of bat-ball contact.

An infield fly is a fair fly (not including a line drive nor an attempted bunt) which, in the umpire's judgment can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair."

Initial Play- A fielder is considered to be making an initial play on a fair batted ball when they:

- Have a reasonable chance to gain control of a ground ball that no other fielder except the pitcher) has touched.
- Has a reasonable chance to catch the ball in flight or catch the ball in flight after it touches another fielder.
- Fails to gain control of the batted ball and is within a step and a reach (in any direction) of the spot of the initial contact. (**SOFTBALL ONLY**- in baseball only 1st 2 points apply)

Offensive interference is an act (physical or verbal) by the team at bat:

- which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or
- when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
- a coach physically assists a runner during playing action.

Obstruction is an act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play or when a catcher or fielder hinders a batter. When obstruction occurs, the ball becomes dead at the end of playing action and the umpire has authority to determine which base or bases shall be awarded to the runners according to the rule violated.

- **A fake tag** is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.
- The fielder without possession of the ball denies access to the base the runner is attempting to achieve.

A strikeout is the result of the pitcher getting a third strike charged to a batter. This usually results in the batter being out, but does not result if the third strike is not caught and the batter-runner legally reaches first base.

A dropped/uncaught third strike occurs when the following is true: there are less than 2 outs & 1st base is unoccupied at time of pitch or when there are 2 outs (regardless if 1st base is occupied).

The pitcher's 16-foot circle- (SOFTBALL ONLY) is used for the look-back rule. A pitcher is in the 16-foot circle when both feet are within or partially within the line. The feet may touch the line and extend outside the line.

A tag out is the put out of a runner, including the batter-runner, who is not in contact with his base when touched with a live ball, or with the glove or hand when the live ball is held securely therein by a fielder. The ball is not considered as having been securely held if it is juggled or dropped after the touching, unless the runner deliberately knocks the ball from the hand of the fielder.

A throw out is a putout caused by a throw to first base to retire a batter-runner, or to any other base to which a runner is forced or is required to retouch.

A penalty is the action taken by the umpire against a player, coach or team for a rule infraction.

Penalties include:

- restricting the coach to the dugout;
- ejecting an offending player or coach;
- declaring a batter or runner out;
- awarding a base to a batter or runner;
- awarding a ball to a batter (for an illegal pitch when there is no runner or for delay by the pitcher);
- charging a batter with a strike (for delay);
- forfeiting a game; or
- removing non-players from the bench or field.

A pitch ends when the pitched ball:

- is secured by the catcher,
- comes to rest,
- goes out of play,
- becomes dead,
- or the batter hits the ball (other than a foul tip).

The pitcher's pivot foot

SOFTBALL- is that foot which is in contact with the ground, as opposed to the non-pivot foot with which the pitcher steps toward home plate

BASEBALL- The pitcher's pivot foot is that foot with which the pitcher contacts the pitcher's plate when they deliver the ball. For example, the pivot foot is the left foot for a left-handed pitcher

A run is the score made by a runner who legally advances to and touches home plate.

A runner is a player of the team at bat who has finished his time at bat and has not yet been put out. The term includes the batter-runner and also any runner who occupies a base.

A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. Sliding head-first at Majors division and below is not allowed. The base runner is to be called out by the umpire. Head-first retreats to a base are allowed. **Per Little League rules, there is no "must slide rule."**

A slide is illegal if:

- the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- the runner slashes or kicks the fielder with either leg, or
- the runner tries to injure the fielder, or
- the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

Touching is contact with, and there is no distinction between the act of touching or by being touched. The term applies to contact with any part of the person or his clothing if the clothing is reasonably well fitted. This includes:

- a pitched ball touching a batter, or
- a batted ball touching a batter or any runner, or
- the catcher touching the bat, or
- a player touching a base, or
- a ball touching a player or non-player.

The playing field includes both fair and foul territory. Any other areas beyond the playing field are defined as being outside the playing field (dead ball area). Any wall, fence, barricade, rope, wire, marked or imaginary line is considered a part of the playing field. Any areas beyond those boundaries are outside the playing field.

BASEBALL PLAYING RULES

Play will be governed by Little League Rules with additional house rules that PAC has listed in this book and those not covered by Little League or here by NFHS official baseball rules.

PITCHING RESTRICTIONS

For pitch counts, please refer to the last page of this document. Exceptions to the pitch count are shown below:

Exceptions:

If a pitcher reaches an imposed limit (85, 65, 50 , 35 or 20) while facing a batter, the pitcher may continue to pitch until any one of the following occurs:

- The batter reaches base;
- The batter is retired;
- The third out is made to complete the half-inning.

. **Catcher-to-Pitcher / Pitcher-to-Catcher transfers**

- If a player has played the position of catcher in four (4) or more innings, they are not eligible to pitch on that calendar day *(Note: If one (1) pitch is caught in their 4th inning, it will be considered a complete inning and that player will not be eligible to pitch)*
- If a pitcher delivers 41 or more pitches in a game, they are not eligible to play the position of catcher for the remainder of that calendar day.
- If a player who played the position of catcher for three (3) innings or less, moves to the pitcher position and delivers 21 or more pitches in the same day, they may not return to the catcher position on that calendar day

NOTE: If a pitcher who has not already played the position of catcher reaches 40 pitches while facing a batter, the pitcher may complete pitching to that batter and maintain their eligibility to play the position of catcher for the remainder of that day *(Same exceptions from above apply)*

NOTE 2: If a manager violates the Catcher-to-Pitcher/Pitcher-to-Catcher policy, they are to be **ejected** from the game & suspended 1 game.

Intermediate division & below: A player may not pitch in more than one game in a day.
Junior division & above: A player may pitch in up to 2 games in a day (exception: 12 yr. old playing in the Junior/Senior division). Limited to 30 pitches or less in game 1. The total number of pitches that pitcher may pitch in both games, combined, is the daily maximum of 95.

PITCHING OVERVIEW

The pitcher shall pitch while facing the batter from either a windup position or a set position. The position of their feet shall determine whether they will pitch from the windup or the set position. They shall take the sign from the catcher with their pivot foot in contact with the pitcher's plate. The pitching regulations begin when they intentionally contact the pitcher's plate. Turning the shoulders to check runners while in contact with the pitcher's plate in the set position is legal. Turning the shoulders after bringing their hands together during or after the stretch is a balk. They shall not make a quick-return pitch in an attempt to catch a batter off balance. The catcher shall have both feet in the catcher's box at the time of the pitch and be positioned to accept the pitch.

For the **wind-up position**, the pitcher is not restricted as to how they shall hold the ball. A pitcher assumes the windup position when their hands are: (a) together in front of the body; (b) both hands are at their side; (c) either hand is in front of the body and the other hand is at their side. The pitcher's non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher's plate. They are limited to not more than two pumps or rotations. After they start their movement to pitch, they must continue the motion without interruption or alteration. With their feet in the windup position, the pitcher may only deliver a pitch or step backward off the pitcher's plate with the pivot foot first. After the pitcher has placed their pivot foot clearly behind the plate, they have the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, they may lift their non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but they shall not otherwise lift either foot.

For the **set position**, the pitcher shall have the ball in either their gloved hand or their pitching hand. The pitching hand shall be down at their side or behind their back. Before starting their delivery, they shall stand with their entire non pivot foot in front of a line extending through the front edge of the pitcher's plate and with their entire pivot foot in contact with or directly in front of the pitcher's plate. They shall go to the set position without interruption and in one continuous motion. They shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and their glove at or below their chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on their pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting, or they may lift their pivot foot in a step backward off the pitcher's plate which must be in or partially within the 24-inch length of the pitcher's plate. In order to change to the wind-up position, they must first step clearly backward off the pitcher's plate with their pivot foot. After the pitcher has placed their pivot foot on the ground clearly behind the plate, they then has the right to throw or feint to a base the same as that of any other infielder.

PENALTY: The ball is dead immediately when an illegal pitch occurs. If there is no runner, a ball is awarded to the batter. If there is a runner, such illegal act is a balk. In both situations, the umpire signals dead ball.

Each legal pitch shall be declared by the umpire as a strike, ball, fair or foul hit or a dead ball. A pitch dropped during delivery and which crosses a foul line shall be called a ball. Otherwise, it will be called no pitch. A pitch dropped during delivery with at least one runner on base would be a balk if it does not cross a foul line.

When a pitcher is attempting to field a batted or thrown ball or is throwing to a base while their pivot foot is clearly off the pitcher's plate, their status is that of an infielder except that if a batted ball passes but does not touch them and then strikes an umpire or a runner, the ball may become dead because of interference

INFRACTIONS BY PITCHER

Illegal acts include:

a) applying a foreign substance to the ball;
b) spitting on the ball or glove;
c) rubbing the ball on the glove, clothing or person if the act defaces the ball;
d) discoloring the ball with dirt;
e) bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball;
f) wearing any items on the hands, wrists or arms that may be distracting to the batter;
g) wearing or placing tape, bandages or other foreign material (other than rosin) on the fingers or palm of their pitching hand that could come in contact with the ball;
h) wearing a glove/mitt that includes the colors white or gray;
i) wearing exposed undershirt sleeves that are white or gray.

NOTE: Under umpire supervision, the pitcher may dry their hands by using a finely meshed cloth bag of powdered rosin. They may rub the ball with their bare hands to remove any extraneous coating.

PENALTY: For defacing the ball (a-d), the ball is dead immediately. The umpire may eject the pitcher. If such defaced ball is pitched and then detected, it is an illegal pitch. For infraction (e), a ball shall be awarded each time a pitcher violates this rule and subsequently engages the pitching plate. For infraction (f-i), the infraction must be corrected before the next pitch. In (f), the umpire has sole authority to judge whether or not an item is distracting and shall have that item removed.

Balk. If there is a runner or runners, any of the following acts by a pitcher while they are touching the pitcher's plate is a balk:

a. any feinting toward the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross a foul line.
b. failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; throwing or feinting to any unoccupied base when it is not an attempt to put out or drive back a runner;
c. making an illegal pitch from any position;
d. failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as they habitually use in their delivery;

- If the pitcher, with a runner on base, stops or hesitates in their delivery because the batter steps out of the box and/or holds up their hand to request "Time," it shall not be a balk. The umpire shall call "Time" and begin play anew.

e. taking a hand off the ball while in a set position, unless they pitch to the batter or throws to a base or they step toward and feints a throw to second or third base as in (b); or
f. failing to pitch to the batter when the entire non-pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, except when feinting or throwing to second base in an attempt to put out a runner.

It is also a balk if a runner or runners are on base and the pitcher, while they are not touching the pitcher's plate, makes any movement naturally associated with their pitch, or they place their feet on or astride the pitcher's plate, or positions themself within approximately five feet of the pitcher's plate without having the ball.

PAC adheres to Pitch Smart. Below is a chart denoting pitching limitations for players at various ages (regardless of division they play in):

AGE	DAILY MAX PITCHES
7-8	50
9-10	75
11-12	85
13-14	95
15-16	95
17-18	105

BASEBALL AWARDS

Activity	Awards
1. Illegal pitch	1. The pitch is ruled a ball
2. Pitch touches batter	2. Batter awarded first except when no effort to avoid pitch
3. Pitch touches runner	3. All runners advance one base except when pitch
4. Illegally batted ball	4. Batter is out. Runners return
5. Intentionally hitting ball second time	5. Batter is out. Runners return
6. An uncaught foul	6. Runners return to bases occupied at time of pitch
7. Interference by runner or retired runner (including malicious contact)	7. Interferer is out, also batter-runner if interference prevented a double play at first base. The interferer is out and so is another runner if interference prevented a double play on the latter. Other runners return.
8. Interference with fielder attempting to catch foul fly ball	8. Runner is out, and another runner is out if interference prevented a possible double play
9. Interference by others connected with team	9. Runner is out. Other runners return
10. Fair ball over fence in flight or prevented by spectator or player's detached equipment	10. Award all runners home base
11. Fair ball touches a spectator	11. Award or penalize according to umpire's judgment
12. Fair ball bounces over, through or lodges in fence or lodges in player's uniform or equipment	12. Award all runners two bases from base occupied at time of pitch
13. Fair ball touches runner before it touches an infielder or after it passes any infielder except the pitcher and another fielder has a play	13. Hit runner is out. Batter awarded first base and credited with single. Others return to base occupied at time of interference unless forced by batter-runner
14. Fair batted ball touches umpire before it touches a fielder or passes any fielder except the pitcher	14. Runners return to bases occupied at time of pitch unless forced by batter-runner. Batter awarded first base and credited with a single.
15. A thrown ball, not by pitcher from plate, goes into bench, stand, through or over fence	15. Award all runners two bases
16. A pitch or ball thrown by pitcher from plate goes into	16. Award all runners one base
17. Umpire handles a live ball or calls time to inspect ball or for another reason, or umpire declares "Foul" inadvertently	17. Runners return to bases they had reached or passed when ball becomes dead
18. Fair or foul ball is caught by a fielder who then steps or falls from field of play over any boundary or barrier such as a fence, rope, chalk line, or pre-game determined imaginary line, or into a stand, bench or dugout	18. Award all runners one base except when caught as 3rd out
19. Infielder intentionally drops a fair line drive or fair bunt in flight with at least first base occupied and with less than two outs	19. Batter is out and all runners return to base occupied at time of pitch
20. Balk	20. All runners advance one base. Batter remains at bat
21. Umpire gives "do not pitch signal"	21. No play can take place
22. Award intentional base on balls	22. Batter awarded first base
23. Batter enters box with an illegal bat	23. Batter is out; manager & player ejected; LL Rule 6.06,d2
24. Batter refuses to enter box after being warned by umpire	24. Strike is called
25. Interference by batter who hits throw from the pitcher, not in contact with pitcher's plate when runner is advancing to home base	25. With less than two outs, the runner is out. Otherwise, batter is out
26. Defensive Malicious Contact	26. With less than two outs, the runner is out. Otherwise, batter is out
27. Interference by batter when attempted put out is on runner other than at home	27. With two out, batter is out. Otherwise, if attempt on runner is unsuccessful, the ball is dead, batter is out and runners return. If third strike, batter is out and umpire can call a second out
28. Interference by batter when runner is advancing to home plate (other than hitting a throw from the pitcher, not in contact with pitcher's plate)	28. Runner is out unless two are out, then batter is out. If runner is put out, ball remains alive
29. Obstruction with batter by catcher or fielder	29. If batter and all runners attempting to steal or who are forced do not advance, award each one base
30. Obstruction	30. If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases
31. Intentionally touching batted ball with detached player equipment over fair ground, or over foul ground which might become fair ball	31. Award batter-runner and runners three bases
32. Intentionally touching thrown ball (including a pitch) with detached player equipment	32. Award runners 2 bases

33. Offensive team personnel calls “Time” or uses any other command or commits an act for the purpose of trying to cause opposing pitcher to balk	33. No runners allowed to advance. Eject offender from the game
34. Interference with catcher by umpire	34.If runner is not put out, runners return
35. Deliberately removing batting helmet in live ball territory while ball is live	35. Team warning. Subsequent players on that team to violate rule may be ejected
36. A coach physically assists a runner	36. Involved batter-runner or runner is out. Outs on play stand. Other runners return to bases occupied at time of infraction
37. Illegal use of glove/mitt (i.e. – throwing mitt at ball)	37. Award four bases for home run over fence, three bases for other fair batted ball, two bases for thrown or pitched ball

CO-ED COACH PITCH 4-6 BASEBALL

THE GAME

1. There will be no official score kept for the game and no league standings are recorded.
2. A game will consist of as many innings that can be completed in the time limit. No inning will be started after one (1) hour and fifteen (15) minutes.
3. If a game is called for any reason, it is a complete game if forty-five minutes have elapsed from the game's start time.
4. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where a player is not able to bat due to an injury sustained during the game, that player will be skipped in the batting order and not recorded as an out. Six players are needed to start a game.
5. During the first half of the season, managers or coaches may call time outs as needed to talk to a fielder or batter. During the second half of the season, only one (1) time out per half inning is allowed.
6. All batters will be given four pitches to hit fair. If a ball is not hit into fair territory during the four pitches, the tee will be used until the ball is hit into fair territory.
7. Batters are not permitted to bunt or swing easy at the ball.
8. A batter who throws his/her bat is out and the base runners may not advance. NO warning will be given.
9. Managers and coaches must refrain from assisting a player while the ball is in play.
10. Base runners are not permitted to steal bases. Base runners must remain in contact with the base until the ball is hit.
11. A batter may continue to advance until a defensive player has possession of the ball. Once the ball is in possession of the fielder they may only advance to the base they were in route to but no further. For example, they were past first base when outfielder picked up the ball they may advance to second, with the possibility of being put out, but no further.
12. If a runner is tagged or forced out, the runner will be removed from the bases, but total outs are not kept track of as the entire batting order hits each half inning.
13. The infield fly rule is waived.
14. A team's turn at bat shall end after the entire batting order has batted in that half-inning.
15. A maximum number of five (5) Managers/Coaches are allowed on the field during play. Base coaches must remain in the coaching boxes.
16. Managers should choose a parent(s) to be the official umpire(s) of the game.
17. The batting team's coach **will pitch** from the pitching circle/pitching mound. Coaches should attempt to pitch a reasonably flat pitch from as close to eye level with the batter as possible.

PLAYING TIME

The entire roster of players present for the game shall play in the field. Only six (6) players are allowed in the infield which includes the catcher (dirt part of the playing field) until the ball is put in play. The infielders must position themselves no closer than five (5) feet in front of the base line that extends from first base to second base or the base line that extends from second base to third base. The player - pitcher must be positioned to the rear of the pitching plate either to the left or right of the manager/coach pitcher until the ball is put in play. Outfielders must be positioned on the grass portion of the playing field.

Players are required to play a different position every inning. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same position more than once per game.

MISCELLANEOUS

Metal spikes are not allowed at this level of play.

Catchers MUST wear a cup type athletic supporter (MALE), mask with throat guard, chest protector, shin guards, and protective headgear.

COMPETITIVE COACH PITCH BASEBALL

THE GAME

1. The number of players on the field will be ten (10), which includes four (4) outfielders on the grass.
2. Each team is allowed only two (2) time-outs, excluding trips to the pitching mound.
3. ABSOLUTELY NO ONE can be behind the catcher or in front of the backstop screen while a pitch is being made to the batter. A coach or adult may shag the balls once it passes the catcher but they **MUST** start behind the backstop screen. This is a safety and insurance issue and will be strictly enforced!!
4. The ball will become dead and therefore runners cannot advance on an overthrow by the catcher to the pitcher or the pitcher dropping the ball thrown from another player.
5. There is no base advancement on throws that go out of play
6. Absolutely no intentional walks are allowed.
7. Managers are expected to provide a catcher capable of catching (or at least making a reasonable attempt to catch) most pitches thrown to them in order to keep a reasonable pace to the game.
8. Coaches pitching must have at least 1 foot on the rubber at the time of pitch.
9. Coaches who are pitching may not coach players in any way while on the field.
10. A ball hitting a coach-pitcher is a dead ball and considered a single - one base advance
11. If, in the umpire's judgment, the coach-pitcher interferes in the fielder's attempt to make a play or intentionally touches the ball, the ball is dead and the batter is out.
12. Players may not play in the same defensive position more than twice per game **(including playoffs)**. Excluding 1st & Catcher
13. The following rules and examples apply to runner advancement:

- **a.** If a hit fair ball is initially fielded in the infield area, the runner(s) is only entitled to the base he/she is going to at the time of possession by any player regardless of whether the ball is held or thrown.
    - o Example: a throw from an infielder to a base to put out a baserunner goes to the outfield, the ball is still considered an infield hit.
    - o Example: The batter can advance no further than 1st base & other runners can advance no further than one base beyond the base they last legally occupied on an infield hit
- **b.** If a hit fair ball is initially fielded in the outfield area, the runner(s) is entitled to the base that he/she is going to at the time any defensive player gains possession of the ball.
- **c.** It is important to note that the runner is eligible to be thrown out even if he/she is not entitled to the base he/she is attempting to advance to.

ROOKIE DIVISION BASEBALL

THE GAME

1. The number of players on the field will be ten (10), which includes four (4) outfielders on the grass.
2. Each team is allowed only two (2) time-outs, excluding trips to the pitching mound.
3. ABSOLUTELY NO ONE can be behind the catcher or in front of the backstop screen while a pitch is being made to the batter. A coach or adult may shag the balls once it passes the catcher but they **MUST** start behind the backstop screen. This is a safety and insurance issue and will be strictly enforced!!
4. If a pitcher hits three (3) batters in an inning or four (4) in a game, they must be removed from the mound and may not re-enter the mound during that game.
5. Batter struck by a pitched ball that bounces prior to striking the batter will not be awarded 1st base, but instead will be treated like ball 4 and the coach will come into pitch. If the batter is unable to continue the at bat, their turn will be skipped and the next batter will come to bat with no count. A batter hit by a bounced pitch still counts towards a pitcher's HBP limit.
6. The ball will become dead and therefore runners cannot advance on an overthrow by the catcher to the pitcher or the pitcher dropping the ball thrown from another player.
7. There is no base advancement on throws that go out of play
8. Absolutely no intentional walks are allowed.
9. Managers are expected to provide a catcher capable of catching (or at least making a reasonable attempt to catch) most pitches thrown to them in order to keep a reasonable pace to the game. The umpire may request a different catcher if this is not followed.
10. Pitchers cannot walk a batter. If the count on a batter reaches 4 balls, a coach from the team at bat will pitch to that batter, with the count to remain unchanged on the batter. The coach may pitch from a distance of about 30 ft. and the player (pitcher) must still field their position from the mound. The batter can strike out but cannot walk. Coaches should attempt to pitch a reasonably flat pitch (no lob pitches), per the umpires discretion. **Coaches who are pitching may not coach players in any way while on the field.**
11. Umpires can and should accurately call coach pitches strikes or balls.
12. A ball hitting a coach-pitcher is a dead ball and considered a single - one base advance
13. If, in the umpire's judgment, the coach-pitcher interferes in the fielder's attempt to make a play or intentionally touches the ball, the ball is dead and the batter is out.
14. Players may not play in the same defensive position more than twice per game **(including playoffs)**. Excluding 1st & Catcher
15. The following rules and examples apply to runner advancement:

a. If a hit fair ball is initially fielded in the infield area, the runner is only entitled to the base he/she is going to at the time of possession by any player regardless of whether the ball is held or thrown.

- o Example: a throw from an infielder to a base to put out a baserunner goes to the outfield, the ball is still considered an infield hit.
- o Example: The batter can advance no further than 1st base & other runners can advance no further than one base beyond the base they last legally occupied on an infield hit

b. If a hit fair ball is initially fielded in the outfield area, the runner(s) is entitled to the base that he/she is going to until the ball is physically returned to the infield area of the field.

- o Example: if a ball makes its way to the outfield, untouched by an infielder, the runner(s) can advance as many bases as they can until the ball physically enters the infield. If a play is made on any runner, and an overthrow/error is made, the runner(s) can't advance. If a runner advances, he/she will be asked to return to the previous base (Umpire's judgment).

c. It is important to note that the runner is eligible to be thrown out even if he/she is not entitled to the base he/she is attempting to advance to.

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the catcher.

The violation by one base runner shall affect all other base runners –

a) When a base runner leaves the base before the pitched ball has reached the catcher and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.

b) When a base runner leaves the base before the pitched ball has reached the catcher and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpires shall determine the base value of the hit ball.

c) When any base runner leaves the base before the pitched ball has reached the catcher and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

A baserunner can't steal until the ball hits the catcher's glove or passes the catcher. Baserunners can steal up to 3rd base on an attempt. 1 steal *attempt* of home allowed per inning (regardless if the runner is safe or out). It is considered a steal attempt if the ball is not batted. After a team attempts a steal of home in an inning (whether safe or out), all subsequent attempts to steal home by that team in the same inning will result in all base runners needing to return to their original bases. Runners on 3rd base **cannot** advance home on a back pick from the catcher or after the catcher throws down to a base in an attempt to put out another baserunner; they must retreat back to 3rd base. Repeated violations of this rule may result in disciplinary action on the team's manager.

Live ball (no advancement from or beyond 3rd base)

After a pitch crosses the plate, the ball is live.

- Example: Ball 4 to batter. Ball passes catcher and hits backstop. Batter-Runner can legally attempt to go to 2nd on walk. Defense can attempt to put out.
- Example: Runner on 2nd. Catcher overthrows pitcher after pitch and ball is rolling around middle infield, runner on 2nd can legally attempt to advance to 3rd

Base runners are free to advance on batted balls until defense has possession of ball in the infield

a) Example: Runner on 1st. Batter hits ball to centerfield. Baserunner(s) can continue to advance until ball enters the infield & is in possession of a player. Umpire judgment on entry & possession.

NOTE: Batter-Runner can only advance as far as 2nd base on an overthrow of 1st base. Other runners can continue.

SOFTBALL PLAYING RULES

Play will be governed by Little League Softball Rules. The order of rule interpretation for all decisions at all games is as follows:

1. Little League Rules
2. PAC

The Plainfield Athletic Club rules that follow will be in effect. See enclosed and the table in the handbook for specific details regarding the different levels of play.

PITCHING

1. After throwing one (1) pitch to a batter, the pitcher shall be considered as having pitched one (1) inning.
2. Neither a pitcher withdrawn from the line-up, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same inning. Only one pitcher per game can reenter to pitch again in the same game.
3. A calendar week is defined as 12:01am Monday to 11:59pm Sunday for the purpose of the pitching matrix.
4. Each team is allowed 2 free defensive conferences per game, on a 3rd conference a pitching change shall be made. If a change is made it is not a charged conference. The only exceptions to this rule are in the case of injury.
5. If a pitcher hits 3 batters in an inning, or 4 batters in a game, they shall be removed.

PITCHING REGULATIONS

Art. 1… Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.

a) Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.
b) While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
c) After completing "b" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
d) The pitcher shall not be considered to be in pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
e) The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.
f) The pitcher may remove themself from the pitching position as follows:
- before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet;
- when the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet;
- either foot may be removed first.

PENALTY: (Art. 1) An illegal pitch is called.

ART. 2 . . . About the Pitch:

a) The Pitcher may use a variety of starting positions. Both feet on the plate, the start behind or the step back

b) The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.

c) **The initial forward step must be towards the plate NOTE:** Towards is interpreted as within or partially within the 24-inch length of the pitcher's plate. (See Figure 6-1)

d) the pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTES:

1: It is not a step if the pitcher slides her foot in any direction on the pitcher's plate, provided contact is maintained.

2: Techniques such as the "crow hop" are illegal.

ART. 3 . . . A legal delivery shall be a pitched ball that is delivered to the batter with an underhand motion.

a) The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
b) The hand shall be below the hip and the wrist not farther from the body than the elbow.
c) The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
d) The pitch is completed with a step toward the batter.

ART. 4 . . . The pitcher may use any windup desired provided:

a) no motion to pitch is made without immediately delivering the ball to the batter.
b) the pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
c) the pitcher does not use a windup in which there is a stop or reversal of the forward motion.
d) the pitcher does not make more than 1½ clockwise revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip.
e) the pitcher does not continue to wind up after taking the forward step or after the ball is released.

NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

PENALTY: (Arts. 2, 3, 4) Illegal pitch. The ball is dead at the end of playing action, if the ball is pitched. A ball is called on the batter, and base runners are awarded one base without liability to be put out (10u and 12 u see grid on back cover)

LOOK-BACK RULE (Applies to the 12u division and above)

ART. 1 . . . The look-back rule will be in effect when the ball is live, the batter runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.

ART. 2 . . . The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.

ART. 3 . . . Once the runner stops at a base for any reason, she will be declared out if she leaves the base.

ART. 4 . . . Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16foot pitching circle, including a base on balls or a dropped third strike are as follows:

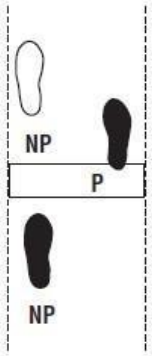
a) A batter-runner who rounds first base toward second base may stop, but then must immediately, without stopping, return to first or attempt to advance to second base.
b) A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance to second base.
c) A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
d) A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
e) A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

EXCEPTION: The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

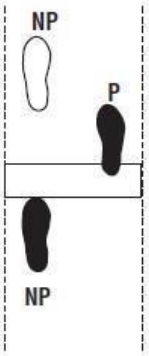
Figure 6-1

REFERENCE CHART FOR (F.P.) 6-1-1 AND 6-1-2

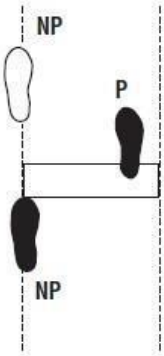
P = PIVOT
NP = NON-PIVOT
STARTING POSITION = BLACK
FINISHING POSITION = WHITE



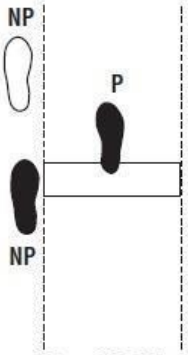
NO. 1 LEGAL
P — ON TOP
NP — BEHIND/WITHIN



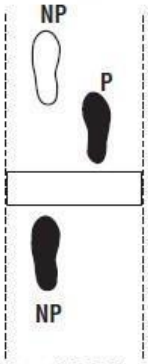
NO. 2 LEGAL
P — ON TOP
NP — CONTACT/WITHIN



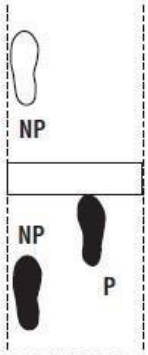
NO. 3 LEGAL
P — ON TOP
NP — CONTACT/WITHIN



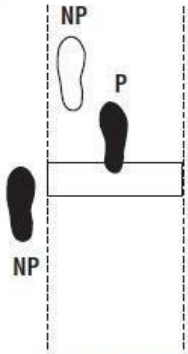
NO. 4 ILLEGAL
P — ON TOP (LEGAL)
NP — FORWARD STEP TOTALLY OUTSIDE (ILLEGAL)



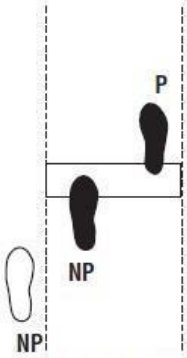
NO. 5 ILLEGAL
P — NOT ON TOP (ILLEGAL)
NP — BEHIND/WITHIN (LEGAL)



NO. 6 ILLEGAL
P — NOT ON TOP (ILLEGAL)
NP — BEHIND/WITHIN (LEGAL)



NO. 7 ILLEGAL
P — ON TOP (LEGAL)
NP — BEGINS TOTALLY OUTSIDE (ILLEGAL)



NO. 8 ILLEGAL
P — ON TOP (LEGAL)
NP — BACKWARD STEP TOTALLY OUTSIDE (ILLEGAL)

INFRACTIONS BY PITCHER

ART. 1 . . . The pitcher shall not deliberately drop, roll, bounce, etc., the ball while in pitching position in order to prevent the batter from striking it.

PENALTY: (Art. 1) Any infraction is an illegal pitch. The ball is dead at the end of playing action. The batter is awarded a ball

ART. 2 . . . The pitcher shall not at any time during the game be allowed to use tape or other substance on the ball or contact points of the pitching hand or fingers; nor shall any other player apply a foreign substance to the ball. A pitcher who licks her fingers shall wipe them off before bringing them in contact with the ball. Under the supervision and control of the umpire, powdered resin or any comparable drying agent may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter.

PENALTY: (Art. 2) An illegal pitch shall be called immediately. The batter is awarded a ball

EXCEPTION: If the pitcher completes the delivery of the ball to the batter and the batter hits the ball fair or foul, or becomes a base runner, the coach of the team at bat shall have the option of the result of the play or the penalty for an illegal pitch. A delayed dead ball will be signaled by the umpire by extending the left arm horizontally.

NOTE: An illegal pitch shall be called immediately by the plate or base umpire when it becomes illegal. Depending on the infraction, a delayed dead-ball signal may be given. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. Failure of players to hear the call shall not void the call.

ART. 3 . . . Once the ball has been returned to the pitcher to prepare for the next pitch, she has 20 seconds to release the pitch.

PENALTY: (Art. 3) The batter is awarded a ball.

ART. 4 . . . No pitch shall be declared when:

a) the pitcher pitches during a suspension of play.
b) the pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.
c) the runner is called out for leaving the base too soon.
d) the pitcher pitches before a base runner has retouched the base occupied after a foul ball has been declared and the ball is dead.
e) a player, manager or coach calls “Time” or employs any other word or phrase or commits any act, while the ball is live and in play, for the obvious purpose of trying to make the pitcher commit an illegal pitch.

PENALTY: (Art. 4a through d) The ball is dead immediately and all subsequent action on that pitch is cancelled. (Art. 4e) If the batter tries to cause the pitcher to commit an illegal pitch after the pitcher has started her delivery, the ball remains live if the pitcher legally delivers the pitch.

ART. 5 . . . When the ball slips from the pitcher’s hand during the backswing or forward motion, it is a pitch.

EFFECT: A ball is awarded to the batter, and the ball remains in play and runners may advance with liability to be put out. A defensive player may immediately retrieve the ball as long as the batter has no opportunity to contact the pitch.

EXCEPTION: If the batter has a legitimate opportunity to hit the ball and swings at the pitch, a strike is called if she does not make contact and the ball is in play if it is batted.

ART. 6 . . . The pitcher shall not throw to a base while a foot is in contact with the pitcher’s plate after having taken the pitching position.

NOTE: The pitcher may remove herself from the pitching position by stepping backwards off the pitcher’s plate with both feet before separating her hands or making any motion that is part of the windup after the hands have come together. She may step with either foot first. Stepping forward or sideways constitutes an illegal pitch.

ART. 7 . . . It is an illegal pitch if any fielder takes a position in the batter’s line of vision or, with deliberate unsporting intent, acts in a manner to distract the batter. A pitch does not have to be released.

ART. 8 . . . The pitcher shall not deliver a pitch until all defensive players are positioned in fair territory, except the catcher, who must be in the catcher’s box.

PENALTY: (Arts. 6, 7, 8) Illegal pitch, the ball is dead immediately. A ball is called on the batter and all runners advance one base without liability to be put out.

SOFTBALL AWARDS

SOFTBALL IMMEDIATE DEAD BALL	
Activity	Award
1. Pitch touches batter	1. Batter awarded first except when no effort to avoid pitch or pitch is a strike
2. Illegally batted ball	2. Batter is out, runners return
3. Ball hit twice in fair and sometimes foul territory	3. Batter is out, runners return
4. Uncaught foul	4. Runners return to bases occupied at time of pitch
5. Spectator interference	5. Umpire judgment in awarding bases or imposing penalty to nullify interference
6. Interference by runner	6. Interferer is out. Other runners return to base occupied at time of infraction
7. Interference by retired runner	7. Runner closest to home is out if interference prevented a double play anywhere. Other runners return
8. Interference by runner (foul fly)	8. Interferer is out. Other runners return. Strike on the batter.
9. Interference by coach or others connected with the team (thrown ball)	9. For interference by coach, runner is out.
10. Interference by coach or other nonplayers connected with the team (batted ball)	10. If interference prevented possible double play, the batter and runner closest to home would be declared out
11. Fair ball over fence in flight or prevented by spectator or player's detached equipment	11. Award all runners home plate
12. Fair ball touches a spectator or bounces over, through, or lodges in a fence	12. Award all runners appropriate number in umpire's judgment or two bases
13. Fair ball touches runner before it touches a fielder or after it passes any fielder other than the pitcher and another fielder has a play	13. Hit runner is out. Batter is awarded first and credited with a hit. Others return to base occupied at time of interference unless runner intentionally interferes with ball or fielder
14. Fair ball touches umpire before it touches an infielder or passes any infielder except the pitcher	14. Runners return to bases occupied at time of interference unless forced by batter-runner. Batter awarded first and credited with a single
15. A thrown ball, not a pitch, which becomes a blocked ball	15. Award all runners two bases from point of release
16. A pitched ball that becomes blocked	16. Award all runners one base from time of pitch (F.P.)
17. Umpire handles live ball or calls time to inspect the ball or for other reasons	17. Runners return to bases they had reached or passed when ball becomes dead
18. Fair or foul ball is caught by fielder, who then leaves the field of play with one or both feet	18. Award all runners one base from time the ball became dead except when caught ball is third out
19. A live ball is intentionally carried, kicked, pushed or thrown into dead-ball territory	19. Award all runners two bases from the time the ball became dead.
20. Offensive team personnel calls "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to violate the pitching rule	20. No runners are allowed to advance. Team warning for first offense. Subsequent offenders ejected
21. Infielder intentionally drops fair fly, fair line drive, or fair bunt in flight with at least first base occupied and less than two outs	21. Batter-runner is out. Runners return to their base
22. Illegal pitch but not release, or released to a base	22. All runners advance one base. Batter remains at bat and is awarded a ball
23. Base runner leaves base before pitcher releases pitch (F.P.)	23. No pitch is declared and runner is out
24. Quick return pitch before batter has taken position or is off balance	24. All subsequent action on pitch is cancelled. No pitch is declared
25. Fielder loses possession and ball enters dead area	25. All runners awarded one base past last base touched at time ball enters dead ball territory
26. Batted ball hitting runner while touching base	26. Batter awarded first base. Runners remain at base occupied at time of pitch unless forced to advance
27. Illegal slide	27. Runner is out. Other runners return to last base touched prior to infraction.
28. Malicious interference	28. Runner is out and ejected. Other runners return to last base touched prior to infraction
29. Batter-runner steps backward toward home plate	29. Batter-runner is out. Runners return to bases occupied at time of infraction
30. For ball hitting loose equipment on field of team at bat	30. Runner being played on is out. Otherwise runners return to bases occupied at time of infraction

31. For ball hitting loose equipment on field of team on defense	31. All runners advance two bases
32. Fielder intentionally carries or throws ball into dead-ball territory	32. Runners are awarded two bases beyond the base they last occupied at the time the fielder entered dead ball territory or when the ball left the hand of the thrower
33. Pitched ball touches in occupied designated media area	33. Ball dead immediately. Runners advance one base
34. Batted or thrown ball touches in occupied designated media area	34. Ball dead immediately. Runners advance two bases
35. Interference by batter when attempted putout is by the catcher	35. Ball dead immediately. Batter is out. Runners return to last base touched at time of interference.
36. Batter-runner fails to advance to first and enters team area	36. Batter-runner is out. Runners return to bases occupied at time of infraction.

SOFTBALL DELAYED DEAD BALL

ACTIVITY	AWARD
1. Illegal pitch released (F.P.)	1. The pitch is ruled a ball and base runners are awarded one base if the ball is not hit or batter becomes base runner. Otherwise, if ball is hit, team at bat has choice of accepting play or penalty
2. Obstruction of batter by catcher or fielder	2. If batter and all runners do not advance at least one base, award batter first and advance all other runners only if forced or result of play
3. Intentionally touching batted ball with detached player equipment over fair territory	3. Award batter-runner and runners three bases if not made
4. Intentionally touching thrown ball with detached player equipment	4. Award runners two bases
5. Interference by umpire with catcher throwing a non batted ball	5. If runner is not put out, runners return
6. Obstruction	6. If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases
7. Contact of any ball with illegal glove or mitt	7. The offensive team will have the choice of the result of the play or having the penalty imposed
8. Deliberately removing batting helmet in live-ball territory while the ball is live	8. Team warning. Subsequent players and head coach on team to violate rule are restricted to dugout/bench for the duration of the game

COACH PITCH 4-6 SOFTBALL

THE GAME

1. There will be no official score kept for the game and no league standings are recorded.
2. A game will consist of as many innings that can be completed in the time limit. No inning will be started after one (1) hour and fifteen (15) minutes.
3. If a game is called for any reason, it is a complete game if forty-five minutes have elapsed from the game's start time.
4. The entire roster of players present for the game shall be included in the batting order. The batting order will be continuous for the game. Players arriving late will bat last in the order. In a game where a player is not able to bat due to an injury sustained during the game, that player will be skipped in the batting order and not recorded as an out. Six players are needed to start a game.
5. During the first half of the season, managers or coaches may call time outs as needed to talk to a fielder or batter. During the second half of the season, only one (1) time out per half inning is allowed.
6. All batters will be given four pitches to hit fair. If a ball is not hit into fair territory during the four pitches, the tee will be used until the ball is hit into fair territory.
7. Batters are not permitted to bunt or swing easy at the ball.
8. A batter who throws their bat is out and the base runners may not advance. NO warning will be given.
9. Managers and coaches must refrain from assisting a player while the ball is in play.
10. Base runners are not permitted to steal bases. Base runners must remain in contact with the base until the ball is hit.
11. A batter may continue to advance until a defensive player has possession of the ball. Once the ball is in possession of the fielder they may only advance to the base they were in route to but no further. For example, they were past first base when outfielder picked up the ball they may advance to second, with the possibility of being put out, but no further.
12. If a runner is tagged or forced out, the runner will be removed from the bases, but total outs are not kept track of as the entire batting order hits each half inning.
13. The infield fly rule is waived.
14. A team's turn at bat shall end after the entire batting order has batted in that half-inning.
15. A maximum number of five (5) Managers/Coaches are allowed on the field during play. Base coaches must remain in the coaching boxes.
16. Managers should choose a parent(s) to be the official umpire(s) of the game.
17. The batting team's coach **will pitch** from the pitching circle/pitching mound. Coaches should attempt to pitch a reasonably flat pitch from as close to eye level with the batter as possible.

PLAYING TIME

The entire roster of players present for the game shall play in the field. Only six (6) players are allowed in the infield which includes the catcher (dirt part of the playing field) until the ball is put in play. The infielders must position themselves no closer than five (5) feet in front of the base line that extends from first base to second base or the base line that extends from second base to third base. The player - pitcher must be positioned to the rear of the pitching plate either to the left or right of the manager/coach pitcher until the ball is put in play. Outfielders must be positioned on the grass portion of the playing field.

Players are required to play a different position every inning. The child's ability, safety, and comfort are factors which must be considered when positioning players at different positions. Players may not play in the same position more than once per game.

MISCELLANEOUS

Metal spikes are not allowed at this level of play.

8U ROOKIE SOFTBALL

1. An attempt will be made to avoid intentional bodily contact by all defensive and offensive players.
2. A team's turn at bat shall end upon the making of three (3) outs or the scoring of five (5) runs, whichever comes first.
3. Only one time-out per half inning is allowed per team.
4. A batter is declared out if she records three (3) strikes. If a pitcher pitches (4) balls the coach from the batting team will assume the pitching duties with the batters strike count remaining the same. The batter can then strike out but cannot walk. The coach must pitch from the pitching rubber and the pitcher must still field her position from the circle. **Umpires can and should accurately call coach pitches strikes or balls.**
5. Batter struck by a pitched ball that bounces prior to striking the batter will just be considered a ball. If hit on the fly will then be treated like ball 4 and the coach will come into pitch. If the batter is unable to continue the at bat, their turn will be skipped and the next batter will come to bat with no count. A batter hit by a bounced pitch still counts towards a pitcher's HBP limit.
6. Batters are not permitted to bunt or swing easy at the ball.
7. A base runner is automatically out if she is physically assisted by anyone connected with her team (Manager, coach, player, or spectator) while the ball is in play.
8. Baserunners cannot Lead Off.
9. Managers/coaches, with the exception of the manager/coach pitcher, are not allowed on the playing field while the ball is in play. Base coaches must remain in the coaching boxes.
10. Managers are required to position players at different defensive positions. The child's ability, safety, and comfort are factors, which must be considered when positioning players at different positions. Players may not play in the same defensive position more than once per game, with the exception of pitchers.
11. The following rules and examples apply to runner advancement:

a. If a hit fair ball is initially fielded in the infield area, the runner(s) is only entitled to the base he/she is going to at the time of possession by any player regardless of whether the ball is held or thrown.

- Example: a throw from an infielder to a base to put out a baserunner goes to the outfield, the ball is still considered an infield hit.
- Example: The batter can advance no further than 1st base & other runners can advance no further than one base beyond the base they last legally occupied on an infield hit

b. If a hit fair ball is initially fielded in the outfield area, the runner(s) is entitled to the base that he/she is going to until the ball is physically returned to the infield area of the field.

- Example: if a ball makes its way to the outfield, untouched by an infielder, the runner(s) can advance as many bases as they can until the ball physically enters the infield. If a play is made on any runner, and an overthrow/error is made, the runner(s) can't advance. If a runner advances, he/she will be asked to return to the previous base (Umpire's judgment)..

c. It is important to note that the runner is eligible to be thrown out even if he/she is not entitled to the base he/she is attempting to advance to.

12. 10 fielders should be in the defensive field. 4 of these players shall play in the outfield.
NOTE: Outfield is designated as the grass area beyond 1st, 2nd, and 3rd bases
13. Players may not play the same position more than once per game until playoffs (except pitchers, catchers, & 1st base)
14. During Coach Pitch, the coach must move out of direct line of play of a batted ball when possible

10U MINOR SOFTBALL

1. Maximum of nine (9) players will be fielded each inning. Three players must start each pitch “in the grass” of the outfield.
2. Bunting is allowed. If a pitch is fouled off on a bunt attempt with a two (2) strike count, the batter is out.
3. Any pitcher may be removed from the mound and may return once as a pitcher at anytime during the game.
4. Walks will be allowed.
5. A batter struck by a pitched ball that bounces prior to striking the batter will be awarded 1st base. A batter hit by a bounced pitch still counts towards a pitcher’s HBP limit.
6. On a batted ball, ONE base is allowed on an overthrow to 1st base.
7. Play is dead once an infielder has possession of the ball. No Baiting from base runners. If an Infielder overthrows a return throw to the pitcher, runners may not advance
8. Base stealing is allowed. Stealing of home is allowed. Each baserunner can only steal 1 base per batter.
9. Batter/runner may only advance to 1st base on a walk, no continuation.

BASERUNNING AWARDS TABLE

NO. BASES AWARDED	DETERMINED FROM BASE OCCUPIED AT TIME OF	APPLIES TO
ONE BASE (RUNNERS)		
Balk	Infraction	Baseball
Illegal Pitch (or result of offense choice)	Pitch	Softball
Pitch from pitcher's plate thrown out of play	Pitch	Baseball/Softball
Throw from pitcher's plate goes out of play	Throw	Baseball
Unintentional catch and carry	Pitch	Baseball/Softball
*Catcher obstruction (if attempting to advance)	Pitch	Baseball/Softball
Forced (because batter is awarded 1st base)	Pitch	Baseball/Softball
Pitch strikes runner	Pitch	Baseball
ONE BASE (BATTER)		
Walk	Pitch	Baseball/Softball
Pitch thrown out of play on ball four	Pitch	Baseball/Softball
*Batter is Obstructed	Pitch	Baseball/Softball
Hit by Pitch	Pitch	Baseball/Softball
Runner interference (unintentional)	Pitch	Baseball/Softball
Umpire interference (hit by batted ball)	Pitch	Baseball/Softball
Pitch lodges in defensive player's or umpire's uniform or equipment on ball four	Pitch	Baseball/Softball
TWO BASES (BATTER & RUNNERS)		
Fair batted ball bounces over, through, goes under, lodges in or under fence	Pitch	Baseball/Softball
Fair batted ball or thrown ball lodges in defensive player's or umpire's uniform or equipment	Pitch	Baseball/Softball
*#Live thrown ball or pitch touched by illegal glove or mitt	Infraction	Baseball/Softball
*#Live thrown ball or pitch touched by detached player Equipment which is thrown, tossed, kicked, or held by fielder	Infraction	Baseball/Softball
First throw by infielder and ball goes out of play or lodged in or under fence	Pitch	Baseball/Softball
For any subsequent play by an infielder or for any throw by an outfielder and ball goes out of play or lodges in or under fence.	Throw	Baseball/Softball
Intentional catch and carry (runners only)	Pitch	Baseball/Softball
THREE BASES (BATTER & RUNNERS)		
Fair batted ball contacted with detached player equipment or illegal Glove/mitt	Infraction	Baseball/Softball

FOUR BASES (BATTER & RUNNERS)		
Fair batted ball over fence in flight	Pitch	Baseball/Softball
Fair batted ball hits foul pole above fence in flight	Pitch	Baseball/Softball
Fair batted ball prevented from going over fence because it is touched by spectator	Pitch	Baseball/Softball
Fair batted ball prevented from going over fence because of detached player equipment or illegal glove/mitt	Pitch	Baseball/Softball
UMPIRE JUDGMENT		
Spectator interference	Infraction	Baseball/Softball
*Runner(s) obstruction (minimum of one base)	Infraction	Baseball/Softball
Defensive malicious contact	Infraction	Baseball/Softball
*Award only if infraction is not ignored		
# An award to the Batter-Runner on a pitch is only made if they have a right to advance to first base		

POST-SEASON TOURNAMENT (PLAYOFF) RULES SPRING & FALL

The following Divisions will participate in post-season tournament play:

Baseball – Competitive CP, Rookie, Minor, Major, Intermediate, Junior, and Senior

Softball – Rookie, Minor, Major, Junior, and Senior

A tournament bracket will be the format used for all playoff games. For all divisions, a seeded playoff bracket will be used based on regular season standings. In the event of a tie breaker, it will be decided as follows:

i. Win/Loss percentage
ii. Head-to-Head (if only 2 teams tied);
iii. Runs Against (all regular season games total);
iv. Reverse order of draft.

Official games will be conducted per the Special Rules Matrix for each Division, with the following exceptions:

- New inning time limits are still in place. (i.e. once an inning has started play, it must be played to completion regardless of time limit)
- **Semi-final and Championship games** interrupted by weather will be finished to completion per the official Rules Matrix. (e.g. if a game is suspended in the 5th inning, the game will resume the following day or ASAP).
- **Rookie and above baseball** and **Major and above softball Divisions**: **Semi-final and Championship games** will be played with no time limits & a full 6 or 7 innings are to be played (per division value in matrix), regardless of no new inning time limit, unless the Mercy Rule is invoked.
- **Competitive CP and Rookie Softball**: only the **Championship game** will be played with no time limits.
- **Minor softball**: **Semi-final and Championship games**, no new inning time limits are still in place (NOTE: once an inning has started play, it must be played to completion regardless of time limit)
- **Minor and above baseball & softball**: **Semi-final and Championship games** will have **NO** run cap per inning.
- **Competitive CP and Rookie baseball & Rookie softball**: all playoff games still have inning run caps.
- Mercy Rules for **Semi-final and Championship games**:
  - **Competitive CP & Rookie divisions**: 10 runs/4 innings, 6 runs/5 innings (same as regular season)
  - **Minor, Major, & Intermediate divisions**: 15 runs/3 innings, 10 runs/4 innings, 8 runs/5 innings
  - **Junior & above divisions**: 15 runs/4 innings, 10 runs/4 innings, 8 runs/6 innings

Extra inning(s) will be played if the game is tied after becoming an official game. The international tie-breaker rule will be in place (batter that made last out from previous inning starting on 2nd base) for all.

BASEBALL (Spring)

<u>Intermediate division & below</u>

Playoffs will be single elimination

<u>Junior division & above</u>

Playoffs will be TBD per VP of Baseball

SOFTBALL (Spring)

<u>All divisions</u>

Playoffs will be single elimination

FALL BALL PROGRAM

The Plainfield Athletic Club Little League Fall Ball Program is designed to give boys and girls the opportunity to play additional baseball and softball in a less competitive, more relaxed atmosphere than the spring. The program is focused on developing the skills of our players and the joy and fun of playing the game. The players will be assigned to play in the age division they will be playing in the following spring season. This gives players that will be advancing to the next division in the spring the opportunity to experience playing at that level in this less intense, more instructional format. Players that are not moving up next season will have the chance to gain additional playing experience at the same level they played in the current spring season. League Standings will be kept during fall ball. The following list of special rules will govern play in the Fall Ball program. Any item not covered below will be governed by the spring rules for that division, which are listed earlier in this book.

Baseball/Softball Pitching Limits unless specified differently in Fall matrix. One pitch constitutes an inning pitched.

Minor and Major- 2 innings
Rookie - 2 innings

Maximum number of runs per inning, unless specified differently in Fall matrix, are as follows:

All divisions have a max of five (5) runs per inning.

Every attempt will be made (weather permitting) for every team to play a minimum of 11 games, including playoff games. Team(s) eliminated from the playoffs which have not yet played 11 games will have another game(s) scheduled so as to make-up a full 11 game schedule.

TRAVEL BASEBALL

PAC sponsors a number of travel teams each year in both baseball and softball. The exact number of teams varies by age group and interest level and is subject to adjustments by the PAC Board. The travel program season is from March 1st through July 31st.

Tryouts for teams will be held in July for the 2026 Travel Season

If you are interested in learning more about the travel program, please see the web site and you can download the travel handbook.

SPRING BASEBALL RULES MATRIX

Spring Baseball Rules Matrix	Comp CP	Rookie	Minor	Major	Intermediate	Junior
Number of Innings	6	6	6	6	6	7
No new inning after	1:40	1:40	1:40	1:40	1:40	1:40
Mercy rule	10/4 inn. 6/5 inn.	10/4 inn. 6/5 inn.	10/4 inn. 6/5 inn.	10/4 inn. 6/5 inn.	10/4 innings 6/5 innings	10/5 innings 6/6 innings
Complete Game after	4 innings	4 innings	4 innings	4 innings	4 innings	4 innings
Warm-up Pitches	N/A	4 ex/6 new	4 ex/6 new	4 ex/6 new	4 ex/6 new	4 ex/6 new
Metal Spikes	No	No	No	No	No	Yes
Balks	No	No	No	**Note 1**	**Note 1**	Yes
Stealing	No	No	**Note 2**	**Note 3**	Yes	Yes
Lead-offs	No	No	No	No	Yes	Yes
Drop 3rd Strike	No	No	No	Yes	Yes	Yes
Bunting	No	No	Yes	Yes	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes	Yes
Head First Slides **(Note 4)**	No	No	No	No	Yes	Yes
Hit-by-Pitch limit **(Note 5)**	N/A	3/inning	3/inning	3/inning	N/A	N/A
		4/game	4/game	4/game		
Max Runs per Inning	5	5	5	5	5	5
Pitching Distance	30’	38’/40’	46’	46’	50’	54’
Base Distance	50’-60’	60’	60’	60’	70’	80’
Pitches in a Day Required to Rest						
Pitcher Max Innings (if any)	N/A	2 innings	3 innings	N/A	N/A	N/A
0 Calendar Days	N/A	*1-20	*1-20	*1-20	*1-20	*1-20
1 Calendar Day	N/A	*21-35	*21-35	*21-35	*21-35	*21-35
2 Calendar Days	N/A	*36-50	*36-50	*36-50	*36-50	*36-50
3 Calendar Days	N/A	*51-65	*51-65	*51-65	*51-65	*51-65
4 Calendar Days	N/A	*66+	*66+	*66+	*66+	*66+
Max Pitch Limit Per Day	N/A	50	75	†85	†85/95	95
Note 1: One balk warning per pitcher; “Balks” are treated as illegal pitches in the Major division per Little League rules						
Note 2: A baserunner can’t steal until the ball hits the catcher’s glove or passes the catcher. 1 steal *attempt* of home allowed per inning (regardless if the runner is safe or out). It is considered a steal attempt if the ball is not batted.						
Note 3: A baserunner can’t steal until the ball hits the catcher’s glove or passes the catcher. Stealing of home is allowed.						
Note 4: Runner is out if they slide head first in Major & below (LL Rule 7.08a4). Head First retreats are allowed in all divisions.						
Note 5: A pitcher must be removed from the mound if they reach the HBP limit						
Pitching Notes						
†85 pitches max for league-age 11/12 yr. old players, 95 pitches max for league-age 13 yr. old players, 75 pitches max for league-age 10 yr. old players						
Travel pitchers are eligible to pitch 2 innings per game (still bound by rest rules)						

FALL BASEBALL RULES MATRIX

Fall Baseball Rules Matrix	Comp CP	Rookie	Minor	Intermediate	Junior
Number of Innings	6	6	6	6	7
No new inning after	1:40	1:40	1:40	1:40	1:40
Mercy rule	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/5 innings 6/6 innings
Complete Game after	4 innings	4 innings	4 innings	4 innings	4 innings
Warm-up Pitches	N/A	4 ex/6 new	4 ex/6 new	4 ex/6 new	4 ex/6 new
Metal Spikes	No	No	No	No	Yes
Balks	No	No	No	**Note 1**	Yes
Stealing	No	No	**Note 2**	Yes	Yes
Lead-offs	No	No	No	Yes	Yes
Drop 3rd Strike	No	No	No	Yes	Yes
Bunting	No	No	Yes	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes
Head First Slides **(Note 3)**	No	No	No	Yes	Yes
Hit-by-Pitch limit **(Note 4)**	N/A	3/inning	3/inning	N/A	N/A
		4/game	4/game		
Max Runs per Inning	5	5	5	5	5
Pitching Distance	30’	38’/40’	46’	50’	54’
Base Distance	50’-60’	60’	60’	70’	80’
Pitches in a Day Required to Rest					
Pitcher Max Innings (if any)	N/A	2 innings	2 innings	N/A	N/A
0 Calendar Days	N/A	*1-20	*1-20	*1-20	*1-20
1 Calendar Day	N/A	*21-35	*21-35	*21-35	*21-35
2 Calendar Days	N/A	*36-50	*36-50	*36-50	*36-50
3 Calendar Days	N/A	*51-65	*51-65	*51-65	*51-65
4 Calendar Days	N/A	*66+	*66+	*66+	*66+
Max Pitch Limit Per Day	N/A	50	75	†85	95
Note 1: One balk warning per pitcher					
Note 2: A baserunner can’t steal until the ball hits the catcher’s glove or passes the catcher. 1 steal *attempt* of home allowed per inning (regardless if the runner is safe or out). It is considered a steal attempt if the ball is not batted.					
Note 3: Runner is out if they slide head first in Major & below (LL Rule 7.08a4). Head First retreats are allowed in all divisions.					
Note 4: A pitcher must be removed from the mound if they reach the HBP limit					
Pitching Notes					
†85 pitches max for league-age 11/12 yr. old players, 95 pitches max for league-age 13 yr. old players, 75 pitches max for league-age 10 yr. old players					

SPRING SOFTBALL RULES MATRIX

Spring Softball Rules Matrix	Rookie	Minor	Major	Junior
Number of Innings	6	6	6	7
No new inning after	1:30	1:40	1:40	1:40
Mercy rule	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/5 innings 6/6 innings
Complete Game after	3 innings	3 innings	3 innings	3 innings
Warm-up Pitches	4 ex/6 new	4 ex/6 new	4 ex/6 new	4 ex/6 new
Metal Spikes	No	No	No	Yes
Lead-offs	No	**Note 5**	**Note 6**	**Note 6**
Pitchers innings allowed per game	2	3	3	4
Stealing	No	**Note 3**	Yes	Yes
Illegal Pitch Enforced	No	**Note 1**	**Note 2**	Yes
Drop 3rd Strike	No	No	Yes	Yes
Bunting	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Head First Slides **(Note 7)**	No	No	No	Yes
Hit-by-Pitch limit **(Note 8)**	3/inning	3/inning	N/A	N/A
	4/game	4/game		
Max Runs Per Inning	5	5	5	5
Pitching Distance	30’	35’	40’	43’
Base Distance	55’-60’	60’	60’	60’
Note 1: Illegal pitches at 10u will not carry a penalty, but will result in an immediate dead ball				
Note 2: Illegal pitches at 12u will be a warning given per pitcher and is a dead ball				
Note 3: Can only steal 1 base per batter				
Note 4: If a game is stopped due to time limit, that game is considered complete no matter what inning the game is in.				
Note 5: Lead off is permitted after the ball crosses the plate				
Note 6: Lead off is permitted after the ball leaves the pitcher’s hand				
Note 7: Runner is out if they slide head first in Major & below (LL Rule 7.08a4). Head First retreats are allowed in all divisions.				
Note 8: A pitcher must be removed from the mound if they reach the HBP limit. They are ineligible for pitcher reentry.				

FALL SOFTBALL RULES MATRIX

Fall Softball Rules Matrix	Rookie	Minor	Major	Junior
Number of Innings	6	6	6	7
No new inning after	1:30	1:40	1:40	1:40
Mercy rule	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/4 innings 6/5 innings	10/5 innings 6/6 innings
Complete Game after	3 innings	3 innings	3 innings	3 innings
Warm-up Pitches	4 ex/6 new	4 ex/6 new	4 ex/6 new	4 ex/6 new
Metal Spikes	No	No	No	Yes
Lead-offs	No	**Note 5**	**Note 6**	**Note 6**
Pitchers innings allowed per game	2	3	3	4
Stealing	No	**Note 3**	Yes	Yes
Illegal Pitch Enforced	No	**Note 1**	**Note 2**	Yes
Drop 3rd Strike	No	No	Yes	Yes
Bunting	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Head First Slides **(Note 7)**	No	No	No	Yes
Hit-by-Pitch limit **(Note 8)**	3/inning	3/inning	N/A	N/A
	4/game	4/game		
Max Runs Per Inning	5	5	5	5
Pitching Distance	30’	35’	40’	43’
Base Distance	55’-60’	60’	60’	60’
Note 1: Illegal pitches at 10u will not carry a penalty, but will result in an immediate dead ball				
Note 2: Illegal pitches at 12u will be a warning given per pitcher and is a dead ball				
Note 3: Can only steal 1 base per batter				
Note 4: If a game is stopped due to time limit, that game is considered complete no matter what inning the game is in.				
Note 5: Lead off is permitted after the ball crosses the plate				
Note 6: Lead off is permitted after the ball leaves the pitcher’s hand				
Note 7: Runner is out if they slide head first in Major & below (LL Rule 7.08a4). Head First retreats are allowed in all divisions.				
Note 8: A pitcher must be removed from the mound if they reach the HBP limit. They are ineligible for pitcher reentry.				