



NOTE: The follow local rules are only a portion of PHLL Bylaws. Full version of PHLL can be found on the PHLL website under the “PHLL Operating Documents” section located at:

<https://www.palmharborlittleleague.com/Default.aspx?tabid=507467>

ARTICLE VII – PHLL Local Rules

Section 1- General Rules for All Divisions

This section applies to all divisions of PHLL. **Violations of any of these rules are subject to league discipline including removal from PHLL though BOD review as managed through the PHLL constitution.**

A. PHLL Ball Park Rules:

1. Park vehicles in designated parking spots for all PHLL events.
2. Do not enter fields when they are closed for use. CSA Palm Harbor solely determines when PHLL fields are open or closed. Managers and Coaches cannot open a “closed” field.
3. Evacuate field and dugout when the lighting protection system actively providing warning.
4. Tobacco, firearms, alcohol, recreational drugs, or vaping are not permitted on any field or ballpark property, whether signs are posted or not.
5. Please follow any additional park rules as posted at park entrances.
6. No pets will be allowed on any field or property.
7. Do not soft toss/practice hit balls into bare chain link fences.

B. PHLL Spectator/Participation Behavior Rules:

1. All players, coaches, volunteers, and spectators **Will Respect** the following:
 - a. All other players, managers, coaches, volunteers, spectators, and The Umpires.
 - b. The Little League Code of Conduct.
 - c. Field Decorum (section XIV of the LLB Rules and Regulations).
 - d. All playing equipment, dugouts, and field equipment and grounds.
2. Any Manager, Coach, player, volunteer or spectator disputing by comment or gesture any judgment call made by a volunteer will be asked to leave the field/property immediately and will be reported to the Board of Directors.
3. Any Manager, Coach, Player or Spectator that is ejected will also be suspended from attending the next scheduled game. The Manager is responsible for the conduct of their coaches, players, and parents. If any individual(s) asked to leave the field/property refuses, the game may be stopped until the individual(s) leaves or local law enforcement may be called to remove the individual(s).
4. If any person incurs one or more, they may no longer be permitted any involvement whatsoever with the League as determined by the league officials.

C. Manager/ Coach Rules:

1. All Managers and Coaches required to attend available league “Safety Clinic”.
2. All Managers and Coaches required to attend available league “Coaches Clinic” that is provided for baseball and softball.
3. Managers **MUST** attend a “Rules Meeting” with Player Agent, Vice President, and/or Coaching Coordinator.
4. Team managers **MUST** have a plate meeting and agree with rules of engagement before the start of every game. Managers are responsible to communicate game specific agreements with coaches and parents in attendance of games.



5. Team managers are responsible to ensure all equipment is properly stored and locked up after each practice. PHL Lock box codes/keys should not be shared. If you open a lock you are responsible to close the lock.
6. Managers and Coaches do not have the authority to appoint additional coaches. All must be properly screened by the League and approved by the League President and BOD.
7. All Volunteers (on the field or in the dugout) must be "Registered Volunteers" and approved by the President of the League. No exceptions. Violations must be enforced by the manager and/or reported to the VP, Player Agent, or PHL Board member.

D. Game and Practice Rules:

1. Both teams shall line up at home plate, along the base lines, five minutes prior to the scheduled game start time to recite the Little League Pledge. **(Major divisions and lower when games are played at PHL home fields.)**
2. All players are to wear league-issued uniform set during games. The pitcher may wear a solid color undershirt provided that the sleeves that are exposed to view are not white or gray in color.
3. All batters and runners must wear LLI approved batting helmets w/ faceguards when using a bat. This includes regular games and all practice activities (batting cage/ soft toss). **Exception: Junior/Senior divisions of Baseball and Softball are not required to wear a faceguard.**
4. The Home Team Dugout shall be along the first base line for all PHL fields.
5. Players **must not** wear watches, rings, pins, jewelry or other metallic items while participating in PHL games and or practices. (Exception: medical alert items are permissible).
6. Only approved LLI approved bats and equipment may be used for play.
7. All male players (league age 7 and above) must wear protective cups during games and practices.
8. No wearing of cleats in PHL batting cages.
9. Practice hitting into chain link fences is not allowed. Use hitting mats.
10. Food (meals) shall not be permitted in the dugouts. Exception: Managers have the option of allowing team snacks (e.g., seeds, nuts, gum, etc.) during games. Water or Sport Drinks are welcomed and encouraged.
11. It is the responsibility of Managers and coaches to clean assigned dugouts prior to leaving after a game or practice.
12. Players, managers, coaches, and spectators shall stay in designated areas during all practices and games.
13. Only the Manager or Coach shall permit a player to use the restrooms.
14. No player, coach, or manager shall use a mobile device for communication on the field in the dugout during games or practice. Cell phones should be in silenced mode and used only for emergency purposes.

Section 4- Double A Baseball Division:

All PHL divisions will follow the "Official Regulations and Playing Rules" of Little League Baseball, unless they are specifically covered by the following local divisional playing rules. Violations of any of these rules are subject to league discipline including removal from PHL though BOD review as managed through the PHL constitution.

A. Manager/ Coach Season Goals:

This division is considered non-competitive with on field instruction by coaches. Coaches umpire the games. **The success of the season for Managers and Coaches is measured by achieving the following goals:**

1. Provide a fun experience to the game of baseball to all players
2. Ensure parents/guardians of players are well informed of scheduled practices and games in a timely manner
3. Players master's fundamentals Catching, Throwing, and Hitting
4. Introduce hitting a "pitched" baseball by a player.



5. Introduce the pitcher position to players
6. Practice game scenarios of what should be done during defensive baseball plays.
7. Practice game scenarios of what should be done during offensive baseball plays
8. Expand player knowledge to the fundamental game rules to Little League baseball. What is an out.... What is a safe call...etc.
9. Players master the pitched ball strike zone.

B. Game and Practice Rules:

1. **All batters and runners must wear LLI approved batting helmets w/ faceguards when using a bat.** This includes regular games and all practice activities (batting cage/ soft toss).
1. here are no “on-deck” batters allowed during games. Only one player shall have a bat in hand
2. There are no “player base coaches” allowed.
3. No Game Scores or Win/Loss records is maintained. Managers are encouraged to utilize the team scorebook for the purpose of maintaining a record of the batting order.
4. **Team batting order must be rotated from game to game.** The last batter for game one shall be the first batter for game 2. The 1st batter for game one shall become the 2nd batter in game 2 and so on. This ensures that all players get to bat in all the positions of the batting order
5. **Continuous Batting Order** – All players on the team roster present for the game shall bat.
6. Each half inning shall consist of three (3) outs or three (3) runs.
7. **Minimum Play Rule** – In a regulation 6-inning game, No Player May Sit Two Defensive Innings in A Game Until All Players Have Sat 1 Inning; each player must bat in the continuous line-up; each player must defensively start one (1) out of every three (3) games.
8. **A “Position Log”** (provided by the league) will be filled out by the manager of each game that details every player’s position(s) and playing time for that game. This will be maintained by the Manager and made available for review if requested by a BOD officer.
9. Players will be limited to two (2) innings per game at the same non-pitching defensive position.
10. Catchers will be limited to two (2) innings per game.
11. A pitcher will be limited to **one (1) inning or no more than 40 pitches per game**, whichever comes first.
12. Player Pitchers **will pitch the game**:
 - a. A player pitcher will pitch to a batter a maximum of 4 pitches.
 - b. If after 4 player pitches the batter remains a legal batter, the pitching machine or coach delivery of pitch shall be used to complete the batter’s at bat. The batter’s count will be set to 0 strikes.
 - c. The batter will have a maximum of 3 strikes from the machine or coach pitch before being called out.
 - d. **There are no base awarded for “walks” in this division.**
 - e. If a player is hit by a pitch, the batter has the option to either take a base or continue at bat.
13. No more than 10 players are to be on the field defensively.
14. Managers shall make every effort to balance infield and outfield play.
15. **Games shall consist of six (6) innings OR No New Inning After 90 minutes from the games scheduled start time whichever comes first.**
16. All games should be played. A team with less than 9 players shall “borrow” a fielder from the opposing team to play in the field (player who made the last out in the previous at bat). There are no forfeits.
17. The Infield Fly Rule will not apply to this division of play.
18. **Stealing, advancing on passed balls, leading off base, and bunting are not allowed during any part of the season.** No player is to be called out for these violations. Simply correct the situation and move on.
19. **Proper Sliding is permitted** provided that the Manager has instructed all players in the proper sliding techniques. **A runner sliding into a base “headfirst” while advancing to a base is automatically out.** Do Not Teach “Headfirst” Sliding.



20. Runners may advance more than one base on a good hit. E.g., if a batted ball is hit into the outfield, batter/ runners may continue to advance until the ball is returned to the infield. Runners should be held to the base they were attempting once the ball reaches the infield.
21. Base Runners may advance one base on an over-throw. However, No Runner may advance beyond 3rd base as a result of an overthrown ball. Runner on 3rd base may advance on batted ball only. **During the first half of the season no runner may advance on an overthrow to first.** This must be agreed to by both team managers prior to the start of game.
22. Batters that are hit with a Player pitched or machine pitched ball shall be awarded first base if they wish. A batter may also choose to keep batting. Any Player pitcher that hits three batters in one inning shall be removed from the pitchers' position. The pitching machine will be used to complete the inning or a batter when hit.
23. **The Manager and Coaches should take the following field positions during games:**
 - a. The Manager or Coach of the team at bat shall serve as the Chief Umpire behind the pitcher's mound. This same Manager/ Coach will also serve as the Coach Pitcher after a player pitches four "balls" to a batter.
 - b. Base Coaches may be used at 1st and/or 3rd base, provided that one Coach remains in the dugout.
 - c. The Manager or Coach of the defensive team may position himself on the field to assist as a base umpire. They may also provide instruction their players in the field; however, should not interfere with the play of the game.
 - d. **Optional:** A defensive coach may be positioned behind the catcher (against the backstop) for instruction and to retrieve passed balls (to speed up play).
24. All Volunteers (on the field or in the dugout) must be "Registered Volunteers" and approved by the League. No exceptions.
25. Runners may advance on a tagged up fly ball.