



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 2- Tee Ball Baseball Division Local Rules:

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:

Tee Ball is the entry level division for players. The experience is grounded in fun, fitness, and fundamentals while also being a key to growing a child's love for the game. **The success of the season for Managers and Coaches is measured by achieving the following goals:**

1. Provide a fun introduction 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 have a basic introduction to Catching, Throwing, and Hitting a baseball off a tee.
4. Players understand where field positions on the field are located.
5. Players can identify base position.

B. Game and Practice Rules:

1. There are no “on-deck” batters allowed during games. Only one player shall have a bat in hand
2. No more than 4 league approved volunteers per team are allowed in the field/dugout during a game. One adult must always be in the dugout during a game.
3. Game will be played with a “Safe-T” ball provided by the league.
4. There are no “player base coaches” allowed.
5. No Game Scores or Win/Loss records will be maintained.
6. **Continuous Batting Order** – All players on the team roster present for the game shall bat.
7. Each half inning shall consist of batting through all players in the batting order. The batting order must be reversed each inning (1st inning 1-12; 2nd inning 12-1). The Manager shall rotate (change) the batting orders from game to game. The objective is to provide every player the opportunity to bat first and last.
8. **Minimum Play Rule** – All players shall be on the field defensively based on player cooperation.
9. **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.
 - a. All Players will be limited to one (1) inning per game at the same defensive position.
 - b. The pitcher position will be played.
 - c. The Catcher position will not be played.
 - d. Managers should rotate the players defensively and attempt to balance innings played between the 5 infield positions and 6-7 outfield positions based on cooperation of player and/or safety concerns by manager.
10. **Games shall consist of drop-dead time Limit of 45-60 minutes.**
11. All games should be played.
12. Stealing, Leading, Bunting, Walks, and Sliding are not part of this program.
13. Runners may NOT advance more than one base on a good hit. E.g., if a batted ball is hit into the outfield, batter/ runners should advance one base at a time except for the last batter of inning (run all bases).
14. No runner may advance on an over-throw at any time during the season.
15. There are no strikeouts in this division. Player must hit the ball beyond an imaginary line extending out 5 feet from home plate. If less than 5 feet, the ball shall immediately be called “foul” by the Manager or Coach at the Tee. Manager discretion can be used for fair, foul, hit ball.
16. **The Manager and Coaches should take the following field positions during games:**
 - a. The Manager or Coach of the team at bat must take position adjacent to the Tee, and place the ball on the Tee, provide instruction to the batters, and to remove the Tee when the ball is put into play. This Manager or Coach also serves as Chief Umpire.
 - b. Base Coaches may be used at 1st and/or 3rd base, provided that one Coach remains in the dugout.
 - c. The Manager and one other Coach of the defensive team may position themselves on the field to provide instruction to their players in the field, however they should not interfere with the play of the game.
 - d. Note: We are working our way up to hitting without the tee in this division. The manager can choose to pitch soft toss up to 5 pitches to a batter before a tee is used for an at bat.