



8. The Player Agent or President prior to the start of the draft will determine the number of players eligible to be drafted in each age group.
9. LLI requires all league age 12 players to play Major Division unless a “play down” waiver is submitted and approved.
10. Any player who did not attend a skill assessment or registered late (after evaluations and/or draft) may be ineligible for play in a division. The Player Agent or President will determine this on an individual basis.
11. A player ranking devised from the completed PHLL Skill Assessment Process will be provided to Managers at the beginning of the draft.
12. Managers must notify the Player Agent in advance of the draft that they want to “option” their child for his/her team. This option takes priority of any other “option”. That player must be drafted to the manager team as follows:
 - a. 12 year old in or before the 3rd round
 - b. 11 year old in or before the 4rd round
 - c. 9-10 year old’s in or before the 5th round, so long as all eligible 11 and 12 year olds have been drafted to a team first.
 - d. In all cases, the player’s skill ranking will be used to determine which round a manager’s player will be picked to create a more balanced draft.
13. Draft order will be pulled from a shuffle deck of cards. Lowest value gets first pick.
14. Round 1 of the Draft begins and then is reversed in Round 2 and continues.

Example of a 6 Team Draft Order

Round	Team A	Team B	Team C	Team D	Team E	Team F
1	1 st pick	2 nd pick	3 rd pick	4 th pick	5 th pick	6 th pick
2	12 th pick	11 th pick	10 th pick	9 th pick	8 th pick	7 th pick
3	13 th pick	14 th pick	15 th pick	16 th pick	17 th pick	18 th pick

15. Managers may make player trades at the end of the final round of the draft following the same draft order. E.g., Managers may trade a player with the intention of obtaining a specific potential Assistant Coach pending their appointment by the League President and approval of the Board of Directors.
16. Once the draft session has concluded the Player Agent makes a final review and approval of teams before managers are excused. Checks to ensure all registered players have been placed on a team. No Manager trades are allowed after this time.
17. The Player Agent, President, VP of Division, (League Official) retains the right to approve or deny any trades and/or make player moves.

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. PHLL 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 PHLL 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 PHLL 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 PHLL fields.
5. Players **must not** wear watches, rings, pins, jewelry or other metallic items while participating in PHLL 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 PHLL 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.

E. COVID-19 Safety Plan Rules:

PHLL works with the CDC guidelines, Pinellas County, and the Palm Harbor CSA to ensure the safest experience as possible. Safeguarding the health, safety and well-being of our players, coaches, volunteers, family members and support personnel is our number one priority. Specific measures may be introduced or removed throughout the season so everyone can continue to play, coach, and help take care of the children in our league. The league's Safety Plan is located on the home page of the League's website.

Due to the current fluid nature of COVID-19, plan requirements may be removed and/or added on an informal basis. Communication of changes will be communicated through team managers and/or league officials as needed. All COVID-19 Safety rules in effect throughout the season will supersede any noted local league rules in conflict.

Section 2- Tee Ball Baseball Division Local Rules:

All PHLL 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 PHLL though BOD review as managed through the PHLL 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.



Section 3- Single A Baseball (Coach Pitch) Division Local Rules:

All PHLL 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 PHLL though BOD review as managed through the PHLL constitution.

A. Manager/ Coach Season Goals:

This division is considered non-competitive with on field instruction by managers/coaches during 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. Improve players fundamental Catching, Throwing, and Hitting techniques
4. Introduce hitting a “pitched” baseball by their Manager or coach.
5. Introduce players to game scenarios of what should be done during defensive baseball plays
6. Introduce players to game scenarios of what should be done during offensive baseball plays
7. Introduce players to the fundamental game rules to Little League baseball. What is an out.... What is a safe call...etc.
8. Players master the location of field positions and base location.

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 Manager shall rotate the batting orders 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.
8. **Minimum Play Rule** – 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.
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 and catcher positions will be played.
 - c. The catcher must be in the little league approved catcher’s gear.
 - d. No more than 10 players are to be on the field defensively.
 - e. Managers should balance innings played between the 6 infield and 4 outfield positions.
10. **Games shall be no new inning after 60 minutes.**



11. 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 (alternate these players). Forfeits are not part of this program.
12. Stealing, Leading, Bunting, and Walks are not part of this program.
13. **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.
14. 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.
15. No runner may advance on an over-throw at any time during the season.
16. The Coach Pitcher shall deliver 5 “hittable” pitches to the batter. After 5 ineffective swings, the batter must use the tee to put the ball in play. 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 Coach Pitcher.
17. **The Manager and Coaches should take the following field positions during games:**
 - a. The Manager or Coach of the team at bat shall take position on the pitcher’s mound (or closer to batter depending on ability) and serve as both the *Coach Pitcher and 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 or Coach of the defensive team may position himself on the field to assist as a base umpire. They may also provide instruction to their players in the field, however, should not interfere with the play of the game.
 - d. Another Defensive Coach should be positioned behind the catcher (against the backstop) for defensive player instruction and to retrieve passed balls (to speed up play). This Coach should also move the Tee (if used) once a ball is hit.

Section 4- Double A Baseball Division:

All PHLL 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 PHLL though BOD review as managed through the PHLL 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:

17. **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.

Section 5- Triple A Baseball Division Local Rules:

All PHLL 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 PHLL though BOD review as managed through the PHLL constitution.

A. Manager/ Coach Season Goals:

This division is considered a non-competitive with minimal on field instruction by coaches during games. 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/games in a timely manner
3. Players master's fundamentals Catching, Throwing, and Hitting
4. Teach defensive position fundamental for all positions in the field.
5. Master hitting a "pitched" baseball by a player.
6. Practice basic game scenarios of what should be done during defensive baseball plays and:
 - a. How to execute and defend a bunt
 - b. How to execute and defend "dropped 3rd strike"
 - c. How to execute and defend base stealing.
7. Expand player knowledge to the fundamental game rules to Little League baseball. What is an out.... What is a safe call...etc.
8. Players master the pitched ball strike zone.
9. Prepare players to be able to play Major division baseball safely.

B. Game and Practice Rules:

Note: District issued rules will supersede the below game rules for all inter league, tournament, and/ or special games played.

1. There are no "on-deck" batters allowed during games. Only one player shall have a bat in hand.
2. **Continuous Batting Order** – All players on the team roster present for the game shall bat.



3. 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.
4. **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 defensively start once every two games for all non-interleague games. **If a game is shortened and minimum play is not obtained for all players, those players will be inserted as a starter at the next game.**
5. A “Position Log” and/or scorebook (provided by the league) will be filled out by the manager each game, which details every player’s position(s) and playing time for that game. This will be maintained by the Manager and made available for review as requested by player agent, Vice President, President, or Coaching coordinator.
 - a. Players will be limited to two (2) innings per game at the same defensive position.
 - b. Catchers will be limited to two (2) innings per game.
 - c. Pitchers will be limited to two (2) innings per game or the age applicable maximum pitch count and rest requirements according to LL Regulation VI of the LL Rule Book.
 - d. Each team Manager/Coach shall maintain a pitching log and/or scorebook which, upon request, shall be made available before the game to the opposing team Manager/Coach. The managers are required to have their scorebook and pitching log at every game. The log should include all games played to date. **Failure to produce the log will make any pitcher who pitched in the previous game ineligible to pitch in the game.**
6. Managers shall make every effort to balance infield and outfield play with consideration of the safety of the player at any position.
7. **No More Than three (3) Runs may be made by the offense in a single inning, except after the 4th inning,** where an unlimited number of runs may be made. LLI Ten-Run Rule is in effect after 3 completed innings of play.
8. **Games shall consist of six (6) innings OR No New Inning After 90 minutes from the games scheduled start time whichever comes first. Time of play is determined when the third out of the home team is made. If agreed to by managers before a game start, teams can play 2 hours on weekend games with the 2 hour mark being “drop dead” end of game.**
9. Tie Games will not be completed.
10. Rainouts will be rescheduled on either manager’s first scheduled practice determined by the Player Agent.
11. Managers are required to notify the player agent if a player will miss more than two (2) consecutive game for any reason or if the player repeatedly misses practices or game.
12. No intentional walks are permitted during regular season play.
13. **A batter will be limited to advance only 1st base when a “walk” is determined while batting during the first half of a season.** A walked batter running through 1st base to 2nd base after being walked is not permitted during this time. Teams should be taught how to defend this situation the first half of season. Note: District issued rules will override this rule for all inter league, tournament, and/ or special games played.
14. **” Dropped 3rd strike” is NOT in play the first half of the season.**
15. If a Manager or Coach continually breaks the rules as written, a game suspension and/or proper discipline shall be accessed as determined by the board of directors.
16. The Home team of each game is responsible to provide a volunteer home base umpire. The Visitor team will provide a volunteer base umpire. Home base umpire may call the game from the back of the pitching mound if desired. Managers and coaches from each team share responsibility for game umpires. Managers, coaches, team volunteers should umpire to help develop coaching skills and knowledge of the game. In most cases umpires will not be assigned by the league for this level of play.



17. A plate meeting with designated umpire(s) and designated manager from each team must be completed prior to the start of all games to clarify and agree to the rules of engagement. Should team manager agreement not be made, the home base umpire will determine any conflicts. In all cases, the team manager is to communicate any special circumstances to team managers and team volunteers.

C. Special Games/Interleague Rules:

Should a PHL AAA team play in any special games, tournament games, and/or interleague play, the Player Agent will provide the Rules of engagement for those events. Keep in mind, some of the PHL AAA Game/Practice rules above may not apply to those games.

Section 6- Major/Junior/Senior Baseball Divisions:

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. Game and Practice Rules:

1. **Major Division Only: No “on-deck” batters allowed during games.** Only one player shall have a bat in hand.

B. Interleague Play Rules:

All PHL Junior/Senior Baseball Divisions play a Florida Little League District 12 interleague schedule. PHL Majors division may interleague with other local District 12 leagues and will play by rules agreed upon by participating leagues. These will be distributed by the Player Agent at the beginning of the fall and spring seasons. In most cases, these rules follow the Little League International regular season playing rules with few exceptions.

In the first half of the season, the coaches will be encouraged to play all players in all positions. This will help the team develop players for any District 12 tournament games.

Section 7- All Softball Divisions:

All PHL divisions will follow the “Official Regulations and Playing Rules” of Little League Softball. All divisions will play District 12 interleague rules. 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. General Game and Practice Rules:

1. Approved fielding face guards are required.

In the first half of the season, the coaches will be encouraged to play all players in all positions. This will help the team develop players for any District 12 tournament/special games.