



**Poway American Little League  
2024 Local Rules**

[PALLbaseball.org](http://PALLbaseball.org)

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# Poway American Definitions

## Manager

One person per team is designated as manager on the official roster that PALL submits to LLB. All managers are appointed by the President and approved by the Board.

## Coaches

Two people per team are designated as coaches on the official roster that PALL submits to LLB. Additional non-rostered coaches may volunteer to assist with the team during practices. A maximum of three (3) adults (manager and coaches) are allowed in the dugout at any time during regular season and tournament play. All managers are appointed by the President and approved by the Board.

## Little League Volunteers

Anyone having regular contact with the players including managers, coaches, umpires, team parents, scorekeepers, President and members of the Board, and all board committee members.

## Competitive Divisions (Intermediate, Majors, Minor A, & Minor B)

1. Players are selected by tryout and draft.
2. Scores and team standings are kept.
3. Teams participate in post-season PALL tournament:
  - a. Intermediate Division: Advanced competitive division played under LLB Little League (50/70) and PALL Local Rules
  - b. Majors: Advanced competitive division played under LLB Little League(Majors) and PALL Local Rules.
  - c. Minor A: Intermediate competitive division played under LLB Minor League and PALL Local Rules.
  - d. Minor B: Beginning competitive division played under LLB Minor League and PALL Local Rules.
4. Pre-Game Schedule:
  - a. Home team takes 3<sup>rd</sup> base dugout, Visiting team takes 1st base dugout. The Home team in competitive divisions is responsible for providing the official scorekeeper who will maintain the official scorebook. The visiting team is responsible for providing the official pitch-counter who will maintain the official pitch count book.

- i. Any player ineligibility and any player departing prior to the end of a game shall be noted in the official scorebook or lineup.
- c. All opposing players and coaches must leave the field while the other team takes its pre-game infield practice.
- d. 30 minutes before game time, the Visiting team takes infield practice.
- e. 20 minutes before game time, the Home team takes infield practice.
- f. 10 minutes before game time, both teams are in their dugouts and managers meet with the umpires.

### Instructional Divisions (MAPS, Rookies & T-Ball):

1. Players may request placement with a manager or friend at registration.
2. Scores and team standings are not kept.
3. There is no PALL tournament play after the regular season.
  - a. Rookies: Intermediate instructional division played under LLB Minor League and PALL Local Rules.
  - b. T-ball: Beginning instructional division; governed by LLB T-ball and PALL Local Rules.
4. Pre-Game Schedule:
  - a. Home team takes the 3rd base dugout.
  - b. All opposing players and coaches must leave the field while the other team takes its pre-game infield practice.
  - c. 30 minutes before game time, the home team takes infield practice. If a sufficient number of players on the home team have not arrived, the managers of the home and visiting teams may mutually agree to switch time slots.
  - d. 20 minutes before game time, the visiting team takes infield practice. No later than 10 minutes prior to game time, both teams are in their dugouts and managers meet.
5. **Coaches - MAPS**
  - a. No offensive coaches are allowed on the field when a team is batting other than the coach operating the pitching machine and the 1st and 3rd base coaches in their "coaching areas".
  - b. After 5 games, no defensive coaches will be allowed in fair territory (a coach may continue to be in foul territory working with the catcher trying to help grow the position so they will be ready for Minors B the following season).

# Safety Regulations

1. All PALL volunteers must complete a Little League Baseball Volunteer form and pass a required background check before participating in any activity involving PALL players. 2. No games or practices may be scheduled without Board approval.
3. Practices not under the direct supervision and control of an authorized manager or coach are prohibited.
4. No practice or game shall take place unless a completed and signed Medical Release form is available at the site for each player participating.
5. There is absolutely NO DRIVING OR PARKING allowed beyond the gates at Tierra Bonita Elementary School or Twin Peaks Middle School per PALL's use agreement with PUSD. (Exception: PALL Board members displaying a valid PALL Parking Permit or American Disability Act (ADA) placards.) In no case shall parking be permitted within marked FIRE LANES. Violators' vehicles may be cited and/or towed at the owner's expense.
6. Dogs are not permitted on PUSD property, with the exception of service and law enforcement animals. The safety of players and all league members is the primary concern of PALL. No other considerations will take precedence over any action taken as a safety precaution.

# Equipment and Fields

1. No player may wear the number 42.
2. Managers and coaches are responsible for the care of their team's equipment. Worn or damaged equipment should be promptly returned to the Equipment Manager for replacement.
3. The Home team is responsible for the setup of the field for gameplay. Home team setup includes bases, chalking foul lines and batter's box, brushing, and mound prep. The Visiting team is responsible for tearing down, tarping, watering, brushing, and putting away all equipment from the field at the end of the game.
4. At the conclusion of each game, both managers are responsible for a thorough cleaning of the field, dugouts, stands and public areas around the field, and for removing all trash.
5. At the conclusion of each practice, the manager is responsible for watering, brushing, covering the mound, and putting base plugs in place.

## Tryouts and Eligibility

1. All properly registered players of league age eight (8) through twelve (12) shall participate in tryouts as scheduled by the PALL Board and the Player Agent. 2. The Board of Directors shall review any player's tryout for safety concerns, with respect to a division placement either above or below that players' age/divisional group. Identified safety concerns and Board decisions shall be communicated to the players' parents by the Player Agent in advance of the scheduled drafts.
3. Players registering late and/or not completing tryouts shall be placed in a division no higher than the last regular season division (excluding Fall Ball) they played in without Board approval. Players registering late are not immediately eligible to move up to a higher division unless specifically approved by the Player Agent and the Board Of Directors, on a player specific basis. Exception: Eligible 12-year-old players must play in Majors unless they have a safety waiver issued by the Board.

## Team Selection by Draft (Competitive Divisions)

1. Teams For each competitive division will be selected by draft in the following order: Majors, Minor A, Minor B. Players drafted to a team may only play on that team. Intermediate division will draft last.
2. During the draft, each team will be represented by only the team manager or by his/her designated coach. A second coach is permitted to attend at the discretion of the Board. The second coach is to refrain from joining any of the draft slotting discussions for the coaches' kids.
3. Prior to selecting teams, two player pools will be established:
  - a. Pool A: Consists of all registered returning players previously ending the season in Majors and all league age twelve (12) year-olds.
  - b. Pool B: Consists of all registered players of league age nine (9) through eleven (11) who did not previously play in Majors including those who did not participate in tryouts. Players of league age eight (8) who participated in tryouts will only be eligible for Minor B.
4. At the conclusion of the draft, a list of eligible players will be provided to the managers for the next division draft.
5. PALL has opted to use a Serpentine Draft format (also known as a snake draft), where each round the draft order flips.

## Team Selection Procedure

1. The order of selection shall be determined by random lot drawing among all managers in the division preceding the commencement of the draft slotting of manager and coach kids.
2. Prior to the start of the draft, the manager's child and the coach option shall be identified as the manager's selections.
3. For all competitive divisions, the division managers shall work to unanimously agree on an appropriate round for each manager's and coach's child. Note: Managers do not have to exercise a manager or coach-pick. Exact slotting and round selections are subject to Board competitive balance adjustments prior to the draft.
  - a) If a unanimous agreement cannot be reached, a panel of 3 Board members (ideally the President, Player Agent and Coaching Coordinator), so long as there are no conflicts of interest, shall make the decision which shall be binding.
  - b) If it is agreed that the two coaches' children are 1<sup>st</sup>rounders then they shall be slotted in rounds 1 and 2. If it is agreed that the two coaches' children are both 2<sup>nd</sup>rounders then they shall be slotted in the 1<sup>st</sup> and 3<sup>rd</sup> round. If it is agreed that both coaches' children are 3<sup>rd</sup>rounders then they shall be slotted in the 2<sup>nd</sup> and 4<sup>th</sup> round and so on.
4. Player selection shall begin with the first round and continue in reverse sequence (snake) order until the draft is complete. For the round where the manager or coach pick was slotted, that manager will have their pick skipped that round until their next selection (i.e. the manager or coach pick will be slotted in the agreed-up round).
5. Sibling option: Any manager may submit an option on two or more brothers/sisters who are draft eligible. When the first brother/sister is drafted, the manager automatically takes the other sibling in the subsequent round of the draft
6. Trades: At the completion of the draft, managers will be offered a short time period within which player trades may be executed. Any such executed trade(s) must be in accordance with LLB Rules and be approved by the Player Agent in attendance.
  - a) There are no player trades allowed after draft night.



## Player Replacements (During the season)

1. All player replacements during the regular season shall be governed by the provisions of the Little League Baseball Operating Manual and Little League Baseball Rules. The following provisions are intended to clarify the process, but in the event any conflict arises with Little League Rules, those official rules shall govern.
- 2a. **Majors & Minors A:** For short-term matters on attendance where a team may fall below 10 players on any given game day the manager can request, and the Board has the option to utilize an established Player Pool to fill positions for that game in accordance with Little League Rulebook Regulation V(c). The game day roster should not exceed 10 players with the addition of the Pool Players. Players may not be “borrowed” from an opponent, they must be assigned from the Player Agent.
  - a. The league’s Player Agent will create and run the player pool to assign players within their respective division to teams that are short of players. Managers and/or coaches will not have the right to pick and choose players from the pool.
  - b. It is recommended that pool players only be utilized to increase the game day roster size to 10 players.
  - c. Pool Players that are called and show up at the game site must play to the minimum play standards of division.
  - d. Pool Players must bat last in the lineup, and are ineligible to play the pitcher and catcher positions.
  - e. If a player misses more than two (2) consecutive games due to illness, injury, or any other reason the manager shall notify the Player Agent in writing.
- 2b. **Minors B & MAPS:** For short-term matters on attendance where a team may fall below 10 players on any given game day the manager will let the other manager know before the game during the pre-game meeting at home plate. The opposing team will allow the team short on players to “borrow” the final batter in each inning to the team short on players and have them play Right Field for the opposing team. If the team is short 2 players, they will “borrow” the final two batters in the inning and the two players will play Right & Left Field.
3. When a player has been determined to be lost to a team during the regular season for any of the following reasons (with concurrence of the Board) then the manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall promptly advise the President and the Board of Directors. The manager shall review the available player list if one is available (if applicable) with the Player Agent and select a replacement player within fourteen (14) days and be in accordance with the provisions of Little League Rules, the Little League Baseball Operating Manual, and PALL’s Local Rules. The replacement player will become a permanent member of the team.
  - a. A player moves to another city or state too distant to commute for practice and play.
  - b. A player is injured and will not be able to return to play within a reasonable period of time (e.g. expected to miss the remainder or more than ½ the season), and the manager elects not to hold open the roster spot.
  - c. A player has, for personal reasons, decided to terminate his/her association with PALL.
  - d. Any other justifiable reason, presented in writing to, and reviewed/approved by the

# Division Teams / Rules (Regular Season)

## Intermediate Division

### Intermediate Division Teams

1. Eligibility: All players in Pool A and all players in pool B of League age thirteen (13) are eligible for the intermediate draft unless there is an identified safety concern prior to the draft. Note: league age eleven (11) and twelve (12) are only allowed with Board approval.

### Intermediate Division Rules

All League members will comply with both the Official Playing Rules of Little League Baseball (“Little League Rules”) and the Poway American Little League (“PALL”) Local League Rules.

1. PALL has elected to use the “Bat-Around” (continuous batting order) system in which every player on the team roster present for the game will bat in turn for all regular-season games. LLB Rule 4.04.
2. PALL has elected to keep the dropped 3rd strike option for regular season play.

### Game Postponements for Intermediate Division:

The following process will be used as a guide when Competitive Division (Intermediate) games are “rained out” or postponed due to weather or other forces beyond the league’s control:

- A. Mid-week postponement: If a game is rained out mid-week, the make-up game will be played on the Friday immediately following the originally scheduled weekday game, with the same start time. If more than one game in the same week is rained out, the following Monday will be used to make up that game and so on. Adjustments to this schedule format may be made at the discretion of the Scheduling Committee.

*Example: If the game on Tuesday March 4th is rained out, the teams would play at the same time on the same field on Friday March 7.*

- B. Saturday Postponement: If all games are canceled on a Saturday, the game will be rescheduled for the following Monday, Friday, and Monday respectively of the game times on Saturday. The 9am game will play on Monday, the noon game will play on Friday, and the 3pm game will be played on the following Monday. All games will be made up accordingly if further delays happen.

*REMINDER: This is used as a guide only and every attempt will be made to follow this schedule.  
Reference - REGULATION GAME = See LLB Rules 4.10 and 4.11*

## Majors Division – Majors Division Teams

1. Eligibility: All players in Pool A and all players in pool B of league age ten (10) and eleven (11) who participated in tryouts are eligible for the Majors draft unless there is an identified safety concern prior to the draft.
2. Draft: Each Majors division team shall select an initial roster of at least eleven(11) players. The total number of roster spots will be determined by the board once the pool size is known. All players in Pool A must be drafted into the Majors division.
3. Replacement: Each team will maintain at least an eleven (11) player roster. If a player is expected to be injured for a period of time over “half a season”, then the Player Agent will advise the manager of a team whose roster drops below ten (10) when he/she must make a replacement selection. If no selection is made within fourteen (14) days of notice, the Player Agent will select a replacement player. Teams are prohibited from drafting replacement players within the last two weeks of the regular season unless their roster drops below ten (10) players. Replacement players must be selected from among wait list players (players who registered after the draft).
4. Playing Time: Every player on a team roster present for each game shall play a minimum number of defensive outs as outlined below based solely upon the length of the game. If a player arrives late to a game, they may be inserted in the lineup at the coach’s discretion. However, if inserted, they must meet the specified minimum play.
  - (a) If a team plays at least 6 defensive innings in a game, each player must play at least 12 defensive outs.
  - (b) If a team plays 5 defensive innings in a game, each player must play at least 9 defensive outs.
  - (c) If a team plays 3 defensive innings in a game, BUT THE GAME FAILS TO REACH Regulation per 4.10(c), each player must play at least 3 defensive outs.
  - (d) If any inning is shortened for any reason, every player who has played defensively for the entire inning shall be considered, for the purposes of this rule, to have played 3 defensive outs in that inning. A player who has NOT played defensively the entire inning, shall be credited with only as many outs as occurred while they were in the field on defense.
  - (e) Violation of minimum play requirements may result in an immediate one-game suspension of the Manager at the Board’s discretion. In addition, per Reg IV(i), the player involved shall start the next scheduled game, play any previous requirements not completed and then meet the requirement for this game before being removed.

## Majors Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball (“Little League Rules”) and the Poway American Little League (“PALL”) Local League Rules.
2. PALL has elected **to use** the “Bat-Around” (continuous batting order) system in which every player on the team roster present for the game will bat in turn for all regular-season games. LLB Rule 4.04.

3. PALL has elected **to keep** the LLB eight (8) run rule after 5 innings, ten (10) run rule after 4 innings and fifteen (15) run rule after 3 innings (Mercy Rule) for Majors Division games. LLB 4.10(e).
4. PALL has elected **NOT** to use LLB Rule 6.02(c) which specifies that after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, barring eight exceptions provided in the rule book.
5. PALL will fully abide by LLB Rule 6.08(a), which allows a defensive team to intentionally walk a batter without throwing at least 4 pitches once per game. Full terminology is in the LLB 2023 Rule Book.
6. PALL has elected **TO** use LLB Rule 9.01(d) which gives each umpire the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
7. Chatter may only be in a form that encourages your team. Chatter may not be directed at the opposing team or in the form intending to distract the pitcher and should be minimized once the pitcher starts his/her motion. The first offense will result in a warning from the umpire (to the player, coach and/or manager). If continued, the umpire may remove the player, coach and/or manager from the game or bench. If such action causes an illegal pitch it shall be nullified.

#### **PALL Local Board Recommendations**

***It is strongly encouraged for player development purposes that intentional walks are used very rarely, with avoiding multiple intentional walks to an individual player within a single game. It is also encouraged to not use a shift on the infield.***

#### Game Postponements for Majors Divisions:

The following process will be used as a guide when Competitive Division (Majors) games are "rained out" or postponed due to weather or other forces beyond the league's control:

- A. Mid-week postponement: If a game is rained out mid-week, the make-up game will be played on the Friday immediately following the originally scheduled weekday game, with the same start time. If more than one game in the same week is rained out, the following Monday will be used to make up that game and so on. Adjustments to this schedule format may be made at the discretion of the Scheduling Committee.

*Example: If the game on Tuesday March 4th is rained out, the teams would play at the same time on the same field on Friday March 7.*

B. Saturday Postponement: If all games are canceled on a Saturday, the games will be rescheduled for the following Monday, Friday, and Monday respectively of the game times on Saturday. The 9am game will play on Monday, the noon game will play on Friday, and the 3pm game will be played on the following Monday. All games will be made up accordingly if further delays happen.

*REMINDER: This is used as a guide only and every attempt will be made to follow this schedule. Reference - REGULATION GAME = See LLB Rules 4.10 and 4.11*

#### Minor A Division – Minor A Division Teams

1. Eligibility: Players of League Age nine (9) through eleven (11) who participated in tryouts or previously played in Minor A and have not been selected to a Majors team are eligible for selection to a Minor A team unless there is an identified safety concern prior to the draft.
2. Draft: Each Minor A Division team shall draft an initial roster of at-least eleven (11) players. The total number of roster spots will be determined by the board once the pool size is known. All players who played previously in Minor A must be selected by the completion of the Minor A draft.
3. Late registration: Subsequent to the draft, late player registrations may be added to the Minor A Division if the player is qualified for that division, and in the same order as teams were represented in the initial player draft, in an attempt to maintain equalized rosters with 11 players. However, the Player Agent may determine to permit team rosters to grow to or beyond 12 players. Each Minor A team shall not be required to maintain a roster during the regular season that exceeds twelve (12) players.
4. Replacement: Each team will maintain a minimum of eleven (11) players on its roster. Replacement players will be selected from a list of available players (if available) from the Player Agent. If the Player Agent deems a replacement selection is not in the best interests of the League and player(s) involved, no selection will be made. If a replacement selection is made, the Player Agent will contact the players' parents to inform them of the player promotion. All selections will be made with the Board of Directors' approval. In accordance with Rule IV.3(c) above, late player registrations may be added to Minor A division rosters to fill vacancies.
5. Playing Time: Each player shall play at least one inning (3 consecutive defensive outs) in the infield per game. If it is believed there is a safety issue the manager must request a waiver from the Board. Every player on a team roster present for each game shall play a minimum number of defensive outs as outlined below based solely upon the length of the game. If a player arrives late to a game, they may be inserted in the lineup at the coach's discretion. However, if inserted, they must meet the specified minimum play.

- (a) If a team plays at least 6 defensive innings in a game, each player must play at least 12 defensive outs.
- (b) If a team plays 5 defensive innings in a game, each player must play at least 9 defensive outs.
- (c) If a team plays 3 defensive innings in a game, BUT THE GAME FAILS TO REACH Regulation, each player must play at least 3 defensive outs.
- (d) If any inning is shortened for any reason, every player who has played defensively for the entire inning shall be considered, for the purposes of this rule, to have played 3 defensive outs in that inning. A player who has NOT played defensively the entire inning, shall be credited with only as many outs as occurred while they were in the field on defense.
- (e) Violation of minimum play requirements may result in an immediate one-game suspension of the Manager at the discretion of the Board. In addition, per Reg IV(i), the player involved shall start the next scheduled game, play any previous requirement not completed and then meet the requirement for this game before being removed.

#### Minor A Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball (“Little League Rules”) and the Poway American Little League (“PALL”) Local League Rules.
2. PALL has elected **to utilize** a 2-hour time limit for Minor-A division games per LLB Regulation VII(h). No new inning shall begin after 2 hours from the time the umpire officially starts the game. Note that this means a game may be considered regulation even if fewer than 4 innings have been played or if the game ends in a tie. However, a game called (as for darkness) before the time limit must be resumed and completed to the 2:00 time limit. Any inning started prior to the 2-hour point shall be played to its completion.
3. PALL has elected **to use** the “Bat-Around” (continuous batting order) system in which every player on the team roster present for the game will bat in turn for all regular-season games. LLB Rule 4.04e.
4. PALL has elected to use the LLB eight (8) run rule after 5 innings, ten (10) run rule after 4 innings and fifteen (15) run rule after 3 innings (Mercy Rule) for Minor A Division games. LLB 4.10(e).
5. LLB Rule 5.07 specifies that for all Minor league games, an inning ends when either all players on the roster have batted once in a half-inning or when the offensive team scores 5 runs. However, PALL has elected to utilize the LLB 5.07 option of dropping this run limit in the last inning of a game. NOTE: In the last inning when the 5-run rule is dropped the inning is still complete once all players on the roster have batted once in the half inning in accordance with LLB Rule 5.07.
  - a. Only the sixth (and later) innings shall always be considered “last innings” for purposes of this rule.

6. PALL has elected **NOT** to use LLB Rule 6.02(c) which specifies that after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, barring eight exceptions provided in the rule book.
7. PALL will fully abide by LLB Rule 6.08(a), which allows a defensive team to intentionally walk a batter without throwing at least 4 pitches once per game. Full terminology is in the LLB 2023 Rule Book.
8. PALL has elected **TO** use LLB Rule 9.01(d) which gives each umpire the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
9. In innings when the five-run limit is in effect, the play that produces the fifth (5th) run may continue until all base runners are safe or a defensive out is made but none of the runs scored after the fifth (5th) run will be counted.
10. No player of league age twelve (12) may pitch.
11. Chatter may only be in a form that encourages your team. Chatter may not be directed at the opposing team or in the form intending to distract the pitcher and should be minimized once the pitcher starts his/her motion. The first offense will result in a warning from the umpire (to the player, coach and/or manager). If continued, the umpire may remove the player, coach and/or manager from the game or bench. If such action causes an illegal pitch it shall be nullified.

#### **PALL Local Board Recommendations**

***It is strongly encouraged for player development purposes that intentional walks are not employed during the regular season. Additionally, while automatic intentional walks are already limited to one per team per game, the Board encourages limiting the use of four-pitch intentional walks to an individual player to one per game.***

***The PALL Board recommends that runners' advancement to home is eliminated once the pitcher has the ball on any part of the mound, not only the rubber.***

***PALL Board recommends positioning only six players on the infield (including the pitcher and catcher) with no shift occurring.***

***The PALL Board recommendations are intended to encourage participation and development. Recommendations stress that all players should receive a fair chance to develop and enjoy the game.***

## Game Postponements for Minor A Divisions:

The following process will be used as a guide when Competitive Division (Minor A) games are “rained out” or postponed due to weather or other forces beyond the league’s control: A.

Mid-week postponement: If a game is rained out mid-week, the make-up game will be played on the Friday immediately following the originally scheduled weekday game, with the same start time. If more than one game in the same week is rained out, the following Monday will be used to make up that game and so on.

Adjustments to this schedule format may be made at the discretion of the Scheduling Coordinator Committee.

*Example: If the game on Tuesday March 4th is rained out, the teams would play at the same time on the same field on Friday March 7.*

B. Saturday Postponement: If all games are canceled on a Saturday, the game will be rescheduled for the following Friday and Monday respective of the game times on Saturday. The 9am game will play on Monday, the noon game will play on Friday, and the 3pm game will be played on the following Monday. All games will be made up accordingly if further delays happen.

*REMINDER: This is used as a guide only and every attempt will be made to follow this schedule. Reference - REGULATION GAME = See LLB Rules 4.10 and 4.11*

Awards: Trophies will be awarded to players on teams that finish the regular season in first (1st), second (2nd), or third (3rd) place.

## Minor B Division

### Minor B Division Teams

1. Eligibility: Players of League Age eight (8) through ten (10) who have not been selected to a Minor A team are eligible for selection to a Minor B team unless there is an identified safety concern prior to the draft. Players of League Age seven (7) may apply and be considered for Minor B with the approval of the President, Player Agent(s), and Coaching Coordinator(s). The Board of Directors may approve eleven (11) yearold players for safety reasons if LLB’s Minor Division waiver request form is processed.
2. Draft: Minor B teams will select players until all players of league age nine (9) through eleven (11) in Pool B are exhausted. The total number of roster spots will be determined by the board once the pool size is known.
3. Late registration: Subsequent to the draft, late player registrations will be added to the Minor B division rosters if the player is not qualified for Minor A placement or if all Minor A Division rosters are at their maximum of eleven (11) players, in the same order as teams were represented in the initial player draft. The only exception to this placement sequence will be to first place late player registrations on those teams with a lesser number of



rostered players, in the same team sequence as the initial draft, to first equalize the number of players on each team. Any exceptions to this rule require approval of the PALL Board of Directors.

4. Replacement: Unless reviewed and approved by the Board of Directors on a case-by-case basis, no players from the Rookies division will be permitted to be called up to the Minor B division as replacement players during the season.
5. Playing Time: Each player shall play at least one inning (3 defensive outs) in the infield per game. If it is believed there is a safety issue the manager must request a waiver from the Board. Every player on a team roster present for each game shall play a minimum number of defensive outs as outlined below based solely upon the length of the game. If a player arrives late to a game, they may be inserted in the lineup at the coach's discretion. However, if inserted, they must meet the specified minimum play.
6. If a team plays at least 6 defensive innings in a game, each player must play at least 12 defensive outs.
  - (a) If a team plays 5 defensive innings in a game, each player must play at least 9 defensive outs.
  - (b) In any regulation game, each player must play at least 6 defensive outs.
  - (c) If a team plays 3 defensive innings in a game, BUT THE GAME FAILS TO REACH Regulation, each player must play at least 3 defensive outs.
  - (d) If any inning is shortened for any reason, every player who has played defensively for the entire inning shall be considered, for the purposes of this rule, to have played 3 defensive outs in that inning. A player who has NOT played defensively the entire inning, shall be credited with only as many outs as occurred while they were in the field on defense.
  - (e) Violation of minimum play requirements will result in an immediate one-game suspension of the manager at the discretion of the Board. In addition, per Reg IV(i), the player involved shall start the next scheduled game, play any previous requirement not completed and then meet the requirement for this game before being removed.

#### Minor B Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball ("Little League Rules") and the Poway American Little League ("PALL") Local League Rules.
2. PALL has elected **to utilize** a 1 hour 45-minute time limit for Minor-B division games per LLB Regulation VII(h). No new inning shall begin after 1 hour 45 minutes from the time the umpire officially starts the game. Note that this means a game may be considered regulation even if fewer than 4 innings have been played or if the game ends in a tie. However, a game called (as for darkness) before the time limit must be resumed and completed to the 1:45 time limit. Any inning started prior to the 1 hour 45-minute point shall be played to its completion.
3. PALL has elected **to use** the "Bat-Around" (continuous batting order) system in which

every player on the team roster present for the game will bat in turn for all regular-season games. LLB Rule 4.04.

4. The defensive team will consist of nine (9) players on the field.
5. PALL has elected **to use** the LLB eight (8) run rule after 5 innings, ten (10) run rule after 4 innings and fifteen (15) run rule after 3 innings (Mercy Rule) for Minor B Division games. LLB 4.10(e).
6. LLB rule 5.07 specifies that, for all Minor league games, an inning ends when either all players on the roster have batted once in a half-inning, when the offensive team scores 5 runs or 3 outs have been made. The Minor B division will keep the 5-run rule limit in place for the entirety of the game (i.e. the 5-run rule limit will NOT be dropped in the last inning). Before the beginning of each inning umpires will check the time to determine if the time limit has been reached. If it has not, the inning shall begin (regardless of the score and determination that one team or the other may not be capable of taking the lead). Once an inning has been started, if an umpire has determined it is now the last inning due to time limit, the home team will not begin their at-bat if they have the lead. While the five-run limit is in effect, the play that produces the fifth (5th) run may continue until all base runners are safe or a defensive out is made but none of the runs scored after the fifth (5th) run will be counted.
7. PALL has elected **NOT** to use LLB Rule 6.02(c) which specifies that after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat, barring eight exceptions provided in the rule book.
8. PALL will fully abide by LLB Rule 6.08(a), which allows a defensive team to intentionally walk a batter without throwing at least 4 pitches once per game. Full terminology is in the LLB 2023 Rule Book.
9. PALL has elected **TO** use LLB Rule 9.01(d) which gives each umpire the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. 10. No player of league age eleven (11) may pitch.
11. Chatter may only be in a form that encourages your team. Chatter may not be directed at the opposing team or in the form intending to distract the pitcher and should be minimized once the pitcher starts his/her motion. The first offense will result in a warning from the umpire (to the player, coach and/or manager). If continued, the umpire may remove the player, coach and/or manager from the game or bench. If such action causes an illegal pitch it shall be nullified.

### **PALL Local Board Recommendations**

***The PALL Board recommends that runners' advancement to home is eliminated once the pitcher has the ball on any part of the mound, not only the rubber.***

***PALL Board recommends positioning only six players on the infield (including the pitcher and catcher) with no shift occurring.***

***The PALL Board recommendations are intended to encourage participation and development. Recommendations stress that all players should receive a fair chance to develop and enjoy the game.***

#### Game Postponements for Minor B Divisions:

The following process will be used as a guide when Competitive Division (Minor B) games are "rained out" or postponed due to weather or other forces beyond the league's control: a.

Mid-week postponement: If a game is rained out mid-week, the make-up game will be played on the Friday immediately following the originally scheduled weekday game, with the same start time. If more than one game in the same week is rained out, the following Monday will be used to make up that game and so on. Adjustments to this schedule format may be made at the discretion of the Scheduling Committee.

*Example: If the game on Tuesday March 4th is rained out, the teams would play at the same time on the same field on Friday March 7.*

- b. Saturday Postponement: If all games are canceled on a Saturday, the game will be rescheduled for the following Friday and Monday respective of the game times on Saturday. The 9am game will play on Monday, the noon game will play on Friday, and the 3pm game will be played on the following Monday. All games will be made up accordingly if further delays happen.

*REMINDER: This is used as a guide only and every attempt will be made to follow this schedule. Reference - REGULATION GAME = See LLB Rules 4.10 and 4.11*

Awards: Minor B will be awarded participation medals for all teams (no trophies for regular season placement).

### MAPS Division – MAPS Division Teams

1. Eligibility: Players will be limited to those of League age six (6) through eight (9). The Board of Directors may approve nine (10) year old players for safety reasons, on a player specific basis.
2. Draft: The MAPS coaches will meet together after the Minors B draft to put together fair teams where player requests can occur.
3. Late registration: The Player Agent will review and handle all late registrations.
4. Replacement: Unless reviewed and approved by the Board of Directors on a case-by-case basis, no players from the Rookies division will be permitted to be called up to the Minor B division as replacement players.
5. Playing Time: Each player shall get playing time at infield and outfield positions, subject to appropriate safety concerns. No player shall sit out more than two (2) innings in any game.

### MAPS Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball (“Little League Rules”) and the Poway American Little League (“PALL”) Local League Rules.
2. MAPS games will have a one hour 45 minute (1 ¾) time limit, commencing with the scheduled starting time, barring any emergency or unforeseen circumstances. Rookies games are stopped at the time limit, regardless of innings completed.
3. Five Run Limit Per Inning – There shall be a five run per inning maximum, including the last inning.
4. One Base Per Overthrow – There shall only be a total of one base awarded on an overthrow or ball thrown into a dead ball area. The play is then dead. Runners are awarded the base they are going to plus one base, based on when the **throw leaves the fielder’s hand**.
5. No Standings for Season – No Playoffs for the Season either.
6. The defensive team may use 10 players – The 10th player will be used as a 4th outfielder. All four outfielders must be positioned behind an arc that is no closer than 100 feet from home plate, when the ball is batted. The arc will be an invisible line that will be up to coaches discretion.
7. The four outfielders are to play four abreast (left field, left-center, right center, and right field), rather than to have one positioned as a shallow rover.
8. Base Running Rules – No runner may advance any more than one base on a batted ball that does not leave the infield dirt. The only exception to this rule is that the batter and any runners may attempt to advance one base on an overthrow. Runners who advance in violation of this rule shall be returned to their proper base unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. If the ball hits the machine during the recovery of an overthrow, the ball is dead and the base runners advance to the base they are attempting to obtain.

At no point shall a base runner advance more than one base on an infield ball that is overthrown. The batter and all base runners may freely advance on balls hit to the outfield until the ball is touched by a player or pitching machine/operator in the infield. The runners may continue to advance, at their own peril, to the base in which they are already running. A runner who attempts to take another base after the ball is touched by an infielder does so at his own peril and may either continue to advance to the next base (in which case he/she will be returned to the prior base if he/she arrives safely) or return to the previous base.

9. Defensive player positions – No defensive player may play the same position in consecutive innings. For example, a player who plays 1st base in the 2nd inning may not play 1st base in the 3rd inning.
10. Force Plays at Home – A runner from third base who passes halfway from 3rd base to home plate cannot return to third base, and is out when a fielder with the ball tags home plate. If the runner returns to 3rd base after crossing the halfway line, the play remains a force at home, and once a player with the ball touches home plate, the runner is declared an out.
11. Adult Pitching Machine Operators – Each offensive team will provide one adult (18 years or older) to operate the pitching machine for their own team. The speed of the machine shall be set at 40 MPH and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The operator, however, may not adjust the machine to accommodate a player's strike zone. If players on the defensive team throw the ball to the pitching machine operator, the operator must catch the ball and play is then dead. The goal is to have the back legs of the pitching machine touching the pitching rubber.
12. A Ball Striking the Pitching Machine or Operator is Dead – Any ball that strikes the pitching machine is a dead ball and all play immediately stops. A batted ball not first touched by a fielder that strikes the machine shall be treated as a single. If a batted ball is first touched by a defensive player and then hits the machine, or is thrown by a defensive player and touches the machine, all runners shall be placed safely at the base to which they were advancing, unless this would result in the runner obtaining more bases than the runner is entitled to. For purposes of this rule, the "machine" includes the power cord, plastic cover, ball bucket and any other object other than the pitching rubber.
13. Each Batter Will Receive Five Pitches – Each batter will receive 5 reasonably hittable pitches, whether the batter swings at the pitch or not. Thus, should a batter swing at a pitch, which in the umpire's judgment is not a reasonably hittable pitch, the player will be awarded another pitch. After 5 reasonably hittable pitches, the batter is out, except that an uncaught foul ball cannot be the last pitch.
14. No Walks, Hit By Pitches, Strikeouts or Bunts – There will be no base on balls nor will the batter be awarded a base if hit by a pitch. There will be no called strikes nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
15. No Infield Fly Rule – There will be no infield fly rule.
16. No Stolen Bases – There will be no stolen bases, advancing on passed balls, or advancing on overthrows from the catcher to the pitcher. Runners may not advance until the batter hits the ball. Should a player improperly advance, they will be returned to the base they came from.

17. Pitcher and Defensive Player Safety – The pitcher must have one foot in a 5 foot radius from the pitching machine (coaches discretion) and may be positioned no closer to home plate than the machine. Other than the catcher, no defensive player shall be positioned closer to the plate than the pitcher. The catcher will wear the issued catcher's mask, chest protector, and shin guards. The catcher will stand or squat inside the backstop area but need not squat behind the plate (can squat as the season progresses based on coaches discretion)

### Game Postponements for MAPS Divisions

Games will be rescheduled (as many games as possible that can be accommodated) in the time period immediately following the end of the regular season.

Awards: For MAPS, participation trophies will be awarded to players on each team.

## Rookies Division – Rookies Division Teams

1. Eligibility: Players will be limited to those of League age six (6) through eight (8). The Board of Directors may approve nine (9) year old players for safety reasons, on a player specific basis.
2. Draft: The Player Agent will assign players to teams. Every effort will be made to honor special requests, such as carpool requests, manager requests, and teammate requests, subject to limitations on rosters, and in order to maintain a balance of players on each roster.
3. Late registration: The Player Agent will review and handle all late registrations.
4. Replacement: Unless reviewed and approved by the Board of Directors on a case-by-case basis, no players from the Rookies division will be permitted to be called up to the Minor B division as replacement players.
5. Playing Time: Each player shall get playing time at infield and outfield positions, subject to appropriate safety concerns. No player shall sit out more than two (2) innings in any game.

### Rookies Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball ("Little League Rules") and the Poway American Little League ("PALL") Local League Rules.
2. Rookies games will have a one and one-half (1½) hour time limit, commencing with the scheduled starting time, barring any emergency or unforeseen circumstances. Rookies games are stopped at the time limit, regardless of innings completed.
3. The coach or manager from either team closest to any play will make an out/safe call.

4. The defensive team will consist of ten (10) players on the field, with free substitution allowed. At no time shall the infield have more than six (6) players, including a pitcher and a catcher.
5. Each player shall get playing time at infield and outfield positions, subject to appropriate safety concerns.
6. Each half inning will be completed when **half** of the team has batted or three (3) outs have been recorded. The goal is to have innings be quicker so Rookies players are not standing in the field for long periods of time. Games will be closer to 5 or 6 innings this way with quicker half innings.
  - If coaches mutually agree, innings may be extended. Stampede style base running toward home plate at the conclusion of an inning will not be permitted.
7. The defensive team may have up to two (2) coaches in the field of play, provided that coaches do not interfere with players or any ball in play.
8. Score is not kept, but each team will keep an official line-up with the players and positions for each inning in order to ensure player participation.
9. PALL has elected to use the "Bat-Around" (continuous batting order) system in which every player on the team roster present for the game will bat in turn for all regular-season games. LLB Rule 4.04.
10. The pitching machine **MUST** be used for all games throughout the season. Managers **shall not** have discretion to waive this rule. Exception: If circumstances arise that prohibit the use of the pitching machine, such as mechanical failure, lack of gasoline or other unexpected circumstances, an offensive coach will pitch to his team, until the machine is fixed, or the issues have been resolved. **NO coach pitch is allowed under any other circumstances, except as described above.**
11. The managers will fully enforce that the batter is "out" after receiving 6 quality-pitches from either the pitching machine or from the offensive coach pitching (due to circumstances described above), or when Rule 6.05 is met. A foul on the final pitch keeps the batter alive for another pitch.
12. If a batted ball touches the pitching machine, the ball is dead. The batter is awarded first base and base runners advance one base if forced.

#### Game Postponements for Rookies Divisions

Games will be rescheduled (as many games as possible that can be accommodated) in the time period immediately following the end of the regular season.

Awards: For Rookies, participation trophies will be awarded to players on each team.

## T-Ball Division – T-Ball Division Teams

1. Eligibility: Players are limited to those of League age four (4) through seven (7). The Board of Directors may approve eight (8) year old players for safety reasons.
2. Draft: The Division Player Agent will assign players to teams. Every effort will be made to honor special requests, such as carpool requests, manager requests, and teammate requests, subject to limitations on rosters, and in order to maintain a balance of players on each roster.
3. Late registration: The Division Player Agent, alongside the PALL Board will slot late registrants (from the waiting list) onto teams as spots become available.
4. Replacement: Reviewed and approved by the Board of Directors on a case-by-case basis.
5. Playing Time: All players present for each game shall be given a defensive position. Each player shall get playing time at infield and outfield positions, subject to appropriate safety concerns. All players play in the field every inning. A maximum of six infielders are permitted (catcher, pitcher, 1st base, 2nd base, 3rd base and shortstop). At the beginning of each play, the outfielders must start play standing in the outfield.

## T-Ball Division Rules

1. All League members will comply with both the Official Playing Rules of Little League Baseball (“Little League Rules”) and the Poway American Little League (“PALL”) Local League Rules.
2. All practices and games shall be played using a DIAMOND Safety Baseball or equivalent baseball.
3. T-Ball games shall have a time limit of one (1) hour and fifteen (15) minutes, commencing from the scheduled starting time, barring any emergency or unforeseen circumstances. T-Ball games will be stopped at the time limit, regardless of the number of innings completed.
4. The ball must be hit off a batting tee placed on home plate. It shall be the manager or coach’s responsibility to remove the tee and bat from the plate area after the ball is hit. The player who occupies the defensive position of Pitcher must be on or directly behind the pitching rubber until the ball is hit. Per LLB Regulation I(a)3, PALL has elected to NOT allow managers or coaches to pitch to players at ANY time during the game.
5. An arc with a radius of 25 feet will be marked out on the field between the first and third base line in fair territory with its pivot point on home plate. No defensive player may position himself/herself within the area of the arc until the ball is hit. The ball is not in play, and considered foul, until it clears the area of the arc.
6. The offensive team will be allowed three (3) adult coaches on the field; one at home plate and one each in the first and third base coaches’ boxes. The defensive team will



be allowed adult coaches on the field.

7. The defensive team will consist of all players on the field, with free substitution allowed. Each player shall get playing time at infield and outfield positions, subject to appropriate safety concerns.
8. Each half inning will be completed when all players present have batted once. Stampede style base running toward home plate at the conclusion of an inning will not be permitted. If three outs are recorded before all players have batted, the bases are emptied, and the inning continues through the batting order.
9. The defensive team may have any coaches who have completed volunteer background checks in the field of play, provided that coaches do not interfere with players or any ball in play.
10. Score is not kept but each team will keep an official line-up with the players and positions for each inning in order to ensure player participation.
11. PALL has elected to use the "Bat-Around " (continuous batting order) system in which every player on the team roster present for the game will bat in turn for all regular- season games. LLB 4.04
12. The player who occupies the defensive position of Catcher must wear a chest protector meeting Little League specifications, shin guards, and a catcher's helmet and mask (with throat guard). It is not necessary to wear a catcher's glove, as any legal fielder's glove is satisfactory. Catchers are **NOT** recommended in t-ball and require a coach to maintain safe distance from batters.

#### Game Postponements for T-Ball Divisions:

Games will be rescheduled (as many games as possible that can be accommodated) in the time period immediately following the end of the regular season.

Awards: For T-Ball, participation trophies will be awarded to players on each team.

# PALL Postseason

1. Seeding: All Intermediate, Majors, Minor A, and Minor B division teams will be seeded into divisional post season play based on regular season win/loss records, with the best record being designated as the #1 seed. If needed, regular season tiebreakers will apply (in this order) to determine seeding: head- to-head record, defensive runs allowed, runs scored, coin toss. In all tournament games, the home team shall be the higher seeded team.
2. Format: Postseason play duration and format is TBD.
3. Postseason Rules: In each division, rules of play during the tournament are the same as during the regular season except that selected PALL local rules are suspended during the postseason tournament as follows:
  - a. Intermediate and Majors Division: Same as regular season
  - b. Minor A Division: Same as regular season except the following:
    - i. PALL 2-hour time limit is dropped (i.e., no time limit)
  - c. Minor B Division: Same as regular season except the following:
    - i. PALL 1 hour 45-minute time limit is extended to 2 hours
    - ii. The 5-run rule limit will be dropped in the sixth and later innings. The inning(s) will end when either all players on the roster have batted once in a half-inning or three outs have been made.
4. League Champions: The Majors, Minor A and Minor B teams that place first (1st) in the PALL Postseason (League Champion) will represent PALL and play in the Poway City Championship Game.

# All-Star Teams

1. Managers: The All-Star managers shall be nominated by the President of the league and approved by a majority vote of the Board of Directors.
2. Coaches: The selection of coaches will be approved by the board once selected by the approved Managers.
3. Rosters: The final All-Star roster sizes will be between 12 and 14 players, any exceptions are subject to approval by a majority of the Board. This includes LLB eligibility, availability, and commitment of the players. Players selected to a particular All-Star team may only play on that team. Only exception is when a player's original team is eliminated. An eligible player may join another team, subject to Board approval.
4. Replacement players: If any All-Star player is or becomes unavailable to participate after All Star rosters are announced, the All-Star Manager, within 24 hours, shall provide the Player Agent with a list of three replacement candidates ranked in order as the first, second, and third choice. After these 3 players are approved by the board, the Player Agent will contact the replacements one at a time in this order and the first available replacement will be named to the All-Star team. If none of these three candidates are available, the All-Star Manager shall provide three more candidates, rank ordered, and the process repeated until a player is named. The names of replacements will not be announced unless the player is named to the team. Note: the replacement of a player on any all-star team after the selection process is at the discretion of the all-star manager.
5. Teams will be formed in the following order:
  - a. 12U
  - b. 10U
  - c. 11U

## Intermediate All-Stars

1. Roster Size, Player Selections, Manager Elections and manager selections are governed in accordance with Little League rules.

## 12U All-Stars

1. Roster size: The roster size for the Majors All-Star team is set between 12 and 14 players. Nine (9) players are determined by manager ballot, and 3-5 additional players will be named by the team's All-Star manager.
2. Age eligibility: Players of League Age ten (10) through twelve (12) are eligible.

## 11U All-Stars

1. Roster size: The roster size for the 11-year-old All-Stars team is set between 12 and 14 players. Nine (9) players will be determined by manager ballot, and 3-5 additional players will be named by the team's All-Star manager.
2. Age eligibility: Players of League Age nine (9) through eleven (11) are eligible.

## 10U All-Stars

1. Roster size: The roster size for the 10-year-old All-Star team is set between 12 and 14 players. Nine (9) players are determined by manager ballot, and 3-5 additional players will be named by the team's All-Star manager.
2. Age eligibility: Players of League Age nine (9) and ten (10) are eligible. 3. League Age 9 and 10-year-olds ending the regular season in the Minor B division are not eligible for the 9-10 All-Star team. Exception: The All-Star manager selects an eligible Minor B player with one of his/her two (2) Manager selections.