



2024 SEASON

PALOS VERDES LITTLE LEAGUE

LOCAL RULES

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ARTICLE I- DIVISIONS:

Palos Verdes Little League (hereinafter referred to as "PVLL") has five (5) levels of team play: MAJORS, INTERMEDIATES, MINORS (also referred to collectively as the Upper Divisions), FARM, and T-BALL (also referred to collectively as the Lower Divisions):

- a) All players with a little league age of 12 will play in the Majors division, unless a request is made by a player's parent for that player to play in intermediates and that request is approved by both the Board and the District 36 Administrator. Players with a Little League age of 11 may play in the Major division only if they are drafted by a Majors team.
- b) All players with a Little League age of 10 may play in the Intermediates Division unless they are drafted by a Majors team. All players with a Little League age of 11 who are not drafted by a Majors team will play in the Intermediates division.
- c) All players with a Little League age of 8 may play in the Minors division. All players with a Little League age of 9 will play in the Minors division unless drafted by an Intermediates team.
- d) All players with a little league age of 7 will play in the Farm division. Based on skill level, some 6-year-olds may also play in the Farm division and some 7-year-olds will play in the Minors division if they are drafted by a Minors team.
- e) All players with a Little League age 4 & 5 will play in the T-ball division. Most 6-year-olds will also play in the T-ball division.

Player try-outs and the draft for the upper divisions (Minors, Intermediates and Majors) will ultimately determine the exact placement of the Players.

ARTICLE II- TEAM MANAGERS/COACHES:

Team managers are selected by the Board of Directors with recommendations from the Division Player Agent. The basis of selection is league experience, skill level, baseball knowledge, willingness to dedicate a significant amount of time, the character of the candidate and his/her ability to work well with the players and parents and to promote the ideology of Palos Verdes Little League and to represent our league in District 36. Assistant coaches will be selected by the manager after the teams have been drafted. The number of assistant coaches is dictated by the Little League Inc. rules and PVLL policy.

No officer, board member or league volunteer shall be excluded from consideration as a team manager by virtue of their volunteer position unless otherwise expressly prohibited in the official Little League Rule Book.

ARTICLE III- UMPIRES

Palos Verdes Little League engages the services of contracted professional plate umpires for games at the Major, Intermediate and Minor levels. PVLL is committed to the development of youth umpires who are used as field officials at the Major, Intermediate, and Minor level. Youth umpires must be 12 years old or older to qualify and complete necessary classroom and field training.

ARTICLE IV- COMPETITION

PVLL offers up to four (4) seasons of competition: Regular Season, Post Season, Summer League and Winter League. Winter League is conducted at the discretion of the PVLL Board. Summer League is handled on an interleague basis among the four leagues in the greater Palos Verdes Peninsula area and coordination is rotated among these leagues annually.

Regular Season runs generally from the first week in March through the second week in June. Regular Season play for the Upper Divisions will generally consist of two (2) games per week. Farm and T-Ball teams will play one (1) game per week on Saturday. There will be an end of season intraleague tournament for the Upper Divisions that concludes on closing day of the Regular Season. Trophies are awarded to the season winner and runner up as well as the tournament winner and runner up for Upper Division Teams. All teams in these 3 divisions will be included in the playoff intraleague tournament.

For the purpose of breaking a tie between teams with the same record at the conclusion of the regular season, the following criteria will be used in the order specified:

- a) Head to head record between the tied teams.
- b) Intraleague record provided that the tied teams played matching intraleague schedules.
- c) Lowest aggregate runs against for all games played provided that the tied teams played an equal number of games. Average runs against can be substituted if the tied teams played an unequal number of games.
- d) Failing a resolution after applying the above criteria in order, coin toss.

Interleague play for the Major and Intermediate divisions will be played against teams from Silver Spur, Lunada Bay and/or Rolling Hills Little Leagues in accordance with the Interleague Rules.

Post Season play consists of the King of the Hill, Tournament of Champions and the All-Stars tournaments. The King of the Hill tournament matches either the season champion or tournament champion of the Majors and the Intermediates divisions against the respective teams of the other leagues on the Peninsula. The Tournament of Champions matches the other Major and Intermediate Champions and they will play a single-elimination tournament against the other League Champions in District 36. The season champion gets to choose which tournament their team will play in. If the season champion is also the tournament champion, the remaining PostSeason bid will go to the season runner-up.

All-Star teams, one for each age group will be comprised of selected 10-year-old, 11-year-old and 12-year-old players and will compete in tournament play with the ultimate winners playing in the Little League World Series held in Williamsport, PA. PVLL follows a rigorous and objective process to select the All-Star Team players and managers.

Summer League will start approximately three (3) weeks after the Regular Season, and is designed as an instructional league to continue development of baseball skills. It is open to all Players who are between the ages of eight (8) and twelve (12). There are 3 levels of play, Majors, Intermediate, and Minors, and the structure is flexible to allow for vacation schedules. Games are played against teams from the other Peninsula leagues.

Winter League is open to all Players who are between the ages of eight (8) and twelve (12). The season runs from September to approximately the end of November. Teams are made up players from all 4 leagues on the Peninsula.

ARTICLE V- DIVISION RULES AND GUIDELINES

While all PVLL divisions follow the rules of Little League baseball as governed by the Little League Rule Book, each division operates on supplemental rules designed to suit each specific age group and clarify known confusion of the applicability of said rules.

The Intermediate and Major Divisions are governed by the Little League Rule Book with additional minor variations specified in supplemental Interleague Rules established by the Interleague Council made up of the Presidents of each of the four leagues on the peninsula.

None of these Intraleague or Interleague supplemental rules may materially contravene the Little League Rule Book by making the game less safe to anyone engaged in the game including players, coaches, fans or officials. PVLL reserves the right to add PVLL specific rules to the Interleague rules that govern only the conduct of PVLL teams.

All Interleague and Intraleague supplemental rules must be approved by the PVLL Board.

SECTION 1 TEE BALL DIVISION

1. **Safety:** Safety is the # 1 priority. A bat in the hand of a 5 or 6-year-old is a potentially dangerous situation. Make it your priority to teach safety at practice and during the games.
2. **Length of Game:** All games will be 3 to 4 innings. The coaches may decide whether or not to play a 4th inning depending on the pace of the game. Maximum game time of 1 hour 15 minutes from scheduled start time.
3. **Scorekeeping:** No scores will be kept.
4. **Coaching:** Coaches are encouraged to be on the field. When on defense, 3 coaches may be on the field helping player be prepared for the upcoming play. One coach may be in the infield while the others must be in the outfield (behind the infield players). When your team bats you should have a 1st and 3rd base coach, and one coach feeding the tee. During underhand toss/coach pitch, you should have one coach pitching and another catching so as to keep the pace of the game going. Ideally, the coach/pitcher will have a set of baseballs so that the coach/catcher does not need to return them after each pitch. Grab a parent from the crowd to coach a base if you don't have enough official coaches.
5. **Fielding:** All kids play. All kids are assigned a field position when on defense. Rotate positions each inning (outfield and infield) to ensure everyone tries every position. No kid sits in the "dugout" and there is no catcher. Keep safety in mind (i.e., if a kid likes to pick daisies now and then, make sure he/she gets it out of his/her system before being at pitcher). If you only play 3 innings, make sure to mix it up the following week so that kids get an equal chance over the course of the season to play infield and outfield. Please refrain from "double" pitcher set-ups or the same kid at first base who catches everything.
6. **Batting:** Teams will bat through their entire line-up during their half of each inning. Rotate the batting order each inning. (All kids get a chance to bat before the team returns to the field). A common breakdown of the season may look like this:
 - 6.1. Games 1 – 3: The batting tee will be used for all innings. If an out is made, the batter or runner may still occupy the base.
 - 6.2. Games 4 – 6: The batting tee will be used for the first inning. Optional coach pitch underhand toss for the second inning on. Batting tee will still be used as necessary if a kid is having trouble making contact with a pitch. If an out is made, the batter or runner may still occupy the base.
 - 6.3. Games 6 – 10: Coach pitch underhand toss. Batting tee will be used as necessary if a kid is having trouble making contact with a pitch. If an out is made, the batter or runner should go back to the dugout. Please be sure to explain the change in approach to the kids. It is acceptable if the coaches mutually want to leave the runners on base, but the league would like them to be introduced to the concept.
7. Each team will have to monitor the players' progress and decide what is best for them. Before each game, review with the opposing coaches what rules you want to follow regarding coach pitch and outs. Ultimately, it is up to what you mutually agree to, and each team can decide on a different plan.
8. **Base Running:** Runners should stop running the bases when a ball hit in the outfield is returned to the infield or when an out is attempted by throwing the ball to a base. For last hitter in each half inning, the runners can run all the way to home to clear the bases.
9. **Game time Best Practices:**
 - 9.1. When using coach pitch, make sure to limit the number of pitches. If a kid is not hitting the ball after 3 to 4 good pitches, bring out the tee for them to hit. If the coach can't toss strikes, bring out the early hook and get someone in there that can!
 - 9.2. Make your line-up prior to the game. Have your defensive positions and batting order for each inning decided upon prior to the start of the game.
 - 9.3. Distribute copies of your line-up to your coaches and 'dugout parent' so that they may help you with positioning the players and setting the batting order when the team is in the field.
 - 9.4. Designate a 'dugout parent' to be in charge of keeping the hitters in order and ready to hit when it's their turn.
 - 9.5. Have mats or buckets (with each player's name and uniform number) for each player to sit on when they come off the field. The 'dugout parent' can arrange these in the proper order while your team is in the field so that they will be ready to bat when it's your turn to hit.
10. **Practice Guidelines:** Practice once per week for 45 minutes to one hour. If you go longer than that, you are past the kids' ability to learn and have fun. Having multiple coaches at practice and splitting the kids into smaller groups is always helpful; don't be afraid to pull parents off the sidelines at practice to help as well.

SECTION 2 FARM DIVISION

1. **Safety:** Safety is the # 1 priority. Make it your priority to teach safety at practice and during the games.
2. **Length of Game:** All games will be 3 to 4 innings. The coaches may decide whether or not to play a 4th inning depending on the pace of the game. Maximum game time of 1 hour 20 minutes from scheduled start time.
3. **Scorekeeping:** No scores will be kept.
4. **Coaching:** Coaches are encouraged to be on the field. When on defense, 3 coaches may be on the field (but not in the infield). Coaches must be in the outfield (behind the infield players). When your team bats you should have a 1st and 3rd base coach, and one coach feeding the pitching machine. During underhand toss/coach pitch, you should have one coach pitching and another catching so as to keep the pace of the game going. Grab a parent from the crowd to coach a base or something if you don't have enough official coaches.
5. **Field Maintenance:** Home team for first game sets up field. Get pitching machine, bucket of game balls and bases from shed behind the Snack Shack at Valmonte field. Home team from last game puts away pitching machine, game balls and bases and should rake and drag the infield. All teams please pick up trash at the end of your games.
6. **Fielding:** All kids play. All kids are assigned a field position when on defense. Rotate positions each inning (outfield and infield) to ensure everyone tries every position. No kid sits in the "dugout". Keep safety in mind (i.e., if a kid likes to pick daisies now and then, make sure he/she gets it out of his/her system before being at pitcher). If you only play 3 innings, make sure to mix it up the following week so that kids get an equal chance over the course of the season to play infield and outfield. Please refrain from "double" pitcher set-ups or the same kid at first base who catches everything.
7. **Pitching:** For the entire season all pitching will be done through the use of a coach fed pitching machine. Under no circumstances should a player operate this piece of equipment. If a player has trouble hitting from the machine after several attempts, the coach should move closer to the batter and under hand pitch to the batter. If the batter continues to struggle to make contact, a batting tee can be used.
8. **Batting:** Teams will bat through their entire line-up during their half of each inning. Rotate the batting order each inning. (All kids get a chance to bat before the team returns to the field).
9. **Outs:** If an out is made, the batter or runner goes back to the dugout. The number of outs in an inning is not recorded and since the entire lineup will bat each inning, it is possible that three or more outs can be made in a single half of an inning.
10. **Base Running:** Runners should stop running the bases when a ball hit in the outfield is returned to the infield or when an out is attempted by throwing the ball to a base. For last hitter in each half inning, the runners can run all the way to home to clear the bases.
11. **Game time Best Practices:**
 - 11.1. Make sure to limit the number of pitches. If a kid is not hitting the ball after 3 to 4 good pitches, do an underhand toss or bring out the tee for them so that the ball gets put in play.
 - 11.2. Make your line-up prior to the game. Have your defensive positions and batting order for each inning decided upon prior to the start of the game.
 - 11.3. Distribute copies of your line-up to your coaches and 'dugout parent' so that they may help you with positioning the players and setting the batting order when the team is in the field.
 - 11.4. Designate a 'dugout parent' to be in charge of keeping the hitters in order and ready to hit when it's their turn.
 - 11.5. Have mats or buckets (with each player's name and uniform number) for each player to sit on when they come off the field. The 'dugout parent' can arrange these in the proper order while your team is in the field so that they will be ready to bat when it's your turn to hit.
12. **Practice Guidelines:** Practice once per week for 45 minutes to one hour. If you go longer than that, you are past the kids' ability to learn and have fun. Having multiple coaches at practice and splitting the kids into smaller groups is always helpful; don't be afraid to pull parents off the sidelines at practice to help as well.

SECTION 3 MINORS DIVISION

1. Season

- 1.1. The season will consist of up to 18 regular season games and playoffs.
- 1.2. The season will be divided into 2 segments: The first segment is defined as the first time a team plays all other teams (but may not be exactly successive) and will be played with 3 innings of machine pitch and 3 innings of kid pitch. The second segment is defined as the second time a team plays all other teams and will be played with 6 innings of kid pitch (no machine pitch).
- 1.3. Playoffs will use the second segment rules (6 innings of kid pitch) and will be played as a single elimination tournament with the tournament championship game played on Closing Day at Valmonte.

2. General Rules for Play

- 2.1. Every player present will bat in lineup. Late arrivals to be placed at end of lineup. The manager is to present lineup, expected positions for all innings, and batting order to the opposing team and opposing scorekeeper. Players leaving early will be permanently scratched from game with no penalty.
- 2.2. A team's at-bat ends upon scoring 5 runs or the defense records 3 outs. The ball is dead once the 5th run crosses the plate. The last inning of the game (and potentially the last two innings – see item 2.19.3 below) is the exception to this rule and the at bat only ends upon the recording of three outs or, if applicable in the last inning, the home team records the winning run.
- 2.3. Each team allowed 10 players on field. Four of the players must be positioned in the outfield at least 20 feet behind the infield dirt.
 - 2.3.1. Complete baseball shifts are not allowed. At least two infielders (not including the pitcher or catcher) are required on each side of the infield (delineated by second base).
- 2.4. Every player on a team's roster, regardless of the total roster size or inequality from team to team, must play at least five (5) innings in the field per game. No player, regardless of the team's roster size, may sit more than one (1) inning per game (barring injury). All players must play at least two (2) complete innings in the infield by the fifth inning. Catcher qualifies as an infield position. Any deviation to this minimum play rule must be reviewed with the parents and approved by the commissioner in advance. Failure to follow this rule will result in forfeiture of the game in which the infraction occurred.
- 2.5. Once players start an inning at a position, they must play the entire inning at that position unless there is a pitching change that affects their use (pitching change may necessitate a multi-player change); OR there is an injury and a player must leave the game. There is NO situational switching of positions in the middle of an inning.
- 2.6. A team must field a minimum of nine players at all times during a game. If a team fails to field nine players at any time it will be a forfeited game. Having a Farm player play up to get a team to the minimum nine players or the desired ten players is permitted. However, the player 'brought up' may not be allowed to pitch and shall bat at the end of the order. That Farm player is, however, required to play as detailed above in section 2.4.
- 2.7. In the case where an injured player forces a team to go below the nine-player minimum, a team may ask a PVLL registered Farm Division player sitting in the stands to take his or her place. Play as detailed in section 2.4 above will not apply unless the team invites the replacement player to play prior to the start of the game.
- 2.8. Position players are not allowed to "cover" for other positions within the common action of a play. Meaning: (1) a shortstop cannot go cover 3B in an effort to make an out on a runner advancing on a play or stealing 3B; 2) a 1B cannot run home to cover the plate on a play where a base runner is running home. Exceptions to this rule are the judgement of the umpire and only considered under common action of a play (i.e. backing up and/or pickle situations).
- 2.9. An overthrow from an infielder to a base on a ball hit within the infield is a live ball (with the sole exception of a throw from catcher on a steal attempt), with the following limitations:
 - 2.9.1. Overthrows only apply to any ball thrown to a base to potentially make an out or prevent advancement of the runner to that base.
 - 2.9.2. Runners may ONLY advance a maximum of one additional base at their own risk.
 - 2.9.3. The advancing runner (or any other base runners currently on base at the time of the initial attempt) may be thrown out on the attempted advancement.
 - 2.9.4. However, if a second overthrow or other miscue results (either on the initial runner or any other base runners attempting to advance due to the initial overthrow) those base runners may not advance beyond the original additional base (i.e., the play is dead with the second overthrow on a single play, at the time the actual overthrow occurs).
 - 2.9.5. There is an exception to the above. On any attempted play at third base or home, whether from the outfield or the infield, if there is an overthrow or any miscue of play, the runner cannot advance to home (just like a stolen base attempt at third where the play is dead on an overthrow from the catcher on the attempted steal and the runner may not advance.)

2.10. Throws from the outfield are live balls, with the following clarifications:

2.10.1. An overthrow from an outfielder to a base follow the exact same rules as infield overthrows as defined in Rule 2.9.

2.10.2. Runners may advance until the ball is in possession of an infielder and the infielder has one foot on the infield dirt or infield grass (including infield foul territory).

2.10.2.1. Runners who are over half way to the next base at the time the infielder possesses the ball in the infield (defined in 2.10.2) may continue to that base at risk. Subsequent overthrow rules apply as defined in Rule 2.10.1. If the runner is less than half way to the next base, the runner must return to the previous base after the play is complete. When in doubt on a close play it is up to the umpire's best judgment only.

2.11. Excessive timeouts or delays should be avoided. Umpires will be encouraged to keep the games moving. Coaches should make sure their catchers are dressed and ready to go to avoid delays between innings.

2.12. Stealing bases is permitted against kid pitching only; not against machine pitch. Per Little League rules, a player may not leave the base until the pitch crosses the plate. Players may only advance one base on steals, regardless of the outcome of an attempted play on the player stealing a base. There is no stealing home at any time.

2.13. Once a Batter draws a walk, he/she cannot advance past first base until the ball is put back into play with the next pitch.

2.14. The infield fly rule does not apply in minors. However, any attempt by a baserunner to tag up and advance on a pop fly to the infield (defined by a pop up caught by an infielder while standing with at least one foot touching the infield dirt or infield grass), the runner(s) will be sent back to the bases they were attempting to advance from. On any popup caught by an infielder standing with both feet on the outfield grass, runners may tag up and advance at their own risk.

2.15. No bunting is allowed in the Minors Division.

2.16. When in doubt on any close play it is up to the umpire's best judgement only- he has final say.

2.17. An adult (Manager, Coach, or other league authorized volunteer) MUST be present in the dugout at all times during a game.

2.18. Additional rules not referenced in these rules are as noted in Little League rulebook / minor division.

2.19. Game time rules:

2.19.1. Maximum game time is 2 hours and 15 minutes from the start time;

2.19.2. No inning shall start past 2 hours from the official start time;

2.19.3. Any 5th inning that starts after 1 hour and 30 minutes after the official start time will not have a run cap;

2.19.4. Any 6th inning, regardless of start time, will not have a run cap.

2.19.5. If the game is not complete when the maximum game time is reached, the score rolls back to the last fully completed inning. The sole exception to an incomplete game rolling back to the previous inning is in the case of a home team having taken the lead in the bottom of the last inning (a walk-off). Should the home team gain the lead in the bottom of the inning but prior to reaching 2 hours, 15 minutes, the game shall be deemed official at that point, even if the inning has not finished. The game start time shall be recorded in the score books and shall be the time clearly and definitively indicated by the umpire at the start of the game.

2.20. Thrown bat rules: If a player throws his bat and, in the judgement of the umpire, causes a safety infraction, the following will occur:

2.20.1. On the first offense in a game, the umpire will, after the play is complete, call time and give the offending player's manager a verbal warning.

2.20.2. On the second and subsequent offenses in a game, the umpire will immediately call dead ball; the batter is called out and all runners will return to their position before the last pitch was made.

2.20.3. If the thrown bat causes Interference, as defined by the Official Little League rulebook (even on the first offense), the rules of Interference will be in effect (and a warning will be given the offending player's manager).

3. Machine Pitch Rules

3.1. Umpire positioned behind the catcher. Manager/Coach of team at bat to feed machine and make adjustments to better ensure strikes. The home team is to supply three game balls.

3.2. The Manager/Coach feeding the machine may NOT call out instructions to the batter during the pitch. No "swing!" or "no!" etc. instructions. This holds true for any Managers/Coaches affiliated with the team as well.

3.3. A batted ball which strikes machine or Manager/Coach is a dead ball. Batter returns to the plate with a new count.

3.4. There are called strikes. There are no walks. If the machine throws 4 balls, the count continues until a ball is put in play or three strikes are called.

- 3.5. The defensive position pitcher must have one foot on the dirt mound and be parallel to the rubber during the pitch.
- 3.6. Live ball throws to the pitcher that strike the pitching machine will be considered a dead ball and runners may advance one base only, pursuant to 2.9.

4. Player Pitching Rules

- 4.1. A player cannot score on a standard bases-loaded walk during kid pitch. If pitcher gets to a called ball four count with the bases loaded, a coach for the team at bat will pitch to his batter until the ball is put into play by the batter, or a strike out is reached. The kid pitcher must be positioned with one foot on the dirt mound, parallel to the rubber during coach pitch. To start the coach pitch at bat, the coach gets a new no-strike count. The umpire will call balls and strikes on coach pitch and the at bat continues until the ball is put into play or the hitter reaches three strikes (called or swinging strikes; if there are foul balls with two strikes, the at bat continues until ball is put into play or hitter strikes out; four balls called by the ump doesn't erase the strike count). The coach may take two warm ups if desired and may pitch from the front of the dirt on the mound. A batted ball that hits the coach is dead and the hitter returns to the plate with a new no-strike count.
 - 4.1.1. An exception to this rule is a hit by pitch situation with the bases loaded, while a kid pitcher is pitching. In this case the batter will take his base and the runner on third scores. If the coach pitch hits the batter, hitter returns to the plate without a new no-strike count (pitch is considered a ball).
- 4.2. Palos Verdes Little League Official Pitching Regulation pitch count rules are in effect with the following conditions:
 - 4.2.1. For the first segment of the season, a pitcher is limited to a maximum of one inning per game, or three consecutive outs (i.e., if a pitcher enters as a reliever in an inning and records one or two outs, then that pitcher may start the next inning and finish his/her three out maximum).
 - 4.2.2. For the second segment of the season and playoffs, a pitcher is limited to a maximum of two inning per game, or six consecutive outs (i.e., if a pitcher enters as a reliever in an inning and records one or two outs, then that pitcher may continue pitching until a maximum of six outs are recorded or the age appropriate pitch count is reached, whichever comes first).
- 4.3. Once a pitcher is removed from game, he/she cannot return to the mound. If the pitcher has thrown 41 or more pitches, he/she may not play catcher for the rest of the game.
- 4.4. Strike calls are at the discretion of the umpire. A generous strike zone will be encouraged – top of the letters to the knees, and a ball width on either side of the plate.
- 4.5. There is a limit of one visit to the mound per pitcher per game. Upon the second visit, the pitcher must be changed.
- 4.6. In order to keep games moving, pitchers are limited to 8 warm up pitches. If the catcher is not ready, a coach should warm up pitcher until catcher is ready with those warm ups counting as part of the 8 warm ups.

5. Miscellaneous

- 5.1. Home team sets up the field prior to games, and is responsible for clean up after the games. Please make sure to follow appropriate field maintenance guidelines.
- 5.2. There is no batting practice allowed during the one-hour period preceding the game, and there is no batting practice allowed at all on the field where the game will be played. You may warm up for hitting with soft toss using the nets down each baseline or with low-flight/Wiffle balls.
- 5.3. No PROTESTS, other than player eligibility-related disputes, will be allowed. Any dispute must be resolved on the field.
- 5.4. Umpire Etiquette: Mistreatment of any umpire, but especially the youth umpires, will not be tolerated. Suspension from coaching future games is a possible sanction for any behavior that crosses the line. This rule applies to spectators as well.
 - 5.4.1. Disagreement of umpire calls: if the manager feels a mistake is made, the proper way to handle it with the umpire is to have a quiet, private conversation between the MANAGER and the head umpire.
 - 5.4.1.1. At no time should a manager or coach question a youth umpire call directly to the youth umpire. Instead, if a call is in question, the appeal should be made by the MANAGER after the play is complete and in private to the head umpire. At that point, if the head umpire thinks there is reason to consider an alternate outcome, he can have a private conversation with the youth umpire to determine if there is reason to change the call. The discussion between umpires should be focused on what was seen, rule interpretation, and if there was a better angle seen by other umpires. Managers should expect that no change will be made.

SECTION 4 INTERMEDIATE/MAJORS DIVISIONS

1. Interleague play will be conducted according to the official rules of Little League Baseball. Unless otherwise indicated, the official Little League International rule book will be used for the Intermediate levels of play. The guidelines or reiterations of the rules listed below are intended as clarifications /interpretations of the official playing rules of Little League Baseball.
2. Time Limits
 - 2.1. The two-hour rule will be used for all games. This rule states that a new inning will not start more than two hours after the beginning of the game. The starting time of the game must be announced to the official scorekeeper when play begins. Additionally, there is no maximum time limit (no “drop-dead” time).
3. In the event of inclement weather, the umpire, home field president or field manager shall make the decision on postponement. If there is any doubt about the weather, the managers must go to the playing field with their players to collaborate on a final decision. On weekdays when it is clear that weather will prohibit playing of a game, a home team league official must notify all managers involved and the umpire by 2:00 P.M. Rained out or incomplete games must be played / completed by the end of the make-up week for that half of the season. Make up games should be immediately re-scheduled through each league’s designated scheduling representative.
4. Each league shall provide a list of all managers and coaches with phone numbers that are involved in the Interleague play.
5. All four leagues have adopted a point system that eliminates the need to replay tie games (2 points Intra-league win, 1 point Interleague win, 1 point Intra-league tie, ½ point Interleague tie).
6. It is solely the discretion of the umpire to call a game due to darkness, poor visibility, or unsafe playing conditions.
7. Batting cages are not to be used 1 hour prior to game time for Inter-League games (i.e. PVLL v. RHLL). The penalty for use is player disqualification for the immediate game only. Batting cages may be used up to thirty (30) minutes before game time for all Intra-League games (i.e. PV vs PV). The home and away teams are to share the cages equally and work cooperatively in the pre-game cages.
8. If the umpire fails to show up for the game, the managers shall agree on a substitute chief umpire from the stands in order to complete the game.
9. A team may have one manager and two coaches in the dugout during regular season and post season play.
10. The base runner is automatically out at the plate or any base if he does not slide or avoid contact on a close play (umpire’s call).
11. Managers must provide three copies of their lineup card prior to the start of the game: one to the opposing manager, one to the opposing scorekeeper, and one to the announcer (if applicable). Full names, starting positions and uniform numbers must be included on the cards as well as identifying all pitchers by age. Interleague will supply lineup sheets to all leagues of which use is mandatory.
12. An optional "Slaughter Rule" states that a team losing by ten or more runs at the end of four innings or three and one-half innings if the home team is leading may call an end to the game.
13. Palos Verdes Little League Official Pitching Regulations pitch count rules are in effect for all games, including Interleague games, for Palos Verdes Little League teams. If these rules contradict Little League pitch count rules, the Palos Verdes Little League Official pitch count rules will supersede any other pitch count rules for Palos Verdes Little League teams. These pitch count rules will be posted at each field and each scorekeeper will have a copy.
14. Tie Games – If time and conditions permit, games tied at the end of six innings shall continue. A tie game halted due to weather or darkness will be declared an official tie provided it is an official game. An official game is one that has completed four innings of play unless the home team is ahead after three and one-half innings of play.
15. Slashing is not permitted.
16. No PROTESTS, other than player eligibility-related disputes, will be allowed. Any dispute must be resolved on the field.
17. Balks shall not be called.
18. Team Roster:
 - 18.1. Majors: It has been agreed that at the Major level, a team must attempt to have ten players in the lineup at all times during a game. However, a team can start play without penalty with nine players. This shall not apply to injuries or illness that happen during the game and results in less than 10 players being fielded. Adhering to this rule may require that a Major level team, when at all reasonably possible, draft an Intermediate level player(s) from the available pool of eligible call-up players. Please note that a drafted player is not eligible to pitch in the game and shall bat at the end of the order.

- 18.2. Intermediates: It has been agreed that at the Intermediate level, a team must attempt to have ten players in the lineup at all times during a game. However, a team can start play without penalty with nine players. This shall not apply to injuries or illness that happen during the game and results in less than 10 players being fielded. Adhering to this rule may require that an Intermediate level team, when at all reasonably possible, draft a Minors level player(s) from the available pool of eligible call-up players. Please note that a drafted player is not eligible to pitch in the game and shall bat at the end of the order.
19. If a team fails to field nine players at any time (with exception due to injury or illness that occurs during the pre-game warm-up or game itself), it will be a forfeited game.
20. If a player needs to leave the game site during the game for reasons other than illness or injury, advanced notice needs to be provided to the opposing manager and umpire before the first pitch of the game. If advanced notice is not provided, once the player leaves, the next time his position in the batting order comes up, an automatic out is recorded. The out is recorded only the first time his position in the batting order comes up. For subsequent "at bats", his position is skipped over without penalty. If advanced notice is given, there is no penalty.
21. Minimum Play
 - 21.1. All players are placed in the batting order.
 - 21.2. Majors: All players must play at least twelve outs on defense with one inning in the infield, regardless of interleague rules stating lower minimums. Note that a pitcher, once replaced, may not return to the same game as a pitcher.
 - 21.3. Intermediates: All players must play at least twelve outs on defense with two innings in the infield, regardless of interleague rules stating lower minimums. Note that a pitcher, once replaced, may not return to the same game as a pitcher.
22. Thrown bat rule: If the thrown bat causes Interference, as defined by the Official Little League rulebook, the rules of Interference will be in effect. If a player throws his bat and, in the judgement of the umpire, causes a safety infraction, the following will occur:
 - 22.1. On the first offense in a game (regardless of an Interference ruling), the umpire will, after the play is complete, call time and give the offending player's manager a verbal warning
 - 22.2. On the second offense in a game (regardless of an Interference ruling), the umpire will, after the play is complete, call time and inform the offending player's manager that the offending player is removed from the batting order. The player is not disqualified from the game, but the player's spot in the batting order will be skipped with no penalty. The player will still be eligible to be a fielder. The result of the play will stand and, if necessary, the offending batter/runner will be replaced with a pinch runner (the player who made the last out).
23. In the event a game is called (i.e. weather, darkness, or any other reason), provided that it is deemed an official game, the final score shall revert back to the last fully completed inning with the exception when the visiting team has completed the first half of the said inning with the home team still leading the game; if the game is called any time after this half inning mark, the final score shall be recorded as the score at the point in time that the game is called.
24. Umpire Etiquette: Mistreatment of any umpire, but especially the youth umpires, will not be tolerated. Suspension from coaching future games is a possible sanction for any behavior that crosses the line. This rule applies to spectators as well.
 - 24.1. Disagreement of umpire calls: if the manager feels a mistake is made, the proper way to handle it with the umpire is to have a quiet, private conversation between the MANAGER and the head umpire.
 - 24.2. At no time should a manager or coach question a youth umpire call directly to the youth umpire. Instead, if a call is in question, the appeal should be made by the MANAGER after the play is complete and in private to the head umpire. At that point, if the head umpire thinks there is reason to consider an alternate outcome, he can have a private conversation with the youth umpire to determine if there is reason to change the call. The discussion between umpires should be focused on what was seen, rule interpretation, and if there was a better angle seen by other umpires. Managers should expect that no change will be made.
25. Intermediate-specific Rules
 - 25.1. Twelve-year-olds are not allowed to pitch at this level of play.
 - 25.2. At Intermediate level, an expanded strike zone is encouraged.
 - 25.3. Third strikes that are dropped by the catcher do not require a subsequent put out to retire the batter (no "dropped third strike" rule).



2024 SEASON

These local rules were approved by the Palos Verdes Little League Board of Directors in November 14, 2024.

President's Name	Ben Eroen
Date Signed:	November 14, 2024
Little League ID No.	#4053617
Federal ID No.:	95-3076918