

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.