



Pasadena Southwest Little League

2021 LOCAL RULES

- I. TEAMS AND PLAYERS**
- II. SKILLS ASSESSMENT**
- III. TEAM SELECTION**
- IV. INTER-LEAGUE PARTNERS**
- V. REGULAR SEASON AND PLAYOFFS**
- VI. CONDUCT, DECORUM AND SAFETY**
- VII. PLAYING RULES**
- VIII. REPORTING REQUIREMENTS**
- IX. PROTESTS**
- X. TIME LIMITATIONS**
- XI. TOURNAMENT PLAY AND TEAM SELECTION**

I. TEAMS AND PLAYERS

- a. There shall be the following baseball divisions:
 - i. Juniors Division
 - ii. Majors Division
 - iii. Minors Division – shall be divided into the following sub-divisions and may be adjusted (depending upon seasonal enrollment):
 1. Minors AAA (Player pitch)
 2. Minors AA (Coach pitch)
 3. Minors Farm (pitch)
 - iv. Tee Ball Division

- b. The alignment of league ages for each of the baseball divisions shall be as follows
 - i. Juniors Division – League ages 13-14
 - ii. Majors Division – League ages 9 –12
 - iii. Minors Division – League ages 6-11 as follows:
 1. Minors AAA – League ages 8-11. Any 12 year-old player requesting to play in the Minor league at any level is subject to the process for approval noted in Green Book Section V (a).
 2. Minors AA – League ages 7-10
 3. Minors Farm – League ages 6-9. Six year-old players are eligible for Minors Farm only if they played in a Tee Ball Division the previous season, and then only with the approval of the Division Representative, the Player Agent and the parent(s) of the player. Additionally, it is only in exceptional circumstances that a 9 year-old player may play in Minors Farm, and then only upon the recommendation of the Division Representative and the Player Agent.
 - iv. Tee Ball – League ages 4 – 7

- c. Each of the baseball divisions shall have the number of teams consistent with the number of registered players and team sizes outlined in subsection “d” below. The President, Player Agent and Division Representative shall consult with the managers of each division and determine the number of teams before each division draft or team placement takes place.
- d. Each of the baseball teams shall have the following number of players (the number of players per team may be adjusted dependent upon enrollment):
 - i. Juniors Division teams shall have a maximum of 15 players, except that if the League fields only one Juniors team it may contain a maximum of 20 players.
 - ii. Majors Division teams shall have a maximum of 12 players.
 - iii. Although the Green Book does not mandate a minimum or maximum number of players for teams within the Minors Divisions, Minors Divisions shall have no more than 12 players per team; AA and Farm Division should have no less than 11 and no more than 13 players per team, depending upon registration and skills assessments.
 - iv. Tee Ball Division shall have a maximum of 12 and a minimum of 5 players per team.
- e. Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the Board of Directors upon request of the team manager. Managers must make the Player Agent aware if any player misses more than three consecutive games for any reason. Failure to do so will be cause for corrective action against the manager. The Player Agent shall notify the President of a manager’s request for such and the President shall schedule the item for a Board of Directors review and vote. The Board of Directors reserves the right to allow such player to remain on the roster.
- f. No player shall be called up from Minors AAA to a Majors Division team on or after April 1st of the current season, except that this rule shall not apply in 2021.
- g. If a team within the Minors Division loses a player during the regular season, a player from another team within the Minors Division may be transferred to that team subject to the approval of the Player Agent in consultation with the Division Representative. Such transfers may only occur from Minors AA to Minors AAA, or from Minors Farm to Minors AA.

II. TRY-OUT AND SKILLS ASSESSMENTS

- a. **Juniors Division:** All players interested in playing in the Juniors Division who are league ages 13-14 need not participate in skills assessment.
- b. **Majors and Minors Divisions:**
 - i. All players interested in playing in the Majors Division or Minors Division must participate in the league try-out and skills assessments to determine the most appropriate division of play for the player. Except with the approval of the Player Agent, in consultation with the Division Representative, no player should be placed on a team without attending skills assessments.
 - ii. The Player Agent and President will schedule skills assessments for baseball, in consultation with the Board of Directors. Specific dates for skills assessments will be posted on the League website and sent to all registrants as early as possible, but no later than one (1) week before the skills assessment, weather and field conditions permitting.

III. TEAM SELECTION

- a. There shall be no draft in the Juniors Division. All players who register and qualify for the Juniors Division shall be assigned to play on the Juniors Division team.
- b. **Majors and Minors AAA Division Draft:** The procedure for drafting players in the Majors and Minors AAA Divisions shall be as follows:
 - i. **Protected Players:** The child/children of each manager will be slotted in the appropriate draft round of their parent manager by the Player Agent, in consultation with the Division Representative and the President. Additionally, the child/children of one (1) assistant coach will be slotted in the appropriate draft round of their parent manager by the Player Agent, in consultation with the Division Representative and the President. Draft positions may be adjusted for protected players based upon input from the above participants and the Division managers.

- ii. **Order of Player Selection:** The order of selection shall be determined by the Player Agent, Division Representative and the President. The order of selection may be adjusted based upon consultation with the Division managers prior to the draft.
- c. **Minors Division Team Formation:** The procedures for placing players on teams in the Minors AA and Minors Farm Division shall be as follows:
 - i. **Minors AA:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. Competitive balance shall be considered as a primary variable in assigning players.
 - ii. **Minors Farm:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. The assignment of players shall be made with the following considerations in mind:
 - 1. Maintaining competitive balance;
 - 2. Keeping neighbors and schoolmates together; and
 - 3. Consideration of the age range of the players on each team.
- d. **Tee Ball Division:** The Player Agent, Division Representative and the President shall select and determine on which team each of the players shall play. The assignment of players shall be made with the following objectives and considerations in mind:
 - 1. Maintaining competitive balance;
 - 2. Keeping neighbors and schoolmates together; and
 - 3. Consideration of the age range of the players on each team.
- e. **Replacement Player Pool:**
 - i. For Majors and AAA Minors, a pool of eligible players will be created consisting of all players from each division drafted from rounds 7 – 12 for the regular season, and from rounds 9-12 for the playoffs.
 - ii. If any team is short of players and at risk of forfeiting a game, the team manager must ask the League Player Agent for a replacement player from this pool to avoid forfeit. If a team is not successful in fielding the replacement(s) from this pool by game time, the forfeit is in force. Replacement players are not allowed to pitch or catch during the game.

IV. INTER-LEAGUE PARTNERS

- a. The Juniors Division shall inter-league with those leagues in District 17 that have formed one or more Juniors Division teams and have signed the necessary application for Inter-League play.
- b. For all other divisions (Majors, Minors AAA, and Minors AA), before the start of the season, the President will present the list of potential interleague partners to the Board of Directors for input and approval.

V. REGULAR SEASON AND PLAYOFFS

a. ***Juniors Division:***

- i. Juniors' division play will be determined by District 17.

b. ***Majors Division, Minors Division, Tee Ball Division:***

- i. The regular season shall begin no sooner than the last Saturday in February and no later than the first Saturday in March, unless circumstances require otherwise.
- ii. The regular season shall end as follows:
 1. ***All Divisions (Except Juniors):*** The scheduler in conjunction with the Player Agent and President shall determine the end of the regular season.

- iii. The winner of the Majors Division, Minors AAA Division, and Minors AA Division shall be determined by a playoff system as follows:

1. ***Majors Division:*** The playoffs shall begin after the last regular season game, and conclude before the District 17 tournaments (TOC and City).
 - a. The playoffs shall be a double elimination format.
 - b. The President, the Majors Division Representative, and Player Agent, in consultation with the scheduler, shall set

the specific dates for each of the playoff games. Every effort should be made to ensure all teams in the playoff tournament have an equal number of rest days in between games.

- c. All teams will qualify for the playoffs seeded in order of the final division standings. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the standings will be broken by the following procedures, in order:
 - i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and
 - iii. Coin flip
- d. The winner of the Majors Division playoffs shall represent Pasadena Southwest Little League at the District 17 Tournament of Champions (TOC). The runner up of the Majors Division playoffs shall represent Pasadena Southwest Little League at the District 17 City Tournament (City).

2. **Minors AAA:** The playoffs shall begin after the last regular season game, and conclude before the District 17 tournaments (TOC and City).
 - a. The playoffs shall be a double elimination format.
 - b. The President and Player Agent, in consultation with the scheduler, shall set the specific dates for each of the playoff games. Every effort should be made to ensure all teams in the playoff tournament have an equal number of rest days in between games.
 - c. All teams will qualify for the playoffs seeded in order of the final division standings. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the standings will be broken by the following procedures, in order:
 - i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and

- iii. Coin flip
 - d. The winner of the Minors AAA Division playoffs shall represent Pasadena Southwest Little League at the District 17 Tournament of Champions (TOC). The runner up of the Minors AAA Division playoffs shall represent Pasadena Southwest Little League at the District 17 City Tournament (City).
- 3. **Minors AA/ Farm/ Tee Ball:** The Minors AA playoffs shall begin after the last regular season game and conclude before Closing Day ceremonies.
 - a. The playoffs shall be a single elimination format.
 - b. The President and Player Agent, in consultation with the scheduler, shall set the specific dates for each of the playoff games.
 - c. All teams will qualify for the playoffs seeded in order of the final division standings. The home team is the higher seeded team. During the tournament, when a team from the winners' bracket plays a team from the losers' bracket, the winners' bracket team is the home team. Ties in the standings will be broken by the following procedures, in order:
 - i. Head-to-Head season results;
 - ii. Head-to-Head run differential; and
 - iii. Coin flip
 - d. The Minors AA championship game will be played at Allendale Field.
- 4. There shall be no playoffs nor official "League Champion" in the Minors Farm Division.
- 5. There shall be no playoffs nor official "League Champion" in the Tee Ball Division.

VI. CONDUCT, DECORUM AND SAFETY

- a. As these rules affect sportsmanship, good conduct, safety, and a general appearance, all of which reflect upon Pasadena Southwest Little League, these rules shall apply to the following:
 - i. All Pasadena Southwest Little League teams and players.
 - ii. All teams and players who are playing under the Pasadena Southwest Little League team banner.
 - iii. All Pasadena Southwest Little League players who are playing under another league's team banner.
 - iv. Juniors' division play will be determined by District 17.
- b. All Board of Directors members, managers, coaches, parents, and members (and their guests) of Pasadena Southwest Little League shall adhere to and abide by the Pasadena Southwest Little League Code of Conduct (the "Code of Conduct"), as may be amended from time to time by the Board of Directors of Pasadena Southwest Little League. All managers and coaches at all levels are required to sign an acknowledgment that they will adhere to the Code of Conduct and to return that acknowledgment to the League President. The current version of the Code of Conduct is attached hereto as Schedule 1.
- c. Players must not wear watches, rings, pins, metallic objects, or jewelry of any kind while playing. Medic Alert bracelets or necessary medical devices are allowed.
- d. Uniforms must be tucked in at all times. Also please refer to the Uniform Policy attached hereto as Schedule 2.
- e. Only team members, managers and no more than two coaches are allowed in the dugouts during games. Players must remain in the dugouts at all times during games, unless applicable health regulations require otherwise. Restroom visits are permitted. Permission of the umpire is NOT required. Managers and coaches should be allowed to stand or sit outside the dugout. Umpires have the right to ask managers and coaches to remain in the dugout if it is warranted.
- f. No player, coach, manager, parent, or other person in the stands shall intimidate, heckle, or make rude remarks to any player. No player, coach, manager, parent, or other person in the stands shall yell, or make loud noises directed at the pitcher.

No player, coach, manager, parent, or other person in the stands shall shout or comment, directly or indirectly, about a player, coach, or manager of the opposing team.

- g. A manager and a coach, or two coaches, may coach first and third base, respectively. If a player coaches either base, he/she must wear a batting helmet.
- h. Managers and coaches must have permission of the umpire to walk on to the field during play.
- i. Teams playing the next game must warm up only in appropriate or designated areas. At no time may players in the next game warm up on the playing field while a game is in progress.
- j. Managers and coaches shall be responsible for ensuring that all litter is picked up from the dugouts and the field area and that both are left clean and orderly.
- k. For all games at Allendale Field, the home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout.
- l. For all games at Allendale Field, the visiting team shall have access to the batting cage one hour prior to the scheduled game time for a period not to exceed twenty-five (25) minutes. The home team shall have access to the batting cage thirty-five (35) minutes prior to game time for a period not to exceed twenty-five (25) minutes.
- m. The plate umpire may stand behind the pitcher as set forth in Rule 9.04(a).

VII. PLAYING RULES

- a. **Juniors Division:** The playing rules for the Juniors Division shall be per Green Book or as may be modified by District 17 or by agreement among the various Juniors Division inter-league partners. The representatives of Pasadena Southwest Little League shall be the President and the Vice President for Competition.
- b. For all levels of competition other than Juniors Division, a game may not be started with less than eight (8) players on each team as set forth in the Local League Option to Rule 1.01 of the Green Book.

- i. The League hereby adopts the Local League Options set forth in Rules 4.16 and 4.17 that a game may not be started or continued with less than eight (8) players on each team.
 - ii. It is the policy of the League that a team which starts and/or plays a game with eight (8) players shall not face any penalty for doing so and the team may skip over the ninth (9th) position in the batting order without penalty. As such, the Board of Directors hereby adopts the Local League Option set forth in Rule 6.05(m) allowing teams playing with eight (8) players to skip over the ninth (9th) position without penalty.
- c. ***Majors and Minors Division League Play:*** The playing rules for intra-league play in the Majors and Minors Divisions shall follow current year Green Book rules except as added/clarified below:
- i. Continuous batting order shall be in effect for all regular season games (which includes PSWLL playoffs), meaning that every player bats per the game's batting order, even those who did not play defense in that inning.
 - ii. Upon the first instance of a batter throwing a bat, the umpire will warn the player. On the second instance (in a game) the umpire (based on his/her best judgment) will ask the manager to remove the child from the game, regardless of whether the bat was thrown intentionally or not.
 - iii. Failure to slide is not cause to be called out unless, in the umpire's judgment, the runner intended to deliberately make contact to injure or otherwise intimidate the fielder at the base.
 - iv. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es) and/or manager shall be ejected from the game for a team's subsequent offense.
 - v. A "pinch runner" shall be used only in the case of injury to a runner. In such event, the player that made the last offensive out shall be the substitute runner. The umpire shall be made aware of the reason for a "pinch runner" substitution. Notwithstanding any other provision of this rule, a "Courtesy Runner" as defined in the Green Book may be used as a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. Use of a "Courtesy Runner" must comply with the exceptions for the continuous batting order as set forth in Rules 3.04 and 7.14(b) such that only the player(s) who made the last out may be utilized as Courtesy Runners.

vi. The ten-run mercy rule shall not apply. Instead, the following shall apply to the Minors Division:

In the Minors AAA Division, a five (5) run limit shall be placed on each half inning, from innings one through five.; in the Minors AA Division and the Minors Farm Division, a four (4) run limit shall be placed on each half inning, from innings one through five.;

In inning six, the run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time so there is no sixth inning, this exception to the run cap shall not apply.

vii. It is the objective of Pasadena Southwest Little League to ensure that all players sit out an equal amount of time. Thus, in addition to complying with the minimum play rule per the Green Book, all managers must comply with the following **PSWLL Minimum Play Rule**:

1. **Minors AAA, AA and Farm:** Each player must enter the game defensively for a minimum of three (3) innings, each consisting of three (3) consecutive outs.

a. The PSWLL Minimum Play Rule shall not apply to any player who sits out two or more innings in a game because he or she is injured or ill.

The PSWLL Minimum Play Rule shall not apply to any Minors game that is shortened due to time restrictions.

viii. While PSWLL does not impose a mandatory infield rotation for the players, PSWLL expects and highly encourages managers to rotate all players into the infield for at least one (1) inning per game. Any exception to this infield rotation guideline should focus primarily on the safety of the player. Managers will be judged on their ability to develop all players, and their success will be determined, in large part, by whether those players return to PSWLL the following season.

ix. For intra-league play, both home and visiting teams shall be responsible for setting up and tearing down the field. Otherwise, the designated home team shall be responsible for:

1. Providing the umpire with at least two (2) new game balls; and
2. Operating the scoreboard and announcer's booth.

x. Both teams' field coordinators shall be ready to begin field set-up at least thirty (30) minutes before the scheduled game start.

d. **Minors AA:** The following rules are applicable to the Minors AA Division only:

- i. The AA Minors season shall be coach pitch. Coaches shall pitch from the proper distance as specified in the Green Book protocols and rules:
 1. Coaches shall pitch eight (8) pitches to the batter.
 - a. If the batter does not hit a fair ball in those eight (8) pitches, he/she will be called out by the umpire.
 - i. No “8 pitch at-bat” can end on a foul ball.
 - ii. Additional pitches beyond the 8 pitch limit may be awarded to the batter at the umpire’s discretion if the umpire believes that any of the pitches thrown to the batter by the Coach were “bad pitches” (i.e., errant/unhittable).
 - b. The umpire may call the batter out after he/she fails to swing at the third good pitch (strike). The umpire will be the ultimate judge as to whether a pitch is a “good pitch” and may award the batter an additional pitch(es) until the ball is put in play or the batter is called out on strikes.
 2. The manager of each team shall designate a coach pitcher from their official coaching staff before the game. The managers may jointly designate a coach from either team to serve as the coach pitcher for both teams.
 3. A four (4) run limit shall be placed on each half inning, from innings one through five.
 4. In inning six, the four-run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time, this rule shall apply to the last inning played.
 5. Stealing bases shall not be permitted.
 6. Base runners shall be allowed to advance only one base on a fielding overthrow. An “overthrow” shall mean an errant throw or missed catch of a thrown ball. In the event the defensive team, subsequent to the overthrow, makes a play that, in the opinion of the umpire, is an attempt to put out the advancing runner (or any other runner), that play constitutes the ball’s being put back into play, and all runners can advance accordingly. If the subsequent attempt results in an overthrow, runners are allowed an additional base as set forth in this rule.
 7. The “infield fly rule” shall not be enforced, per Green Book rules.

8. Base runners must stop at their current base, or at the next base if the base runners are more than halfway between bases, when the ball has been returned to the pitcher at the conclusion of the play and the pitcher has control of the ball on the mound. In such situation, the ball shall be declared dead. The purpose of this rule is to avoid games that promote aggressive base running at the expense of fundamentals. With this in mind, “when the player-pitcher” has control of the ball on the mound” shall be liberally construed to mean when the ball hits the player-pitcher’s glove within an eight foot diameter of the pitching rubber. If the ball is subsequently dropped or is otherwise misplayed, it is still considered to be a dead ball. No subsequent action of the pitcher shall result in any additional advancement of base runners or defensive putouts. In addition, the ball is considered “dead” when the catcher is returning a pitched ball back to the pitcher, so runners may not advance on poor throws.
 9. Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area. This rule shall be in effect throughout the regular season and playoffs.
 10. No coaches or managers shall be allowed on the field during a game to direct their players at their positions. Under no circumstances shall the game be halted for instructions to players.
- ii. Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the 3’ arc around home plate shall be considered a foul ball.
- e. **Minors Farm:** The following rules are applicable to the Minors Farm Division only:
- i. There shall be no player pitching. The Minors Farm season shall be coach pitch. Coaches shall pitch from the proper distance as specified in the Green Book protocols and rules:
 1. Coaches shall pitch eight (8) pitches to the batter.
 - a. If the batter does not hit a fair ball in those eight (8) pitches, he/she will be called out by the umpire.
 - i. No “8 pitch at-bat” can end on a foul ball.
 - ii. Additional pitches beyond the 8 pitch limit may be awarded to the batter at the umpire’s discretion if the umpire believes that any of the pitches thrown to

the batter by the Coach were “bad pitches” (i.e., errant/unhittable).

- b. The umpire may call the batter out after he/she fails to swing at the third good pitch (strike). The umpire will be the ultimate judge as to whether a pitch is a “good pitch” and may award the batter an additional pitch(es) until the ball is put in play or the batter is called out on strikes.
2. The manager of each team shall designate a coach pitcher from their official coaching staff before the game. The managers may jointly designate a coach from either team to serve as the coach pitcher for both teams.
 3. Managers may agree prior to the start of any game that should any player have significant difficulty in hitting coaches' pitches, he or she may (upon agreement from the opposing manager and the umpire) be given the opportunity to hit the ball from a baseball tee until it is put into play. This policy must be agreed to by both managers and the umpire prior to the start of play.
- ii. A four (4) run limit shall be placed on each half inning, from innings one through five.
 - iii. In inning six, the four-run cap is suspended, and each team shall be permitted to bat through its order up to twelve (12) batters. If the game is shortened due to time, this rule shall apply to the last inning played.
 - iv. Stealing bases shall not be permitted.
 - v. Base runners shall not be allowed to advance on a fielding overthrow. An “overthrow” shall mean an errant throw or missed catch of a thrown ball.
 - vi. The “infield fly rule” shall not be enforced.
 - vii. Base runners must stop at their current base, or at the next base if the base runner is more than halfway between bases, when a throw to a player-pitcher is made *or attempted* at a time when the player-pitcher is standing on the mound. In such situations, the ball shall be declared dead when the throw hits the ground. The purpose of this rule is to avoid games that promote aggressive base running at the expense of fundamentals, and it should be construed broadly to achieve that purpose. If the ball is subsequently dropped or is otherwise misplayed, it is still considered to be a dead ball. No subsequent action of the pitcher shall result in any additional advancement of base runners or defensive putouts. In addition, the ball is considered “dead” when the catcher is returning a pitched ball back to the pitcher, so runners may not advance on poor throws.

- viii. Bunting shall not be permitted. Players should be encouraged to take a full swing at the baseball. Batted balls that do not travel beyond the foul ball area shall be considered a foul ball.
- ix. Advancing runners who deliberately crash into either basemen or the catcher shall be called “out” by the umpire. Basemen may not stand on the base or in the baseline in such a way as to obstruct the runner unless they have the ball or they are in the act of receiving the ball. If, in the estimation of the umpire, the baserunner has been obstructed, the umpire may grant the baserunner the next base.
- x. Each team shall field a maximum of ten (10) players in defensive positions. The tenth player must be in the outfield, and no closer than five (5) feet from the infield area.
- xi. For player positioning purposes, one coach shall be permitted to be on the field during his/her team’s defensive half of the inning, provided the coach remains behind the outfielders at all times.
- xii. For each pitch, the catcher shall be a). In the Catcher’s Box; and b). In a Catcher’s crouch, unless applicable health regulations require otherwise or disallow sharing equipment, in which case no part of this rule shall apply. The catcher shall not be allowed to:
 - 1. Take his/her position at the backstop or near the umpire; and
 - 2. Stand during the pitch.

f. **Tee Ball:** The following rules are applicable to the Tee Ball Division only:

- i. Both teams shall have an equal number of at bats.
- ii. All players shall bat each inning, and all players shall score each inning. There are no outs.
- iii. No score shall be kept. There are absolutely no winners or losers. All games shall result in a tie.
- iv. The sole objective of each game is to have fun and to be introduced to basic baseball skills and situations.
- v. All offensive players at bat or running on the bases shall wear a protective helmet. The team that is on offense should alert the team that is on defense when a strong hitter is up to bat.
- vi. There shall be no coach pitch of any kind whatsoever without the express approval of the President, Player Agent and Division Representative.
- vii. Managers and coaches should be in the field making certain all kids are safe. Parents who are not a coach or manager shall not take the field.

- viii. Base paths should be set at no more than fifty (50) feet.
 - ix. While on defense, a player may field on the pitcher's mound. It is advisable to rotate the "pitchers" throughout the inning.
 - x. Practices shall be no more than one hour.
 - xi. Practices should always be focused on the players having fun.
- g. **Inter-League:** The President shall negotiate with the various inter-league partners to determine, establish and agree upon the playing rules for inter-league games. Those rules, as agreed upon, shall be memorialized in writing and signed by the authorized representatives of each of the various inter-league partners. The President shall sign on behalf of Pasadena Southwest Little League.

VIII. REPORTING REQUIREMENTS

- a. The following rule shall apply only to teams in the Juniors Division, Majors Division, Minors AAA Division and Minors AA Division:
 - i. Each team shall have an official scorekeeper and pitch-counter (who can be the same person) who shall keep the score, statistics and pitch count of each pitcher for each game. (For the Minors AA Division no pitch counter is required.)
 - ii. In the event of a dispute in such record keeping requirements during a game, the records of the score, statistics and pitch count as determined by the home team's official scorekeeper and/or pitch-counter shall prevail
 - iii. The manager shall be responsible for maintaining the official scorebook and records of pitch counts for each game. (For the Minors AA Division no record of pitch counts is required.)

IX. PROTESTS

- a. Protests of games shall be made in accordance with Rule 4.19 set forth in the Green Book.

X. TIME LIMITATIONS

- a. All games shall start as close to the scheduled time as possible, but no more than ten (10) minutes after the scheduled start time. When there are multiple games scheduled at the field on the same day, the game shall start no more than ten (10) minutes after the scheduled start time or no more than ten (10) minutes after the conclusion of the preceding game—whichever is earlier.
- b. There are no time limits on games for the Juniors Division.
- c. For the Majors and Minors AAA Divisions, no new inning shall begin after one-hour and forty-five minutes from the first pitch.
- d. For Minors AA, a one hour and thirty minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one-hour and thirty minutes from the scheduled start time or from the time of the first pitch, whichever is later. This means regardless of the inning, score or who is at bat, the game will end at 1 hour and 30 minutes from the Actual Starting Time. If, in this case, the game is ended early and the last inning was not completed, the final score will revert to the last completed inning.
- e. For Minors Farm, a one hour and thirty minute “drop-dead” time limit shall be in place for all games. No new inning shall begin after one-hour and fifteen minutes from the scheduled start time or from the time of the first pitch, whichever is later. When no following game is scheduled, the inning started before the one-hour and fifteen minute time limit shall be completed.
- f. For Tee Ball Division, a 50-minute “drop-dead” time limit shall be in place for all games.

XI. TOURNAMENT PLAY AND TEAM SELECTION

a. **Tournament of Champions and City Tournaments:** The teams representing the PSWLL in the Tournament of Champions and the Pasadena City Tournament shall be determined by the rules outlined above in Section V.

b. **District 17 All-Star Tournament:**

i. **Tournament Divisions:** There are five tournament divisions as follows: Juniors Division, 12-11-10 Year Old Division, 11-10-9 Year Old Division, 10-9-8 Year Old Division and the 9-8 Year Old Division (District 17 only).

ii. **Manager Selection:** The President shall present the Board with a slate of manager candidates. Each manager candidate will have the opportunity to present their candidacy to the Board, following which the Board will vote to approve manager candidates by a majority vote. The vote shall be by secret ballot, with the Secretary and Treasurer counting the votes. If any candidate receives 50% or more on the first vote, that candidate is the manager; if no candidate receives 50% or more, there will be a run-off vote between the two candidates with the most votes.

iii. **Juniors Division:** The Juniors Division regular season team shall be the tournament team to play in the Juniors Division tournament and will play under the Pasadena Southwest Little League Banner

iv. **Players:** The All-Star Teams' final rosters will be selected by the relevant Team Managers, Division Representative, and Player Agent. The players will be selected after the regular season. All 9-10 year-olds playing Majors are automatically selected to an All Star Team final roster.

1. Majors Managers: 12-11-10 All-Star player selectors

2. Majors Managers: 11-10-9 All-Star player selectors

3. Minors Managers: 10-9-8 and 9-8 All-Star player selectors

SCHEDULE 1

PASADENA SOUTHWEST LITTLE LEAGUE CODE OF CONDUCT

The board of directors of Pasadena Southwest Little League has implemented the following Code of Conduct for the important message it holds about the role of board members, managers, coaches, parents and members in supporting children in sports. All board members, managers, coaches, parents, and members should read and understand this Code of Conduct before agreeing to serve or participate in any such capacity. By serving or participating in any such capacity, and/ or by registering your children in Pasadena Southwest Little League, you have agreed to be bound by this Code of Conduct, as may be amended from time to time by the board of directors of Pasadena Southwest Little League.

It is the goal of Pasadena Southwest Little League to provide a safe, fun, and enjoyable environment for our children to play and learn the game of baseball. It should be the primary objective of every board member, manager, coach, parent, and member to ensure that this goal is achieved and maintained in Pasadena Southwest Little League.

The board of directors of Pasadena Southwest Little League has approved the following Code of Conduct to see that our goals are met.

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship in six core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

- I will not force children to participate in Little League.

- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform a league official of any physical disability or ailment that may affect the safety of children or the safety of others.
- I will learn the rules of the game and the policies of Pasadena Southwest Little League.
- I (and my guests) will be a positive role model for players and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, managers, coaches, officials and spectators at every game, practice or other sporting event.
- I (and my guests) will not engage in any kind of un-sportsmanlike conduct with any official, coach, player, spectator, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise athletes for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at a child or other participants for making a mistake or losing a competition. Only positive coaching will be used.
- I will respect the officials and their authority during games, and I will not make derogatory comments about umpire calls, or making defaming statements to the umpires themselves.
- I will never question, discuss, or confront coaches at the game field, or make derogatory comments about any coach's ability to coach, or the decisions they make concerning the players on their teams.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.

- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- I understand that all field positions are important and it is left up to the coach to place my child wherever he/she sees fit

SCHEDULE 2

2017 UNIFORM POLICY

Definition: Uniform - Team Shirt/Jersey and a Team Hat.

Goal: The Goal of the Uniform Policy is to provide quality uniforms for all registered players, Managers and coaches of Pasadena Southwest Little League. The policy also exists to provide consistency and uniformity between the teams of the Pasadena Southwest Little League. Lastly, the policy exists to prevent teams from attempting to gain a competitive advantage as a result of buying and wearing upgraded or customized uniforms during the regular season and league playoffs. The Board of Directors must approve team names and uniform purchases. Any Major League Baseball team can be suggested, subject to Board approval, except “Indians.” Per Little League guidelines and the Pasadena Southwest Little League Constitution, donations for new team uniforms must be made to the League.

Pasadena Southwest Little League’s Uniform Committee will provide uniforms (Team Shirts/ Jerseys and Hats) for all regular season and All-star selected registered players and coaches.

Each player’s registration fee entitles him or her to a uniform for wear during all games. Only players in Tee Ball keep their uniforms after the season as a keepsake. During the regular season and league playoffs, all teams/players will be required to wear the league provided shirts/jerseys provided by the uniform committee. While it is the goal of the committee and highly encouraged that every player wear the league-provided team hat, as an exception, only hats that are the “identical match/replica”, to the league provided hats would be permitted for the players. All custom hats will be at the expense of the player. No refunds or credits will be provided to players that choose to purchase their own hat. Team Managers are responsible for enforcing 100% compliance with the uniform policy during the regular season and league playoffs. Each Manager will be provided with spare uniforms in the case of an emergency however, replacement uniforms can be ordered by contacting the Uniforms Committee chairperson.

Note: Tournament teams may opt to replace league-provided uniforms with TOC uniforms at their own expense and with the approval of the Uniform & Trophies Committee.