



**Pearland Little League Baseball Association, Inc.
Local Policies and Rules Manual – 2020 Edition
“The White Book”**

The Pearland Little League (PLL) Board of Directors (The Board) has adopted this Local Policies and Rules Manual (a.k.a. [The White Book](#)), to supplement the Official Little League Rulebook. The Board of Directors has the final authority to interpret the Local and Official Little League Rules, which includes ruling on all matters not covered by these Rulebooks, and amending the Local Rules as required.

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2020 White Book Rules Committee Members:

Terry Shaffer(chair)	PLL Player Agent	Sarah smith	PLL Mgr. Representative
Brandy Meyers	PLL Safety Director	Gil Avalos	Major Division Representative
John Gorman	Senior Division Rep	Ellis Young	Pee Wee Division Rep
Armando Villarreal	Minor Division Representative	Troy Johnson	T-Ball Division Representative
Matt Christopoulos	Coach Pitch Division Rep.	Stephani Womack	PLL Mgr. Representative
Bryan Lewis	Inst. Tee-Ball Division Rep.	Jeremy Armstrong	PLL President

Many thanks to all the people who contributed to the development of The White Book Rules, past and present. Your hours of dedication to this league are appreciated!



Scheduling:

- a) A minimum of 12 games will be scheduled for all divisions except ITB and Challenger

Rescheduling of Games

- 1) The Scheduler shall re-schedule all make-up games and all suspended games at the earliest possible time.
 - a) In majority of circumstances this will mean the game will be played on the first Sunday following the rain-out date.
 - b) In ALL divisions the Scheduler will reschedule make-up games and suspended games on any day of the week so long as thirty-six (36) hours of notice is given to the managers of the teams via email or text message.
 - i) This rule can be waived if both managers agree.
 - c) If a team has more than one game to make-up, the most logical ordering of games will occur, this will not necessarily be in first make-up, then second order.
 - d) The existing 36-hour rule is waived during the last 40 days of the season and make-up games may be rescheduled at the Scheduler's discretion. If a rainout or resumed game cannot be played because of the inability of either team to place nine (9) players on the field before the game begins, this shall constitute grounds for a forfeit.
- 2) The Scheduler will attempt to reschedule games in which a team cannot field 9 players due to a school or religious function.
 - a) Managers must notify their division director and the scheduler at least 3 days ahead of the scheduled game. Failure to give proper notice is grounds for forfeiture of the game.
 - b) Games rescheduled for school or religious functions will be scheduled on the next available day (same as rainouts).
 - i) The manager not requesting the original reschedule may ask for another reschedule if he/she cannot field a team of 9. The game may be rescheduled for the next available day, and that game may not be moved again.
 - ii) The manager requesting the original reschedule may not request to move the rescheduled game for any reason.

Pre/Post Game Responsibilities

1. Prior to games, team warm-up activities will be conducted in the outfield grass. On game days, individuals and/or teams are not allowed to take infield practice on the infield grass.
2. **Home team:** *Third Base Side Dugout*

Before 1st Game	<ul style="list-style-type: none"> ● Chalk the batter's boxes and base paths (15 minutes prior to game) ● (CP, TB, ITB) Chalk the "halfway" marks (no chalk in grass)
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After the LAST GAME	<ul style="list-style-type: none"> ● Collect the garbage from inside both dugouts, around the entire field and bleachers ● Empty and reline the canisters as necessary
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3. **Visiting team: First Base Side Dugout**

Before THE FIRST GAME	
After THE LAST GAME	<ul style="list-style-type: none"> ● Rake & water fields (unless told otherwise by DOD) ● (Pitching leagues) Cover mound with tarp

4. Each team will provide volunteers for each game to perform the following duties

Home TEAM (3rd base side)	In the designated area*: <ul style="list-style-type: none"> ● Official game scorer (scorebook) Kid pitch leagues, in 3rd base stands: ● Pitch count cross-checker
Visiting TEAM (1st base side)	In the designated area*: <ul style="list-style-type: none"> ● Game scoreboard operator ● Official game pitch counter Kid pitch leagues, in 1st base stands: <ul style="list-style-type: none"> ● Pitch count cross-checker

*Designated areas are the score booths on the Senior, Major, Minor, Pee Wee and T-Ball fields, and tables behind home plate on fields 5, 6, 7 & 8.

NOTE: Clip boards and [Pitch Count sheets](#) for the Official Pitch Counter and Cross-Checkers are available in the nearest concession stand facility where scorebooks are kept.

- If the fields need work due to rain earlier in the day the cages will be closed until the fields are ready to be played on, pending approval by DOD. A field where parents are working may get authorization from the DoD to use the cages up to 15 minutes prior to game.
- [Pitch count sheets](#) will be kept by parents on both teams.
 - When the pitch count gets to 15 pitches from the maximum allotted number for that particular pitcher (dependent on player's age), the umpire and manager will be alerted of the pitch count.
 - When a pitcher reaches his maximum allotment, the umpire and manager will be told, and the pitcher must be removed from the game before the next batter (the pitcher can finish pitching to the current batter).
 - At every pitcher change, both managers will confirm the previous pitcher's pitch count with the umpire and sign the official scorecard held by the umpire.
- After every game, the umpires will put the official scorecard in the scorecard box in the concession stand. At the end of each weeknight, the DOD will gather the scorecards from the concession stand



and place them in the three binders above the 4-field concession stand. There will be three binders: Pee Wee, Minor, and Major, in the Director's closet. On weekends, at the end of each DOD shift, the DOD will gather the scorecards from the concession stand and place them in the three binders above the 4-field concession stand.

Field & Park Decorum:

1. Little League Regulation XIV outlines appropriate behavioral expectations for members of Pearland Little League. Any member of Pearland Little League who violates Field & Park Decorum rules which also covers social media post will be subject to discipline by the [Board of Directors](#) or its designee. The Board authorizes Directors at the park to act immediately in the best interest of the reputation of PLL and the Pearland Area Dad's Club when a violation of these rules occurs.
2. In providing the safest and most positive experience at the park:
 - a. Directors of Pearland Little League are granted the authority to remove anyone from the park at their discretion for the remainder of any calendar day for violations of Field Decorum that the Director witnesses directly.
 - b. Directors of PLL are instructed to fill out incident reports for any actions that they witness (and take action on) or that are reported to them. These reports should be given to the Director on Duty or the League President (or Senior Vice President, if the report is on the League President) for follow-up by The Board or its designee.
 - c. Directors of PLL may not issue suspensions (rule 4.07) against any member of the league without first receiving consent of the Board of Directors. Suspensions may or may not be immediately appealable at the discretion of the Board of Directors.
 - d. Directors must follow the incident resolution process (appendix A) and, within one week, provide notification to The Board and impacted individuals of any actions or penalties that result from the incident.

Safety

1. In the ITB divisions, all batters and base runners must wear helmets with full face masks, which should not be altered in any way.
 - a. In the T-Ball, Coach Pitch, Pee Wee, Minor, and Major divisions, batters and base runners must wear helmets with either the full or partial (e.g. c-flap) face shield, which should not be altered in any way.
 - b. Any major injury during the game will constitute an automatic "time out". All runners, whether forced or not, will advance one base. A major injury occurs whenever a player is struck by the ball and the player does not immediately continue play. Safety is our first concern. In cases of a prolonged injury needing medical assistance, the DOD or umpire may "stop the game clock".
 - c. During games or practices, players are not allowed to chew gum or eat.



- d. Dugouts will be kept in a neat and orderly manner to prevent accidental injuries to players who may otherwise trip over bats, balls or other equipment.
- e. All games will be governed by the [Pearland Little League Safety Program](#).
- f. Smoking is only permitted in the parking lot. This includes electronic cigarettes.
- g. No pets of any kind, other than service animals, are allowed on the park premises.
- h. All accidents should be reported to the Safety Director within 24 hours.
 - a. See the Safety Manual for procedures
- i. Batting helmets must always be worn in the batting cages.
- j. No bats shall be swung outside the batting cages or soft toss areas (game fields excluded).
- k. No pickup baseball games using real bats shall occur on PLL fields or PLL Dad's Club property.
- l. Music or noise makers during games will not be allowed.

No Slug Bunting was moved to PLL ground rules section



Team Manager and Coach Responsibilities

1. All Manager/Coach applications will be submitted to the PLL Board. Recommendations from Division Directors for Managers and Coaches will be taken from those applications submitted.
2. The Manager must select a Team Mom to aid in the team operation.
3. The Major division teams will provide Buddies for Challenger games as assigned. When performing as Buddies, each Major division team must be represented by no less than 50 percent of the players on their roster, in full uniform.

Penalty: If a team fails to perform as Buddies, then that team's Manager will be ineligible to manage the team's next scheduled game.

4. A Manager may refuse to play a player in a game because of disciplinary reasons relating to behavior in games or in practices. Before refusing to play a player in a game, the Manager must notify and discuss the penalty with the Player Agent, Division Director, and the player's parents. The player must be listed as ineligible on the lineup card and the reason must be recorded in the Official Score Book.

NOTE: If a player is penalized for any reason, then any other player on the team shall be penalized likewise for the same infraction.

5. Regulation IV(a) NOTE 2 and Tournament Rule "Participation in Other Programs" (T-4). Pearland Little League recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament program. Consistent with the Manager's ability to conduct the affairs of the team, a player who repeatedly misses practices or games for any reason first must be referred to the Division Director and Player Agent for investigation immediately.
 - a) If the Player Agent and Division Director are unable to resolve the truancy issue, the player and the parents of the player in question will be referred to the Board of Directors (or the Board's approved designee) for further action, up to and including removal from league eligibility and forfeiture of registration fees.
 - b) A manager may use Rule #4 of this same section to request a game suspension of a player provided the Player Agent and Division Director has notice at least 48 hours prior to the proposed suspension to validate the circumstances for the absences and if the suspension is in alignment with the treatment of other players. The Player Agent and Division Director must approve or deny the Manager's request no later than 12 hours prior to the start of the game or the suspension is allowed.

6. All Managers/Coaches must submit an online background check application. https://littleleague.quickapp.pro/apply/applicant/new/2082?_ref=qap_session_f37ddb580cfb2f17944051e4848132fa015bad6faa72499ef25022cae6c4611 and the Safety Director must approve each Volunteer Application. All Managers will receive an approved list of volunteers from the Safety Director. Managers/Coaches are to verify volunteers at practices and games. Any Manager/Coach that has unapproved volunteers in contact with the team (this includes offsite practice) will be suspended for a minimum of one game.



7. During games, three Managers/Coaches may be in the dugout (four Manager/Coaches in T-Ball and Coach Pitch Division, which includes Pitching Coach). When on defense, two Manager/Coaches can be in the turf area in front of the dugout. During Major games or other division games played on the Major Field, unless coaching the bases, Managers/Coaches must remain in their dugout.
8. At the immediate conclusion of every game, both managers will sign the official scorecard held by the umpire, which will verify the final score and pitch counts.

Website Updates (Pitch Counts/Days Rest/Scores)

1. Home Team Managers must input scores, pitch counts, & days rest on the website by 4:00 p.m., the day after every game.
 - a. You must call the [Information Director](#) by 3:00 p.m. on the day after the game if you cannot enter the data as required above.
 - b. **Penalty:** Failure to input the data above or failure to notify the Information Director as required will result in a 1 game suspension of the Home Team Manager.
2. Visiting Team Managers must validate the score and pitch count data entered.
 - a. If the Visiting Manager feels that there is an error in the score or pitch counts, he should immediately notify the Division Director.

Executive Board Suspensions / Ejections

1. Executive Board will notify any "Ejected Person" within 48 hours of offense to schedule meeting.
2. Executive Board will meet to address the issue within 5 days of offense to discuss and address additional suspension games if necessary.

Field Maintenance (In Season Weekend Duty) **Clarifying

- 1) Each team will be responsible for cleaning around an assigned field one weekend during the season
 - a) This includes picking up all trash on and around the field
 - b) Blowing all the sunflower seeds and dirt out of the dugouts and out from underneath the bleachers.
- 2) Cleanup must be completed by 6pm on the Sunday of the weekend your assigned
 - a) The cleanup can be completed on Monday prior to the first game of the night with approval from your division director

PENALTY: Manager will serve a 1 game suspension if the assigned weekend duty not performed

NOTE: This is not the same as "Post Game" or "Work Day" activities

Practice Limitations:

1. Pre-season practice can begin on the day after a league's draft (i.e. teams can practice on Sunday following a Saturday draft).
2. Majors and Minors may have unlimited team functions (i.e. practices, batting cage sessions, practice games, games, etc.) per week.



3. Pee Wee, Coach Pitch and T-Ball
 - a. May have no more than **3 mandatory** and 1 optional team function(s) (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.
4. Instructional T-Ball
 - a. May have no more than 3 team functions (i.e. practices, practice games, games, etc.) per week.
 - b. No team function should exceed 1 hour.

Team Creation (Tryout, draft, player placement, replacement player)

- 1) League age is as defined by Little League Baseball.
 - a) League age four (4) year old players must play in the Instructional T-Ball Division.
 - b) League age five (5) year old players will play in the T-Ball Division, unless they miss tryouts or declare for Instructional T-Ball.
 - c) League age six (6) year old players will play in the T-Ball Division and can try out for Coach Pitch.
 - d) League age seven (7) year old players must participate in Coach Pitch.
 - e) League age eight (8) year old players are eligible for the Pee Wee Division draft unless they declare for Coach Pitch. Players not selected into Pee Wee Division will play in Coach Pitch.
 - f) League age nine (9) year old players will play in the Pee Wee Division and can try out for the Minor Division.
 - g) League age ten (10) year old players will play in the Minor Division program and can try out for the Major Division. Players not selected into Major Division will play in Minor.
 - h) League age eleven (11) year old players will play in the Minor Division and are eligible for the Major draft unless they elect "Minor Preferred". Players not selected into Major Division will play in Minor.
 - i) League age eleven (11) and twelve (12) year old players may participate in the Major Division or the 50/70 Division.
 - j) League age thirteen (13) year old players may participate in the 50/70 or Junior Divisions
 - k) League age fourteen (14) year old players must participate in the Junior/Senior division
 - l) ***Exception:** Players (ages 6,8,9,10 and 11) may play up one Division level as long as identified spots are available, they are chosen in the draft and have attended tryouts in both their "play up" and "regular age" divisions (i.e. 6 year old may be drafted into Coach Pitch if they try out for both CP and T-Ball, and there are available roster spots that do not take teams above their targeted player count)
 - i) Manager options are not allowed for players who are playing up.
 - ii) Coach options are only allowed for players who have met the "play up" provision for at least one year.
- 2) Roster sizes
 - a) Major Division teams must have 11 players on their opening day roster & maintain an 11-player roster for the season. – **Pending approval by Little League Baseball**
 - b) Minor, Pee Wee & Coach Pitch teams are intended to have no more than 11 player rosters. – **Pending coach availability**
 - c) T-Ball and Instructional T-Ball teams will have no more than 12 player rosters.
- 3) Tryouts-Spring Season only (no tryouts for Fall Ball)



- a) All players must participate in at least one available tryout to be eligible in their draft.
 - i) Four-year old's will not try out.
 - ii) Players who do not attend at least one available tryout, without valid reason (i.e. injury, illness), must contact the [PLL board](#) prior to the PLL draft, and discuss their reason for failing to attend a tryout. The PLL board will determine if the player will be placed into the draft or removed from eligibility for draft.

PENALTY – Any player determined by the PLL Board to have “thrown” or falsified their tryout will be a “Hat Pick” in the draft and will not be eligible for All Stars/Futures for that players first eligible year.

Replacing Players

If a team loses a player through injury, illness, change of address, or any other reason, the team manager must notify both the Player Agent and Division Director within 24 hours.

The Player Agent will attempt to fill the roster spot via the waitlisted players.

- I. The Player Agent will then contact the player’s parents and get consent for the player to be added to the league.
 - II. The Player Agent will then inform the manager of his new player, which completes the transfer, and the manager may then contact the player and his parents. Players will be eligible to play immediately after joining the team.
 - III. Players will not be added to a team that has less than five games remaining on its schedule. A manager’s failure to notify the Player Agent and Division Director about the loss of a player within the 72-hour period will result in the manager’s immediate suspension for 2 games & possible further discipline as determined by the PLL Executive Board.
 - IV. If a waitlisted player is not available, the replacement players will be used to fill in on a game by game basis. See “Replacement Player Rules”.
- b. Before the player transfer is made official by the Player Agent, the manager (or anyone affiliated with the team) may not, under any circumstance, contact a player or a player’s parents.
 - c. Anyone who circumvents this player transfer process will be deemed to have committed a serious violation of Pearland Little League rules. The Player Agent must refer all violations to the Pearland Little League [Board of Directors](#) for appropriate action.

Waitlist

- a. Players who register after Regular Registration, determined each year by the [PLL Board](#), will be placed on the “Waitlist”, and added to a roster on an as-needed basis.
 - I. No fees will be charged up front for any player who is placed on the waitlist.
 - II. A waitlisted player will be placed on a team in their appropriate division if there is a spot open for a player.
 - III. If a waitlisted player joins the team prior to the start of games, then the player will be responsible for paying all regular registration fees, including candy sales and raffle tickets.
 - IV. All fees need to be paid in full prior to the player joining team practice or games.



V. If a waitlisted player joins the team after the start of games (due to the departure of one of the team's original roster players) then the player will pay in accordance with PLL's prorated fees rule (see Proration of Fees).

VI. All fees must be paid in full prior to the player joining team practice or games.

Draft:

1. All Divisions will have snake drafts. The last round of each draft in the Senior, Major, Minor, CP and TB divisions which do not have enough players for each team will then be decided by draw where each team will select from a hat either a blank (no draft choice required – one can be made if so desired by trading a number with someone willing to do so who also draws a number), or must draft a player choice with a number until all players are drafted. All teams not having a player in the uncompleted round will then draw numbers from a hat for placement of any additional children (players). The Player Agent and President will be the only individuals to know the order in which additional children (players) are to be placed. If the 11th round is the final round of the draft, then the order of picking shall be randomized.
2. **No Draft Requests:** Parents may request that their child not be drafted by a coach or manager.
 - a. The League must receive each request before the draft.
 - b. **LATE REQUESTS WILL NOT BE ACCEPTED.**
 - c. Each request must identify the coach or manager by name and must provide a specific reason or reasons for the request.
 - d. All requests will be reviewed by the Player Agent, who will only honor good faith, reasonable and legitimate requests.
 - e. If such a request is honored, then the manager or coach will not be permitted to draft that player.
 - f. The requests will remain confidential.
3. No trades are permitted after the draft process is complete.
 - a. The draft process for a team is complete once the list of players drafted has been turned in by the manager/coach to the Player Agent, or acting Player Agent, & signed by both.
4. **Manager's Option:** The manager's sons, daughters, grandchildren, nephew's, or niece's may be claimed as a "manager's option" and may not be drafted by other teams.
 - a. The manager must draft his son or daughter in the third (3rd) round, and 5th round if you have multiple.
5. **Coach's Option:** The coach's son or daughter may be claimed as a "coach's option" and may not be drafted by other teams.
 - a. The coach's son or daughter must be drafted in the fourth (4th) round.
 - b. To exercise a coach option during the draft, the coach's application must be in the hands of a PLL Board Member by the night of the draft.
6. **Brother/Sister Option:** Any team selecting a player who has a sibling eligible as an option, must select the other sibling with the next available consecutive draft choice.



- a. If neither sibling is drafted prior to the 9th round, one sibling will become a hat pick to be selected at random during the Hat Pick round, with the sibling becoming their teammate during the last full round of the draft.
7. **Hat Picks:** Any player who does not try out will either be a 9th round 'hat pick' or placed into the draft.
 - a. The decision to place a player into the draft or leave him as a 'hat pick' will be decided by the Player Agent in consultation with the Division Director.
 - b. In making that decision, the Player Agent and Division Director will seek input, from each team, on the players who did not try out.
 - c. If the Player Agent and Division Director determine that the player's skill level is significantly greater than a 9th round draft pick, then the player shall be placed into the draft.
 - d. Prior to the draft, the Player Agent or Division Director shall explain the value/skill of the player to the managers and coaches.
 - e. No trades of hat picks will be allowed.
8. **Transportation Options:** No transportation options will be honored, or accepted, except for ITB and Tee-Ball for Fall and Spring Seasons.

Pro-Ration of Fees:

Players accepted off the waitlist, after regular season games have already begun, will pay \$50 (which represents the league's approximate fixed costs for the Dad's Club assessment and uniforms) plus a prorated rate for the remainder of the games left on the team's schedule. For example, if our league fee is \$210, and a team scheduled for 16 games, then that amounts to \$50 fixed costs, plus \$10/game. Under that pricing, a waitlisted player who joins the league with 10 games remaining will pay \$150 (\$50 fixed cost, plus \$10/game for 10 games); a waitlisted player who joins the league with 8 games remaining will pay \$130 (\$50 fixed cost, plus \$10/game for 8 games), and a waitlisted player who joins the league with 5 games remaining will pay \$100 (\$50 fixed cost, plus \$10/game for 5 games), etc.. PLL fixed costs and per game fees to be adjusted as required by the PLL board of directors when determining registration fees each season.



PLL Ground Rules-Used to be Special rules in old white book

1. A specific act of unsportsmanlike conduct under Regulation XIV occurs if: during an at-bat when the pitcher is on the mound, a batter assumes a bunting position and, prior to the pitch, moves the barrel or handle of the bat in a way that, in the judgment of the umpire, is an attempt to visually distract or heckle a struggling pitcher (such as, but not limited to, a motion known as “wagging the bat”). The penalty for this act of unsportsmanlike behavior will be that the pitch is called a strike, regardless of location, and no runners may advance.
2. **As a local addendum to Little League Rule 6.06**, for all twelve-year-old and under divisions, a batter is out for illegal action when;
 - a. Slug Bunting (also known as ‘Fake Bunt/Slash’ or ‘Slash Bunting’), which is defined as the act of showing bunt and then swinging at the pitch whether contact is made
 - b. Also, base runners may not advance
3. Protests of games are managed by Little League Rule 4.19.
 - a. The manager and umpire should notify the Director on Duty (DOD) about the protest.
 - b. The umpire(s) must fill out the [Protest Report](#).

NOTE: All formal protests must be decided within two weeks
4. If a manager believes an umpire’s decision to be in violation of the playing rules before the next pitch is thrown;
 - a. The manager must inform the umpire that the game is being played under protest.
 - b. The umpire will consult with the other umpire(s) and/or the DOD to reverse or uphold the rules decision.
 - c. If the umpire does not reverse the decision, the umpire will announce the game is being played under protest and the current game situation will be logged in the official scorebook.
5. **Approved waiver of Little League Rule 5.07**, regarding the maximum number of runs allowed in a half-inning: In the T-Ball, Coach Pitch, Pee Wee & Minor Divisions, a team may score a maximum of five runs in an inning. The only exception to the five-run rule occurs when an over the fence homerun causes more than five runs to score (e.g. if a team has already scored four runs and, with runners on base, a batter hits an over-the-fence homerun, then all runs count).
6. Division Run Rules
 - a. If the home or visiting team is ahead by the following amounts after the completion of the listed inning the game will be considered official.
 1. Majors – 10 after 4
 2. Minors and below – 15 after 4, 10 after 5
7. **Approved waiver of Little League Rule 3.04** regarding “Courtesy Runner”: With two outs, all teams can insert a courtesy runner for the pitcher or catcher of record. This is encouraged to aid in speeding up play but is not required. The courtesy runner must be the player who made the last recorded out.

NOTE: Rule does not apply to T-Ball or to the pitcher in the Coach Pitch Division



8. Pitchers, who are getting ready to enter a game, must warm-up in the on-field bullpens.
9. **Little League Rule 4.04 - "Continuous Batting Order" is adopted for all divisions at PLL**
 - a. Any player who the Manager declares as ineligible for the game due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and is resumed later per Rule 4.01(d).
 - b. A player arriving late to a game may not enter the game once their team's lead-off batter has completed their second plate appearance. If the game is suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d).
10. **Substitution Rule – Rule 3.03 Note (1) Approved Waiver**
 - a. A substitute may be removed from the game prior to completion of his/her mandatory play requirements, so long as mandatory play is reached before the game's completion.
 - b. As a supplement to the rule waiver for defensive substitutions under the Continuous Batting order: mandatory play for players on teams in the ITB division through Minor division must be completed by the end of the 4th inning.
11. **Little League Regulation VI – Pitchers**
 - a. To improve communication, the scoreboards at PLL display the current pitch count for both teams. However, the responsibility to follow the pitching rules rests solely on the manager.
 - b. Any player that has played the position of catcher in any part of four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 1. If it is determined by [The Board](#) that a team used an ineligible pitcher, then the offending team manager will be suspended the next 2 games.
 - c. A team's use of an ineligible pitcher can be protested at any time.
 - d. In addition, managers will be subject to discipline by the PLL Executive Board whether the violation was protested or discovered later.
12. **Pitcher to catcher or vice versa- Regulation VI***REVISED from Little League**
 - a. Any player that reaches the 40-pitch threshold while facing a batter may continue to pitch and maintain their eligibility to play catcher. Details see the green book
 - b. A player who has caught 3 innings and moves to pitcher can return to catcher if they stay under the 20-pitch threshold. Details see the green book.
13. **Little League Rule 1.10 – Legal Bat Specifications/Reference green book for new bat rule**
 - a. Managers are responsible for ensuring their teams are properly equipped prior to games under Little League Rule 3.01(a).
 - b. https://usabat.com/?utm_source=PC%20-%20December&utm_medium=bat%20list%20link&utm_campaign=PC%20-%20December

PENALTY: 2 game suspension for the manager for violating rule 12a
14. **Little League New Rules**
 - a. One Foot in Batter's Box
 1. PLL will warn each batter of the first offense and award a "strike" for each offense after (the pitch will count toward the pitch count)



Rainout Policy:

1. Although decisions will frequently be made 90 minutes before the scheduled game time, games can be cancelled at ANY TIME (i.e. at a time close to the game's start time, after it becomes clear that the field will not be ready despite the preparation being done on the field).
 2. The initial decision to cancel games may or may not cancel all games for the day.
 - a. Ex1: The 6:00 p.m. game could be cancelled and the 8:00 p.m. game could still be played.
 - b. Ex2: A game on Field #6 may be cancelled & a game on the Minor Field still played.
- *Please be aware of what games have been cancelled and what games may still be played*
3. On days that it rains, teams scheduled to play must send at least two workers, as early as possible and prior to any team activities, to help get the fields ready for play. Anyone else available should come to the fields as early as possible to help get the fields ready for play.
 4. In deciding whether to cancel a game, the following factors will be considered:
 - a. The amount of rain and the current condition of the field
 - b. The weather forecast (i.e. is additional rain expected)
 - c. The likelihood of getting the field ready by the game start time
 - d. The amount of help available to get the field ready
 5. As soon as practical, cancellations and updates will be made available via Pearland Little League's Rainout Hotline: 281-485-5190, PLL's website, PLL's Facebook page, and text messaging (You must register to receive updates via text message).



Game Time Limits: Regulation VII and X

All Divisions: Teams must be ready to start every game at the scheduled start time.

	ITB	T-Ball	Coach Pitch	PW	Major / Minors	50/70, Jr/Sr
Before-Game	If possible, 5 – 10 minutes prior to start of game					
Clock Starts	Upon Umpire Starting the Clock					
Limit (NO NEW INNING)	45 min	1 hr. 15 min Or 9pm	1 hr. 30 min or 10:00pm	1 hr. 30 min or 10pm	1 hr. 45 min Or 10pm	
Night Start (Early game)	6:00 PM (If Umpire is late, the game will start upon their arrival)					
Weeknight End/Susp. (Early Game)	n/a	7:35PM	7:45PM	8:00 PM	8:00pm	
Weeknight Start (Late Game)	n/a	7:30PM+	8:00 PM+			
End/Susp. (Curfew)	n/a	9:00PM**CORRECTED FROM 9:30	10:00PM	10:00 PM	10:30PM	
Weekend Game Susp.	min (game complete)	1 hr. 30 min*	2 hr.*			
½ Inning Start	Within 2 min (stipulation in green book 8.03) ***					

+ Or 10 minutes after the conclusion of the previous game, whichever is later. Games may start earlier if both teams and the umpire are present/ready to go.

*The last game on a weekend will be allowed to continue play until the designated curfew time.

** The weeknight late game can begin early but cannot start later than 8:30 PM.

*** Umpire regulates ½ inning start. Should the offense team cause the game delay, the umpire can use judgement and begin calling strikes every 30 seconds, until the batter is in the box. Should the defense team cause the game delay, the umpire can use judgement and begin calling balls every 30 seconds.

****Coaches meeting starts 10 minutes prior to start time.



****Continuation Rule: If an inning is started it **MUST BE COMPLETED** at the discretion of the DoD.

– If the 2 hr. drop dead prevents this, the game will be rescheduled per PLL Scheduling Policy and **NOTE:** If time expires before an official game is completed, then the game must be resumed later, determined by the scheduler. Games may start earlier, if both teams and the umpire is ready

- 1) All games **MUST** meet Little League's 4-inning requirement (see: Game Time Limits). If time expires before an official game is completed, then that game has not reached official status, which is defined as at least 3.5 innings if the home team is ahead, or 4 innings if the visiting team is ahead.
- 2) If a game is interrupted by weather after it has reached official status, then the game will not be resumed (even if there was time on the clock), and the final score will revert to the score at the last completed inning.
- 3) Games with time remaining that are suspended due to weather prior to the completion of 4 innings shall be resumed where time was left off and in the situation at hand.
 - a) If less than one inning is played before suspended, the game will be replayed in its entirety.
- 4) In Kid Pitch divisions, a pitcher that started the game and was replaced prior to the game's stoppage is not eligible to pitch in the continuation of the game.
 - a) The pitcher of record at the time of stoppage is eligible to pitch at the time the game is rescheduled if he meets LL days of rest requirements prior to that game being played.
- 5) Games can end in a Tie
 - a) Extra innings can be played if there is time remaining on the clock (Not Applicable to T-Ball)
 - b) There is no limit to the number of innings that can be played while time remains on the clock
 - c) A tie baseball game will count as one-half (1/2) game won and one-half (1/2) game lost.



Special rules for ITB

Special Rules for the Instructional Tee-Ball Division

1. There will be no strikeouts.
2. Game score is not to be kept on the scoreboard.
3. Only the clock may be used during a game to keep game time.
4. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle.
 - a. Balls that come to a stop within the 10-foot bunting circle will be considered foul balls.
5. Up to twelve players can be on the field with no more than six infielders (i.e. the traditional infield positions, including the catcher).
 - a. All infielders must stay on the infield dirt until the batter has hit the ball.
 - b. One “rover” position can be utilized immediately behind second base.
 - c. All outfielders must stay on the outfield grass until the ball is hit.
 - d. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
6. No catcher.
7. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - a. Judgment of a full swing will be the umpire’s decision.
 - b. Tapping the ball is not considered a swing and is not a foul.
8. Up to three defensive coaches will be allowed on the outfield grass to verbally instruct defensive players. Other defensive coaches should remain in foul territory.
9. For the hitting team, a coach may be utilized at home plate to assist each batter.
 - a. First & third base coaches should not leave the coaches boxes to escort players to the next base.
10. The umpire will call “time” when;
 - a. A defensive player has control of the ball and has stopped the progress of the lead runner
 - b. A defensive player has control of the ball and no other play is being made
 - c. When a player intentionally throws the ball into or through the ten-foot pitching circle.
11. When the umpire calls “time”;
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
12. No batter will advance any further than second base on a hit ball, which was stopped by an infielder, or came to rest before reaching the outfield grass.
 - a. For balls that are hit and reach the outfield grass, the batter may advance as many bases as he/she is able.
13. Unless the player is making an unassisted play at his or her own base (home for the pitcher, second base for the shortstop), the ball must be thrown to another player for a force out.



- a. If the ball is not thrown to the base as described above, the runner will be declared safe.

14. Game Time Limits:

- a. Drop dead for the game will be at 55 minutes, the batter at the plate at this time will finish they're at bat.
- b. If there is more than 15 minutes before the next official game time, the inning should be completed, regardless of score.
- c. Any subsequent game will start at the later of the scheduled game time, or 10 minutes after the completion of the previous game.

15. No more than 4 runs will be scored in any half inning.

- a. Any runs scored on the same play that scored the 4th run will not be counted.



Special rules for T-Ball

Special Rules for the Tee-Ball Division

1. The batter is allowed a total of three (3) swings. The batter is out if the 3rd swing is a foul ball.
 - a. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
2. When a ball is hit into the infield, it will be considered a fair ball only if it travels beyond the bunting circle. ****added TO DO AWAY WITH SWING BUNTS IN T BALL
 - a. Balls that come to a stop within the 10-foot bunting circle will be considered foul balls.
3. All infielders must stay on the infield dirt until the batter has hit the ball.
4. All outfielders must stay in the outfield grass until the ball is hit.
 - a. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball. T
 - b. The pitcher must have both feet touching the pitching rubber until the ball is hit.

Penalty: If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).

5. The catcher must wear a chest protector and a mask/helmet with a throat guard.
6. The catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting, and in the catcher's circle on the third base side when a left-handed batter is hitting.
7. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - a. Judgment of a full swing will be the umpire's decision.
 - b. Tapping the ball is not considered a swing and is not a foul.
8. The tenth (10th) player on a team's defense must be utilized as a 4th outfielder.
9. The umpire will call "time" when a defensive player has control of the ball & has stopped the progress of the lead runner, or when no other play is being made. When the umpire calls "time";
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
10. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
 - a. Ex1: if the short stop overthrows the first baseman, the batter can advance to second at his own risk.



- b. Ex 2: If more than one runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after
 - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
11. **Run Rule:** 15 runs after 4 complete innings, or 10 runs after 5 innings. The team behind must concede the game.
12. A team may start an inning with any defensive alignment of their choice.
- a. Teams are allowed to move players only once per game during an inning.
 - b. The team must call time & notify the scorekeeper when a move occurs during an inning.
 - c. The scorekeeper will annotate the book accordingly.
 - d. If a substitution must be made for issues such as injury, attendance, etc., then the manager may adjust the defensive alignment while making that substitution.
13. Must use specific ball



Special Rules for Coach Pitch

Special Rules for the Coach Pitch Division

1. The Coach-Pitcher must be an approved volunteer and will throw from a 40-foot line in an overhand motion from a standing position or on one knee.
2. While on offensive half-innings, the individual occupying the coach-pitcher position may not communicate after an at bat has begun, signified by a pitch being thrown. Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.

NOTE: Communication includes non-verbal cues (i.e. hand signals).

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher's removal from the game. Four coaches are allowed in the dugout for Coach Pitch games.

3. A coach-pitcher must be designated before the game starts.
 - a. Coach-pitchers may be substituted at any time during a game with the notification and approval of the umpire.
 - b. Any coach-pitcher of record who is relieved is ineligible to return to the position for the remainder of the game.
4. The coach-pitcher must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
 - a. If a batted ball hits the coach-pitcher before being touched by a defensive player, the ball is dead, a strike is counted like a foul ball, and the batter resumes the at-bat.
5. If the coach-pitcher (in the umpire's judgment) intentionally touches a legally batted ball or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called, and the batter will be out. The umpire will return all other runners to the last base that was legally touched at the time of interference.

Penalty: The first violation of this rule will be a warning. The second violation will result in an ejection of the coach-pitcher.

6. Three swinging strikes or 5 pitches will constitute an out.
 - a. A batter will continue to receive pitches when fouling off the 3rd strike or final pitch.
7. There is no infield fly rule.
8. The player fielding the pitcher's position will take his or her position inside the 10-foot pitching circle.
 - a. He or she can be to the left, or the right of the Coach Pitcher but no closer than the 40-foot pitching line.
 - b. The player-pitcher will remain with one foot in the pitcher's circle until the ball has been hit or received by the catcher.

Penalty: If the player-pitcher violates this rule, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).



9. The umpire will call “time” when a defensive player has control of the ball and has stopped the progress of the lead runner. When the umpire calls “time”;
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
 10. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the umpire calls catcher’s interference.
 - a. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.
 11. No stealing is allowed.
 12. Home Plate Umpire can retrieve passed ball to speed up the game.
 13. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
 - a. Ex1: if the short stop overthrows the first baseman, the batter can advance to second at his own risk.
 - b. Ex 2: If more than one runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after
 - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
 14. No bunting. This is an umpire judgment call. If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate (2) The pitch will count (3) No runners will advance.
 15. All infielders must stay on the infield dirt until the batter has hit the ball.
 16. All outfielders must stay in the outfield grass until the ball is hit.
 - a. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
- Penalty:** If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
17. The defense is allowed 10 position players per inning (4 outfielders only).
 18. **Run Rule:** 15 runs after 4 complete innings, or 10 runs after 5 innings. The team behind must concede the game.
 19. **Final Pitch (5th pitch):** Any player who does not swing at or attempt to hit the 5th / final pitch AND is “hit” with the 5th / final pitch will get another pitch / bat attempt.



League Winners and Tie Breakers

League Winners & Tie Breakers:

1. The champion of the East and West Leagues in each division will be the team with the best winning percentage at the end of the season schedule. All games played will be factored into the decision.
2. Tie Breakers will be determined as follows:
 - a. Head to head vs. all teams in the tie
 - b. Record against in-division opponents
 - c. Strength of victory
 - I. A team's strength of victory is the total games won by each opponent that a team has beaten.
 - II. Each win by the opponent counts as one game and each tie by the opponent counts as one-half game.
 - III. If a team has beaten the same opponent twice, then that opponent's win total is counted twice.
 - IV. For example: If Team A and Team B finished tied with a 12-2 record and the twelve opponents beaten by Team A won 84 games and the twelve opponents beaten by Team B won 82 games, then Team A has a better strength of victory.
 - d. One Game Playoff to settle division winner.

*****Game to be set by League Scheduler per League Policy*****

- e. Coin flip – If agreed between the two teams
 - I. Coin flips will eliminate only one team from a tie, at which point the tiebreakers will be applied again with the remaining teams.
 - II. Can be used in lieu of 2d above.
 - III. Must be agreed by both managers/coaches

NOTE 1: In the case of ties with more than two teams, once a team is eliminated from the tie, start back over at the top of the tiebreakers with the remaining teams; if multiple teams are eliminated at the same step, they are all eliminated. For example: If four teams are tied and the strength of victory tiebreaker is to be applied and the teams have strength of victory scores of 50, 50, 48, and 47, the teams with 48 and 47 are eliminated and the two teams with 50 scores go back to head to head.

NOTE 2: In the event of an unbalanced schedule, only record in division will count towards final division standings.



Futures

Futures Games Selection Process (6, 7- & 8-year old's)

1. Futures games are at the discretion of the Pearland Little League Board of Directors.
 - a. All 6-year old's will be eligible for a T-Ball Futures game
 - b. All 7-year old's will be eligible for a Coach Pitch Futures games
 - c. All 8-year old's will be eligible for a futures game
 - i. If there are enough 8-year old's in the Pee wee division to create an East and West futures team then they will play a kid pitch Futures game
 - ii. If there are only enough 8-year old to form 1 futures team from the Pee wee division then they will play a coach pitch game against the winner of the east/west 8-year-old futures game.
 - iii. If there are enough 8-year old's in the coach pitch division to form both an east and west team then they will play a CP game against each other.
 - d. All futures teams will be provided with a Jersey and hat



All-star game and player selection

Pearland Little League All-Star Selection Process

The All-Star Selection Committee shall consist of; (1) The Little League President, (2) The Little League Vice President, (3) The Senior Little League Vice President, and (4) The Player Agent.

Eligibility Clause:

To be eligible for consideration for the 9, 10, 11, or 12-year-old All-Star teams, the player must be completing his second consecutive PLL spring season, unless the player did not live in the PLL boundary during the prior spring season, or the player can prove an injury prevented his participation during the prior spring season.

Managers and/or coaches with a child registered in PLL, who choose to leave the league for one or more seasons, will be ineligible to manage or coach a PLL All Star team upon returning to the league until they reach their second consecutive spring season.

Step 1: Player Selection

NOTE: Parents/Players must realize the time commitment for the All-Star season, & that any absence after the first day of practice will be cause for replacement, at the discretion of the All-Star manager.

1. The manager & coach of record for each team in each League (i.e. East or West) will meet in a separate meeting called by the Player Agent with at least seven days prior notice.
 - a. If possible, the meeting should occur after first place has been decided.
 - b. At this meeting, the managers & coaches of record will be given a list of players who are eligible for All-Star consideration.
2. Before voting, the managers & coaches should openly discuss the eligible players so that everyone has input on the players being considered for the All-Star team. The discussion should help the managers/coaches rank the players & provide guidance for the All-Star manager.
 - a. Any information divulged during this meeting shall remain confidential & must not be discussed outside the selection meeting.
3. After the discussion, each manager & coach shall individually complete a ballot that rank-orders the eligible players.



4. Each ballot must rank-order a minimum of 20 eligible players.
 - a. Ballots with less 20 eligible players will be invalid & not used. **Green book says 20 is mandatory for coaches to vote on.**
 - b. The players should be ranked based on their abilities with the best player being ranked number 1 and thereby receiving 20 points (see below).
 - c. Players Highest and Lowest score will be dropped off ballot

1 = 20 points	11 = 10 points
2 = 19 points	12 = 9 points
3 = 18 points	13 = 8 points
4 = 17 points	14 = 7 points
5 = 16 points	15 = 6 points
6 = 15 points	16 = 5 points
7 = 14 points	17 = 4 points
8 = 13 points	18 = 3 points
9 = 12 points	19 = 2 points
10 = 11 points	20 = 1 point

Step 2: Tabulating Results

After the managers and coaches have submitted their All-Star ballots, the Selection Committee (Little League President, Little League Vice President, Senior Little League Vice President, and Player Agent) will tabulate the ballots and create a rank-ordered list, with the point totals, of the top twenty players, including ties. To be considered official and complete, at least two members of the Selection Committee must be present during the vote tabulation. The rank-ordered list, with points total, will be given to the All-Star manager as soon as that manager is approved by the PLL Board.

Step 3: All-Star Manager Selection

The All-Star manager will be selected by a vote of the PLL Board of Directors in a special meeting called for that purpose. The All-star manager will be selected from the eligible managers in their respective divisions.

The Board must select the manager that finishes first, unless that manager declines consideration, or is ruled ineligible because of poor standing within Pearland Little League; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc. If the first-place manager declines consideration or is ruled ineligible, then the Board must select the second-place manager as the All-Star manager unless that manager declines consideration, or is ruled ineligible because of poor standing within Pearland Little League; including but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc.

If both the first and second place manager decline consideration or are ruled ineligible, then the Board of Directors must select the third-place manager as the All-Star manager. The Board will continue this selection process in sequential order of finish (i.e. fourth place manager, then fifth place manager, etc.), until an All-Star manager is



selected. If all managers decline consideration or are ruled ineligible, the Board of Directors will select a suitable candidate to manage the All-Star team. All managers who are ruled ineligible will be given opportunity to appear before the Board and state their case regarding possible selection as All-Star manager.

Once approved, the All-Star manager may select up to two eligible coaches of record that must also be in good standing with Pearland Little League to assist as All-Star coaches. These coaches must be regular season manager or coaches of record. A manager or coach of record is a volunteer brought before the Board no later than April 15th as provided for in the Tournament Section of the Little League Baseball Rules and Regulations.

The eleven and twelve-year-old All-Star managers will be chosen from the Major Division; the ten-year-old All-Star manager will be chosen from the Minor Division, and the nine-year-old All-Star manager will be chosen from the Pee Wee Division.

Step 4: Final All-Star Team Selection

As soon as the All-Star manager is approved by the Board, the manager will be given the final list of the All-Star voting, noted in Step 2. The list will rank-order the top twenty players, including ties, and include the point totals. The manager may only share this list with approved All-Star coaches. The manager must select the All-Star team from this list. The manager may, however, select one “Wild Card” player, who will be an asset to the team, but who was not on the list. Before selecting a “Wild Card” player, the manager must meet with the Selection Committee to justify the “Wild Card” selection. Each All-Star team must maintain a minimum roster size of 12 players. If a player is unable to play for an extended period (i.e. due to injury, such as broken arm, leg, etc.), and the team falls below the minimum roster size, then the All-Star manager must immediately add a player to the roster. The additional player must be a player who was on the list of twenty players, originally presented to the All-Star manager.

The All-Star teams will be announced at earliest date provided by Little League Rules. All results and details regarding the All-Star Selection Process must remain confidential.