

***PENINSULA PARISHES/SCHOOLS LEAGUE***  
***SECTION 4: BASEBALL RULES***

---

- 4.1**     **GAMES:** All teams will be guaranteed at least seven (7) league games.
- 4.2**     **TEAMS:** Each member parish/school may be represented by the following teams:
- Varsity           (8<sup>th</sup> & 7<sup>th</sup> graders)
  - Junior Varsity   (7<sup>th</sup> & 6<sup>th</sup> graders)
  - 6<sup>th</sup> Grade         (6<sup>th</sup> & 5<sup>th</sup> graders)
  - Cubs             (4<sup>th</sup>\* and 5<sup>th</sup> graders)
  - Training         (4<sup>th</sup> graders only).
- \* 4<sup>th</sup> Graders are permitted on a 5<sup>th</sup> Grade roster provided the roster is Compliant with the team Composition Rule 3.18.**
- 4.3**     **SKILL LEVELS:** See General Rule, 3.3
- 4.4**     **STARTING:** The starting time for all games will be the scheduled game time; or no more than ten (10) minutes after the end of the preceding game. All players must be present and listed in the official scorebook (last names and jersey numbers) at the start of the game. Players arriving late to a game may not participate in that game. There will be no exceptions to this rule.
- 4.5**     **MOVING PLAYERS TO PREVENT A FORFEIT:** “Pulling up” players to prevent a forfeit must be done in accordance with **General Rule 3.7**. Players may be “pulled up” to make nine (9) to prevent a forfeit in the following manner. The Varsity may “pull up” from another Varsity team or a Junior Varsity team. The Junior Varsity may “pull up” from another Junior Varsity team or from a 6<sup>th</sup> Grade team. The 6<sup>th</sup> Grade may “pull up” from another 6<sup>th</sup> Grade team or a Cubs team.
- 4.6**     **MOVING PLAYERS FOR CUBS AND TRAINING:** Players may be “pulled up” to make eight (8) or nine (9) to prevent a forfeit in the following manner. The Cubs may “pull up” from another Cubs team or 4<sup>th</sup> Training team. Training teams may “pull up” from other Training teams.
- 4.7**     **UMPIRES:** When there is only one (1) umpire present, he/she must stand behind the home plate to call the game.
- 4.8**     **EQUIPMENT:** All batters and base runners shall wear protective headgear. If batters or base runners refuse to wear protective headgear, an out will be called. Players cannot wear steel spiked shoes.
- No big barrel bats allowed in 4<sup>th</sup> thru 6<sup>th</sup> grades, (2 & 1/4”) maximum size. (Penalty: first time base coach is ejected, second time Manager, (head coach) is ejected.

- 7<sup>th</sup> & 8<sup>th</sup> grades may use (2 & 5/8) bats. If bats are a high school bat (-3) they must have a BBCOR rating.
- All bats will be recalculated to the standards of Little League and Pony Baseball.

**4.9** **TIME LIMIT:** No inning may start after the time limit unless the score is tied. Teams may play only one “extra” inning in an attempt to break the tie score. Games may end in a tie. Playoff or Championship games will be played until there is a winner. There will be no time limit for Playoff or Championship games.

**4.10** **HOME TEAM RESPONSIBILITY:** The home team shall provide the following items:

- Baseballs for league games (Wilson 1060, 1072, 1074, 1082 or the equivalent).
- Bases and a pitcher’s slab
- A qualified scorekeeper. When a home team scorekeeper is deemed unqualified by an umpire to keep the official scorebook, the visiting team’s scorekeeper becomes the official scorekeeper and shall maintain the official scorebook.
- The home team Athletic Directors or Baseball Commissioners must report all scores and the names of all pull-ups and absent players, of games played during the preceding week, no later than midnight on Monday of the following week.

**4.11** **DESIGNATED HITTER:** No designated hitters will be allowed.

**4.12** **SLIDING:** A base runner must slide or make an attempt to avoid contact with other players at all bases and at home plate.

**4.13** **HEAD FIRST SLIDING:** A player who slides head first into **home plate** will automatically be called out at all levels. SAFETY RULE

- **TRAINING:** No head first sliding into any bases.
- **6<sup>TH</sup> GRADE AND CUBS:** On the base paths, a player can only dive headfirst back into the bag.
- **7<sup>TH</sup> AND 8<sup>TH</sup> GRADE:** Head first slide allowed at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases only, as well as back into the bag.

**4.14** **INTENTIONAL WALK:** A team may intentionally walk a player, without pitching, by notifying the umpire. An Intentional walk will add four (4) pitches to the pitch count total.

**4.15** **PITCHING LIMITS:** Varsity and Junior Varsity Divisions see rule 4.16.6 – 6th and 5th Divisions, see rule 4.17.6.

- The baseball commissioners voted to adopt the ‘Little League and the Pony League’ pitch count rules. It will be the responsibility of the HOME TEAM to keep the pitch count. A pitching log will be used for all division playoff and championship games.
- The pitch count will be enforced in all divisions for all league games as well as all division playoffs and the North - South Championship games.

Exception to the pitching rules may be granted for Playoff and Championship games only with the approval of the Conference Director and/or the Executive Board members.

**4.16**      **PITCHING:** Once a coach removes a participant from the pitching position, the player may not return as a pitcher during the remainder of the game. Coaches are allowed two (2) visits to a pitcher per inning. On the second (2<sup>nd</sup>) visit the pitcher must be removed from pitching but may remain in the game at another position.

**4.17**      **COACHES:** No more than three (3) coaches, plus a scorekeeper and the participants listed on the team roster are allowed in the team dugout. If the scorekeeper is in the dugout, he must be in compliance with Archdiocese rules. Coaches must remain within the designated coaching boxes or dugouts during the course of the game.

#### **4.18 VARSITY & JUNIOR VARSITY DIVISIONS**

**4.18.1 RULES:** The *Pony League Rules* shall apply with the exceptions listed below.

**4.18.2 PARTICIPATION:** All participants must play two (2) consecutive full innings.

**4.18.3 FIELD MEASUREMENTS:** The bases must be eighty (80) feet apart. The pitcher's slab must be fifty-four (54) feet from home plate. Bases shall be tied down, if possible.

**4.18.4 INNINGS:** Games shall consist of seven (7) innings. If a game is called for any reason, it shall be a complete game if five (5) innings have been completed [four and a half (4 ½) innings if the home team is ahead].

**4.18.5 TIME LIMIT:** The time limit will be two (2) hours and fifteen (15) minutes from the starting time of the game. No inning will start after the time limit is reached.

**4.18.6 PITCHING:** A maximum of 90 pitches allowed per game, when a pitcher reaches 90 pitches he must be removed as a pitcher. If the 90<sup>th</sup> pitch occurs in the middle of an at-bat, the pitcher may finish that batter before being removed from the game.

**ADDITIONAL GUIDELINES:** Pitchers must adhere to (1) one day rest after a total of 31 pitches in a game, (2) two days rest after 61 pitches in a game and (3) three days rest after a total of 90 pitches in a game.

**PITCHING LIMIT EXCEPTION: SEE RULE # 4.15.**

**4.18.7 SCORING:** A game shall be called at the end of five (5) innings [four and a half (4 ½) innings if the home team is ahead]; if one team is ahead by twelve (12) or more runs. This rule applies to league games only.

**4.18.8 STARTING:** All games must begin with a minimum of nine (9) players per team. A game may not continue with fewer than eight (8) players per team.

**4.18.9 SUBSTITUTION:** It will be permissible for a starting player to re-enter a game one (1) time. Re-entry must be in the same batting position as previously held. A substitute who is removed from a game may not re-enter. If a player is injured or becomes ill during the game and is removed, a substitute player may re-enter the game for the injured or ill player. If the injured or ill player is able to resume playing, he must re-enter the game in his original place in the batting order.

#### **4.19**     **6<sup>TH</sup> GRADE & CUBS DIVISIONS**

**4.19.1**   **RULES:** The Little League Rules shall apply with the exceptions listed below.

**4.19.2**   **PARTICIPATION:** All players must bat in a continuous rotation and each player must play at least two consecutive innings in the field. Defensive players may exit and re-enter the game without restriction. If a player leaves a game for any reason other than injury or illness, that player's spot in the continuous batting order will be considered an automatic out throughout the remainder of the game. Unlike Little League rules, catchers may also pitch in the game and pitchers may move to catcher with no restrictions as to the number of innings at each position.

**4.19.3**   **FIELD MEASUREMENTS:** The bases will be sixty (60) feet apart. The pitcher's slab shall be forty-six (46) feet from home plate. The bases shall be tied down, if possible.

**4.19.4**   **INNINGS:** Games shall consist of six (6) innings. If a game is called for any reason, it shall be a complete game if four (4) innings have been completed [three and a half (3 ½) innings if the home team is ahead].

**4.19.5**   **TIME LIMIT:** The time limit will be one (1) hour and fifty (50) minutes from the start of the game. No inning will start after the time limit is reached.

**4.19.6**   **PITCHING:** 6<sup>th</sup> Grade Division: A maximum of 85 pitches allowed per game, when a pitcher reaches 85 pitches he must be removed as a pitcher. If the 85<sup>th</sup> pitch occurs in the middle of an at-bat, the pitcher may finish that batter before being removed from the game.

Cubs Division: A maximum of 75 pitches allowed per game, when a pitcher reaches 75 pitches he must be removed as a pitcher. If the 75<sup>th</sup> pitch occurs in the middle of an at-bat, the pitcher may finish that batter before being removed from the game.

**ADDITIONAL GUIDELINES FOR 6<sup>TH</sup> GRADE AND CUBS DIVISIONS:** Pitchers must adhere to (1) day rest after a total of 21 pitches in a game, (2) two days rest after a total of 41 pitches in a game and (3) days rest after a total of 61 pitches in a game. **PITCHING RULE EXCEPTION SEE RULE # 4.15.**

**4.19.7**   **SCORING:** A game shall be called if one team is ahead by ten (10) or more runs at the end of four (4) innings [three and a half (3 ½) innings if the home team is ahead]. This rule applies to league games only.

**4.19.8**   **STARTING:**

- **6<sup>TH</sup> GRADE:** All games must begin with a minimum of nine (9) players per team.
- **5<sup>TH</sup> GRADE:** All games must begin with a minimum of eight (8) players per team.
- A game may not continue with fewer than eight (8) players.

**4.19.9**   **BASE RUNNERS:** Base runners may not leave their bases until after a pitch crosses home plate. If an umpire rules that any runner leaves his base before a pitch crosses home plate, the runner will be called "out" and a "no pitch" will be called.

**4.19.10**   **DROPPED THIRD STRIKE:** A batter will be automatically out if the catcher drops a third strike. The ball will remain live and in play.

**4.19.11**   **BATS:** The circumference of the barrel of a bat may not exceed two and a quarter (2 ¼) inches at any point. (See Rule 4.7 Equipment)

**4.20**      **TRAINING DIVISION (4TH GRADE)**

- 4.20.1**    **RULES:** The *Little League Rules* shall apply with the exceptions listed below.
- 4.20.2**    **PARTICIPATION:** All players must bat in a continuous rotation and each player must play at least 2 consecutive innings in the field. Defensive players may exit and re-enter the game without restriction. If a player leaves a game for any reason, other than injury or illness, that player's spot in the continuous batting order shall be considered an automatic out throughout the remainder of the game.
- 4.20.3**    **FIELD MEASUREMENTS:** The bases shall be sixty (60) feet apart. The pitcher's slab shall be forty-six (46) feet from home plate. The bases should be tied down, if possible.
- 4.20.4**    **INNINGS:** A game will consist of six (6) innings. No player may bat more than once per inning.
- 4.20.5**    **TIME LIMIT:** The time limit will be one (1) hour and fifty (50) minutes from the start of the game. No inning will start after the time limit is reached.
- 4.20.6**    **PITCHING:** Coaches will pitch to their own players. A batter will be ruled out after either being thrown seven pitches or having taken three swinging strikes. The home team will draw a circle 18 feet in diameter using the pitchers slab as a center. Play is stopped when a defensive player gains possession of a thrown ball within the circle. Runners will then advance or return to whichever base is nearest. One player on defense must begin each play with at least one foot inside the eighteen (18) foot circle.
- 4.20.7**    **SCORING:** This is an instructional league. No scores or standings will be kept by anyone.
- 4.20.8**    **STARTING:** 4<sup>th</sup> grade may start and end with 8 players.
- 4.20.9**    **BUNTING:** No bunting will be allowed. Any pitch that a player attempts to bunt will be considered a missed strike.
- 4.20.10**   **BASE RUNNERS:** No base stealing will be allowed.
- 4.20.11**   **DROPPED THIRD STRIKE:** The batter is automatically out on a dropped third strike and the ball is dead.
- 4.20.12**   **BATS:** The circumference of the barrel of a bat may not exceed two and a quarter (2 ¼) inches at any point. (See Rule 4.7 Equipment)

The above rules were adopted by ALL 16 member schools and approved by the PPSL Executive Board.  
The penalty for ANY infractions of the above rules will be an automatic forfeiture of game(s).