

PENINSULA PARISHES/SCHOOLS LEAGUE

SECTION 4: BASEBALL RULES

- 4.1 TEAMS:** Each member parish/school may be represented by the following teams:
- Varsity (8th & 7th graders)
 - Junior Varsity (7th & 6th graders)
 - Eagles (6th & 5th graders)
 - Cubs (5th graders only)
 - Training (4th graders only).
- 4.2 SKILL LEVELS:** The *General Rules* state that students in grades 5 through 8 be placed on teams according to skill levels. Baseball is an exception to this rule because there are no upper and lower divisions within each grade. If a member parish/school sponsors two teams in the same grade, the teams must be split as equally as possible, according to the players' skill levels.
- 4.3 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.
- 4.4 MOVING PLAYERS TO PREVENT A FORFEIT:** Players may be "pulled up" in order 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 an Eagles team. The Eagles may "pull up" from another Eagles team or a Cubs team. The Cubs may "pull up" from another Cubs team. Training teams may "pull up" from other Training teams.
- 4.5 UMPIRES:** When there is only one (1) umpire present, he/she must stand behind the home plate to call the game.
- 4.6 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.
- 4.7 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.
- 4.8 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 Director or Baseball Commissioner must report the scores to the League Baseball Commissioner no later than 24 hours after the completion of the final game of that day. *PENALTY:* Forfeiture of all games played that day.

4.9 DESIGNATED HITTER: No designated hitters will be allowed.

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

4.11 INTENTIONAL WALK: A team may intentionally walk a player, without pitching, by notifying the umpire.

4.12 PITCHING LIMITS: A pitcher who pitches up to a total of three (3) innings may not be allowed to pitch the following day. A pitcher who pitches in four (4) to six (6) innings may not be allowed to pitch during the following three days. Exceptions may be granted for Playoff and Championship games with the approval of the Executive Board or the Conference Director.

4.13 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 (2nd) visit the pitcher must be removed from pitching but may remain in the game at another position.

4.14 COACHING: Coaches must remain within the designated coaching boxes or dugouts during the course of the game.

4.15 VARSITY (8TH GRADE) & JUNIOR VARSITY (7TH GRADE)

- 4.15.1 RULES:** The *Pony League Rules* shall apply with the exceptions listed below.
- 4.15.2 PARTICIPATION:** All participants must play two (2) consecutive full innings.
- 4.15.3 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.
- 4.15.4 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].
- 4.15.5 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.
- 4.15.6 PITCHING:** Pitchers may not pitch in more than eight (8) innings in any (7) seven day period. For pitching limit Exception: See rule # 4.12.
- 4.15.7 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.
- 4.15.8 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.
- 4.15.9 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.

4.16 EAGLES (6TH GRADE) & CUBS (5TH GRADE)

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

4.16.2 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.

4.16.3 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.

4.16.4 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].

4.16.5 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.

4.16.6 PITCHING: Pitchers may not pitch in more than six (6) innings in any (7) seven day period. For pitching rule Exception see rule # 4.12.

4.16.7 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.

4.16.8 STARTING:

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

4.16.9 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.

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

4.16.11 BATS: The circumference of the barrel of a bat may not exceed two and a quarter (2 ¼) inches at any point.

4.17 TRAINING (4TH GRADE)

- 4.17.1 RULES:** The *Little League Rules* shall apply with the exceptions listed below.
- 4.17.2 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.
- 4.17.3 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.
- 4.17.4 INNINGS:** A game will consist of six (6) innings. No player may bat more than once per inning.
- 4.17.5 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.
- 4.17.6 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.
- 4.17.7 SCORING:** This is an instructional league. No scores or standings will be kept by anyone.
- 4.17.8 BUNTING:** No bunting will be allowed. Any pitch that a player attempts to bunt will be considered a missed strike.
- 4.17.9 BASE RUNNERS:** No base stealing will be allowed.
- 4.17.10 DROPPED THIRD STRIKE:** The batter is automatically out on a dropped third strike and the ball is dead.
- 4.17.11 BATS:** The circumference of the barrel of a bat may not exceed two and a quarter (2 ¼) inches at any point.

The above rules were adopted by ALL 17 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).