



Peninsula Little League 2026 Ground Rules

Field#1 – Minors/Majors

1. Dead ball area (boundary marked with chalk line) from pole on fence in front of dugout closest to home plate to pole on corner of backstop closest to dugout (applies to each dugout area)
2. Dead ball area on outfield end of dugouts for any ball that touches the concrete of the dugout floor. Consider them to have an imaginary extension of the fence in front of the rest of the dugout. Once the ball or a player in possession of the ball touches the concrete, the ball is dead and the umpires will award bases per the applicable rule. A player can reach into that area to make a play on a fly ball so long as he does not step onto the concrete.
3. Batted ball which lands fair and then travels under, bounces over, or passes outside the outfield fence line is a ground rule double – all runners advance two bases. Thrown ball which does any of the above – runners placed per the applicable rule.
4. The playing field in foul territory down the right field and left field lines end at the metal fence. The fence gate in left field line foul territory shall be closed during games.
5. Any holes at the bottom of the backstop shall be filled in with either dirt or gear at the start of the game to prevent balls from rolling under the backstop.

Field#2 – Intermediate

1. Dead ball area (boundary marked with chalk line) from pole on fence in front of dugout closest to home plate to pole on corner of backstop closest to dugout (applies to each dugout area)
2. Dead ball area on outfield end of dugouts for any ball that touches the concrete of the dugout floor. Consider them to have an imaginary extension of the fence in front of the rest of the dugout. Once the ball or a player in possession of the ball touches the concrete, the ball is dead and the umpires will award bases per the applicable rule. A player can reach into that area to make a play on a fly ball so long as he does not step onto the concrete.
3. Batted ball which lands fair and then travels under, bounces over, or passes outside the outfield fence line is a ground rule double – all runners advance two bases. Thrown ball which does any of the above – runners placed per the applicable rule.
4. The playing field in foul territory down the right field and left field lines end at the metal fence. The fence gates on the left field line and in right field foul territory shall be closed during games.
5. Any holes at the bottom of the backstop shall be filled in with either dirt or gear at the start of the game to prevent balls from rolling under the backstop.

Field#3 – Junior/Senior

1. Dead ball area (boundary marked with chalk line) from pole on fence in front of dugout closest to home plate to pole on corner of backstop closest to dugout (applies to each dugout area).
2. Dirt areas at the outfield end of each dugout are alive and in play.



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3. Batted ball which lands fair and then travels under, bounces over, or passes outside the outfield fence line is a ground rule double – all runners advance two bases. Thrown ball which does any of the above – runners placed per the applicable rule.
4. The playing field in foul territory down the left field line ends at the permanent fence and an imaginary line extending the outfield fence. The line should be indicated with a temporary fence or chalked. The entire grass area down the left field line is alive and in play. If a temporary fence is not installed, once the ball or a player in possession of the ball crosses the chalk line, the ball is dead and the umpires will award bases per the applicable rule. If the ball rolls under the temporary fence, the ball is dead and the umpires will award bases per the applicable rule.
5. The playing field in foul territory down the right field line ends at the metal fence. The fence gate on the right field line shall be closed during games.
6. Any holes at the bottom of the backstop shall be filled in with either dirt or gear at the start of the game to prevent balls from rolling under the backstop.