



Powhatan Little League – House Rules

All Little League® Rules and Regulations are in effect for every division.

The following Powhatan Little League (PLL) House Rules add requirements or clarifications where needed to ensure player safety, fairness, and consistent game operations.

Where PLL House Rules are more restrictive, PLL House Rules govern.

SECTION 1: Universal House Rules

(Applies to ALL divisions unless otherwise noted)

1. Sportsmanship, Conduct & Authority

- Good sportsmanship is required at all times.
- No arguing judgment calls. Only the Manager or Acting Manager may ask the umpire for rule clarification and challenge calls.
- Abusive language, taunting, or unsportsmanlike behavior by players, coaches, or spectators is prohibited.
- The umpire controls pace of play and game flow.
- The umpire has final authority on weather delays, game suspensions, and rule enforcement.
- Repeated or severe violations may result in warnings, removal from the game, ejection, or additional league discipline.

2. Player Safety & Equipment (Little League Baseline + PLL

Add-Ons)

- All batters and base runners must wear a NOCSAE-certified batting helmet (Little League rule).
- Additional helmet requirements (face masks and/or chin straps) are PLL House Rules and are defined by division (see Division Matrix below).
- Players must remain in the dugout when not on the field.
- No bat swinging outside the batter's box or designated warm-up areas.

- Catchers must wear full protective gear (helmet/mask with throat guard, chest protector, shin guards).
- No head-first sliding except when returning to a base.
- Thrown bats or equipment may result in a warning or an out, at the umpire's discretion.
- Only league-approved equipment may be used.

3. On-Field Play & Contact

- Slash bunting is prohibited (show bunt then swing = out).
- Intentional collisions or malicious contact are prohibited.
- Player's pitch for Majors and below pitch from 46 feet (standard distance), 50/70 from 50 ft, and Seniors at 60 ft
- Runners must slide or attempt to avoid contact when a play is being made.
- Interference and obstruction will be enforced.

4. Pace of Play & Game Management

- No stalling tactics.
- Mound visits and delays are limited.
- Teams must be ready to take the field promptly.
- Defensive transitions must not exceed 2 minutes, except for catcher warm-up.
- A new inning may not begin after the time limit unless permitted by division rules.

5. Player Participation

- No player may sit more than one defensive inning until all players have sat once.
- No player may sit consecutive defensive innings, unless due to illness, injury, or disciplinary action.
- Pitchers and catchers do not need to sit in the middle of their active rotation, but will need to sit if all other players have sat when they are pulled from their active position. Players cannot switch from pitcher to catcher or catcher to pitcher without sitting if all other team players
- Where applicable, each player must play at least two innings in the infield, unless deemed a safety issue and discussed with the Division Director and parent/guardian.

6. Rosters & Minimum Players

- Games may begin with 8 players. (Exception Tee ball and Adv Tee Ball)
- Missing batting positions are skipped with no penalty.
- Late-arriving players are added to the bottom of the batting order.

7. Coaches, Adults & Dugouts

- Only rostered players, approved coaches, and league-approved volunteers may be in dugouts or on the field.
- One adult must remain in the dugout at all times.
- All coaches, dugout parents, and practice helpers must have valid background checks.
- Maximum 4 adults allowed in the dugout/field per game in all divisions.
 - Tball - Minors: PLL covers the jersey and hat for the Manager and three assistants; Additional adults will need to purchase their own jersey.
 - Majors and above, PLL covers the jersey and hat for the Manager and two assistants. Additional adults will need to purchase their own jersey.

8. Pitch Counts, Challenges & GameChanger

- Manager challenges are limited to two per game where applicable.
- Pitch counts must be verified at inning breaks where applicable.
- Pitch counts must be communicated per division rules.
- GameChanger will be used for scheduling and communication in all divisions; scoring, stats, and pitch counts where applicable.

SECTION 2: House Rules by Division

(Only PLL-specific additions or overrides are listed)

Tee Ball – Instructional

- Game Length - Each team batting through the lineup twice, a maximum of 1 hour
- All players bat each inning; no outs or score kept
- No catchers
- Defensive pitchers and first basemen must wear a helmet with a face mask and a chin strap
- All batters and runners must wear a helmet with face mask and chin strap
- Batters advance one base at a time
- 10-foot fair ball arc in front of home plate (ball on line is fair)
- All players play every inning on defense; no sitting
- Defensive rotation every inning; each player must play infield at least once
- Defensive pitcher must start with one foot inside the pitching circle
- Two defensive coaches behind the outfielders

Tee Ball – Advanced

- Follows Tee Ball – Instructional rules except where modified below
- 3 innings or 1 hour, whichever comes first, no new inning starts after 50 mins
- Every player should lead off at least one of the season games.
- Coach pitches from 36–42 feet
- Batter receives 3 pitches, then ball placed on tee
- No strikeouts
- Ball hitting pitching coach = dead ball, runners advance one base
- Traditional 5-player infield
- Each player must play 2 innings in the infield
- Defensive pitcher and first baseman must wear helmet with face mask and chin strap
- Two defensive coaches behind outfielders + one at backstop
- No advancing on over throws

Minors – Coach Pitch

- 6 innings or 1:30
- 3 outs or 5 runs per inning
- 5 pitches or 3 swinging strikes
- Halfway lines will be marked between 1st and 2nd & 2nd and 3rd & 3rd and home
- Foul balls after 5th pitch extend at-bat
- Coach Pitcher will pitch from 37-43 feet
- No underhand pitching
- 10 defensive players (4 outfielders)
- Defensive pitcher must wear helmet with face mask and chin strap
- Runners stop when ball is controlled in the baseline (halfway rule applies)
- Two defensive coaches behind outfielders + one at backstop
- Each player must play 2 infield innings
- One base on an overthrow per at bat

Minors – Rookies

- 6 innings or 1:30
- 3 outs or 5 runs per inning
- Player pitch from 46 feet (standard distance)
- Max 2 innings or 35 pitches per game

- No pitching in consecutive games
- Coach pitch after 4 balls; strike count carries (Coach Pitcher only has the remaining number of strikes to pitch)
- No walks
- Hit batter awards first base
- No stealing; no advancing on passed balls
- 9 defensive players
- Helmet required; face mask/cheek guard strongly encouraged
- Pitch counts verified and reported post-game
- 1 Coach will be at the backstop to guide and COACH the catcher; Coaches can not touch a ball,

Minors – Kid Pitch

- 6 innings; no new inning after 1:45
- 3 outs or 5 runs per inning
- Walked batters stop at first (error exception)
- Helmet required; face mask/cheek guard strongly encouraged
- Pitch counts verified and reported

Majors

- 6 innings; no new inning after 1:45
- 3 outs or 7 runs per inning
- Helmet required
- Pitch counts verified and reported

Intermediate 50/70

- 7 innings; no new inning after 2:00
- 3 outs or 7 runs per inning
- Helmet required
- Metal spikes allowed, except on pitching mounds
- One balk warning per pitcher per game

Seniors

- 7 innings; no new inning after 2:15
- 3 outs or 7 runs per inning

- Helmet required
- Metal spikes allowed, except on pitching mounds

Approved on 2/10/2026

SECTION 3: Division Comparison Chart (Quick Reference)

Division	Innings	Time Limit	Run Limit	Adults	Pitch Type
Tee Ball – Instructional	N/A	1:00	N/A	4	Tee
Tee Ball – Advanced	3	1:00	N/A	4	Coach/Tee
Minors – Coach Pitch	6	1:30	5	4	Coach
Minors – Rookies	6	1:30	5	4	Player/Coach
Minors – Kid Pitch	6	1:45	5	4	Player
Majors	6	1:45	7	4	Player
Intermediate 50/70	7	2:00	7	4	Player
Seniors	7	2:15	7	4	Player

SECTION 4: Helmet / Face Mask / Chin Strap Matrix

Division	Face Mask	Chin Strap	Defensive Pitcher Protection
Tee Ball – Instructional	Required	Required	Required
Tee Ball – Advanced	Required	Required	Required
Minors – Coach Pitch	Required	Required	Required
Minors – Rookies	Encouraged	Not required	Not required
Minors – Kid Pitch	Encouraged	Not required	Not required
Majors	Not required	Not required	Not required
Intermediate 50/70	Not required	Not required	Not required

Seniors	Not required	Not required	Not required
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