

Peachtree City Little League



Rules of Play Spring 2026

Key Updates

- Clarified pitcher/catcher eligibility and pitch thresholds to better protect player arm health.
- Limited the defense to one (1) pitcher on the field in Rookie and 'A' division.
- Clarified outfielder positioning in the 'A' division to eliminate the use of a short outfielder.
- Changed time-out / play stoppage procedures to once the lead runner is under control in 'AA' division
- Clarified that no walks, including intentional walks, are permitted in 'A' and below.
- Limited the offense to one (1) successful bunt per inning in the 'AA' division, with enforcement defined.

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1 General Rules

1.1 PTCLL follows the Little League Baseball Official Regulations, Playing Rules, and Operating Policies. Any rules contained within this document are further explanations of rules prescribed by Little League or local league rule options. The official Little League Rulebook can be obtained by downloading the Little League Rulebook app.

1.2 Fielding a Team

1.2.1 Team rosters will be determined during the preseason draft as prescribed by PTCLL.

1.2.2 A team's batting lineup will consist of a continuous batting order, i.e., all players on a team shall always remain in the batting order, regardless of whether they are currently in the game of defense.

1.2.3 If the player arrives while their team is on defense, the player will not be eligible until the next half inning. Player substitutions for a late player are NOT allowed.

1.2.4 If the tardy player's team is on offense and he has not arrived by the time his spot in the batting order is reached, an out WILL NOT be assessed to their team and the player will be added to the end of the lineup for the remainder of the game once they arrive. The offensive coach must inform the defensive coach if this occurs.

1.3 Coaches and Volunteers

1.3.1 All coaches and volunteers will complete the entire PTCLL volunteer registration process before actively participating in any team practice or game. This includes registering with the league and completing a volunteer background check. Volunteers will only be allowed to participate once the background check has been returned and approved.

1.3.2 During games, only registered volunteers and players may enter the dugout and field of play. Children who are not part of the team or parents who have not registered as volunteers with the league are not permitted to enter the dugout or field.

1.3.3 Only one "bucket coach" is allowed per team. This applies to both the offense and defense.

1.3.4 If a coach, volunteer, player, or parent, is ejected from a game, they must leave the complex. The individual ejected will automatically be disqualified from participating in the following game. Any further disciplinary actions will be determined by the PTCLL Board.

1.4 Umpires

1.4.1 The following chart outlines the number of umpires that will be assigned for each game.

Division	Number of Umpires
Tee Ball	0
Rookie, A	1
AA, AAA, Majors, Seniors	2

1.4.2 Prior to each game, the umpires and the head coach from each team will conduct a plate meeting to discuss division specific rules and address any concerns. This meeting will take place 5 minutes prior to the scheduled start of the game. The umpires will have the final say on all judgment calls, equipment, inclement weather, and field conditions.

1.5 Max Innings, Max Runs per Inning, and Time Limits

Division	No New Inning Once Reached	Max Runs per Inning	Max Innings	Remarks
Tee Ball	N/A	N/A; Cont. Batting Order	N/A	3 innings or 1 hour
Rookie	N/A	5	N/A	4 innings or 1 hour
A	1:29	5	6	N/A
AA - Majors	1:45	5	6	N/A
Seniors	1:59	5	7	N/A

1.5.1 An inning is deemed to have been started at the completion of the previous inning for timing purposes.

1.5.2 Tie games are permitted during the regular season.

1.5.3 If a team reaches its 5 run inning limit while the ball is still live, play will be allowed to continue. Umpires will allow the play to come to a logical conclusion before calling time and allowing the teams to swap roles. Coaches will refrain from instructing players to leave the field before the play has come to a logical conclusion.

1.6 Timeouts, Mound Visits, and Substitutions

1.6.1 Coaches must call for and be granted a timeout before leaving the vicinity of the dugout.

1.6.2 Any time the defensive coach calls for a timeout, it will be considered a mound visit. Coaches are permitted one mound visit without a pitching change, but on the second visit within the same inning, the coach must change pitchers. If the same pitcher continues to pitch for multiple innings, the coach is permitted 2 mound visits over the course of a single pitcher appearance without a pitching change, but on the third visit, the coach must change pitchers. When a pitching change occurs, that mound visit is not charged to the incoming pitcher and the mound visit count resets.

Example 1: A pitcher begins the game and the coach uses no mound visits in the 1st inning. The same pitcher starts the 2nd inning and the coach visits the mound. The 2nd inning continues, and the coach visits the mound for a second time within the 2nd inning. A pitching change must occur.

Example 2: A pitcher begins the game and the coach uses 1 mound visit in the 1st inning. The same pitcher continues into the 2nd inning and the coach uses another mound visit. The same pitcher starts the 3rd inning and the coach uses a third mound visit. A pitching change must occur after the third mound visit over the course of a pitching appearance.

1.6.3 Any timeout granted to a coach due to a player injury will not count as a mound visit.

1.6.4 No player will sit a second inning before all players sit one inning. **Exemption:** current pitcher and catcher.

1.7 Safety Bases

1.7.1 PTCLL has installed safety bases alongside all the 1st base bags. During a play at 1st base, the defensive player owns the white base and the batter-runner owns the red base. For an out to count at first base, the first baseman **MUST** touch the white base and conversely, for a runner to be called safe at 1st base he must touch the red base. If no play is being made on the batter-runner at 1st base, the batter-runner will use the white base when rounding the base in an attempt for 2nd base. In this case, normal defensive obstruction rules apply. **EXCEPTION:** on a dropped third strike (AAA-Seniors) where the batter-runner attempts to make 1st base, the defensive player and batter-runner may use either base in an attempt to score an out or reach 1st base safely.

Example 1: Batter-runner puts the ball in play. The infielder makes a throw to 1st base but the throw is dropped. The first baseman picks up the dropped ball and touches the red base instead of the white base. The batter-runner is safe.

Example 2: Batter-runner hits the ball into the outfield and no play will be made at 1st base but the first baseman positions himself on top of 1st base. The batter-runner makes contact with the first baseman as he is rounding the bag for 2nd. Obstruction is called.

1.8 Ending a Game

1.8.1 A game can be ended and scored an official game if:

1. Max innings are met (doesn't matter if it's a tie or a clear winner).
2. The game has reached the "No New Inning" time limit, with the home team ahead by 6 or more runs, or the away team is ahead by 11 or more runs. If a new half inning is started, the umpire will allow for new batters up until the "No New Inning" time limit is reached, at which point the umpire will signal "Last Batter."
 - a. If the game ends in this scenario, the official score posted to the PTCLL website will be the score after the last full inning to protect the teams' run differential for end of year playoff seeding.

1.8.2 If a game ends without completing an inning, the score posted to the PTCLL scoring website will be the score at the conclusion of the last full inning. This is due to the season's run differential being used to determine post-season playoff seeding.

1.9 Game Delays/Cancellations

1.9.1 Game delays and cancellations will be made at the discretion of the umpire or PTCLL Board Member.

1.9.2 If the game is on a temporary delay due to weather, light failure, or any other unforeseen circumstance, the game time will be paused. Once it has been determined that it is safe to continue, the game will be resumed from the exact point at which time was called. If the delay happened during an at-bat, the batter will resume the count that had been accrued before time was called.

1.9.3 If a game in progress is cancelled, PTCLL will reschedule the game for a later date. Once the game is resumed, the game will start at the exact point at which time had been called. This includes the current count if an at-bat was in progress and any outs that had been recorded. The batting orders for each team must remain the same, but coaches may substitute defensive positions. The original pitcher may continue on the pitch as long as rest requirements from the pitch count accrued before the cancellation occurred is met.

Example 1: A league age 12 pitcher starts the game and delivers 70 pitches before the game is cancelled due to weather. The game is rescheduled for the following day. The original pitcher is not eligible to pitch because the rest requirement of 4 days has not been met.

Example 2: A league age 12 pitcher starts the game and delivers 70 pitches before the game is cancelled due to weather on Monday. The game is rescheduled for Saturday. The pitcher from the original game is eligible to pitch and is allowed to pitch 85 more pitches once play resumes. As long as rest requirements are met, the pitch count from the original game is not counted towards his pitch count once play is resumed.

1.10 Equipment

1.10.1 Catchers are not permitted to wear two-piece masks. All catchers must use masks that offer full head protection (hockey goalie type masks).

1.10.2 Metal spikes are not permitted EXCEPT for Senior division.

1.10.3 Only Little League approved balls will be used during games. These will be provided by the league. During T-Ball games, only T-Ball approved balls will be used. For Rookie division and above, regulation Little League balls will be used.

1.10.4 Team managers are responsible for checking the legality of their team's equipment. Penalties for illegal equipment will be assessed per Little League Rules.

1.10.5 All bats used by PTCLL participants MUST be stamped with the USA Baseball logo. USSSA and BBCOR bats are NOT permitted.

1.10.6 Bats cannot exceed 33" in length and 2 5/8" in diameter.

1.10.7 If a batter enters the batter's box with BOTH feet with an illegal bat the penalty is as follows (this follows Little League rulings):

1. The first team infraction, the batter is out and the team loses one base coach for the remainder of the game (the offensive team can choose to lose either the 1st or 3rd base coach).
2. The second team infraction, the batter is out and the manager is ejected for the remainder of the game.

1.10.8 **Seniors League Bat Exception:** Seniors division has the option to use USA bat or BBCOR bats. If using a BBCOR bat, they will not exceed 36” and will be drop 3 weight.

2 Pitching

2.1 AA, AAA, and Majors divisions will pitch from a 46’ mound.

2.2 No balks are called in divisions Majors and below. Illegal pitches will be enforced.

2.2.1 If an illegal pitch occurs, such as the pitcher pitching without being in contact with the rubber, stopping the natural pitching motion once started, or the pitcher attempts to quick pitch the batter, the penalty for an illegal pitch will be a delayed dead ball/called “ball.” If an illegal pitch is delivered to the batter and the ball is put into play, the umpire will delay the dead ball call, and allow the offensive coach to either take the result of the play or allow the batter to return to the batter’s box with an additional ball added to the count. If the ball added to the count due to the illegal pitch equates to a ball four, the batter will be awarded base on balls. Illegal pitches will be added to the pitcher’s pitch count.

2.3 Seniors division will pitch from a distance of 60’6”. Balks will be called and resulting penalties assessed.

2.4 New pitchers entering the game either mid-inning or at the beginning of a half inning will be allowed a maximum of 8 warmup pitches. Pitchers that were previously pitching will be allowed a maximum of 5 warmup pitches at the beginning of each half inning.

2.5 Pitch Limits per Division

Division	Maximum Daily Pitch Limit
AA	65*
AAA	75*
Majors	85*
Seniors	95*

***NOTE:** if a player plays up a division, he will be limited to the pitch count defined by Little League (8yr – 50 pitches; 9-10yr – 75 pitches; 11-12yr – 85 pitches; 13+yr – 95 pitches). “League Age” is defined as the player’s age as of the NEXT date of August 31st.

2.5.1 If a pitcher reaches his daily pitch limit mid-batter, the pitcher may continue (pitch over daily pitch limit) until one of the following conditions are met, but in no circumstance will he begin a new batter:

1. The current batter reaches base.
2. The current batter is retired via strikeout or play made on a batted ball.
3. The third out is made during the current batter's plate appearance (i.e., runner caught stealing or pick off)
4. A pitching change occurs.

2.6 Rest Requirements

2.6.1 The following table outlines rest requirements required after pitching. Rest requirements will be applied to postponed games. Under no circumstance will a player pitch three consecutive days even if a rest requirement threshold has not been met. If a pitcher reaches one of the rest requirement thresholds mid-batter, they may continue and fall within the lower rest requirement bracket provided conditions are met from rule 2.4.1.

Example: a pitcher starts a new batter having only thrown 19 pitches. Two additional pitches are thrown and the batter grounds out. A subsequent pitching change occurs. The pitcher requires 0 days of rest and may pitch the next day if required.

Pitches Thrown	Days of Rest Required
1-20	0 days
21-35	1 calendar day
36-50	2 calendar days
51-65	3 calendar days
66+	4 calendar days

2.7 Pitch Count Tracking

2.7.1 Each team is responsible for keeping track of their players' pitch counts. This will be done via use of the GameChanger app. In the event of a pitch count discrepancy between the home and visiting teams', the home team's pitch count will be used as the official record.

2.8 Pitcher to Catcher

2.8.1 If a pitcher delivers 41 or more pitches in a game, they are no longer eligible to play the position of catcher for that calendar day. If the pitcher has delivered 40 or less pitches and begins a new batter, he will be considered to have stayed under the threshold and still be allowed to assume the position of catcher provided the conditions of rule 2.9.2 are met.

2.9 Catcher to Pitcher

2.9.1 A player who has played catcher for 3 innings or less in a game may still pitch during that game, but if the player receives one pitch as catcher in a 4th inning, they are no longer eligible to pitch for the remainder of the game. Warm-up pitches DO NOT apply to this rule.

2.9.2 If a player has appeared as catcher for 3 innings or less in a game, and subsequently moves to the position of pitcher and delivers 21 pitches or more (31 pitches for Seniors Division) in that game, that player is no longer eligible to play the position of catcher for the remainder of that calendar day. The 21 pitches or more rest threshold applies at the start of a new batter. If the player in question begins pitching to a new batter having only thrown 20 or less pitches, he will be considered to have stayed under the threshold and still be eligible to assume the position of catcher.

2.10 Intentional Walks

2.10.1 The defensive team manager may elect to intentionally walk a player at bat by announcing such intentions to the umpire. This method of intentional walk can only be used once per batter per game. Any subsequent attempts to intentionally walk the same player will have to be accomplished in the traditional manner of throwing 4 balls outside the strike zone.

2.10.2 If the defensive team manager elects to announce an intentional walk, the ball is considered dead, and the batter will be awarded 1st base. Additional runners will advance only if forced. The number of pitches that would have been required to reach 4 balls WILL BE ADDED TO THE CURRENT PITCHER'S PITCH COUNT.

Example 1: Current count on the batter 1-1. The defensive team manager elects to announce an intentional walk. 3 additional pitches will be added to the current pitcher's pitch count.

Example 2: A new batter comes to the plate. The defensive team manager announces an intentional walk. 4 pitches will be added to the current pitcher's pitch count.

Example 3: A new batter comes to the plate, and that batter's previous at bat was an announced intentional walk. The pitcher must deliver 4 balls outside the strike zone to affect the intentional walk. Pitch count for the current pitcher will be scored accordingly.

3 Offense

- 3.1 On deck batters are NOT permitted. EXCEPTION: Seniors division is allowed an on deck batter.
- 3.2 Teams will use the player "in the hole" to retrieve bats AFTER TIME IS CALLED. The player retrieving the bat must be wearing a helmet when doing so.
- 3.3 A thrown bat DOES NOT result in an automatic out unless the bat is thrown into the field of play and subsequently causes interference. However, a thrown bat that causes a safety issue (thrown forcefully into a defensive player or umpire) will result in one warning for the offending team (one warning per team, not per player). Any additional thrown bats that cause a safety concern will result in a dead ball where the batter will be out and runners will return to the base they previously occupied. (PTCLL local rule/umpire judgment call).
- 3.4 Headfirst slides are not permitted unless the runner is making a quick return to a base. Headfirst slides when advancing will result in an out. EXCEPTION: Seniors division may slide headfirst at any time.
- 3.5 With two outs recorded, a pinch runner may be inserted for the pitcher or catcher that will be starting the next half inning. If the offensive coach elects to use this option, the player who recorded the last out will be used as the pinch runner.
- 3.6 There is no "Must Slide Rule." This rule is better described as a "no contact" rule.
 - 3.6.1 When a play is being made on a runner, they have the option to slide feet first, give themselves up for the out, or try to go around the tag while remaining within their base path (the runner's base path is defined as 3 feet either side of the line between them and the next base at the time at which the attempted out is being made). A wild throw which takes the defensive player into the runner and precludes the runner from utilizing one of the aforementioned options, is considered obstruction. This applies to a play at any base.

Example 1: Play at home. Prior to the ball being thrown, the catcher is in a proper position in front of home plate. The catcher receives the throw and steps

into the base line. The catcher moves up the base line towards the incoming runner, and the runner subsequently runs into the catcher without any attempt to slide or go around the catcher. The runner is out whether the catcher retains possession of the ball or not.

Example 2: Play at home. Prior to the ball being thrown, the catcher is in a proper position in front of home plate. The ball is thrown to a location that causes the catcher to move into the runner's base path (wild throw) and causes contact with precludes the runner from using one of the aforementioned options. This is obstruction and the base is awarded to the runner.

3.7 Dropped 3rd Strike (AAA – Seniors)

3.7.1 On a dropped 3rd strike, the batter may run to 1st base if it is not occupied, or 1st base is occupied with two outs.

3.7.2 When a batter-runner attempts to run to 1st base on a dropped 3rd strike while 1st base is not occupied, the defense may put out the batter-runner via force or tag. When a batter-runner attempts to run to 1st base on a dropped 3rd strike with two outs and 1st base occupied, the defense may put out the runner or any other runner who is forced to run, via force or tag.

Example 1: Two outs and bases loaded. Dropped 3rd strike and batter tries for 1st base forcing all runners to advance. The catcher can step on home to force the third out, throw to any other base for the force out, or tag any advancing runner before the runner safely reaches a base.

3.8 Infield Fly (AAA – Seniors)

3.8.1 The infield fly rule is in effect with runners on 1st and 2nd, or 1st, 2nd, and 3rd with no outs or one out.

3.8.2 The umpire should declare "Infield Fly" or "Infield Fly, If Fair" (when the batted ball could land foul) if a batted ball is a fly ball which can be caught by an infielder with ordinary effort. Once called, the ball is still live. The batter is automatically out. Runners can immediately return to their previous bases or advance at their own risk. "Infield Fly" will not be called for a line drive or attempted bunt.

3.8.3 When "Infield Fly" is called, the ball is still live and runners may advance from their current base at their own risk.

3.9 (AA-Majors) Lead offs are NOT allowed. All runners must return to a position touching the base they occupy once the pitcher is in contact with the rubber and the catcher is in a position to receive the pitch. Runners may not leave the base in an attempt to steal until the pitch has crossed home plate. The penalties for a runner leaving the base can be found in Little League rule 7.13.

3.9.1 (Seniors) Lead offs and steals are allowed. Players may advance at any time unless time is called, or on a foul ball.

4 T-Ball 4 Rules

4.1 T-Ball 4 games will end after 3 innings or a drop-dead time limit of 1 hour. If the 1-hour time limit is reached during an at-bat, the batter will be allowed to finish his at-bat.

4.2 T-Ball 4 players will hit only off a tee. No coach pitching will occur.

4.3 All hits must pass the “in play line” or the hit will be called foul.

4.4 Each team will bat through their entire order each inning. No outs will be recorded and all batters and runners will remain on base no matter the result of the defensive play.

4.5 Offensive coaches will hold batter-runners to singles only.

4.6 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.

4.7 The defensive team is permitted two coaches in the field to help coach and direct players.

4.8 The defensive team will not field a catcher. All players will assume a position in the field.

5 T-Ball 5 Rules

5.1 T-Ball 5 games will end after 4 innings or a drop-dead time limit of 1 hour. If the 1-hour time limit is reached during an at-bat, the batter will be allowed to finish his at-bat.

5.2 T-Ball 5 players will receive 3 coach pitches. Coaches will deliver the pitches from a distance of 20'. If the batter fails to put the ball into play after 3 coach pitches, the batter will receive 3 attempts off the tee.

5.3 If the batter puts the ball into play and the batted ball makes contact with the coach, or any additional balls or equipment the coach brought onto the field, the result is an

immediate dead ball. The batter will proceed to first base and any runners will return to their previous base before the hit. Runners will only advance if the first base award of the batter causes a forced advancement of the runners.

- 5.4 All hits must pass the “in play line” or the hit will be called foul.
- 5.5 Each team will bat through their entire order each inning. No outs will be recorded and all batters and runners will remain on base no matter the result of the defensive play.
- 5.6 Offensive coaches will hold batter-runners to singles only.
- 5.7 The offensive team will bat through their entire batting order each inning regardless of outs recorded or runs scored.
- 5.8 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 5.9 The defensive team is allowed two coaches in the field to help coach and direct players.
- 5.10 The defensive team will not field a catcher. All players will assume a position in the field.

6 Rookie Rules

- 6.1 Rookie games will end at 1 hour of play or 4 complete innings, whichever occurs first. If the time limit is reached during an at-bat, the umpire will allow the batter to complete the at-bat before calling the game.
- 6.2 Coaches will deliver 5 pitches from a kneeling or standing position from a distance of 20’ designated by a white line (in the absence of a white line, the coaches can approximate the distance). If the fifth pitch is fouled, the coach can continue to pitch until the batter either misses the pitch or puts the ball into play. After five pitches, the batter is allowed 2 attempts from a tee.
- 6.3 If the batter puts the ball into play and the batted ball contacts the coach, or any additional balls or equipment the coach brought onto the field, the result is an immediate dead ball. The batter will return to the batter’s box with no charged pitches to the pitch count. If the coach makes no attempt to avoid contact or intentionally tries to impede a play on the ball, the result is a dead ball. In this instance, the batter is out and all runners return to their previous base. Pitching coaches to make every effort to expeditiously exit the field of play without interfering with the batted ball or any defensive player attempting to make a play on the ball.

- 6.4 All hits must pass the “in play line” or the hit will be called foul.
- 6.5 If the defensive team attempts a play at 1st base and the ball is overthrown, the batter runner will be held at 1st base. Any additional runners that were previously on base before the play will only advance a total of one base from the base at which they started.
- 6.6 The offensive team will be retired after three outs or after scoring 5 runs, whichever occurs first. The entire lineup DOES NOT bat each inning.
- 6.7 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 6.8 The defensive team is allowed two coaches on the field to help coach and direct players.
- 6.9 The defensive team will not field a catcher. All players will assume a position on the field.
- 6.10 The defense must be within the confines of the baselines to call timeout (the baseline is defined as a direct line between the each of the bases forming the infield diamond). Only the player that possesses the ball may call for time. Any runner who has not crossed the midpoint of the baseline prior to the timeout being called must return to the previous base.
- 6.11 The defensive team may use only one (1) defensive pitcher on the field at any time. The defensive pitcher must take a position within the pitching circle (or pitcher’s area). No other defensive player may line up in or near the pitcher’s area in a way that creates a second “pitcher”.

7 A Rules (Coach Pitch)

- 7.1 Coaches will deliver the pitch from a distance of 25’ (in the absence of a marked line, the coach may deliver the pitch from a position approximately 1 stride in front of the artificial mound). A strikeout is constituted by three missed pitches, or six pitches total. If on the third strike or sixth pitch the batter fouls, they will remain at the plate until the ball is put into play, another pitch is delivered with no swing, or a subsequent swinging strike. The pitching coach will only carry the amount of balls that they can maintain on their person. This is to prevent accidental dropped balls onto the playing field following a batted ball.
- 7.2 Recommended Coach Positions (one coach or volunteer MUST be in the dugout anytime players are present in the dugout)

- 7.2.1 While at bat, a coach will assume pitching duties and a base coach at both first and third base. When a batted ball is put into play, the pitching coach must immediately vacate the field of play and avoid interference to the maximum extent possible.
- 7.2.2 When on defense, two coaches will be placed in foul territory beyond the first and third base coach's boxes and will remain in foul territory at all times. An additional coach may serve as a "bucket coach" in the immediate vicinity of the dugout.
- 7.3 If the batter puts the ball into play and the batted ball contacts the coach, or any additional balls or equipment the coach brought onto the field, the result is an immediate dead ball. The batter will return to the batter's box with no charged pitches to the pitch count. If the coach makes no attempt to avoid contact or intentionally tries to impede a play on the ball, the result is a dead ball. In this instance, the batter is out and all runners return to their previous base. Pitching coaches to make every effort to expeditiously exit the field of play without interfering with the batted ball or any defensive player attempting to make a play on the ball.
- 7.4 The batter-runner may advance beyond 1st base on an overthrow at their discretion. The ball is still live in this situation and the batter-runner may be put out. The batter-runner may not advance beyond 2nd base. Any other runners may advance a total of two bases from their original base in the event of an overthrow at 1st base.

Example 1: No runners on. Batter hits a fair ball. A play is made at 1st base, but the ball is overthrown. The batter-runner attempts to take 2nd base, but the ball is thrown to 2nd base and the batter-runner is tagged prior to safely reaching 2nd base. The batter-runner is out.

Example 2: No runners on. Batter hits a fair ball. A play is made at 1st base, but the ball is overthrown. The batter-runner attempts to take 2nd base and the defense overthrows 2nd base. The batter-runner may not advance beyond 2nd base and the play is called dead once the batter-runner safely reaches 2nd base.

Example 3: Runner on 1st base. Batter hits a fair ball. A play is made at 1st base, but the ball is overthrown. The batter-runner attempts to proceed to 2nd base and the runner originally on 1st base attempts to take home. Once the batter-runner reaches 2nd base, the play is called dead. Batter-runner remains on 2nd base and the runner that was originally on 1st base is returned to 3rd base (he cannot advance more than 2 bases from the base he originally occupied).

- 7.5 The offensive team will be retired after three outs or after scoring 5 runs, whichever occurs first. The entire lineup DOES NOT bat each inning.

- 7.6 Leadoffs and steals are NOT allowed, therefore, runners only advance on a batted ball.
- 7.7 The defensive team will field a total of 10 players at a time to assume the positions of pitcher, catcher, third baseman, shortstop, second baseman, first baseman, left field, left centerfield, right centerfield, and right field. Any additional players will remain in the dugout for that half inning.

Note: The four outfielders must be positioned in the traditional manner – in left, left center, right center, and right field, with each outfielder at about the same reasonable depth. There must not be a “short outfielder”.

- 7.8 The defensive player assuming the pitcher position must be positioned abeam the pitching rubber and in close proximity to the artificial mound prior to the pitch being delivered. They must remain in the position until the ball crosses the plate.

Note: Only one (1) player pitcher may assume to position of “pitcher”. No other defensive player may line up in or near the pitcher’s area in a way that creates a second “pitcher”.

- 7.9 The defense must be within the confines of the baselines to call timeout (the baseline is defined as a direct line between the each of the bases forming the infield diamond). Only the player that possesses the ball may call timeout. Any runner who has not crossed the midpoint of the baseline prior to the timeout being called must return to the previous base.
- 7.10 Time out: Umpire will call time out and play will stop when the defensive team, in the judgement of the umpire, has the lead runner under control (not attempting to advance). All trailing runners will be awarded the base they were closest to, in the judgement of the umpire, when time was called.

- 7.11 There are no walks. (Including intentional walks)

8 AA Rules

- 8.1 AA divisions will be player pitch divisions.
- 8.2 Illegal pitches will be enforced after one warning per pitcher.
- 8.3 Infield fly rule and dropped 3rd strike will not be enforced in these division.

- 8.4 Pitch counts and rest requirements will be enforced per section 2 of this document.
- 8.5 Offense is allowed one (1) successful bunt per inning. After a successful bunt, any additional bunt attempt in the same inning is a dead ball and the batter is out (runners return to their bases at time of pitch). A bunt is considered successful when the batted ball is fair and results in the batter-runner reaching first base safely and/or any runner advancing safely as a direct result of the bunt.

9 Playoff Rules

- 9.1 This section defines rules that will only be used in post-season games including playoff and championship games.
- 9.2 Seeding for playoff and championship games will be determined by a team's regular season performance. If the number of teams in a particular division preclude the formation of a complete bracket, the team/teams with the best regular season record will receive a bye.
- 9.3 Playoff and championship games will be considered a complete game once the inning limit has been reached with a clear winner, or the mercy rule takes effect. The mercy rule is defined as a team being ahead by 16 runs with 3 innings remaining, 11 runs with 2 innings remaining, or 6 runs with 1 inning remaining.
- 9.4 In the event of a tie game after the defined inning limit has been reached, the game will proceed as follows:
 - 9.4.1 The first inning after regulation will be played without modifications.
 - 9.4.2 Any additional innings (second inning and beyond after regulation) will begin with the offensive team placing a runner on 2nd base. This runner will be the last batter that completed an at-bat from the previous inning (last player in the batting order for the current inning).
- 9.5 All pitch counts and rest requirements apply to playoff and championship games. THERE WILL BE NO EXCEPTIONS TO THIS RULE.
- 9.6 Playoff/Championship Scheduled Innings
 - 9.6.1 Rookie Division: 3 innings
 - 9.6.2 A and AA Division: 6 innings max with no new inning starting after 1:45.

9.6.2.1 In the event of a tie, the game will continue until a clear winner is determined without reference to innings or time limits.

9.6.3 AAA, Majors, and Seniors: 6 innings max (Seniors 7 innings max) with no new inning starting after 2:00.

9.6.3.1 In the event of a tie, the game will continue until a clear winner is determined without reference to innings or time limits.

10 Disputes and Protests

10.1 All umpire judgment calls are final and are not subject to protest.

10.2 If a coach wishes to protest a call or decision made by the umpire that was not judgment in nature, the coach will wait until the play is dead and request a timeout.

10.3 Only one coach is allowed to approach the umpire to explain the dispute (this can be the team manager or assistant coach).

10.4 If the meeting between the umpires and coach does not render an agreement, the coach can decide to protest the call before the next pitch is thrown. In the event the coach decides to protest, the game's chief umpire will attempt to contact the PTCLL Chief Rules Official or other PTCLL Board Member. If contact is made with the Chief Rules Official or PTCLL Board Member and a decision is made, the game will continue without the ability for further protest.

10.5 If the Chief Rules Official or other PTCLL Board Member is unavailable, the game will continue under protest.

10.6 If the game continues under protest, the coach who initiated the protest must submit in writing via email the protest to PTCLL Board within 24 hours. PTCLL Board will make a final decision.

11 Quick Reference Chart

Division	TB	Rookie	A	AA	AAA	Majors	Seniors
Field Size	50' bases	50' bases	46/60	46/60	46/60	46/60	60.5/90
Umpires	0	1	1	2	2	2	2
New Inning	N/A	N/A	1:29	1:45	1:45	1:45	1:59
Max Runs/Inning	N/A	5	5	5	5	5	5
Dropped 3 rd Strike	N	N	N	N	Y	Y	Y
Infield Fly	N	N	N	N	Y	Y	Y
Stealing	N	N	N	Y	Y	Y	Y
Bunting	N	N	N	N	Y	Y	Y
Pitch Count Max	N/A	N/A	N/A	65*	75*	85*	95*

*When a younger player is playing up a division, they will be restricted to Little League defined pitch count maximums. See rule 2.5 for more details.

12 Revision History / Change Log

Version	Effective Date	Section	Description of Change	Approved By
26.1	1/15/2026	General Rules 2.8.1	Clarified pitcher-to-catcher eligibility when pitch count exceeds 40 pitches	LL Board
26.1	1/15/2026	General Rules 2.9.2	Clarified catcher-to-pitcher pitch thresholds impacting same-day catcher eligibility	LL Board
26.1	1/15/2026	Rookie Rules 6.11	Limited defense to one (1) defensive pitcher on the field	LL Board
26.1	1/15/2026	'A' Rules 7.7	Clarified traditional outfielder positioning; prohibited short outfielder	LL Board
26.1	1/15/2026	'A' Rules 7.8	Limited defense to one (1) player pitcher on the field	LL Board
26.1	1/15/2026	'A' Rules 7.10	Clarified time-out and runner placement when lead runner is under control	LL Board
26.1	1/15/2026	'A' Rules 7.11	Clarified that no walks, including intentional walks, are permitted	LL Board
26.1	1/15/2026	'AA' Rules 8.5	Limited offense to one (1) successful bunt per inning with defined penalty	LL Board