



2018 PLL Future Stars

7-9 Year Old Division

Fees: \$60 per player; \$5 sibling discount

Registration Dates:

Thursday, May 17: 6 p.m. – 8 p.m.

Saturday, May 19: 9 a.m. – 11 a.m.

Monday, May 21: 6 p.m. – 8 p.m.

Tentative Dates: May 31-June 9

PLL 2018 FUTURE STARS

Game Rules:

- All players must be registered in PLL for the 2018 season.
- Eligible players must be League 7, 8, or 9 years old.
- 7 pitches with a 5-swing maximum then it will be considered an out. If either pitch is fouled out, then the player will be given another pitch.
- 1 hour 30-minute time limit or 6 innings.
- 5 run rule per inning, unlimited in the 6th inning. Ties are allowed in pool play games but not in semi-finals or championship games.
- There will be no bunting or stealing.
- No advancement on overthrows.
- Base runners will be allowed to advance as many bases until the ball has broken the dirt plane of the infield from the outfield.
- It is mandatory that each kid play a minimum of one inning in the infield.
- Maximum of 10 players on the defensive team.
- Bat entire lineup, no substitutions allowed.
- All bats must have the USA stamp. No other sized bats will be allowed.
- Coach will need to pitch from anywhere in the dirt area.
- Tie breakers for seeding will be win/loss percentage, runs scored, runs allowed, run differential.

Home Run Derby Rules:

- Anyone (by age group) who hits a home run over the fence in the first three pool play games will advance to the finals. NOTE: If all divisions are not filled with at least three finalists, then the remaining slots will be filled by the Tournament Director based on his and the manager's recommendation.

Home Run Derby Finals

- Each player receives 10 swings, any ball not hit over the fence is an out. Any pitch swung and missed is an out.
- If no home runs are hit, the furthest hit ball in the air will determine the order of finish.
- In the event of a tie for placement, a 5 swing tie break will take place, then distance rules will apply.

Road Runner Rules:

- Time running around the bases starting from home plate. Top three times from each age division will advance to the finals with the fastest time being awarded as the winner.

Golden Arm Rules:

- Players will throw from a white line to a target. Players will receive three throws and will accumulate points to advance to the finals.
- The point system is as follows:
 - 3 points – Hit target in the air
 - 2 points – Hit target on one bounce
 - 1 points – Hit target
- Top three, including ties, from each division will advance to the finals.
 - NOTE: If there are not three point scorers in each division then the Tournament Director will advance the participants who were the closest to the target in air by distance so that there are at least three in each division.

SCHEDULE

Subject to Change
Home Team denoted in bold

Thursday, May 31

Practices

Friday, June 1

Practices

Saturday, June 2

Games

Sunday, June 3

Games

Monday, June 4

Practices

Tuesday, June 5

Practices

Wednesday, June 6

Games

Thursday, June 7

Games

Friday, June 8

Competitions/Events

Saturday, June 9

Games

Competition/Event Finals

Championship/Consolation Games
Closing Ceremonies