



# Pendleton Little League Local Rules 2026

## 1.0 RULES APPLYING TO ALL DIVISIONS OF PLAY

The purpose of Little League is to assist youth in learning the fundamentals of baseball, developing citizenship, discipline, teamwork and physical wellbeing, with proper guidance and exemplary leadership. The ball game is the means to these objectives and all participants have a responsibility to keep this perspective.

### 1.1 Conduct of Program Participants and Spectators

- 1.1.1 Conduct by any person, on the grounds of Pendleton Little League (PLL) including spectators, that is not in support of the program's objectives is grounds for ejection from the game and/or park area by a Board Member. Obscene, profane, abusive and/or unsportsmanlike language or conduct will not be tolerated and is grounds for ejection and/or disciplinary actions.

**Exception: In all divisions, managers and coaches may be on the field to umpire.**

- 1.1.2 **Batting Cage Safety.** Batting cage equipment is only to be operated by managers, coaches or an adult designated by a manager or coach. Children are not permitted to operate batting cage equipment. No child will have a bat in his/her hand in the batting cage area unless he or she is inside the batting cage. Soft toss or tee drills should be performed inside the batting cages or in low traffic areas (either side of Field 1 cage, northeast end of Field 2 cage, and on west side, towards north end of Field 3 cage).
- 1.1.3 Complaint or ejection by an umpire. If any coach or spectator receives a complaint or ejection from an umpire said person will be required to umpire one game before being permitted back into Pendleton Little League grounds. If unable to umpire a volunteer opportunity will be provided by the board of directors. Depending on severity of issue, the board holds the right to change requirements at their discretion., up to and including removal from entry to the park for the remainder of the season. If an incident occurs and the coach or spectator refuses to leave the park local police will be contacted, and they will be trespassed from the premises for the remainder of the season.

### 1.2 Responsibilities of Managers and their Teams

Managers are specifically responsible for:

- (a) The conduct of players, coaches and partisan fans;
- (b) Ensuring that the throwing of balls or swinging of bats is only

- done in designated areas.
- (c) Keeping unauthorized persons out of the dugouts, on-deck areas and the area between the dugout and on-deck area. Only one manager, two coaches, and roster players are allowed in the dugout and playing areas;
  - (d) Keeping players and coaches who are in the dugouts out of the dugout doorways and behind the protective fencing;
  - (e) Arranging to have infields raked and chalked prior to each game (**home team**);
  - (f) Arranging to have their assigned dugout and bleacher areas cleaned of debris after each game;
  - (g) Notifying the Safety Officer and PLL by emailing [pendletonlittleleague@gmail.com](mailto:pendletonlittleleague@gmail.com) of any accidents that required medical treatment;
  - (h) Pitch counts for each team need to be provided to opposing managers at the beginning of each game. Board members may review scorebooks prior to or during games if concerns around pitch count arise.
  - (i) Ensuring that they, and all program participants under their control, abide by both the spirit and letter of the rules as published by Little League International and PLL;
  - (j) At AAA and Majors baseball level for delegating to someone the responsibility of counting pitches;
  - (k) Ensuring that their team wears the PLL issued jerseys during games;

### **1.3 Scheduling Policies**

- 1.3.1 The regular season schedule for each team shall be determined by the scheduler in a fair and random manner using a league scheduling software program.
- 1.3.2 In all cases, the home team is designated by the official PLL calendar, available on both the website and Sports Engine. The home team shall occupy the third base dugout when playing at PLL Park.
- 1.3.3 Due to field limitations, time limits are imposed per Regulation VII (h) and (e) in the Official Rules of Little League Baseball and Softball. All games are governed by time limits set forth below. The limits are measured from when the game actually commenced. Under the “No New Inning” limit, no new inning shall begin after the duration specified below for each level of play. A new inning begins at the moment the third out is made concluding the previous inning. The designated umpire’s watch or one designated by him/her will be the only time piece used in applying these rules.

Level of Play	Maximum Duration of Play	No New Inning
Juniors	2 hr.	1 hr. 45 min.
Majors	2 hr.	1 hr. 45 min.
AAA	2 hr.	1 hr. 45 min.
AA	1 hr. 30 min.	1 hr. 15 min.
Rookies	1 hr.	None

- 1.3.5 Prior to the start of any game, Managers shall exchange lineups containing at minimum the name, jersey number, batting position, and position of each player present.
- 1.3.6 Prior to the start of any game, if rain has recently fallen, is falling, or is forecast to fall during the day's scheduled games, the Field Manager, in consultation with the President or Board Member on Duty has the authority to cancel a game if it is determined that the field is unsafe or unfit for play.
- 1.3.7 Every effort must be made to make the field playable and to continue play.

#### **1.4 Minimum Play, Batting Order, Pinch Runners, Substitution, Pitch Limits and Rest**

- 1.4.1 For Rookie, AA and AAA, no player will sit out consecutive innings and no player will sit out more than two innings until all players have sat out one inning.

**Exception: A manager/coach may restrict play for disciplinary reasons. The manager/coach must inform the player(s), parents, and PLL Board of Directors if such action is being taken or going to be taken.**

- 1.4.2 A **continuous batting** order is used at all levels of play. All players on the team roster present for the game are required to bat in his/her respective spot in the batting order.

**Exception: A manager/coach may restrict play for disciplinary reasons. The manager/coach must inform the player(s), parents, and PLL Board of Directors if such action is being taken or going to be taken.**

- 1.4.3 If a ninth player will not be arriving, a player from the opposing team or any other player registered for play in the division should be temporarily added to the team roster. The player will bat at the end of the order and play in the outfield. If known in advance, contact the Player Agent to have a player(s) temporarily assigned to your team. A team may play with 8 players, but must take an out every time the 9th spot in the order is scheduled to bat.
- 1.4.4 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. The courtesy runner must be the player who made the last out of the inning, or if no outs have been recorded, the player who scored the most recent run.

#### **1.5 League Standings, Play-Off Seeding, and Awards**

- 1.5.1 Regular season standings for the Major, and AAA leagues will be decided by the best overall winning percentage, with ties broken, in sequence, by the following criteria:

- Best record in head-to-head league play;

- Fewest runs allowed in head-to-head league play;
- And a coin toss for other positions

1.5.2 Seeding for the PLL Post Season Tournament will be determined by regular season standings. No post season tournament is held for Rookie and AA. Post Season play is decided at the discretion of the PLL board, and is not always guaranteed.

1.5.3 All regular season rules shall apply. Except where provided below.

1.5.4 PLL Post-Season Tournament time limits

Level of Play	Maximum Duration of Play	No New Inning
Majors	None	None
AAA	None	None

1.5.5 Extra innings will be played in case of a tie. The tie breaker is as follows: “Kansas City Tie Breaker”. The visiting team will start with the next batter in order at bat, and the last person out in the previous inning as a base runner at 2<sup>nd</sup> base with 1 out. Play will resume to 3 outs. Home-team will play their half of the inning under the same scenario, and the outcome will be determined by that inning. If the game remains tied, an additional tie breaker inning shall be played. No run limits apply during tie breaker.

## **2.0 RULES APPLYING TO AAA/MAJORS BASEBALL, AAA/MAJORS, AND JUNIOR SOFTBALL.**

Except for rules provided in section 1.0, the Official Rules for Little League Baseball and Softball shall apply to AAA/Majors baseball, AAA/Majors softball, and Junior softball.

2.1 AAA Baseball and Softball may adopt hybrid leagues where pitching machines can be used early in the season. Pitching machine is not to exceed 50% of scheduled games.

## **3.0 RULES APPLYING TO AA BASEBALL AND SOFTBALL**

Official Rules of Little League Baseball and Softball govern all play except as follows:

3.1 The Official Rules of Little League Baseball and Softball will govern all play except as follows:

3.1.1 Two adult base coaches and an adult coach to feed the pitching machine are allowed on the field when their team is on offense. One additional adult coach or team parent is allowed to ensure an adult is present in the dugout at all times.

3.1.2 AA Baseball and Softball will only use machine pitch.

3.1.3 During machine pitch, no walks are allowed. The batter must reach base by a hit, be retired by the defense from a ball put in play, strike out swinging, or reach a maximum of 6 pitches at which point the batter is out. If the last pitch is fouled then the batter gets another pitch.

3.1.4 A batted ball is deemed a dead ball if it strikes the pitching machine or coach feeding the pitching machine. The batter is awarded first base and all forced base runners advance one base.

3.1.6 Base stealing is not allowed.

3.1.10 During machine pitch the “pitcher” must be located to the left or right of the machine and have one foot in the pitching circle or on the pitching mound.

3.1.11 Two adult defensive coaches are allowed on the field when their team is on defense. Adult coaches must be positioned on the outfield grass so as not to interfere with normal play, or by home plate to assist catcher but must remain out of play during live action.

3.1.12 Ten defensive players (assuming enough roster players are present) is recommended, but not mandatory.

3.1.13 When playing ten defenders, the defensive alignment must consist of a catcher, five infielders, and four outfielders. Outfielders must be on the outfield grass and are defined as left field, left-center field, right-center field, and right field.

3.1.14 Only one base is allowed on an overthrow when a fielder is attempting to make the initial defensive play on a batted ball. For example; if the shortstop fields the ball and overthrows first base the runner(s) can advance one base at their own risk. If the first baseman attempts to get the advancing runner out and an overthrow occurs the runner(s) cannot advance further and the play is considered dead.

3.1.15 When a ball is hit the runner is allowed to run the value of the hit. Example: If the ball is hit to the outfield the runner can go to 2nd base at their own risk.

3.1.16 To speed up play a bucket of 6 balls may be used at the pitching machine as an extension of the machine. Balls caught by the catcher are to be rolled out of play to coach assisting at home plate. Balls do not need to be thrown back to the coach operating the pitching machine.

3.1.17 Inning ends after 3 outs or the entire team has batted through the order.

## **4.0 RULES APPLYING TO ROOKIE/COACH PITCH LEAGUE**

Official Rules of Little League Baseball govern all play except as follows:

4.0.1 Two adult base coaches and an adult coach pitcher are allowed on the field when

their team is on offense. One additional adult coach or team parent is required to be in the dugout at all times.

- 4.0.2 The offensive coach will pitch to the batter from no closer than 25 ft. and no further than the pitching rubber. Pitches are delivered underhand or overhand depending on coaches' preference. The batter will receive a maximum of 5 pitches. If the batter does not put the ball in play a tee will be used until May 1st. After May 1st After 5 pitches batter is retired, but it does not count as an out for the inning. If the last pitch is fouled, then the batter gets another pitch.
- 4.0.3 There are no walks, no stealing, and no infield fly rule.
- 4.0.4 No advancement of runners is allowed on a throw or overthrow when an outfielder is attempting to make the initial defensive play on a batted ball. For example, if an outfielder fields the ball and overthrows second base the runner(s) cannot advance a base.
- 4.0.5 Each player may only hit once per inning, teams will change from offense to defense after 3 outs, or if the offensive team hits through its line-up prior to the defensive team recording 3 outs. Strikeouts do not count towards the 3 outs.
- 4.0.6 Two adult defensive coaches are allowed on the field when their team is on defense. Adult coaches must be positioned on the outfield grass so as not to interfere with normal play.
- 4.0.7 Ten defensive players (assuming enough roster players are present) is mandatory.
- 4.0.8 Defensive alignment must consist of a catcher, five infielders, and four outfielders. Outfielders must be on the outfield grass and are defined as left field, left-center field, right- center field, and right field. The pitcher must be located to the left or right of the coach and have one foot in the pitching circle or on the pitching mound (not the pitching rubber). A coach from either team must be behind the catcher to return passed balls.
- 4.0.9 No player will play the same position for more than 3 innings in a game.
- 4.0.10 No scores are kept during games.
- 4.0.11 When a ball is hit, the runner is allowed to run the value of the hit. Example: If the ball is hit to the outfield the runner can go to 2<sup>nd</sup> base at their own risk. If the hit is exceptional (hit way over the outfielder's head or in a corner a runner may advance to 3<sup>rd</sup>).