



Pacific Little League
2010 Super 9's League Rules

***Please read and understand the 2010 Little League Baseball official regulations and playing rules. This is the green and white book that was distributed to all managers at the manager's meeting. The items below are offered only as clarification and/or as local rules for the PLL Super 9's League.

1. Team rosters will be set by the Player Agent using the Blind Draft format.
2. Manager, coaches, and willing parents from both teams should participate in preparing the field for play. This includes setting up the pitching machine, bases, raking, and chalking.
3. Games will be machine pitch with the exception of the last four games which will be live-arm pitch only, no machine. It is incumbent upon Managers to teach pitching throughout the season to prepare players for live pitching and live hitting.
4. The pitching machine will be set at a speed to prevent the pitch from dropping off as it approaches or crosses home plate. Both managers should jointly check and agree on the speed and location of the ball before the game to make sure it is consistently in the strike zone. The machine may only be adjusted in the presence of both managers. The machine may be adjusted at any point in the game with the consent of both managers.
5. The home team as indicated on the schedule shall occupy the 3rd base dugout and shall supply the game balls.
6. There shall be one Manager and three assistant coaches only on the field of play and in the dugout.
7. Managers and coaches must wear a baseball cap while on the field. Players must wear long pants and the league provided cap and shirt during play. Shirts shall be tucked inside the pants, with no shirts or coats allowed over the jersey.
8. Each team shall exchange game day batting order. Changes are generally not allowed to the batting order after this time. Exception would be late child to game after it starts. Managers shall clear player changes with one another.
9. All players bat in rotation. Unlimited player substitutions are allowed only between innings.
10. Teams may field only three outfielders.
11. The philosophy of the Super 9's League is to be a developmental League whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - No player may be on the bench for more than two consecutive defensive innings per game.
 - No player shall sit out three innings unless every player has sat for at least two full innings.
 - Players playing four or more innings in a game must play at least one inning in the outfield and one in the infield.
 - All players should play, as close as possible, the same number of innings per week.
12. In the event a team has less than nine players at the start of a game, the opposing team shall lend them the necessary players, providing each team will have (at least) nine players to start the game. After the first inning, the player loaned will be determined by the player that made the last out of the previous inning. The loaned player shall be placed by the Manager borrowing the player.
13. A special pinch runner is required for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at-bat.
14. On deck batters must remain inside the dugout. Bats shall remain in the bat rack or on the fence until the batter heads out of the dugout to the plate. No on deck circle is permitted (National LL rule 1.08) and there are no practice swings, EXCEPT the first batter of each half inning will be allowed practice swings in the designated area of each field.



15. Coaches are not allowed to warm up pitchers at the plate or in the bullpen. An adult should supervise pitchers and players warming up outside of the playing area.
16. The first of either five runs or three outs ends a half inning. If the sixth inning is played and time remains, there is no run limit. However, all games end at the time limit and the score reverts to that of the last completed inning.
17. Time Limits: For games with two-hour time slots, no new inning shall start after 1 hour 30 minutes from the time the game was officially scheduled to start. All games must end at 1 hour 45 minutes with a hard stop. (Regardless of where you are at in the game). Time limits must be strictly adhered to. The exception to this would be the last scheduled game of an evening, where games may end at 1 hour 55 minutes from scheduled start time. Remember, a) the lights go off at Lynndale at 9pm and b) the clock on your game starts at the time your game is scheduled not when you actually start playing.
18. All male players are required to wear an athletic supporter and protective cup.
19. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
20. One manager or coach must be in the dugout at all times, and one coach will feed the pitching machine. If a team has two additional coaches, they may coach the bases. If not, players will serve as the base coach (es). Base coaches must remain safely off the field until the ball is officially in play. The player must wear a batting helmet as a base coach.
21. Coaches will not be allowed on the field during play to assist the defensive team. The offensive coach feeding the pitching machine may not direct base runners. The first and 3rd base coaches will umpire their respective bases and baselines. The coach on the mound will (generally) make calls at 2nd base and at home plate.
22. The adult operator must make a reasonable effort to avoid contact with the live ball. Any other base runner(s) will advance one base. A batted ball that passes through the pitching circle without obstruction (doesn't come in contact with the machine, coach or umpire), or that is deflected off of a defensive player and subsequently hits the machine, is a live ball. A defensive player is positioned on the outside of the circle (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the circle (one foot in or on the circle, one foot out). A defensive player may be allowed to enter the circle if his momentum carries him/her inside the circle. An umpire is allowed to rule this play.
23. Each player will receive four machine pitches to put the ball into play. In the event the batter fouls their 4th pitch, they will continue to receive pitches until they put the ball in play or strike out. In other words, the at bat will not end on a foul ball.
24. Bunting will be allowed. A bunt that results in a foul ball on the 4th will result in a strike out.
25. Machine-pitched games shall use official Little League baseballs. In the event of inclement weather, rubber "Jugs" balls may be used.
26. A batter will not advance to first on a machine pitched ball that hits the batter and the pitch counts against the batter.
27. There is no "hash mark rule" as in Farm league. Runners will advance at their own peril.
28. For machine pitched games, base runners must be advanced by a batted ball. There will be no base 'stealing' – base runners can't advance from a wild pitch, passed ball, or when the ball is being returned to the pitcher from the catcher. However, runners are allowed to advance on overthrows. For overthrows that remain within the field of play (fair or foul territory), advancement is at the runners own peril. For overthrows that go outside the field of play (dead balls) bases will be awarded as follows:
If thrown by an infielder, one base will be awarded the runner(s) as determined by the position of the runner(s) at the time the ball was pitched.



If thrown by an outfielder, two bases will be awarded the runner(s) as determined by the position of the runner(s) at the time of the throw.

29. When the pitcher is in possession of the ball (within the chalk circle) and the catcher is in the catchers box ready to receive the delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. LL Rule 7.13 (page 77). It will be the umpire/coaches discretion to send players back to their base. "Dancing" on a base will not be allowed, as the runner should either try to steal or go back to their base. The offensive coach at the machine should receive the ball from the pitcher only when the play is deemed over.
30. Unsportsmanlike behavior, including but not limited to verbal abuse, physical threat or intentional breach of any of these rules by any umpire, player, coach, parent or spectator will not be tolerated. Managers and coaches are responsible for the conduct of themselves, their fans and their players. Infractions of this nature will be dealt with quickly and severely. Penalties may include immediate dismissal from the game, from the Park, or from the League. Please report any instance to a PLL Board member. Infractions of the above will be dealt with quickly and severely. Penalties may include dismissal from the game, the park or from the League.
31. Protests of Super 9 games are not permitted.

After the Game:

1. Both teams shall demonstrate good sportsmanship by cheering and congratulating the other team.
2. Team players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings.
3. If the last game of the day, all field equipment should be put away, making sure the equipment box is locked and the field properly raked. Each team is responsible for cleaning the dugouts and its bleacher area.