

PBI BASEBALL LEAGUE 2016 INDOOR FALL SEASON
9U-12U RULES & REGULATIONS
CURRENT AS OF 11/15/16

NO TOLERANCE POLICY – The PBI Baseball League does not tolerate unprofessional or unsportsmanlike conduct by coaches, players or parents. The umpires have complete and final authority on the field and may remove anyone – coach, player or parent – who acts in an unprofessional or unsportsmanlike manner toward another coach, player, parent or umpire. The manager is responsible for the behavior of his team’s coaches, players and parents of players. Any coach who is removed from a game will be suspended pending the findings of a League inquiry. Any team who has someone (player, parent, fan) from their side removed from the game may be subject to disciplinary action by the League.

1) LEAGUE FORMAT

3 Age Levels –9/10U, 11/12U (50/70) wood bat.

All games **are on Sundays only.**

REGULAR & POSTSEASON FORMAT

The regular season will consist of 7 games and will begin on Sunday November 20. The last day of the regular season is Sunday January 15. There are no games on December 25 or January 1. Following the playoffs, the top two teams in each division will play in the championship game on Sunday January 29.

PBI will supply baseballs and 1 umpire per game

Regular Season Begins – Sunday November 20

Regular Season Ends – Sunday January 15

Top 2 teams in each age division will play in a **championship game**. The championship game will be played Sunday January 29. The playoffs are separate by age. At no time will teams from one age level face a team from another age level.

10-player maximum roster recommended. Managers should carry current roster, and a copy of these rules. **There is NO MINIMUM PLAYING REQUIREMENT IN THE PBI BASEBALL LEAGUE.** In order to be eligible for the postseason, a player must have appeared in at least 3 regular season games. **Eligibility for a given age level is determined by the player’s age as of April 30th, 2017 for 11/12 and August 31, 2017 for 9/10U.**

2) PLAYING RULES

ALL WILLIAMSPORT LITTLE LEAGUE RULES APPLY UNLESS OTHERWISE NOTED.

LENGTH OF GAME

9/10U THROUGH 12U – Games are 90 minutes in length. An at-bat that is underway when the time limit is called shall be allowed to finish to its completion.

ALL PLAYERS SHOULD WEAR IDENTICAL UNIFORMS WITH NUMBERS IF AT ALL POSSIBLE.

THE MINIMUM NUMBER OF PLAYERS A TEAM MAY START A GAME WITH IS SIX (6). That allows for a pitcher, catcher and 4 infielders. 9/10U teams may play with three outfielders. At the 9/10U level, the right fielder **MUST** play as deep as the wall will allow. We suggest positioning the right fielder under the Puma sign). 11/12U teams are **NOT** to use a right fielder.

Field Dimensions

9/10U - Little League standard. 46-foot mound/60-foot bases. Portable mound will be used.

11/12U 50/70_– 50-foot mound/70-foot bases. Portable mound will be used.

PITCHING RULE

ALL LEVELS- 2 innings maximum. This **includes** games that go into extra innings – 2 innings maximum. For the purposes of this league, an inning is defined as 3 outs. Each pitcher is permitted a maximum of 6 outs.

The third trip to the mound in an inning will require a pitching change. No pitcher re-entry (except at a different position).

Bat through the roster or 1 through 9 (10 w/ EH) - must be consistent. **The use of the DH is not allowed, due to the free substitution rule.** Since every player must play in the field, teams would lose the DH position. Refer to all extra hitters as an EH. **No “big barrel” bats may be used.**

NO METAL SPIKES AT ANY LEVEL 9U-12U. Sneakers, turf shoes or rubber cleats may be worn.

SUBSTITUTION - Free substitution is allowed. Players may be moved in and out of the game as needed. They must, however, bat in the same spot in the order each time they are re-inserted. **PLEASE NOTE** – this PBI League rule supercedes **any and all** Little League rules concerning substitutions, batting orders, minimum plate appearances, etc.

Speed-up rule may be utilized - runner for **catcher** only (must be last batted out).

Stealing of home is allowed at all age levels. **Leading is only allowed at the 11/12 50/70 level. The dropped third strike rule applies only at the 11/12U 50/70 level. Since leading is allowed at the 11/12U 50/70 level, balks may be called. Coaches have the option of allowing one warning per pitcher, but this MUST be discussed with the umpire prior to the game.**

LEAVING A BASE EARLY – The runner is to maintain contact with a base until the ball reaches the batter. If a base runner leaves a base early in the 9/10U 46/60 level, that

runner shall **NOT** be automatically called out, but will be dealt with as per the scenarios described in **Little League Rule #7.13**.

SPECIAL INDOOR RULES

Pop ups – balls that are popped up into the ceiling net in front of the pitcher's mound and land on the "dirt" around home plate are foul balls. Pop ups that hit the net in front of the pitcher's mound onto the "grass" are automatic outs. All other pop ups are played live. A ball hitting a ceiling net on the fly beyond the pitcher's mound that is caught is an out. Pop ups that hit a ceiling net in foul territory will be deemed foul even if the ball drops off the ceiling net back into fair territory. Pop ups that hit a ceiling net in foul territory and are redirected into fair territory are foul balls and considered dead (umpire's discretion). They cannot be caught for an out. A batted ball popped straight up in foul territory may be caught for an out provided it is not redirected.

There is **NO** infield fly rule at any age level of the indoor season.

Balls that get through the infield – the batter will automatically receive one base. Runners will also automatically receive one base from their starting point. The batter and runner(s) may advance beyond that one base at their own risk.

Home runs – any ball hit on a line drive into the wall netting above the blue padded wall is a home run. The umpire can use his discretion in awarding a home run to a batted ball that hits a ceiling net and then hits the netting above the blue padding.

Over throws – 1 base.

Balls stuck in various netting, screens, sideline equipment, etc. – 1 base.

Time Limit – games are 90 minutes in length. If time expires during the top of an inning with the game tied or the bottom of an inning with the home team trailing and unable to complete its 3 outs in that inning, the score will revert back to the previous completed inning. If the home team is winning or has come from behind to tie the game in its final at bat when the umpire signals the end of the game, the score at that moment will stand. An at-bat that is underway when the time limit is called shall be allowed to finish to its completion.

3) STANDINGS

POINT SYSTEM - 3 points for a win/2 points for a tie/1 point for a loss. Points will decide seeding for the championship game. **PLEASE NOTE** – ties are only permitted in cases where the 75-minute time limit takes effect.

TIE-BREAKING RULES – in the event of a tie in points, head-to-head competition will be the first determining factor used. If not applicable, record against common opponents will be used. If not applicable, record against teams with winning records will be used. If not applicable, runs scored against will be used. As a final resort, a tie-breaking play-in game will be utilized.

4) PLAYOFFS

MULTI-TIER PLAYOFF – Once the final standings are determined, teams will be sent the playoff schedule.