

Tee Ball

(Ages 4-6 * first year 7)

Tee Ball is an entry level division for players to learn the basic techniques of baseball. It is played with a Tee Ball and a tee. Teams will have 9-12 assigned players. Each team will bat the entire lineup and every player will play defense. Coaches are allowed to be on the field of play to assist through instruction. Each game is limited to 1 hour or four innings. Managers, coaches and team parents that are badged, should assist players to develop proper throwing, catching and batting techniques.

Tee Ball Local Options:

- All Players will bat their entire lineup. Once the team has reached the end of the lineup the team retires, and the opposing team shall bat.
- Base runners shall not advance until the ball is put into play by the batter. The last batter is the "home runner hitter."
- The lineup shall remain the same the entire game.
- Game will be a maximum of 60 minutes in length with no new inning or 4 innings long.
- It is highly recommended by PVLL that coaches rotate players between the infield and outfield for consecutive defense innings. Please try and be as fair as possible, remember Tee Ball is for player development and instruction.
- There are no protests in Tee Ball.
- Three badged base coaches are allowed on the field if one adult badged team parent is in the dugout. All badged coaches are allowed on the field during defense.
- Coaches may pitch to certain players on the team rather than use the tee. However, the coach must pitch from a distance no closer than halfway between Homeplate and the pitching rubber, the batters must be the last batters in the order, and they must hit off the coach for the entirety of the game. After 4 pitches the tee will be used to complete the at bat.
- Home team occupies the third base dugout and visitors occupy the first base dugout. In the event of a double header the team staying for the second game remains in the same dugout regardless of home or visitor

Rookies

(League age 7-8, *6 with 1 year of tee ball, 9 with no experience)

The Rookie division is an introductory and instructional level of baseball for players that may or may not have previously played. Rookie division is coach pitch. All players are required to attend a tryout. All Players are required to wear a cup. A rookie level team should not have one player playing the same position all the time. A coach that teaches fundamentals and keeps the game fun will provide the players the desire to continue to learn more. Parents should practice throwing and catching with their players between games and team practices as it is important skill they will develop. This level is to maximize fun, in addition to teaching the fundamentals of the game.

Rookie Local Options:

- Players of ages 6-9 shall be eligible for Rookie Division.
- 1 Badged Coach will pitch to each batter from the pitching mound to his/her own team. The pitcher must throw overhanded to the batter and must be in contact with the pitching rubber.
- No player will sit defensively more than 1 consecutive inning. Failure to get your substitutions in the game will result in the manager being suspended for the next game. A second offense will result in a 3-game suspension. A third offense will result in the manager losing the team.
- It is highly recommended by PVLL that coaches rotate players between the infield and outfield for consecutive defense innings. Please try and be as fair as possible, remember Rookies is for player development and instruction.
- Each batter will receive a maximum of 7 pitches. If the batter has not put the ball in play after the 7th pitch or 3rd strike the batter is out. The batter can not be called out on a foul ball.
- 10 defensive fielders are allowed on the field consisting of 6 infielders (Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base and Shortstop) and 4 Outfielders. All Outfielders will be required to begin each play while standing in the outfield grass.
- Each team will bat their entire lineup
- The inning is retired when a team reaches 5 runs or 3 outs, whichever comes first.
- No extra innings during regular season. Extra innings will be played only, if necessary, in the postseason tournament as long as time permits.
- Play stops when an attempted throw reaches the pitching area.
- Halfway Rule: When a play is completed, a runner more than halfway to the next base gets that base. If the runner is less than halfway to the next base the runner must return to the previous base.
- Base runners may not steal and there are no walks.
- 5 badged volunteers per team (Team Parent, Manager and 3 coaches) may be allowed in the dugouts. One coach is allowed in front of the dugout.
- If a batted ball hits the coach or pitching machine, it is considered a dead ball and the batter gets first base and only a forced base runner advance.
- Batters and runners can advance one base on a defensive overthrow.
- To speed up the game, you must use a pinch runner for your catcher when they are on base with 2 outs. The pinch runner must be the player that made the last out.
- There is no protest in the Rookie Division.
- The Team Manager must immediately notify the player agent whenever a player quits the team. This loss of a player report must include the date and circumstances related to the loss of the player.
- Home team occupies the third base dugout and visitors occupy the first base dugout. In the event of a double header the team staying for the second game remains in the same dugout regardless of home or visitor
- Send scores, win/loss and any homeruns to paradisevalleybaseball@gmail.com within 24 hours.

Minors

(League age 9-10, *11 with no experience)

All players within this age group are required to attend a tryout session. The tryouts are held to provide an opportunity for the managers within the Minor division to examine the skill level of each player. All players that tryout will be drafted onto a team. Players that do not attend tryouts will not be eligible to be drafted and will be assigned to a Minor Division team that is next in rotation.

Local Minor Options:

- Players of age 9-11 are eligible for Minor play.
- Games will be 6 innings. No new inning after 1 hour and 45 minutes. In the case of a tie after the 6th inning with time remaining one extra inning can be played. If the score is still tied after this extra inning the game stops and is declared a tie regardless of time. The use of the International Tiebreaker rule (start the inning with last out on 2nd base) will be in effect for the extra inning.
- Each team will bat their entire lineup regardless of field substitutions.
- Once third base is occupied, the runner may advance only by being hit in (batted ball), walked in or can advance if a defensive play is made on the runner at third base
- No stealing of home on a overthrow or wild pitch
- There is no dropped 3rd strike rule.
- It is required that you use a pinch runner for the catcher when they are on base with 2 outs. The pinch runner must be the player that made the last out.
- The lead runner may advance on an overthrow without limits.
- Two badged adult base coaches are allowed as long as you have one adult badged coach in the dugout.
- No player will sit out defensively more than two consecutive innings, unless they are injured.
- Balks will not be called.
- The 10-run rule will be in effect. (10 run lead after 3.5 innings)
- 5 Runs per inning apply per LL rulebook. (5 runs or 3 outs)
- Failure to get your substitutions in the game will result in the manager being suspended for the next game. A second offense will result in a 3-game suspension. A third offense will result in the manager losing the team.
- The Home team will supply scorekeepers for all games and that will be the official book. Managers must inform the official scorekeeper of all changes.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: *Ages 9-10 75 pitches per day, age 11 85 pitches per day. 0-20 pitches is 0 days of rest, 21-35 pitches is 1 day of rest, 36-50 is 2 days of rest, 51-65 is 3 days rest and 66+ is 4 days rest.
- Each manager will bring current pitching logs to the pregame meeting to determine pitcher eligibility for the game. Scores and pitch counts need to be reported by email paradisevalleybaseball@gmail.com within 24 hours of the game ending.
- The Team Manager must immediately notify the player agent whenever a player quits the team. This loss of a player report must include the date and circumstances related to the loss of the player.
- Home team occupies the third base dugout and visitors occupy the first base dugout. In the event of a double header the team staying for the second game remains in the same dugout regardless of home or visitor

Majors

(League age 11-12, *10 with league approval)

All players within this age group are required to attend a tryout session. The tryouts are held to provide an opportunity for the managers within the Major division to examine the skill level of each player. All players that tryout will be drafted onto a team. Players that do not attend tryouts will not be eligible to be drafted and will be assigned to a Minor Division team that is next in rotation.

Local Options:

- Players 10-12 are eligible to play in the Majors Division.
- Games will be 6 innings. No new inning after 2 hours. In the case of a tie after the 6th inning with time remaining one extra inning can be played. If the score is still tied after this extra inning the game stops and is declared a tie regardless of time. The use of the International TieBreaker rule (start the inning with last out on 2nd base) will be in effect for the extra inning
- Each team will bat their entire lineup regardless of field substitutions.
- Two badged adult base coaches are allowed as long as you have one adult badge coach in the dugout.
- The 10-run rule will be in effect. (10 ahead in 3.5 innings)
- Each team will field nine (9) defensive players each inning. The minimum playing requirements for every player is to play 6 consecutive defensive outs per game and must at least bat once.
- You must get your substitutions into the game. If the game is shortened for any reason managers will not be held accountable for not meeting the substitution requirements. However, players that did not fulfill the requirements must start the next scheduled game and complete the requirements of the shortened game and the requirements of the current game before being removed.
- The Home team will supply scorekeepers for all games and that will be the official book. Managers must inform the official scorekeeper of all changes. Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: *Ages 9-10 75 pitches per day, age 11-12 85 pitches per day. 0-20 pitches are 0 days of rest, 21-35 pitches is 1 day of rest, 36-50 is 2 days of rest, 51-65 is 3 days rest and 66+ is 4 days' rest.
- Scores and pitch counts need to be reported via email to paradisevalleybaseball@gmail.com within 24 hours of the game ending.
- The Team Manager must immediately notify the player agent whenever a player quits the team. This loss of a player report must include the date and circumstances related to the loss of the player.
- Home team occupies the third base dugout and visitors occupy the first base dugout. In the event of a double header the team staying for the second game remains in the same dugout regardless of home or visitor

Juniors/Seniors