

PYL POLICIES, PRACTICES, AND PLAYING RULES

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I. PYL Governance

A. Governing Rules

1. The League shall be governed by the Official Playing Rules of The National Federation of State High School Association of Baseball Rules and the By-Laws of the PYBL Inc.
2. Wherever there is any conflict between these two documents, the PYL By-Laws and PYL Policies, Practices, and Playing Rules shall take precedence.

B. Responsibility

1. Head Coaches for each team involved in the game are responsible for the sportsmanship behavior of their team, and their respective team's fans.
2. Harassment and/or questioning of any judgment calls by the umpire(s) are strictly forbidden and will not be tolerated.
3. If there is a question on a rule interpretation, the Head Coach only may call time out and a quick conference can be held. The PYL Rules Spreadsheet and/or PYL Policies, Practices, and Playing Rules shall be checked at this time for rule interpretations.
4. If the Head Coaches cannot find and/or agree on the rule, then the umpire has the final say.
5. Any lingering questions may be posed to the League after the game via email for follow-up.
6. All visiting teams must clean up their dugout (trash, equipment, etc.) before leaving the host field.
7. Each team must be represented at both the preseason coaches' meeting and postseason tournament coaches meeting.
 - i. The preseason meeting in March (Spring) and August (Fall) and is for review of rules, team management, and to answer the coaches' questions.
 - ii. The playoff tournament meeting in June (Spring) and October (Fall) to review specific tournament rules and to answer the coach's questions.
 - iii. An individual may not represent more than one team at the meeting.
 - iv. A team may be fined (See Appendix A) or eliminated from the tournament if they do not have representation.
 - v. Coaches must sign in with the League Secretary prior to all meetings.
 - vi. The organization representative may fill in for one coach at any scheduled coaches meeting, provided that the representative is not representing his/her own team as well. A coach may also be represented by an assistant coach from their team.

II. Ethics, Ejections, and Protests

A. Coach's Code of Conduct

1. The Coach's Code of Conduct (Appendix C) will be electronically signed every season by all Head Coaches.
2. Head Coaches sign the Code of Conduct on behalf of themselves as well as their assistant coaches.
3. The League Secretary will keep these on file for the duration of the season.

B. Ejected Players, Coaches, and/or Spectator

1. A player, coach, or spectator may be ejected at the discretion of the umpire(s) for rule infraction or inappropriate behavior with or without warning.

2. Adults ejected must leave the vicinity of the field for the duration of the game and are subject to a league fine (See Appendix A). An ejected player may stay on the bench as long as they are not being unruly.
3. Both Head Coaches and umpires are responsible for reporting any ejected players, coaches, and/or spectators to the League President **immediately following their game** by filling out the [Ejection Summary Report](#). Failure to report the ejection is subject to a league fine (See Appendix A).
4. An ejection of a coach or player that occurs at the end of the season including the playoffs will carry over to the following season.
5. If an organization totals three (3) or more ejections in a single season including the playoffs, notification will be sent to the organization's president alerting him/her to the incidents. Possible organization suspension from the League may occur.

C. Suspensions

1. A suspension will be determined by the League Officers based on the [Post-Ejection Suspension Matrix](#).
2. A coach or organization rep of the ejected person(s) can appeal some suspensions by notifying the League President within 24 hours of the ejection.
3. The post-ejection suspension matrix will be used by the League Officers to determine if an infraction can be appealed or not.
4. An appeal will be deemed successful or not by a vote of the League Officers after they review all submitted reports and have contacted coaches and umpires if additional information is needed.
5. The ruling will be relayed to the PYL representative at which time they may request copies of the ejection reports. They may not ask for any changes to the appeal ruling once a final decision is made.

D. Protests

1. A game may only be protested if there is a violation of NFHS Rules or PYL Rules. A game may not be protested on a judgment call by the umpire(s).

E. Protest Procedures

1. Either team may protest a game by serving notice to both umpires and the team manager of the opposing team at the time of the dispute that this game is being played under protest.
2. Umpires shall make a public announcement of the protest.
3. Home team scorebook is to be marked at the point of the protest. The home team book is official, and the visiting team is responsible to ensure the score and situation is correct.
4. Any protest must be filed in writing with any League Officer within forty-eight (48) hours after the game. A protest fee (See Appendix A) must accompany the letter. If a protest is in order and upheld, the fee will be returned.
5. All protests must be carried through, unless the protesting team wins the game. Failure to carry through on a protest will result in the protesting team forfeiting the protest fee.
6. The League President, at her/his discretion, shall call a league meeting with all involved parties and member organizations attending to act on any protest.
7. Organizations involved in the protest will not be allowed to vote on the protest.
8. All votes shall be by secret ballot. The ruling by the membership is final. There are no appeals.

III. PYL League Structure

A. Structure Overview

1. The PYL shall be composed of age-appropriate divisions. The conferences will be T-Ball, Coach Pitch, Grasshopper, Biddy, Midget, Knee-Hi, and Majors. Each conference will be organized by age.
2. The Biddy, Midget and Knee-Hi conferences will be further subdivided into two divisions, as appropriate. American League (AL) and National League (NL) divisions will be used for each of the three conferences.
3. Participating teams in all divisions and age levels shall be composed of players from any organization in good standing represented within the PYL.
4. The National League will be designed for a less competitive and more developmental environment than the American League.
5. It is expected organizations will place players ready for a more competitive environment in the American League.

B. Teams

1. The teams will be made up of players from each organization; each organization will determine how many players constitute a team.
2. Exceptions to league age restrictions for T-Ball, Coach Pitch, and Grasshopper can be requested through the Board. No standings are kept in those conferences. Exceptions should be based on a solid explanation, based on skill level, as to why the player should play at an age group lower than expected. Player safety would be an example.
3. The League Officers can approve moving an individual from National League to American League or vice versa once the season has started. This would be 100% based on the player's ability.
4. The National League teams shall NOT be composed of any double-rostered players. Double-rostered players are only allowed in the American League divisions and Majors.
5. Entry into the American League should involve a formal tryout or assessment to determine which players are ready for a more competitive environment.
6. Teams entering the American or National League divisions will be determined by the following:
 - a. Organizations with enough registered players to field only one team at a given age bracket (in any division) will have a choice to put that team in either the National or American League.
 - b. Organizations with enough players to field 3 teams will enter **at least one** team into the American League division based on tryout evaluations and the other two teams can be placed in the National or American League divisions.
 - c. Organizations with enough players to field 5 teams or more will enter **at least two** teams into the American League and the remaining teams will be placed into the National League.
7. There is an expectation that all teams that are placed into the American League will be competitive.

C. Conferences

1. Fall ages are based on cutoffs for the following spring calendar (except for the Majors division).
2. **T-Ball:** Designed for players 5 and 6 years old and on occasion 4 years old. In general, no player older than age 6 will be allowed to play T-Ball. That is, any player who does not reach the 7th birthday prior to September 1st. A complete list of T-Ball Rules can be found [here](#).

3. **Coach Pitch:** For players in 1st and 2nd grade. Any player who does not reach the 9th birthday prior to September 1st will be eligible to play in this conference. We do expect the majority of the exceptions for players allowed to play above the age requirements will come from this age conference. Coach Pitch teams must use RIF-5 balls at all times and it is optional if the pitchers wear helmets or not. Coach Pitch will follow the same rules as Grasshopper with the exception that coaches have the option to pitch to their own batters.
4. **Grasshopper:** For players in 1st and 2nd grade. Any player who does not reach the 9th birthday prior to September 1st will be eligible to play in this conference. We do expect the majority of the exceptions for players allowed to play above the age requirements will come from this age conference. Grasshopper teams must use RIF-5 balls at all times and it is optional if the pitchers wear helmets or not. A complete list of Grasshopper Rules can be found [here](#).
5. **Biddy:** For players in 3rd and 4th grade. Any player who does not reach the 11th birthday prior to September 1st will be eligible to play in this conference.
6. **Midget:** For players in 5th and 6th grade. Any player who does not reach the 13th birthday prior to September 1st will be eligible to play in this conference.
7. **Knee-Hi:** For players in 7th and 8th grade. Any player who does not reach the 15th birthday prior to September 1st will be eligible to play in this conference.
8. **Majors - The Farm:** For players in 9th and 10th grade. Any player who does not reach the 17th birthday prior to September 1st will be eligible to play in this conference.
9. **Majors - The Show:** For players in 11th and 12th grade. Any player who does not reach the 19th birthday prior to September 1st will be eligible to play in this conference. Anyone who plays for a college-level team is ineligible.
 - a. Exemptions are reserved solely for players with documented medical conditions that impact their ability to safely or appropriately participate at their age-based conference.
 - b. A written exemption request must be submitted using the designated form and demonstrate:
 1. a legitimate developmental, safety, or emotional need, and
 2. 2) that playing at the age-appropriate level would create a safety or participation concern.
 - c. A written exemption request form must be completed by the player's parent/guardian and submitted by the Organizational Representative no later than two weeks before rosters are due to the League.
 - d. Playing-down exemptions are granted sparingly and reviewed annually. All exemptions are valid for one season only. The League reserves the right to revoke an exemption if safety or competitive balance concerns arise.

D. Called-Up Players

1. Players within an organization can play up one division from their current team if that team has fewer than ten players available for a game.
2. Teams can only bring up players to get to ten.
3. Once a player is brought up to a team, they may only play up for that specific team for the rest of the season, and only if they are needed to make ten.
4. Players that play up may not pitch for the higher division team. This includes Grasshopper players called up to play Biddy. The only exception is during the postseason tournament when the player's original team has been eliminated from the postseason tournament. In this scenario, the player must still adhere to the pitch count rules of their original, age-based conference.

E. Team Fees

1. Annual team fees are to be determined and agreed upon by the Board with a 2/3 vote. Fees are used for the administrative needs of the League. See Appendix A for current team fees.

F. Team Suspension

1. If a team is suspended from the League, a fine (See Appendix A) will be required for reinstatement to the League.

G. Forfeits

1. A \$25 forfeit fine (See Appendix A) can be assessed on any team that fails to arrive to play a regularly scheduled game.
2. The score shall be 7 to 0.
3. In the event there is a second game with failure to arrive and the fine could increase (See Appendix A).
4. A third forfeit could result in another increased fine (See Appendix A),
5. In addition, the forfeiting team is responsible for the full umpire fee (in accordance to the current playing season umpire fees).
6. Use of an ineligible player will result in an immediate loss of the game played and any games that the player is identified to have played in.

H. Outstanding Fees

1. All fines incurred during the current season must be paid before the tournament coaches' meeting – prior to the playoffs/tournaments.
2. Any organization that does not pay their fine will not be eligible for the current season's playoffs/tournaments and subject to removal from the next season's play.

I. Awards

1. Portions of the entry fees will be used to purchase league awards at the end of the season. Awards will be given in all conferences, except T-Ball, Coach Pitch, and Grasshopper.

IV. Scheduling

A. Creation of the Schedule

1. Each organization shall submit the exact number of teams they are entering in each age bracket division and their field availability at the March and August meetings. This includes locations, dates, days, and times. No additional teams shall be submitted after 72 hours from the March and August meetings.
2. The Board shall determine the number of divisions within each conference
3. The schedule for the League will be drawn up by the Technology and Scheduling Director
4. All teams in each age bracket division should be scheduled for the same number of games. Final decision on the number of games will be made by the Board.
5. Any organization dropping a team from a conference 72 hours after the March or August meeting could be fined (See Appendix A) for each team dropped.

B. Length of Season

1. The League start and stop dates (season and playoff) will be determined by the Board. If needed, the decision to extend the season would be the responsibility of the League Officers.

C. Game Schedule

1. Home teams have the decision on canceling games due to weather. In this case, the home Head Coach must confirm cancellation of the game via phone to the umpire(s) and the opposing Head Coach more than 60 minutes before the scheduled game time.
2. Once a game has begun, only the umpire(s) have the power to call the game due to weather, darkness, or rule infraction. Any unfinished games, due to league rule infraction, will be considered a forfeit by the team causing the infraction.

D. Maximum Games Played Per Week

1. No team shall be scheduled to play more than 2 days in a row for the Biddy and Midget divisions or 3 days in a row for the Knee-Hi divisions without Board approval.
2. A week begins on Monday and ends on Sunday for pitching limit rules. Pitching rest rules supersede reset of week limit rules. That is, rest days do not automatically reset at the start of the week.

E. Request for Change

1. All requests for changing game dates (defined as either date, time, or both) must be made **no later than 72 hours AFTER the schedule has been released to the coaches.** If an overseen absence of multiple players arises to a total team of less than 9 players and both teams agree to reschedule with a field and umpire available, exceptions will be made. Otherwise, no other changes will be allowed after that date unless approved by a unanimous decision by the League Officers.
2. After the Technology and Scheduling Director releases the draft schedule, coaches have 7 days to communicate with opposing coaches and reschedule games without restrictions.

F. Ties and Postponements

1. Ties or postponed games must be rescheduled within 2 days and played within 15 days of the original schedule date, or before the scheduled end of the season, whichever comes first.
2. If teams do not agree on a date or find a field, both teams will notify the Technology and Scheduling Director. The Technology and Scheduling Director will set a date. Failure to play a game in accordance with this by-law will result in forfeiture of game by team or teams at fault.
3. Postponed games are defined as games that cannot be played due to weather or darkness conditions.
4. Any game stopped due to weather or darkness will:
 - a. Be officially over if it has met the complete game qualifier (4½ innings in the Spring, 3½ innings in the Fall).
 - b. Resume from the point of postponement if the complete game qualifier is not met
5. All pitches thrown will always count, even if the game is restarted.
6. Regular season games may end in a tie if both teams are in agreement and/or if the game is official. Tournament/playoff games cannot end in a tie and should follow the aforementioned postponement guidelines.

G. Scores and Standings

1. Scores must be submitted in full by the winning team on the league website within 24 hours of the completion of the game. Directions for entering scores can be found [here](#).
2. Failure to submit a score and pitching information for both teams during the regular season in full within 24 hours could result in a forfeit of the game.
3. In the event of a suspended game, the score and pitching information must be reported for both dates.
4. The Technology and Scheduling Director is the official scorekeeper.
5. The following point system will be used for standings purposes:
 - a. Win = 2 points, Tie = 1 point, Loss = 0 points

V. Playoffs

A. Playoff Structure

1. Playoffs differ by age group and division. The exact structure of the tournament will be decided by League Officers.
2. Tiebreakers for seeding shall be:
 - a. The team with the best record in head-to-head competition.
 - b. Least number of runs allowed.
 - c. Best winning percentage of playoff teams.
 - d. Run differential head-to-head on all tied teams.
 - e. Coin flip.
3. In the event of a three-way tie, the tie will be broken following the above list. Once that tie is broken, the remaining teams are in a two-way tie and the tie-breaker returns to the top of the list.
4. All playoff games and formats will be determined each year.
5. Except when League Officers determine that insufficient fields or umpires are necessary otherwise, the Championship game(s) and loser's bracket finals shall have no time limit.
6. All other playoff games have a strict 1 hour, 45 minute time limit. No new inning may start after this mark. The umpire shall start a timer when the first warm up pitch is thrown.
7. All coaches in the playoffs are required to attend the tournament meeting.

B. Seeding

1. Majors, American Leagues and Knee-Hi National
 - a. The winner's bracket team shall be the home team in the Championship game. If the team from the winner's bracket loses the first game in the championship game, the home team shall be determined by the team that is the higher seed.
 - b. In all other games, the team with the best win/loss record shall be the home team. Head-to-head matchup records will determine the home team if the teams that are tied. If teams "split" the regular season games, tiebreaker rules will become in effect.
2. Biddy National and Midget National Divisions
 - a. Random drawings for seeding will be done prior to the creation of the playoff brackets. The team with the higher random seed shall be determined the home team throughout the playoffs.
3. All National League division playoffs will be single elimination. All American League divisions and Majors playoffs will be double elimination.

C. Inclement Weather or Darkness

1. Tournament games that are postponed will be rescheduled by the League Officers. Teams unable to field a team will need to use Called-Up Players or forfeit.
2. If the first day of the double elimination tournaments are rained out, the League Officers has the ability to switch all tournaments to single elimination.
3. If one or more games in a round are not able to be played on a given day due to weather, all games in the round of that particular division/bracket shall not be played that day.
4. If a game is called due to inclement weather or darkness, the game will resume at the exact point at which it stopped.
5. The umpire and coaches should take note of how much time of the time limit is left.
6. Any player not there when it resumes is dropped from the lineup. Any player who did not play the beginning of the game will be added to the bottom of the lineup.

D. Umpires

1. All divisions shall have two umpires for the championship games for both the American and National League brackets. The League will be responsible for paying the umpire's fee for championship and "if needed" games.

E. Specific Tournament Rules

1. The [Specific Tournament Rules](#) will be posted to the website and reviewed during the playoff Coaches' Meetings in June and October.

VI. Overarching Game Rules

A. PYL Statement

1. We are NOT developing major league baseball players. We are developing high school baseball players, students of the game, and fans of the game. We are here to teach development of baseball skills, how to play fairly, earn wins through hard work and lose gracefully. We will not tolerate bad modeling.
2. Many playing rules vary depending on division. Appendix D serves a "Rules Summary" for these division-specific rules. Note that many of the rules indicated in Appendix D do not directly appear as articles in this document; nonetheless all rules stated in Appendix D are considered official playing rules.

B. Sportsmanship and Conduct Rule

1. Heckling – No player, coach, manager or other party associated with a PYL team shall abuse, heckle or make uncomplimentary remarks to opposing players, team officials, or umpires.
2. Sportsmanship – Any player, coach, manager or other party accompanying a team could be immediately ejected from the game from the point of infraction, if they:
 - a. Use profane language
 - b. Intentionally throw equipment or any other object
 - c. Make unnecessary or obscene gestures to an umpire, fan, or opposing player.
 - d. Commit other infractions that carry ejection as a consequence.
3. Reinstatement – Any player, coach or manager ejected from a game by an umpire for unsportsmanlike conduct may also be suspended from their next played game. A second infraction in the same season may result in a suspension of at least three games. A third infraction may result in suspension for the remainder of the season, which shall include playoff games.

4. Appeals – Suspension for some minor offenses may be appealable.
5. See the [Post-Ejection Suspension Matrix](#) for specific consequences per offense.

C. PYL Specific Rules

1. The Official rules of the National Federation of State High School Association of Baseball Rules apply with the following exceptions. All rules outlined below are summarized on the [PYL Rules Spreadsheet](#).
2. Home team shall supply two new balls for each game. Failure to do so results in a fine.
3. For the regular season, if the game remains tied after the allotted innings in each division, an attempt to complete the game with extra innings should be attempted in the following manner:
 - a. One extra full inning of play
 - b. Use of International Tiebreaker Rules for any inning afterwards (no outs, the last out from the previous inning is put on second base).
4. If it is difficult to complete the game due to darkness or weather, a game may be completed at a later date and in rare circumstances could end in a tie if both coaches agree to that conclusion.
5. In all divisions except Majors, coaches must bat the entire roster, unless a circumstance arises with an injury or a consequence is being given to a player by the coach. These should be communicated to the opposing coach before the start of the game.
6. All games must be played in its entirety with at least 8 players. Less than 8 players will result in forfeiture of game by team at fault.
7. Players are permitted to wear jewelry as long as the jewelry is not considered a distraction. If deemed a distraction, umpires have the authority to ask that jewelry be removed. Failure to remove jewelry upon the umpire's request will result in an ejection.
8. No player shall be permitted to play if they violate the blood rule. Injuries must be secured. Excessive blood will be up to the umpire's discretion, as to the decision on allowing the player to return to the game. The umpire will counsel both Head Coaches.
9. Pitchers may not wear non-prescription sunglasses while on the mound.
10. [article removed July 2024]
11. All coaches must have an appropriately stocked first aid kit on site at all games.
12. Games may be recorded and/or live-streamed as long as the placement of the device is NOT 1) located inside the facility's fence or on the field of play, 2) creates a safety risk to any of the game's participants, 3) distracts players or coaches, 4) obstructs the view of persons attending the game, or 5) placed in either dugout. All organizations are required to include a statement to their registration form asking parents/guardians to provide consent to video recording and live-streaming of their child's games. If any participants or attendees request that the game not be recorded or live-streamed, then everyone must abide by that request.

D. Mercy Rule

1. The Mercy Rule for all divisions, except Majors, shall be if a team is winning by 12 runs after 4 innings or 10 runs after 5 innings.
2. For Majors, the Mercy Rule shall be if a team is winning by 12 runs after 5 innings.
3. In Spring only, the 12 run rule after 4 innings supersedes the 4.5 complete game rule. If both coaches agree to play the 5th inning, the umpire(s) should agree to continue the game. Pitches still continue to count.

E. Pitching

1. See the rules spreadsheet for specific league pitching restrictions by division.

2. Violation of league pitch restrictions will result in a forfeit of the game. The home team is still responsible for umpire fees in this circumstance.
3. Pitch count needs to be checked and agreed on by both teams after each half inning.
4. A pitcher may not return to the mound once they are replaced at the pitching position.
5. A pitcher may not pitch more than three days in a row.

F. Stealing

1. Rules vary by age group and conference. See individual division rules for details on the spreadsheet.
2. In the Biddy divisions, when the runner(s) have stopped their continued motion and when a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is ready to receive delivery of the ball, the base runners shall not leave their bases until the ball has been delivered and has passed the batter.

G. Running/Sliding

1. See specific conference rules for specific details.
2. A runner must make every effort to avoid contact or collision with a defensive player. Runners that interfere with a defensive player making a play on a batted ball will be called out.
3. Head-first sliding is discouraged but not prohibited.
4. [article removed July 2024]
5. If a runner slides, he/she must slide within reach of the base with either hand or foot.
6. A runner may slide or run away from the fielder to avoid making contact or altering the play of the fielder.
7. A slide is **illegal** if:
 - a. The runner uses a rolling, cross-body or pop-up slide into the fielder.
 - b. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
 - c. Except at home plate, the runner goes beyond the base and then makes contact with or alters the play of the fielder. At home plate, it is permissible for the runner's momentum to carry through the plate in a straight line (baseline extended).
 - d. The runner slashes or kicks the fielder with either leg.
 - e. The runner tries to injure the fielder.
 - f. The runner, on a force play, does not slide on the ground in a direct line between the two bases.
8. If an **illegal** slide is called, the runner is called out. The illegal slides rule is at the discretion of the umpire.

H. Injured Players

1. If a batter is injured during an at bat and cannot finish the at bat, the count remains and the next batter assumes the at bat. The injured player may reenter the game if it is safe to do so.
2. If a player is injured at other times, including during a previous at-bat, their turn in the lineup can be skipped with no out recorded.

I. Double-Rostered Players

1. A double-rostered player is any player that plays in a game for any team outside of PYL once their PYL team games have started.

2. A “game” is a baseball game, scrimmage, tournament, etc. in which an umpire is officiating.
3. The Head Coach is responsible for contacting the League to inform them that a player has become a travel player.
4. When a player is tagged as a double-rostered player, they remain one for the entire PYL season.
5. Spring and Fall are considered separate seasons and double-rostered player designations reset for each.
6. Double-Rostered Players can only pitch for their PYL team if they **do not** pitch for their other team. As soon as a player throws one pitch for another team, that player may not pitch on the PYL team for the remainder of the season.
7. The total sum of pitches thrown by double-rostered players is limited to 45 pitches per game per team.
8. Double-rostered players must play in 70% or more of their team’s regular season PYL games to be eligible for the playoff tournament.

J. Thunder and Lightning Rule

1. Coaches are responsible before the game for safety in this setting. During the game the umpire has the ability to suspend/cancel the game for thunder or lightning at her/his discretion.
2. Criteria for suspension and resumption of play:
 - a. When thunder is heard or lightning seen (by coaches and/or umpires), the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. All players and coaches should be in some adequate shelter and not on the field of play or in open dugouts.
 - c. If dugouts are not adequate, move to something that is.
3. 20 Minute Rule:
 - a. Once play has been suspended, play cannot resume for 20 minutes after the last thunder is heard or lightning is seen.
 - b. Any subsequent thunder or lightning after the beginning of the count restarts the 20 minute clock.
4. After the third thunder and/or lightning strike, the game will be complete or suspended based on the inning.

K. Uniforms and Equipment

1. If a team is not equipped with regular baseball uniforms, it will be satisfactory to field a team if all the players have the same color T-shirts and caps with numbers that match the roster on the website.
2. Unless there is a Called-Up Player, duplicate jersey numbers are not allowed on a roster.
3. All players must wear a helmet with protective ear flaps at bat and on the bases.
4. Any bat considered illegal by either the NCAA or the NFHS is also considered illegal in PYL. Bat restrictions are posted on the spreadsheet.
5. Catchers (if male) will be required to wear a protective cup. Cups for all players are strongly recommended, but not mandatory.
6. Catchers are required to wear either a NOCSAE stamped chest protector or an undershirt/guard with the stamp.
7. 2 ¾ in bats are acceptable at all levels except Knee-Hi American and Majors.
8. Any violation to the officially approved "uniforms and equipment articles" will result in the player’s ejection from the game.

9. Any illegal equipment (balls, bats, etc.) must be removed from the game. Failure to do so will result in forfeiture of the game by team in violation.

L. Field Requirements

1. Home team is responsible for all playing lines.
2. A non-caustic, non-toxic guideline must be used to define all field boundaries and playing areas. An NCAA-approved lime is recommended.
3. Flags, poles, or cones should be placed in left and right fields to indicate foul lines.
4. All bases must be securely anchored.
5. Home team is to have a suitable pitching rubber that must be of white rubber of official playing size (6" wide x 24" long)
6. Home team manager shall present to the umpire(s) and opposing manager all ground rules and any special rules prior to game time. Both the home team and opposing team will then present the home plate umpire with the League starting line-up card.
7. Team personnel, except for two coaches, shall remain on the bench. The bench shall consist of no more than 4 coaches and 1 scorekeeper. Failure to adhere to this policy may result in ejection of the manager.
8. In case of darkness, the decision to stop the game will be entirely up to the umpire in chief. The umpire in chief is the home plate umpire.
9. In the event the field is not properly laid out, or in the opinion of the coaches and umpire(s) it is unplayable or hazardous and these conditions are beyond the control of the home team coaches, the game will be rescheduled.
10. The visiting team, under normal playing conditions, must be allowed a minimum of 15 minutes warm-up time, 20 minutes prior to scheduled game time.
11. There will be a standard catch and carry rule for all open fields in the League. The defensive player must have one or both feet touching the playing field. If momentum carries him out of bounds or if he falls, the ball is dead immediately and all runners advance 1 base. Defensive Players cannot throw from out of play.
12. Ground rules are to be reviewed annually at the March meeting.
13. There may be defined ground rules by each organization with lighted fields regardless of darkness. A list of these organizations with their decision to turn on the lights or not turn them on will be furnished during the pre-season.
14. No inning will be started after 7:45pm Sunday through Thursday.
15. There is a 2 hour 15 minute time limit for all Biddy weekend games in both Spring and Fall. This same time limit is in place for all Midget weekend games in the Fall.
16. The batter's box dimensions shall be as follows:
 - a. Using the corner of home plate, which touches the foul line as a point of reference, the box shall extend 3 feet toward the pitcher and three feet toward the catcher for a total length of 6 feet.
 - b. The width of the batter's box shall be 4 feet (3 feet is acceptable for Biddy).
 - c. The batter's box shall be located at a distance of 6 inches from either side of home plate.

VII. Umpires

A. Umpires

1. There are no umpires for the T-Ball, Coach Pitch, or Grasshopper conferences.
2. Umpires will be assigned by the League Umpire Assignor for each game.
3. The umpire's fee must be paid by the home team, when the game becomes official.
4. For the playoffs, the umpire fees will be shared by each team.

5. The umpire fees will be determined annually and can be found in the [Umpire Fee Addendum](#).

Appendix A: PYL Fees and Fines Chart

Team Fees (per season)	
T-Ball	Free
Coach Pitch	\$65
Grasshopper	\$65
Biddy	\$175
Midget	\$175
Knee-Hi	\$195
Majors	\$195

Miscellaneous Fees	
Membership - can "pilot" one season before paying.	\$150
Team or Organization Reinstatement*	\$200
Protest - this fee is returned if the protest is upheld.	\$50

*Teams or organizations seeking reinstatement must also pay any preexisting fines.

Fines	
Missed League Meeting* - must attend 9 of the 10 scheduled meetings per year; excludes Associate Membership who have no voting rights	\$25
Missed Preseason Coaches' Meeting	\$25/team
Missed Tournament Coaches' Meeting	\$25/team
Team Add/Drop/Change Level - 72 hours after Team Registration Deadline	\$100/team
Adult Ejection - 3rd incident in a season and every recurring one thereafter	\$250
Failure to submit an Ejection Summary Report within 24 hours (both Head Coaches and Umpire Assignor)	\$20
Forfeit: 1st Offense - must also pay umpire fees.	\$25
Forfeit: 2nd Offense - must also pay umpire fees.	\$75
Forfeit: 3rd Offense - must also pay umpire fees.	\$150
Refusal to Abide by PYL Policies, Practices, and Playing Rules	\$100

*Failure to attend 3 consecutive league meetings will result in the organization being dismissed from the league.

All fines must be paid before the Registration Deadline of the following season.

Appendix B: Parent/Guardian Code of Conduct

- I will not force my child to participate in sports.
- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform the coach of any physical or mental disability or ailment that may affect the safety of my child or the safety of others.
- I will learn the rules of the game and the policies of the league.
- I understand that I am responsible for the conduct of my guests, which include, but are not limited to, grandparents, siblings, aunts & uncles, family friends, etc.
- I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect, courtesy and positive support for all umpires, players, coaches, league officials and spectators at every game, practice or tournament.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any umpire, coach, player, or parent such as booing and taunting; arguing umpire calls; or using profane language or gestures.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- I will never ridicule or yell at my child or other participant for making a mistake or losing a competition.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
- I will respect the officials and their authority during games and will never question, discuss or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team or asked to do so by an official coach of the team.
- I agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:
 - Verbal warning by official, head coach, and/or head of league organization
 - Written warning
 - Parental game suspension with written documentation of incident kept on file by organizations involved
 - Game forfeit through the official or coach
 - Parental season suspension and/or expulsion from organization/league

Appendix C: Coaches' Code of Conduct

TO BE SIGNED ELECTRONICALLY BY ALL HEAD COACHES BEFORE EACH SEASON

I HEREBY PLEDGE TO ACT IN A RESPONSIBLE MANNER AS A COACH IN THE PARKLAND YOUTH LEAGUE RESPECTFUL OF ALL FELLOW COACHES, PLAYERS, UMPIRES AND PARENTS.

- **I will place the emotional and physical well-being of my players ahead of any personal desire to win.**
- **I will do my best to provide a safe playing situation for my players.**
- **I will lead by example in demonstrating fair play and sportsmanship for all of my players.**
- **I have read and understand the league bylaws and agree to abide by these rules. I agree to conduct my team in the spirit of these rules.**
- **I will treat all umpires, opposing players and coaches, and parents with respect and I will require that all parents do the same.**
- **I am aware of my responsibilities as a role model for the youths that I coach and I agree to abide by this code at all times.**

Appendix D: PYL Rules Chart

	Biddy National	Biddy American	Midget National	Midget American	Knee-Hi National	Knee-Hi American	Majors
Innings/Game	6	6	7	7	7	7	7
Complete Game	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall	4 ½ Spring 3 ½ Fall
Runs/Inning	5	No Limit	5	No Limit	5	No Limit	No Limit
Mercy Rule	12 after 4 10 after 5	12 after 4 10 after 5	12 after 4 10 after 5	12 after 4 10 after 5	12 after 4 10 after 5	12 after 4 10 after 5	12 after 5
Batting Order	Entire Roster	Entire Roster	Entire Roster	Entire Roster	Entire Roster	Entire Roster	9 to Full Roster
Defense	Up to 10	9	Up to 10	9	9	9	9
Fake Bunting	No	No	Yes	Yes	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes	Yes	Yes	Yes
Stealing of Bases	2nd and 3rd AFTER Ball Crosses Plate	2nd and 3rd AFTER Ball Crosses Plate	Anytime Ball is Live	Anytime Ball is Live	Anytime Ball is Live	Anytime Ball is Live	Anytime Ball is Live
Advance on Overthrow (Stealing)	No	No	Yes	Yes	Yes	Yes	Yes
Leads Allowed	No	No	Yes	Yes	Yes	Yes	Yes
Stealing Home	No	No	Yes	Yes	Yes	Yes	Yes
Drop 3rd Strike	No	No	Yes	Yes	Yes	Yes	Yes
Balks	No	No	Yes (Lenient)	Yes (Lenient)	Yes	Yes	Yes
Double-Rostered Players	No	Yes (up to 3)	No	Yes (up to 3)	No	Yes (up to 3)	Yes (no limit)
Metal Cleats	No	No	No	No	No	No	Yes
Max Bat Length, Max Barrel Diameter and Certification Requirements	33" length 2¾" barrel no drop restrictions USSSA or USA cert	33" length 2¾" barrel no drop restrictions USSSA or USA cert	33" length 2¾" barrel no drop restrictions USSSA or USA cert	33" length 2¾" barrel no drop restrictions USSSA or USA cert	36" length 2¾" barrel no drop restrictions USSSA, USA or BBCOR cert	36" length 2⅝" barrel no drop restrictions USA or BBCOR cert	36" length 2⅝" barrel no drop restrictions BBCOR cert
Bases Distance	60 feet	60 feet	70 feet	70 feet	80 feet	80 feet	90 feet
Mound Distance	44 feet	44 feet	48 feet	48 feet	54 feet	54 feet	60 ft. 6 in.

Bunting and free substitution allowed at all levels (Biddy-Majors).

Time Limits: No new inning can start after 7:45 on a school night (Sun-Thurs). This rule is flexible for some Knee-Hi and Majors games. All Biddy (Spring and Fall) and Midget (Fall only) games have a 2 hour 15 minute time limit on weekends.

PYL Pitching Rules

Regular Season

	Biddy National	Biddy American	Midget National	Midget American	Knee-Hi National	Knee-Hi American	Majors
Max Pitches/Week	140	140	170	170	200	200	200
Max Pitches/Day	70	70	85	85	100	100	100
0 Days Rest Required (Pitches)	1-20	1-20	1-20	1-20	1-25	1-25	1-25
1 Day Rest Required (Pitches)	21-44	21-44	21-44	21-44	26-50	26-50	26-50
2 Days Rest Required (Pitches)	45-59	45-59	45-59	45-59	51-75	51-75	51-75
3 Days Rest Required (Pitches)	60-70	60-70	60-85	60-85	76-100	76-100	76-100
Hit Batters Allowed	3	3	3	3	3	3	n/a

Other Pitching Rules:

- As of Spring 2025 the Tournament/Doubleheader Pitching Limits are no longer pertinent. All regular season (including Doubleheaders) and Tournament games will follow the above Pitch Count Rules.
- Pitch counts should be confirmed by both teams every half inning.
- Double-Rostered Players may only pitch a **combined** 45 pitches per game at the American and Majors levels.
- Double-Rostered Players can only pitch for their PYL team if they **do not** pitch for their other team. As soon as a player throws one pitch for another team, that player may not pitch on the PYL team for the remainder of the season.
- The Pitching Week is defined as Monday to Sunday.
- Days of Rest rules are never reset and supersede the rollover of a new week.
- Pitchers may never pitch more than 2 consecutive calendar days.
- If a pitcher reaches the maximum limit imposed for his league age while facing a batter, the pitcher may continue until one of the following conditions occurs:
 - ◆ The batter reaches base.
 - ◆ The batter is put out.
 - ◆ The third out is made to complete the half-inning.

PYL Website



Game Reschedule Request



Ejection Summary Report



PYL Specific Rules

- A Double-Rostered Player is any player that plays in a game for any team outside of PYL once the PYL season starts. Once a Double-Rostered Player designation is given, it remains with the player for the entire PYL regular and postseason.
- A Double-Rostered Player must play in a minimum of 70% of their team's regular season games to be eligible for the tournaments/playoffs.
- Double-Rostered Players are NOT allowed on any National League team.
- Head first sliding is discouraged, but not prohibited. Sliding into first base is strongly discouraged.
- Hitting and/or pitching devices (i.e. tees, PitchCom, etc.) are not permitted to be used during games.
- A player may not sit on the bench for more than two consecutive innings, unless it is for disciplinary reasons.
- Tied games will have one additional inning played as normal. Any inning after that will use International Tie Breaker rules (no outs, the last out from the previous inning is put on second base, the lineup resumes from that point).
- All National League games will have a 5 run limit in effect for every inning except the final scheduled inning (6th inning for Biddy, 7th inning for Midget and Knee-Hi).
- The Mercy Rule supersedes the Complete Game guidelines. If the home team is losing, they are always allowed to bat, even in the National League where a 5 run limit may prevent them from having a chance to win.
- Biddy Stealing - No runner may advance on an errant throw.
- In the event of an injury (or a player leaving the game early for any reason) the batter's spot in the order will be skipped with no penalty.
- If a player is ejected from the game, his turn in the order is NOT an automatic out.
- Any player arriving late will be inserted into the bottom of the batting order. This must be relayed to the opposing coach.
- A courtesy runner may be used for a catcher when there are two outs in the inning. The catcher is defined as the player who will be the catcher in the upcoming inning. The Runner is the last recorded out.

"Called-Up" Players	
Majors	
Knee-Hi American	
Knee-Hi National	
Midget American	
Midget National	
Biddy American	
Biddy National	
Grasshopper	

Called-Up Players:

- May only play up one level.
- May NOT pitch at the upper level.
- May only play for one upper team.
- Must be within the in-house organization.

Called-Up Players



Double-Rostered Players

