



50/70 Baseball - Ground Rules

Game Responsibilities

- Home team will provide game balls (1 new ball per game) - PVLL
- Home team will be the official scorekeeper for the game - PVLL
- Pre-game: teams line up bats for umpire inspection - PVLL

Game Clock / Time Limit

- Game clock starts at the scheduled game time. No new inning after 1 hour 45 minutes. A new inning starts the moment the third out is made in the previous inning. - PVLL & Rule 2.00 (Inning)

Minimum Players

- A game may be played with a minimum of 8 players - Rule 4.16 (a) / 4.17 / 6.05
- A team playing with a minimum of 8 players will skip over the ninth position without penalty - Rule 4.04

Regulation Games

- A complete game is 7 innings, or the game time limit expires, whichever comes first - PVLL
- If a game is called by the umpire, it is a regulation game if:
 - 5 innings have been completed **or** the home team is leading after 4 ½ innings **or**
 - the game has been played to the time limit **or**
 - run rule has been reached - Rule 4.10 (e)

Tie Games

- Since PVLL has limited field availability and uses time limits, a game that is halted by the umpire and is tied after regulation, shall end in a tie - PVLL

Run Rule

- After 4 innings (3 ½ innings if the home team is ahead) one team has a lead of 15 runs or more
- After 5 innings (4 ½ innings if the home team is ahead) one team has a lead of 10 runs or more
- After 6 innings (5 ½ innings if the home team is ahead) one team has a lead of 8 runs or more

Batting Order

- The continuous batting order is optional - Rule 2.00 (Batting Order)

On Deck Batter

- The on-deck position is permitted – Regulation XIV (b)





Forfeit

- A forfeited game is declared ended by the umpire and will be scored 7-0 in favor of the winning team - *Rule 2.00 (Forfeited Game)*

Infield Fly Rule

- Infield Fly is a fair fly ball which can be caught by an infielder with ordinary effort when first & second or first, second & third are occupied before there are 2 outs - *Rule 2.00 (Infield Fly)*

Courtesy Runner

- A "courtesy runner" may be used for the catcher and/or pitcher when there are two (2) outs. A player whose name is not on the team's batting order may be used or if the continuous batting order is used, the runner must be the player in the batting order who made the last out. Neither the pitcher nor the catcher is subject to removal from the lineup. - *Rule 7.14*

Sliding

- There is no "must slide rule". A runner is out when there is no slide and no attempt to get around a fielder who has the ball and is waiting to make the tag. A head-first slide while advancing is allowed. - *Rule 7.08*

Lead-off / Stealing

- The base runner(s) may lead-off and steal at any point while the play is live. - *Rule 7.00*

Dropped Third Strike

- The batter becomes a runner when the third strike is not caught provided that first base is unoccupied or if first base is occupied with 2 outs - *Rule 6.09 (b)*

Pitching Limitation

- Pitchers shall be removed when they reach the limit determined by their League Age - *Regulation VI (c)*
- Pitchers must follow the established rest requirements - *Regulation VI (d)*

Balk

- The ball is dead, and each runner shall advance one base - *Rule 8.05*





Mandatory Play

- Players will participate in each game for a minimum of 6 consecutive outs and bat at least 1 time. The only exception to this rule is if the game is shortened for any reason. - *Regulation IV (i)*
 - If unable to meet the minimum, the player shall start the next scheduled game

Managers / Coaches

- Managers/Coaches are allowed to warm up a pitcher - *Rule 3.09*
- Each team may have a manager and not more than 2 coaches in the dugout - *Rule 3.17*
- Coaches on the Field
 - Offensive team: 2 coaches on the field (first & third base box) - *Rule 4.05*
 - Defensive team: no coaches on the field unless time is requested and granted by the umpire - *Regulation XIV (d)*
- Any manager, coach or player ejected during a game must leave the sports complex immediately. Any delay will cause the game to be suspended. Any profanity or unsportsmanlike conduct within the playing field are grounds for automatic ejection without a warning. *Rule 4.07*
- An ejection will also result in a mandatory suspension of one (1) additional game. - *Rule 4.07*
- Protest of a game must be made to the plate umpire immediately and before any succeeding play. After consulting with the other umpire, the decision may be reversed. If the umpires decide not to reverse the decision, they will announce the game is being played under protest. Protests made because of an ineligible pitcher will only be considered if made before the umpires leave the field. Any protest must be submitted by the manager to the umpire on the field of play and in writing to the league president within 24 hours. - *Rule 4.19*

Umpire Judgement Calls

- Judgement calls by the umpires are balls, strikes, safe, out, fair and foul. These are not protest calls. No manager, coach or player shall object to these judgement calls. - *Rule 9.02*

Reporting Game Scores and Pitch Counts

- After each game, please send your score and player pitch counts to the league by email:
prescottvalleylittleleague@yahoo.com
 - We will post the scores and pitch counts on Blue Sombrero for visibility and tracking purposes

PVLL 50/70 Champion

- The team that wins the PVLL 50/70 Tournament will be the champion.

