



PCFC 11U Indoor Holiday Tourney Rules 2011 (Dec. 30th)

General

- The goal of Players Choice is to obtain a quality, competitive atmosphere with the focus on the enjoyment of the sport.
- Sportsmanship will be closely monitored.
- If ejected, you are ejected from the next scheduled game as well.

Playing Rules

- All games are 1 hour and 30 minutes in length or 6 innings, whichever comes first. A new inning will not be started after the 85th minute. PCFC will have on field timers.
- All games will be played on 65' base paths with a 46' mound.
- All games will be played high school style rules with leads and pick offs, dropped third strikes, etc.
- Coaches are responsible for having players on and off the playing field in a timely manner between innings.
- There is no run limit or limit on batters per inning.
- All players must be contained within the designated dugout protective screens. **THIS INCLUDES THE ON-DECK BATTER.**
- Only roster coaches and players allowed on field. No parents or spectators.
- Any pre-game warm-ups must be conducted on the playing field. PCFC may designate court and/or cage space for warming up. We will do our best to get games started promptly.
- Free substitutions on defense. Batting order must remain unchanged. A coach can bat the entire line up or 10 batters. Meaning 9 Players in the Field and one EH. No DH allowed.
- No collision rule-must avoid contact if at all possible. A squeeze play is legal...but be careful at home.
- A ball lodged in the ceiling net or the field divider will be a hit by the umpire's discretion as long as it is not foul (also by his discretion).
- A ball hitting the ceiling within the ribbon area designating the infield is an out (This is at the umpire's discretion, if it is close run it out).
- A ball hitting the ceiling outside the ribbon area designating the outfield in fair territory is a live ball. A ball caught off the ceiling in fair territory is an out.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- A ball that is hit below the orange ribbon anywhere on the wall on a line drive is an automatic "SINGLE".
- A ground ball hit below the orange ribbon anywhere on the wall, that is not touched, is a guaranteed "SINGLE". A ball hitting any fielder's glove, then hitting the wall, is a live ball.
- A ball hit above the orange ribbon is an automatic "DOUBLE". Players may advance further at own risk.
- Fair ball caught off back wall netting is NOT an out (Green Monster Rule). Runners advance at own risk.
- A ball thrown into the dugout area is a dead ball, one (1) base advancement.
- Pitchers are allowed two (4-5) warm-up pitches at the start of an inning.
- All equipment must be kept inside the dugout.
- All final decisions and calls are at the discretion of the Umpire – 1 Umpire per Game behind pitcher.

- **A pitcher can only throw 2 innings per contest. Remember, this is an all-day tourney and these are young arms.**
- **We are asking that all teams use Little League specified bats. Big barrel bats will not be allowed indoors. This is for the safety of the players**