

2026 Port Arthur Nationals — House League Major Division Rules

Game & Field Management

1. Home Team Responsibilities

The home team will:

- Occupy the bench on the **third-base line** of the infield
- Set up and return all bases after the game
- Rake home plate and the pitcher's mound
- Supply **one new game ball**
- Receive a **5-minute infield practice** before the game (time permitting)

2. Visiting Team Responsibilities

The visiting team will:

- Occupy the bench on the **first-base line** of the infield
- Supply a **decent backup game ball**
- Take **first infield practice**
- Receive a **5-minute infield practice** before the game (time permitting)

3. Rule Exceptions

- Any necessary exceptions must be **agreed upon by both coaches before the game begins**.

4. Game Time

- All games will begin at **6:30 p.m.**
- No inning may start after **8:30 p.m.** during the regular season (umpire's clock).

5. Umpires

- If only one umpire is scheduled, the **home team** must provide an additional umpire to cover the bases.
- The additional umpire will be **paid for time and service provided**.

Player Management

1. All players must play **at least one inning in the infield** per game.
2. Once an inning has started, **defensive positions may not be changed**, with the exception of pitchers.

Conduct

1. All players not actively participating must remain in the **bench (dugout) area**.
2. The bench area is limited to **one head coach and three assistant coaches**.
3. The **head coach only** may engage in discussions with the umpire. If unavailable, one assistant coach may assume this responsibility.
4. Ejection of a player or coach results in an **automatic one-game suspension**, with possible further discipline from the Executive Committee.
5. **No gum** is allowed in the dugout or on the field of play.

Time-Outs / Mound Visits

1. All visits to the pitcher by a coach or manager are governed by these rules.
2. Visits must occur **at the pitcher's mound**.
3. Only the **catcher** may join the coach during a mound visit.
4. Each visit is limited to **30 seconds**.
 - **Two visits in one inning** result in mandatory removal of the pitcher.

Pitching

(Pitcher–Catcher Rule Applies)

1. A player who catches **four (4) or more innings** may not pitch in that game.
2. Balks carry no immediate penalty; however, **repeated intentional balk attempts** will first result in a warning, then awarding of the base.
3. **Intentional walks are prohibited**.
4. All games follow Little League pitch count regulations.

Daily Pitch Limits (League Age)

- Ages **7–8**: 50 pitches
- Ages **9–10**: 75 pitches
- Ages **11–12**: 85 pitches
- Ages **13–16**: 95 pitches

Pitchers must be removed upon reaching the pitch limit, even mid-inning.

Required Rest Days

- **1–20 pitches**: 0 days
- **21–35 pitches**: 1 day
- **36–50 pitches**: 2 days
- **51–65 pitches**: 3 days
- **66+ pitches**: 4 days

Special Pitching Rules

- **Mid-batter exception** applies. If a pitcher reaches their pitch limit, they can finish the at-bat.
- Pitchers who throw **41+ pitches** may not play catcher that day.
- Pitchers may pitch **only one game per day**.
- Once removed, a pitcher may **not return** to pitch in the same game.

Player Equipment

1. All players must wear a **protective cup**.
2. **Jewellery is prohibited**, including earrings and watches.

3. Pitchers and batters may not wear **non-prescription sunglasses**.
4. Jackets or sweatshirts may be worn over uniforms during **extremely cold or damp conditions**.

Slide Rule

1. Sliding is not mandatory; however, a runner must **slide or attempt to avoid contact** when a fielder has the ball and is attempting a tag.
2. **Head-first slides** are not permitted.
3. Dangerous or careless contact may result in **ejection at the umpire's discretion**.
4. Blocking a base or home plate without possession of the ball constitutes **obstruction**, and the runner will be declared safe.

Five-Run Rule

1. A maximum of **five (5) runs per inning**, except in the 6th inning.
2. An inning ends when:
 - The **third out** is recorded, or
 - The **fifth run** scores.

Mercy Rule

1. A game is final after **four completed innings** if one team leads by **10 or more runs**.
2. Coaches may mutually agree to play an additional inning, which **does not count toward the final score**.

Batting

1. **Infield fly rule** applies.
2. A **continuous batting order** will be used.
3. Late-arriving players are added to the **bottom of the order**.
4. Missed at-bats due to departure or injury are skipped without penalty.
5. Injured players may re-enter the lineup if deemed fit by the coach.
6. Injured base runners are replaced by the player who **recorded the last out**.

Shortage of Players

1. A minimum of **eight (8) players** is required.
2. Minor League call-ups are encouraged.
3. The umpire will wait **10 minutes** past the scheduled start time before calling the game.
4. Teams may borrow a player or play with eight players for **exhibition games**.

Overthrows

1. Overthrows out of play allow runners to advance **one base**.
2. Overthrows remaining in play are **live balls** and do not award automatic bases.

Specialty Rules

1. There is **no dropped third strike rule**.
 - The batter is out even if the catcher drops the ball.
 - Runners may still attempt to advance.

Note: For any rules not specifically mentioned here, refer to the Little League Rulebook for guidance.

Code of Conduct

Port Arthur National Little League (PANLL) is committed to maintaining an environment of **respect, fairness, and inclusion**. Membership is a **privilege**, and all participants are expected to uphold the league's values.

This Code applies to **all members**, including players, coaches, officials, volunteers, directors, officers, team managers, and administrators.

Prohibited Conduct

Members may face discipline for:

- Violating PANLL policies or rules
- Disregarding the Rules of Baseball
- Verbal or physical abuse
- Disrespect toward officials
- Abuse of facilities or equipment
- Tobacco use at PANLL events
- Conduct bringing the game into disrepute, including alcohol or drug abuse or alcohol use by minors

Minor Infractions

- Single incidents of disrespectful, racist, sexist, or abusive behaviour
- Unsportsmanlike conduct
- Non-compliance with event rules

Major Infractions

- Repeated abusive or discriminatory behaviour
- Fraudulent participation or falsification of documents
- Repeated lateness or absences
- Interfering with competition or athlete preparation
- Endangering others through pranks or actions
- Alcohol abuse, alcohol use by minors, or illicit drug use

Discipline Procedures

- All incidents are reviewed by a **Discipline Panel** made up of the League President and two Executive members.
- Incidents may be ruled upon immediately if uncontested.
- Contested cases will be reviewed within **7 days**.
- Sanctions take effect **immediately**.

Possible Sanctions

- Verbal or written reprimand
- Required apology

- Suspension from league roles
- Termination of membership

In determining discipline, the panel may consider:

- Severity of the offense
- Prior history
- Acceptance of responsibility
- Remorse
- Age and maturity
- Potential for rehabilitation

Appeals

Any disciplinary decision may be appealed to a **special meeting of the PANLL Executive**.

Adapted from Little League Ontario Guidelines.