

Majors/AAA Divisions

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules (The Green Book). These local rules have been approved by the DLL Board of Directors and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for practice twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper.
5. AAA only: Provide one base umpire in Spring. In fall season, provide the home plate umpire if one is not scheduled.

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for practice thirty (30) minutes prior to game time.
4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, and dragging/raking the field after each game.
6. AAA only: Provide one base umpire.

Batting Cages

1. Both the visiting and the home team will have access to one half of the batting cages associated with that field one hour prior to the start of their game.
2. In the event of a rescheduled game – priority will be given to the teams who had previously signed up for use of the cages. Rescheduled games do not have precedence for batting cages.

FIELD PERSONNEL

1. Players on the official rosters of participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the VP of Baseball Operations IMMEDIATELY (within 24 hours of first knowledge).

2. Only one (1) manager and two (2) coaches (3 adults total) are allowed on the field or in the dugout, excluding the field prep volunteer who is permitted on the field prior to the beginning of the game.

3. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.

4. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season.

5. Umpires approved by the Board (special exception as needed for parents recruited "on the spot").

6. Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. No Exceptions. Failure to do so may result in ejection.

7. No person, including parents and siblings, (with the exception of the scorekeeper) may be sitting or standing directly behind the backstop or dugout and/or engaging with any player in the dugout during a game. For the players who are not in the game defensively, one must coach either first or third base (MUST wear a batting helmet), and one must warm-up the pitcher between innings (wearing a catcher's mask and using a mitt). If a team has only nine players during a game, one manager or coach may be used to warm up one outfielder before the inning. Coaches may not warm up pitchers at any time. This includes the bullpen.

Note: umpires have authority (but are not obligated) to approve photographers to be on 3

GAME TIMES

1. During regular season play, no new inning may begin after 1 hour and 50 minutes (110 minutes) from the official game start time, provided there is a game scheduled after the current scheduled game. If there is no game following the current game, there will be no time limit for Majors games, but no new inning will begin 10 minutes before LL* or City curfews**. AAA games are bound by the time limit outlined above.

2. During playoff and tournament play, the game time rule will be waived and all games shall consist of 6 innings unless the game ends early due to local mercy rules. No playoff or tournament game will end in a tie.

* Little League Curfew for Regular Season games -For Majors & Minors no inning for shall start after 10:00 pm prevailing time. An inning starts the moment that the third out is made, completing the preceding inning.

**City curfew is a drop-dead time of 11:00 pm.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For AAA/Majors players 3 contacts is the suggested minimum and 5 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Teams will bat through the entire roster consecutively during a game. Managers may change the batting order for each game. Late arriving players will be added to the bottom of the roster. The Manager is responsible for notifying the scorekeeper of absences and late arrivals. Each player will be entered and/ or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play.

Note: If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

2. There is a minimum of 3 defensive innings that must be played by a player during a game. A defensive inning is three consecutive outs. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat through a continuous order for the entire game.

Penalty: If a player does not play the minimum amount required, the player(s) involved shall start the next scheduled game, and play any previous requirement not completed and the minimum requirement for this game before being substituted.

During playoffs, a manager may protest the game in question where a player on the opposing team does not meet minimum play. The protest must be filed with the head umpire BEFORE the umpires leave the field. Once the umpires exit the field, a protest may no longer be filed. The protest will be reviewed by the DLL Protest Committee who will determine the penalty, if any, which can be up to manager suspension for the remainder of the playoffs and/or game forfeit.

The manager shall for the:

A. First Offense - receive a written warning

B. Second Offense -receive a suspension for the next scheduled game C. Third Offense – receive a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.

Note 2: There is no exception to the manager penalties unless the game is legitimately shortened for any reason, in which case the League may elect not to impose a penalty on the manager/coach. In a shortened game a player with incomplete defensive innings (3) is required to play the first three (3) defensive innings of the next game. This applies to any circumstance, including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings. This could occur for example, if a game is cancelled by rain during the first inning. The subsequent regularly scheduled game would clear the slate. If the game is rained out and rescheduled prior to the next regularly scheduled game, then the 3 defensive innings a player may have been due at the rained-out game are required at the rescheduled game. If a game is rained out and rescheduled after another regularly scheduled game, then the 3 defensive innings a player may have been due at the rained-out game are required for the next game that is played.

3. Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

GAME RULES

1. For Majors and AAA, the Mercy Rule will be in effect. If a team is ahead by 15 runs after the 4th inning has been completed, the game will be called and the team who is ahead will be granted the win. If a team is ahead by 10 runs after the 5th inning has been completed, the game will be called and the team who is ahead will be granted the win. The 5-run rule does apply to the AAA division. AAA Open inning will be the 6th inning. Meaning the 5 run rule does not apply in the 6th inning. If the 6th is not reached then there is no open inning.

2. For AAA, teams will only be allowed to bat completely through their batting order once each inning. During playoffs, this is waived in the 6th inning only.

3. Catcher's Courtesy Runner: when there are two (2) out and the catcher of record (not a player who will be replacing the catcher in the next defensive inning) is on base, a courtesy runner is allowed. There will be no courtesy runners in the bottom of the 6th inning. The courtesy runner must be the player who was previously put out and if that is not possible, the Catcher's Courtesy Runner provision does not apply for that inning.

5. Little League Rules regarding pitchers and pitch count are in effect.

Pitch Count

11- 12 Years old 85 pitches per day

9 – 10 years old 75 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

6. Pitcher Safety: Effective Fall 2017, pitchers AA and up are required to wear the league provided head protection, a batting helmet / catcher skull cap or similar device designed specifically for combating potential head injuries.

7. Catching:

LL Regulation VI - If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

A catcher is also prohibited from pitching if he/she has caught in (4) or more innings. If one pitch is delivered to a batter, that shall constitute an inning.

A player who played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more (31 pitches for 15/16 YOs) in the same day, may not return to the catcher position on that calendar day. If the pitcher reaches the 20-pitch limit the pitcher may finish the batter and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

8. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire: the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

AA Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take

precedence over the AA Playing Rules for league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted. Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses.

If a rule question cannot be answered upon reviewing the following, please refer to the AA Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the VP of Baseball Operations, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield practice twenty (20) minutes prior to game time.
4. Provides the home plate umpire for the game.
5. Provides two game balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first (1st) base dugout.
3. Takes infield/outfield practice thirty (30) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the volunteer base umpire.

FIELD PERSONNEL

1. All players on the official rosters of the two participating teams.
2. Maximum one (1) manager and two (2) coaches in the dugout and/or coaching boxes per team. Note: managers/coaches may not manage or observe from stands or behind backstop during game.
3. One dugout helper (a parent volunteer) in the dugout – (not on field.) If one of the coaches and/or the manager is absent. Further, when behavioral or safety concerns warrant an additional parent in or near the dugout, this is allowed when vetted through the divisional representative.
4. One Defensive coach is permitted to be in the outfield in fair territory during play for instructional purposes, but shall not physically assist a player, nor touch a live ball. They

are to provide coaching between plays, not while the ball is live. This defensive coach will be allowed during the initial weeks of the season for developmental purposes, but is not intended to add competitive advantage, so for the 2021 season, will not be in the field after May 1.

5. With the exception of the outfield coach, if provided, manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire. There are no exceptions. Failure to do so may result in ejection.

6. Managers or coaches may warm up a pitcher at home plate if a player is not available to do so.

7. Once time is granted, manager or coach can visit the mound for a pitcher conference. The manager may confer with any other player at the same time. Refer to National Rule 8.06 for complete description and maximum number of visits per pitcher.

8. Two (2) adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner during game play will result in the base runner being called out.

9. Umpires (must be on field - may not be in either team's dugout during game). Note: umpires have authority to approve or disapprove photographers.

*If team provided umpires are not available to umpire their own scheduled AA game, the team Manager or Coach will umpire the game.

*The Umpire-in-Chief is stationed behind the plate, to the rear of the catcher.

*The base umpire makes calls at 1st and 2nd base and keeps track of runner's positions at the conclusion of each play.

*Umpires are NOT to coach while on the field umpiring.

GAME TIMES

1. ALL GAMES ARE LIMITED TO TWO (2) HOURS (120 minutes).

2. After 1 hour and 45 minutes (105 minutes) into the official game time, any new innings started will be limited to three (3) runs maximum per team. No new inning may begin after 1 hour and 50 minutes (110 minutes) from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two-hour time limit.

3. All regular season games are limited to six (6) innings.

4. A 7th inning is allowed in tied games if time permits. An 8th inning is NOT allowed.

5. During tournament play no game shall end in a tie score and extra innings are allowed, as applicable to complete the game.

6. The visiting team Umpire is the official timekeeper.

7. The visiting team Umpire will note the official start time to the scorekeeper, who will record that start time in scorebook.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For AA players, 3 contacts are the suggested minimum and 4 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL players is a priority. The National Little League rules dictate that every player shall participate in each game defensively for a minimum of six (6) consecutive outs and bat at least one (1) time each game. DLL modified rules require that every player participate defensively for a minimum of 50% of total team innings played at games at which they were present during the entire season. More specifically, every player will participate in each game defensively for a minimum of nine (9) outs (three innings). Must complete all rotations by the end of the 5th inning. Games seldom get to the 6th inning. Once this has occurred, unlimited substitution is allowed.

2. All players must start at least 50% of the games at which they were present during the regular season. Note: this rule does not apply to playoff games.

3. Players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team's first game each calendar month. Late arriving players will bat in their regular place if that position, in the order has not yet been passed; if a player arrives so tardy as to miss their initial scheduled at bat, they shall bat at their next scheduled turn when it occurs in the game. Managers are responsible for notifying the scorekeeper of absences and late arrivals. Note: during the playoffs the batting order may be changed each game.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a game.

2. There may be a maximum of nine (9) players on the field for defense.

3. FIVE (5) RUNS, OR THREE (3) OUTS, whichever comes first, constitutes one half-inning. A maximum of five runs are allowed in any half-inning.

4. There is no bunting. If in the umpire's judgment, the player intentionally bunted, the umpire shall call that player out and no runners shall advance.

5. The fielding pitcher may stand no closer to home plate than the pitching rubber at the start of their delivery, and must also be within the pitcher's mound circle prior to the batter swinging.

7. Pitching:

7.1 Maximums

*No more than 50 pitches in a game.

7.2 Days of rest

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

7.3 . A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.

7.4. If a pitcher hits three batters in a game they must immediately be removed after the 3rd hit batter. They may play another position or go to the dugout.

8. Pitcher Safety: Effective Fall 2017, pitchers AA and up are required to wear the league provided head protection, a batting helmet / catcher skull cap or similar device designed specifically for combating potential head injuries.

9. No Walks and Coach Pitch Rules

*If a pitcher pitches a fourth ball, the batter's manager/coach (hereafter "coach") will pitch to the batter. The catcher and umpire will remain in position behind the plate. The batter's strike count remains with the batter when the coach begins to pitch and the umpire will continue to call balls and strikes for pitches thrown by the coach. [see ball/strike count rules below].

The coach will position him/herself from the front of the pitcher's mound circle to the pitching rubber. Both of the coach's feet must stay within the pitcher's mound circle. As they pitch their feet shall not touch the grass infield. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated. The coach will throw overhand from a knee or standing position

After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play. Additional pitches are allowed if the 3rd pitch, and subsequent pitches, are foul balls.

The batter will not be awarded a base if hit by a coach pitch. If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base. Other runners will only advance if forced. If a coach is not comfortable pitching they may request that the opposing coach pitch on their behalf.

Ball/Strike Count rules (when coach begins to pitch):

- Count is 4-0; coach has 3 pitches, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-1; coach has 3 pitches, batter has 2 remaining strikes, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-2; coach has 3 pitches, batter has 1 remaining strike, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.

10. Infield fly rules does not apply

11. Base runners shall not leave their base until the ball has reached the batter.

12. Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.

13. Overthrow Rule

*If the ball is overthrown, base runners may advance one base only, at their own risk, even if the second attempt to throw any runner out is miss-played or overthrown.

*The intent of this rule is for managers to encourage their defensive players to attempt to make plays and for offensive managers to curtail aggressive base running.

14. Stolen Bases

*Permitted only with 2 outs and on "swinging strikes" only. The runner may advance only to the base attempted to be stolen. Runners will NOT be allowed to advance on an overthrow. There will be no stealing during coach pitch.

*Stealing home is not allowed, even if a play is made on a runner attempting to steal 3rd base. Runner may advance home only on a play that begins with a batted ball (exception: runners forced home by hit batter).

15. A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., within ten feet of the pitching rubber) and/or the umpire has signaled "time". The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will

withhold judgment until the umpire is certain that the defense is not "threatening" to make a play. Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gained possession of the ball in the "pitching area". This is a judgment call on the part of the umpire. 8

16. A batted ball, which goes over the outfield fence on the fly, is a home run, unless a defensive player catches it before it is grounded. However, a batted ball which goes over the outfield fence "on the hop", or rolls under the fence, or is deflected through the fence is counted as a ground rule double, in which case the ball is "dead" and all runners advance two bases from their position when the ball was hit.

17. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire: the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

Farm Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take precedence over the Farm Playing Rules for our league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted.

Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses. If a rule question cannot be answered upon reviewing the following, please refer to the Farm Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the VP of Baseball Operations, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third base dugout.
3. Takes infield/outfield for practice ten (10) minutes prior to game time.
4. Provides the Umpire in Chief for the game.
5. Sets up the bases.
6. Provides the Umpires with two games balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first base dugout.
3. Takes infield/outfield for practice twenty (20) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the base umpire.
6. Puts away the bases.

FIELD PERSONNEL

1. Only players on the official rosters of participating teams (no siblings, parents, friends, scorekeepers).
2. Only one manager and two coaches in the dugout, outfield or in the coaching boxes per team. Further, when behavioral or safety concerns warrant an additional parent in or near the dugout, this is allowed when vetted through the divisional representative.
3. Umpires wearing official DLL umpire attire.
4. One Defensive coach is permitted to be in the outfield in fair territory during play for instructional purposes, but shall not physically assist a player, nor touch a live ball.
5. With the exception of the outfield coach, if provided, Managers and coaches must remain in the dugout or coaching box until time is called and permission is granted by an umpire to leave the dugout or coaching box. Failure to do so may result in ejection.
6. Once time is granted, a manager or coach may visit the pitchers mound and confer with any player.
7. Two adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner while the ball is in play, will result in the base runner being called out. Note: umpires have the authority to approve photographers to be on the field.
8. Umpires
 - *If team-provided umpires are not available the team manager or coach will umpire the game.
 - *The Umpire in Chief is stationed behind the pitching coach and makes calls in the outfield, at 3rd base and home plate.
 - *Umpires are not to coach while umpiring.
 - *The base umpire makes calls at 1st and 2nd base and keeps track of the runner's position at the conclusion of each play.

GAME TIMES

1. All games are limited to 90 minutes.
2. No new inning may begin after 1 hour and 15 minutes (75 minutes) from the official start of the game. The home team will not bat in the final inning if they are up by more than 5 and it is the 5th inning.
3. All games are limited to five (5) innings (exception is tied games).
4. A 6th inning is allowed in a tied game if time permits, as noted above. A 7th inning is NOT ALLOWED.
5. The Umpire in Chief is the official timekeeper.
6. The Umpire in Chief will note official start time to scorekeeper who will record start time in scorebook. Note: Late starting games must end no later than 90 minutes from the scheduled start time.

PRACTICE GUIDELINES

1. Practice times:
 - *1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)
 - *2.0 hours maximum at other locations
 - *No contact for purposes of pre-game (1 hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.
2. Frequency of Practice
 - *A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Farm players, 2-3 contacts is the suggested minimum and 3-4 is the suggested maximum.
 - *A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL FARM players is a priority. National Little League Rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game (rule I vi).

DLL modified rules require every player to participate defensively for a minimum of half of total team innings played at which they were present during the entire season. For example, if a team plays five defensive innings, all players will have the opportunity to participate in three innings each, however some players will have opportunity to participate in additional innings. The manager is responsible to adjust playing time in the next game(s) to rectify this inequity.

2. All players must start at least every other game at which they were present during the season.

3. Players will bat through the entire roster consecutively, game after game during the regular season. For example, if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. Late arriving players will bat in their regular positions. The manager is responsible for notifying the scorekeeper of absences and late arrivals.

4. The batting order may be changed at the beginning of each calendar month.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a FARM game.

2. There will be a maximum of ten (10) players on the field for defense.

3. FIVE (5) RUNS OR THREE (3) OUTS, whichever comes first, constitutes one-half inning. A maximum of five runs will be scored in any half inning.

4. The fielding pitcher may stand no closer to home plate than the pitching coach and must be within ten (10) feet of the pitching rubber.

5. The umpire is considered part of the playing field. If a batted or thrown ball hits the umpire, play shall continue.

6. The infield fly rule is waived for the FARM Minors division.

7. Base runners shall not leave their base until the ball has reached the batter.

8. Base runners must slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.

9. BUNTING IS NOT ALLOWED. Swings that are less than "full swings" (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not. This is a judgment call made solely by the umpire.

10. BASE STEALING IS NOT ALLOWED.

11. Every ball hit into fair territory will be considered a single with runners advancing one base.

12. On a hard-hit ball to the outfield the Umpire in Chief may, at their discretion, award the batter a double and all runners advance two bases from their position when the ball was hit.

13. A batted ball that bounds, rolls or is deflected under an outfield fence shall be a ground rule double. In this case, the ball is dead, and all runners advance two bases from their position when the ball was hit.

14. Only missed swings and foul balls will be called strikes.

15. No balls will be called and no walks will be awarded.

16. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire: the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

17. PITCHING COACH RULES:

*The coach will position him/herself from the front of the pitcher's mound circle to the pitching rubber. Both of the coach's feet must stay within the pitcher's mound circle. As

they pitch their feet shall not touch the grass infield. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated.

*The coach will throw overhand from a knee or standing position

*If a coach is not comfortable pitching they may request that the opposing coach, or any adult agreed to by both managers, pitch on their behalf.

*Missed swings and foul balls will be called strikes.

*No balls will be called and no walks will be awarded.

*An at bat will consist of any of the following: (1) a batted ball in fair territory (2) 3 strikes or (3) a 6th pitch that is not swung at or swung at and missed. If the 6th pitch is hit foul and not legally caught by a defensive player the batter will receive additional pitches until the player misses the ball on a swing, does not swing, or puts the ball in play.

*The batter will not be awarded a base if hit by a coach pitch

*If a batter is hit by a pitch and cannot or does not want to continue the at bat no out will be charged.

*Pitching coach will make any and all attempts not to block any defensive plays.

*If a ball accidentally touches a coach, the ball shall remain a live ball.

*If the umpire determines that a coach intentionally interferes with a play the batter shall be called out and runner shall return to the base occupied at the beginning of the at bat.

*No coaches should be giving signals to indicate when a player should swing. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated.

T-Ball Division

T-Ball is the beginning level of play. Basic skills for hitting and throwing are taught. Teamwork and sportsmanship are also emphasized.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Sits on the third base side behind the set-back line placed at about five feet from the third base line.

Home:

1. Listed second on the schedule.
2. Sits on the first base side behind the set-back line placed at about five feet from the first base line.

FIELD PERSONNEL

1. Players, coaches, and parents of the fielding team placed next to their players to provide protection in the case of hard hit balls.

2. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.

3. Umpires: There are no umpires for T-ball. Each manager or coach is responsible for calling foul balls and setting up the ball on the tee or pitching.

GAME TIMES

All games are limited three innings. A game may start a third inning if managers agree after the end of two innings.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

*That said, most teeball practices run about an hour.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Teeball players, 2 contacts are the suggested minimum and 3 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME

1. Players bat through the line-up at each at-bat.

2. All players take the field when their team is in the field.

GAME RULES

1. A foul ball is any normal foul ball, as well as a ball hit less than 10 feet. There should be a 10-foot arc, which marks this distance.

2. Managers or coaches may pitch only during or after the 6th game of the season regardless if players can hit a coach pitch or not. When manager/coach-pitching is allowed, a batter is given no more than 3 pitches to hit before hitting off the tee. The tee must be brought in immediately if a player has missed 3 coach pitches.

3. Outs and batting: Players are not called out even if a play is actually made to put them out. At this age, they do little running as it is in the game, so let them all run the bases. Also, the last batter is allowed to get a home run, so all players on base keep running after

the last batter has hit. It's customary for the batting team's manager to yell "last batter" so that the outfield team knows that there is about to be a homerun.

4. Scores

With 10 players on a team, if anyone was actually keeping score (which gets old after a while), all games should end in a score of 20 to 20 or 30 to 30, thus there is no need to keep score or report these scores to the Davis Enterprise.

5. Game time

It is customary to play two full innings, then gauge the time after completion of the second inning. If the game has gone on less than 45 minutes, both managers meet, scratch their chins, look at the setting sun and the amount of distraction in their players' eyes, and decide as to whether to play a third full inning. If you are hearing a lot of "I want treats now" or "Can we go to Rainbow City instead of playing in the outfield", then you may want to call the game after two innings. If you hear that from the parents, then it's an even bigger clue.

FIELD INFORMATION

1. For 2021, tee ball games will be played at the DLL complex. Dugouts will be available during these games. The rules below apply to practice situations and instances in which games are played off site.

2. There will be a 10-foot arc out from home plate. Balls hit within this line are to be called foul by the batting team's coach and the batter gets to keep trying until the ball is hit fair.

3. There are two lines set back from the first and third base lines which mark the safety line that waiting batters need to sit behind. You should get a parent to supervise this area and keep kids sitting. There is to be no swinging of bats by anyone except the batter. Look out for siblings taking warm-up swings too. 4. Only the home-first and third-home base lines are painted. There's no line from first to second or second to third, with big arrows saying, "run this way". They still may need some guidance. You will observe about every base running error possible in just one game, including running from home to third, overtaking the runner in front (during the last batter scenario), and running from third to the sit-down line. Please continue to bring your bases and the tee to the games. There will be a white base square drawn in paint, but that just marks where you put your base.

5. Locations

DLL Complex

Community Park – directly south of the Art Center and East of Rainbow City, adjacent to "F" Street.

SAFETY INFORMATION

1. If you have players who you believe might not be able to react quickly enough to a hard hit and get their glove on the ball or duck in time, either put them in the outfield, or place a parent near them in the infield to provide a last-resort opportunity to knock a hit ball down

that is headed toward a player's face or chest. Most baseball deaths actually occur due to the ball hitting the chest and stopping the heart.

2. No team should be pitching a ball to players until at least the sixth game. Managers can begin tossing a ball to players only starting the sixth game, and even then, a manager can opt to keep it tee-only or to provide a tee for certain players who can't yet make contact. There are plenty of kids who are ready to hit a pitched ball now. That's great and we're all proud of them, but that's not the point to this rule. Safety and Newton's third law of physics is the rule, and the hit ball is going to be coming off the bat much faster on a pitched ball than one hit off a tee. For many players in the field, this difference in ball speed presents a considerable safety issue at any time of the season, but for at least the first five games, holding down the speed of the hit balls allows players a margin of safety to start to learn how to make a play on a hit ball.

3. If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not so-subtle "big hitter" or "bat speed" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.