



2017 Majors Division Rules and Regulations

Updated 3/29/2017 by the DSLL Board of Directors

This version supersedes and replaces any prior version. Rules not modified by that indicated below shall be in accordance with the 2017 Little League Baseball Official Regulations and Playing Rules.

A. Evaluations and Drafts

1. The Devon Strafford Little League (“DSL”) will announce a deadline for registration for little league play for the 2011 season.
2. DSLL will announce a place and time for a player evaluation for players that are league age eligible for this division.
3. Every player is expected to be evaluated at the time and place as determined and announced by DSLL.
4. If a player is unable to make his division’s evaluation then the Division Director is to be notified by the player’s parent/guardian via email.
5. Sometime between the player evaluation and the season’s start, a player draft shall be held at the time and place as determined by the Division Director with the approval of the President.
6. All player evaluation material shall be distributed to all Managers prior to the day of the draft.
7. Players not present at the evaluation shall be discussed prior to the draft’s start in the presence of all Managers and Head Coaches. This discussion shall include that player’s ability level in different aspects of the game, attitude and commitment level. At the discussion’s end, this player shall be assigned a composite number evaluation number which is the result of a general consensus of those with knowledge of the player.
8. With all eligible divisional players having been assigned a composite number

value (either through direct evaluation or through number 7 above), a draft shall take place until all eligible players are placed on a team.

9. After all Managers' children are placed on the draft template, the remaining eligible players are selected.

11. The player draft method decided upon by the Division Director is subject to the Players Agent approval and should be communicated to all Managers prior to the day of the draft.

12. The number of players on a team shall be determined by the Division Director with the approval of the President.

13. The number of teams in the division shall be determined by the Division Director with the approval of the President.

14. If necessary the number of 10-11 year old players selected will be determined after the number of 12 year olds is determined and the number of teams is determined. The number of 10-11 year olds selected will be a finite number and will be communicated to all managers prior to the draft.

15. If a player is added to the division (only with approval of the DSLL Board of Directors ("Board")), then the Division Director may add that player to teams as he seems fit.

16. Except for siblings, players shall not be placed on the same team for reasons like "friends" or "car pooling".

17. Assistant Coaches are not to be pre-determined. Essentially, all potential "Assistant" coaches, shall be "drafted".

17. Unless there is a parental request to the contrary, siblings shall be placed on the same team in a manner that a team drafting the higher ranked sibling shall also take the other sibling with a draft pick in the round that best fits the lower sibling's composite number score. For example, if team X drafts Bill in the 1st round then his brother Bob will automatically go to team X and if Bob's score rates him as a 6th rounder then team X's 6th round pick is Bob and there is no other round 6 selection by team X.

18. All evaluation materials should be destroyed after the draft and at the site of the draft with no materials leaving the room.

B. General Division Rules and Regulations

1. Official “Little League” Rules

All “Little League Official Regulations and Playing Rules” shall apply unless otherwise noted as below. Prior to draft day, these rules shall be distributed to all Managers and Head Coaches for review. Prior to the actual draft, ample opportunity for discussion, questions and clarification regarding these rules should be provided to those assembled.

DSLl Board of Directors may suspend, change or eliminate any DSLl rule if deemed to be in the best interest of the program. Any and all decisions made by the Board of Directors are final.

2. Postponement/Cancellations:

Prior to the games’ start, DSLl is responsible for decisions regarding postponement or cancellations due to inclement weather or any unforeseen events. If time allows, this will be communicated *via* DSLl’s website. Once play begins, the decision to stop play for any reason will be at the umpire’s sole discretion.

3. Field Inspection. Before the game starts, the field should be inspected for any hazards or dangerous situations.

4. Line Up Exchange. Fifteen minutes prior to the game’s start, each team’s Manager or Head Coach shall exchange line-ups. Five minutes prior to a game, each team’s Manager or coach shall meet with the umpire to discuss ground rules and issues deemed necessary by any party.

5. Non Batting Offensive (or non fielded defensive) Players. Players must sit on the bench when not batting or on deck or not assigned a field position, the only exceptions are a “player base coach”, a pitcher warming up, the warm-up catcher, and a player protecting the warming up pitcher and catcher.

6. Protecting Players. Any player protecting a warm-up pitcher and catcher must wear a batting helmet and fielder’s mitt.

7. Pre Game Warm Up. The away team shall take fielding practice at least 20 minutes prior to game’s scheduled and the home team will take the field 10 minutes prior to start for their fielding practice. Coaches may alter this if they are both in agreement.

8. Dugouts. The home team shall always occupy the 1st base side dugout or bench area.

9. Required Number of Players. Each team must have at least 9 players for each game. In order to insure each team meets this requirement Managers will notify the Majors Commissioner to request call ups from the Minors. If there is an unforeseen event during a game such as an injury to a team playing with 9 players and a player is unable to continue the team will request an available Minors player to enter and finish out the game. If this is not possible the opposing team will supply a 9th player to play in the field. The team with 8 will be assessed an automatic out when the 9th place in the batting order comes up. Team facing the team with 8 players may not intentionally walk a batter to get to the 9th batting order position in order to get the automatic out.

10. "Official Games". For a game to be official, 3 ½ innings must be completed if the home team is leading after 3 ½ innings or 4 innings must be completed if the visiting team is leading. If suspended prior to the above for any reason, then the Commissioner shall reschedule the game which will pick up from the stoppage point with all the same situations that were in place. A continued game shall proceed for 6 innings unless stopped for weather, darkness or the "mercy" rule.

11. Mercy Rule. If a team has a 10 or more run lead after 4 innings (3 ½ for a home team) then the game is officially over at that point. If a team cuts the lead to 9 or less runs then the game will continue. In games officially ended by the Mercy Rule, and if both coaches agree, the teams may continue to play as a scrimmage from that point forward. This may not be done if other teams are waiting to use the field and will not include the use of the League appointed umpire. The home team must have an equal number of at bats as the visiting team.

12. Extra innings. Each game should consist of 6 innings. If a game is tied after 6 innings, extra innings are started and may continue until completed or the game is called by the umpire for weather, darkness, or other reason. If a game is called in extra innings after the visiting team holds a lead but before the home team is able to bat to complete the inning, then the final score shall revert to what it was at the end of the last full inning.

13. Starting New Innings. No inning may begin if, in the umpire's opinion, it is unsafe to continue for weather or darkness related reasons.

14. Bat-Around (Continuous Batting Order). Each team will use a Continuous Batting Order ("CBO") whereby every player present for a team has a batting order slot regardless of whether they are in the field or not. Each player shall play a minimum of 9 defensive outs per game unless a game is shortened due to the Mercy Rule, weather or darkness. Managers should play all players as equally as is possible.

15. Game Report Submission. Within 24 hours from the game's end, both managers shall submit a game report and, if necessary, injury report, to DSLL's website's Online Reporting System. The final score, some highlights, and each pitcher's pitch count shall be reported.

16. Protective Cups. All male players should wear a protective cup at every practice and game. Any player playing the position of catcher must wear a protective cup or he may not play the position of catcher.

17. Catchers Masks. All catcher's masks must have the dangling throat protector hanging from the mask in front of the player's throat. This is for every type of mask.

18. Chest Protectors. All catcher's chest protectors shall be of the type where it extends downward in order to protect the catcher's groin area.

19. Catchers Mitt. All players playing the position of catcher must use a catcher's mitt.

20. Warming Up Gear. Any player warming up a pitcher shall be wearing a cup and a catcher's mask.

21. Hats and Uniforms. Shirt uniforms must be tucked in and hats will be worn in an appropriate manner with the brim pointed forward. No player shall play without a regulation team jersey or regulation team hat unless approval has been granted by the Division Director.

22. Player Information. All coaches shall maintain on their possession for all games and practices contact information for all of his players.

24. Umpire Pay. Home team Managers shall pay umpires before the game's start. Managers shall be reimbursed by the DSLL using protocol set forth by the Division Director.

25. Game Balls. Home teams are responsible for supplying (3) new game balls to the Umpire prior to the start of the game.

26. Back Stop Standing. No one is to stand directly behind the back stop.

27. Late Arriving Players. Late-arriving players (those arriving after game's official start (*i.e.*, the first pitch)) may be placed anywhere defensively in a game. Offensively, late-arriving players shall be added to current lineup's end. For example, if John arrives late in the 2nd inning and is the 11th player on the roster, John would bat 11th. If a Minors call up has been made the Minors call up must finish the game.

28. Abusive Behavior. Managers are responsible for the behavior of their team's coaches, players, parents and spectators. Any person being verbally or physically abusive to another player, coach, parent or spectator shall be warned by the umpire. Any warned person who then violates any Code of Conduct Rule shall be asked to leave (ejected) the game. The violator may remain on the premises, but may not communicate with any player, coach or the umpire. If continued violations occur or if the situation proves to be a distraction, the umpire may in his/her discretion ask the violator to leave

the premises. Any player, Coach or Manager who is removed from a game, shall be suspended for the next scheduled game. Any subsequent violations may result in further suspensions or expulsion from DSLL. All violations must be reported to the Division Director and the President, whom shall determine penalties or sanctions.

29. Equal Play Rule At a minimum, the following playing time rules must be enforced. In a typical 6 inning game, every child MUST play in the field a minimum of 3 innings per game. Adherence to this mandatory play rule shall not be grounds for a forfeit. However, the Team Manager will be subject to discipline by the Division Director, including but not limited to suspension. All decisions of the Division Director regarding this issue, are final.

C. Pitching Rules

1. Majors Division shall follow Little League International's Regular Season Pitching Rules-Baseball.
2. Maximum Pitches per Day. A player must be removed from the position of pitcher when he/she reaches the prescribed maximum amount of pitches for his/her 10-11-12 year old age group. A pitcher reaching his/her pitch count maximum in the middle of a count to a batter may continue until the batter is out, the batter reaches base, or that half inning ends.
3. These pitching rules shall not be changed or suspended for the break in between the regular season and the playoffs.
4. Each team shall maintain pitch counts for both their and the opposing team's pitcher. It is recommended that 2 people per team keep the pitch count.
5. Following each half inning or the removal of a pitcher from the mound, the coaches shall confirm that pitcher's pitch count and record it in each coaches score book.
6. Any difference in pitch counts shall be mediated between the teams' Managers.
7. Within twenty four (24) hours of a game's completion, each pitcher's Manager shall enter each of his pitcher's pitch count in the DSLL website's Game Statistics section and e-mail them to his Division Director.
8. Managers should inquire as to his players' pitching in other organized baseball settings. The Manager to the best of his/her ability should try to ascertain the pitch count for each player in these other settings
9. Warm-up pitches are 8 for a new pitcher and 5 between innings.
10. Coaches can visit the mound, however on a 3rd visit within an inning or the 4th

visit within a game the pitcher has to be removed.

11. Intentional walks are not automatic. If an intentional walk is to be issued then the pitcher must throw 4 pitches, these pitches do count in rules numbers 3 and 5 above.

12. A pitcher may not wear long sleeves if they are white and/or patterned. Only solid, non-white sleeves should be worn by a pitcher.

D. Batting and Base Running Rules

1. “On Deck Batter” Prohibition. There is no on deck batter (a batter swinging a bat in preparation for a plate appearance) in DSLL. The first violation of this rule shall result in the umpire issuing a warning to the offending team.

2. Bats. All bats must be approved for Little League play and DSLL play and have a BPF of 1.15 or less.

NOTE FOR 2011—ALL BATS USED FOR PLAY AT DSLL MUST HAVE AN APPROVED LABEL INDICATING THAT THEY HAVE BEEN APPROVED. BATS NOT HAVING THIS LABEL MAY NOT BE USED, NO EXCEPTIONS!!!!

3. Batting Helmets. Batting helmets must be worn by all batters, base runners and player base coaches at all times. It is at the umpire’s discretion to issue a warning for a first offense.

4. Infield Fly Rule. The “infield fly rule” is in play when applicable and may be called by the umpire. The rule states that with runners on 1st and 2nd or runners on 1st, 2nd and 3rd with less than 2 outs, if a ball is hit in the air that should result in an out with an ordinary effort by any “infield” player then the batter is out and runners may advance at their own risk. For the purpose of this rule, the catcher, pitcher and any outfielder situated in the infield will be considered infielders.

5. “Head First Slides”. Although any runner is out when sliding head first while advancing, head first slides are permitted to return to a base that was previously occupied by that player.

E. Protests

1. Protests can be filed when there is an obvious violation of any rule that may affect a game’s outcome.

2. Every effort should be made on the part of the opposing managers and umpire to avoid a protest and mediate any difference of opinion.

3. A call made by an umpire that is subjective may not be protested.

4. To file a protest, a manager must immediately inform the opposing manager and umpire of the intent to protest the game at the time of the infraction.
5. The umpire shall note the intent to protest the game.
6. The manager filing the protest must communicate via email to the Division Director, the reason for the protest, the violation that occurred, the opposing manager and umpire's names and the game situation at the time of the protest including the score at the time.
7. The Division Director will hear the protest, speak to who he deems necessary, and make a decision which will be final.
8. Protests cannot be filed after the fact or after the game has concluded unless a violation comes to light after the fact, i.e., an ineligible player was used.