

Minors Division Rules

Board Approved 2018

1. Unless indicated below or by the DPLL Board of Directors, the Little League Rule Book should be utilized at all times. Listed below are some of the more important LL rules and Local Rules, which are modified LL rules.
2. **Midseason Replacements:** Major teams are required by LL Rule to replace lost players. They are given a maximum of two weeks from the day they lose their player to select another from the Minors. They are encouraged but not required to select 12-year olds, are not allowed to select a Minor League manager's child without the manager's consent (coach's children may be selected), and will not be allowed to replace a player with three weeks or less in the season. A parental request to have their child remain in the Minors will only be considered under "extraordinary circumstances". If the Player Agent agrees to this request, that player may not be drafted later by another Major team. If the parents refuse to allow their child to play in the Majors despite the recommendation of the Player Agent, the child may not play in any games (but may continue to practice) until the Board of Directors meets and decides the issue. The Board may elect to provide a pro-rated refund to the family, have the player placed on the Minor team that does lose a player to the Majors, or some other option.
3. **Pre-Game and During-Game Warm-Ups:** Pitchers may not be warmed by an adult. All pre-game warm-ups must occur in a safe area. For reasons of safety, no warm-ups or playing catch with hardballs are allowed in the corridors between fields or in the open space between the snack shack, big field and parking lot. Warm-ups may take place beyond the outfield fences if it is safe to do so.
4. **Playing Time:** Free substitution is allowed except for the position of pitcher. All players are in the batting order and must not sit out defensively for more than one inning consecutively, nor may a player sit out defensively for more than a total of two innings per game. Players must play at least one inning in the infield and one inning in the outfield per game. Violations of these rules may result in suspension of the manager by the Board of Directors.
5. **Pitching:** 12-year olds are ineligible to pitch. There are no balks.
6. **Dugout Coaches:** Three coaches (this includes the manager) with an improved Little League Volunteer Background Check Application 2018 on file with the DPLL Board of Directors, may be in the dugout.
7. **Game Length:** A game is official after 3 innings (2 ½ if home team is ahead). No new inning may begin after 2 hours. There is no 10-run "mercy" rule.
8. **Five-Run Rule:** If an offensive team scores five runs in an inning, its at-bat will come to an immediate end and no further runs will count.
9. **Infield Fly** situation may be announced to players and coaches by umpires in the Minors.
10. **Thrown Bats:** After hitting the ball and the play has ended, a batter who has thrown rather than dropped the bat, will be warned once. Further thrown bats by the same player in that game will result in the batter being called out and all runners returning to their bases.

11. **Sliding**: Player cannot slide headfirst while advancing. Player can slide headfirst when retreating to a base. It is not required for a player to slide at a base, including home. Rule 7.08(a)(3) — “Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;” If the runner does not slide with a play being made, he/she must attempt to get around the fielder.
12. **Scorekeepers**: Games may not begin without two scorekeepers, one from each side and they must sit together. Scorekeepers shall inform the umpire immediately when a team is batting out-of-order and the umpire will bring the correct batter to the plate. The new and correct batter will inherit any pitch count. If the scorekeeper fails to notify the umpire when a team is batting out-of-order, Little League rules are in effect.
13. **Suspended Games**: Scores of games suspended prior to completion of the bottom of an inning revert back to the score at the top of the inning, unless the Home team is ahead. Suspended games that are official in length are not completed later.
14. **Tie Games** will not be completed at a later date and will be recorded as such in the standings.
15. **Postponed Games** will be rescheduled depending on significance and field availability
16. **Championship**: League Championship and seeding for the tournament will be determined based on league play. Trophies will be awarded to league champion. Tiebreakers for seeding are 1. Head to head, if then still tied 2. Least amount of runs allowed during season 3 Coin Flip. During the last two weeks of the season teams will play in a double elimination tournament. Medallions will be awarded to tournament champion and second place tournament team.
17. **Fill-In Players and 9 Player Minimum**: There must be at least a total of 18 players available to play among the two teams for a game to begin. If a team has only 8 players and the opposing team 10 or more players, the manager with the extra player(s), must select one to play defensively (not offensively) for the short-handed team. This Fill-In defensive player must be alternated with another after 2 innings. The Fill-In Player will bat for his or her real team and therefore must be substituted for immediately when he or she is close to batting. Short-handed teams will only bat their regular players. A short-handed team may use no more than two defensive Fill-In players from the other team and only if that team has 11 or more players present. Teams that cannot field 9 defensive players to begin a game with the use of a Fill-In defensive player will receive one postponement per season. Subsequent short-handed games will result in forfeiture. If a team cannot field 9 defensive players after the game has begun, e.g., injury, the game is suspended at that point in the game and should be treated by the plate umpire and in the official scorebook as any other suspension, e.g. darkness or rain. Violation or manipulation of these rules may result in game forfeiture.

