

Majors 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. **Pre-Game and During-Game Warm-Ups:** Per Little League rules, pitchers may not be warmed by an adult. Players who warm up pitchers must wear a mask and chest protector if they are in the crouch position. 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.
3. **Playing Time:** All players are in the batting order and must not sit out defensively for more than 3 innings per game. Free substitution is allowed except for the position of pitcher. If a player does not play the required 9 defensive outs and have at least one at bat due to mismanagement of the line-up or a shortened game (e.g., the home team wins in a 5 ½ inning game), that player must start the next game and meet these requirements before being removed. Failure to follow this rule will result in a one game suspension of the manager.
4. **The 12-Run Rule** is in effect in the Majors after 5 innings (4 ½ if home team ahead). The game will officially be over at that point.
5. **Pitching and Balks:** Please see Little League Rules for pitching rules/days of rest. **There are no balks, only illegal pitches.** Illegal pitches are called balls and runners may not advance a base, unless the batter reaches base safely as a result of the pitch. Pitchers shall only receive pitch signs from the catcher. Umpires may call an automatic ball each time they feel a pitch sign is being given directly to the pitcher from a coach.
6. **Three Coaches** (this includes the manager) with an approved Little League Volunteer Background Check Application 2018 on file with the DPLL Board of Directors are allowed in the dugout. Two adult base coaches are allowed as long as there is an adult coach in the dugout.
7. **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.
8. **Time Limit:** There is no limit to length of time for games in the Majors, even on Saturdays.
9. **Tie Games:** Tie games will be scheduled for completion at the earliest possible date by the Division Vice President. Refer to the LL Rulebook for rules governing the completion of tied games.
10. **Suspended Games:** Games that have reached the official limit of 4 innings (3 ½ if home team is ahead) and are suspended due to darkness, rain or other are officially over and will not be continued unless the game is tied. Suspended games that have not reached the official limit of innings will be completed as soon as possible and begin exactly from the point of suspension in accordance with the LL Rulebook **Umpire Judgment Call:** The Plate Umpire will terminate play when he/she believes conditions are too hazardous to continue. Scores and statistics in games suspended prior to completion of the bottom of an inning will revert back to the score at the top of the inning, unless the home team is ahead. Suspended games that have not completed one full inning will be replayed from the start.

11. **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. If a bat is thrown again by the same player in that game the result will be the batter being called out, and any runners returning to their bases. If a player with a history of throwing bats is warned by the umpire prior to his or her first at bat, the player shall be called out after the first offense.

12. **One Scorekeeper from each Team** must be present and sitting together before the game may begin. They should first check back in the scorebook and notify the umpire if any players should be starting due to lack of minimum play in their team's previous game. **Scorekeepers must not say anything if a team is batting out-of-order.** They must notify

the umpire immediately if they are aware of illegal substitutions or ineligible pitchers. **All substitutions must first be announced to the Plate Umpire.**

13. **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.

14. **Fill-In Players and 9 Player Minimum:** The purpose of the Fill-In Players is to try and avoid postponement or forfeiture of games due to a team being short-handed. Each Major team will provide the Player Agent with the names of 3-5 players who aren't considered the stars of their teams and have never been involved in post season All Stars. The Player Agent will contact all the parents of these pool players to determine if they would mind them playing an occasional game for another team in the Majors if the family and other circumstances are acceptable.

When a Major team suspects that it might have only 9 or fewer players for a game, that manager must immediately notify the Player Agent (not another manager, parent or player). The Player Agent will then refer to the Fill-In list, select a player that is not playing for the opposing team, and then check with that player's manager to see if the Major game conflicts with a game or practice. Once it is determined there is no scheduling conflict, the Player Agent may then contact the Fill-In Player's parents to receive permission for the that player to participate and then will provide specific information about the game.

A Major team may not use more than two Fill-In Players per game. They must bat last in the line-up, play in the outfield, noted as Fill-In Players in the official scorebook, and pointed out to the plate umpire and opposing manager. They need not wear a uniform, although it is recommended that they do so. If a Fill-In Player shows up for a game after these procedures have been followed, and the team finds that it has at least 9 of its own players, the Fill-In Player, if he or she chooses, must be allowed to play 3 defensive outs and have one at bat. However, he or she may not play more than one inning under these conditions.

Major games may not begin or continue if a team has less than 9 players. Teams that do not have 9 players to begin a game will be allowed one postponement per season as long as the team has made every effort to contact the Player Agent to acquire Fill-In players. Subsequent short-handed games will result in **forfeiture**. Once a game has begun, if a team has less than 9 players as a result of illness, injury, early departure, or ejection, the game is immediately suspended and should be treated by the plate umpire and in the official scorebook as any other suspension, e.g. darkness or rain. Managers who are aware they will only have 9 players to start a game should attempt to acquire a Fill-In player in case they lose a player during the game. 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.