

DLL Local Rules – Majors Division

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The current Little League Baseball rulebook will govern all play not specified below:

The Teams

All teams in the Majors division shall maintain 12 players on their roster. Team Managers must notify your Player Agent within 24 hours should their team lose a player (quits, injury, etc...).

The Home Team

The home team shall utilize the 3rd base dugout.

DLL Local Equipment and Safety Rules

1. Protective face cage on the helmet, or a "C" flap, is optional but recommended. Helmets provided by the league will all have a face cage or "C" flap attached. (DLL recognizes that players often purchase their own helmets, these helmets may or may not have face cage or "C" Flap attached.)
2. All male players *must* wear a protective cup.
3. No on-field batting practice before games. Batting practice with live balls is limited to the batting cages for those fields so equipped. This includes batting balls into fences, which is likewise banned at all times (including practice). Whiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice. Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

Mandatory Play

All players shall be listed in the batting order (continuous batting order).

All players shall play a minimum of two (2) defensive innings during a regular six-inning game and at least one complete plate appearance. Please review, in particular, rules 3.03 - 3.08 in the Little League "green book". If a player is unable to complete his mandatory play due to a shortened game (due to darkness, weather, or 10-run rule), that player must be in the starting line-up for the team's next game.

[Fall Season] As it is common for fall season games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.

The Pitcher

LITTLE LEAGUE HAS IMPLEMENTED PITCH COUNT RESTRICTIONS FOR ALL PITCHERS. ALLOWABLE PITCH COUNTS AND REQUIRED DAYS OF REST VARY BY AGE – PLEASE CONSULT REGULATION VI OF THE LITTLE LEAGUE RULES FOR DETAILS. A COPY OF THIS REGULATION IS ALSO AVAILABLE ON THE DLL WEBSITE.

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches per Day
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17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Notes : A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, if a pitcher has played the position of catcher for four or more innings in a game, they are ineligible to pitch for the remainder of the 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.

The principle of “calendar days” remains the same as in previous years. A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

Example: If a pitcher in the Little League Major Division throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until THURSDAY, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

In addition, any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed.

Playoffs: No pitcher may exceed a total amount of innings equal to three (3) innings per potential playoff game for the entirety of DLL postseason play. If a team is playing in a "play in" game, an additional three (3) innings is added to the total amount of eligible innings that may be pitched by any one pitcher. For example: three (3) potential playoff games, the total would amount to nine (9) available innings for any one pitcher. If teams require a play-in game in addition to the three (3) potential playoff games, the total would be increased to twelve (12) available innings per pitcher. The available total innings per pitcher can be divided between playoff games in any manner as decided by the Manager, but must still also adhere to Little League rules concerning pitch counts and days of rest. For purposes of this Local Rule, any pitch delivered in an inning will be considered an inning pitched, regardless of the number of batters faced or outs recorded by that pitcher.

The Batter

Protective face cage on the helmet, or a “C” flap, is optional but recommended.
Little League Rule 6.05b in the Little League “green book” (dropped third strike rule) is in effect.

The Offense

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All players shall be listed in the batting order (continuous batting order).

Please review rules 3.03 - 3.08 in the Little League "green book" for rules governing substitutions and mandatory playing time.

[Spring Season] Little League Rule 4.10 (e) (10 run rule) **IS** in effect.

[Fall Season] Little League Rule 4.10 (e) (10 run rule) **IS NOT** in effect.

Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Any players coaching a base must wear a protective helmet.

Starting and Ending the Game

[Spring Season] Each team must field a minimum of 9 players. Either team shall be given a 10 minute grace period from the SCHEDULED game time to field the required 9 players. If one team cannot field 9 players by the end of the grace period, that team will forfeit the game.

[Spring Season] A score of 6-0 will be reflected as the game score for standings purposes. If neither team can field a team of 9 players by the end of the grace period, the game will be declared a tie and a score of 6-6 will be reflected as the game score for standings purposes.

[Fall Season] Given the instructional nature of the Fall season, there should be no forfeits during a Fall season. Teams are encouraged to borrow players/outfielders from the opposing team to play. All other rules should be followed as appropriate.

No new inning may start after two (2) hours from the SCHEDULED game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning. The game will end and there will be no pitch after 2 ½ hours from the SCHEDULED game time. This rule is applicable UNLESS THE GAME IS TIED. If the game is tied at the end of the 2 hour scheduled game time, innings shall commence beyond the 2-hour mark in an effort to break the tie. No new inning shall begin after 2 ½ hours, and there will be no pitch after 3 hours from the scheduled game time.

Regardless of the time of day, or whether the game is tied or not, the umpire will terminate play whenever early darkness poses a safety hazard to the players. If no umpire is present, the managers, along with the Adult Coordinator, should make the call to terminate play when darkness becomes a safety issue. The sunset time rule does not apply to lighted fields.

[Spring Season] During the regular season, unless tied, the game will end after the last inning started prior to the 2 hour mark and follow the Little League rulebook. During the regular season, if 6 innings cannot be played during the allotted time, the game is considered complete if 4 innings have been played (or 3 ½ innings if the Home team is winning). However, all playoff games must be played in their entirety at the next available time to resume play.

[Fall Season] There are no playoffs in the Fall. The game will end at the completion of the last inning started before the 2 hour mark, or if the game is ended due to darkness.