

2019 DSA Major Division Rules

Official Little League Baseball rulebook rules shall be followed where not defined or altered in this document.

GENERAL GAME RULES

1. All major division players must reach the age of eleven (11) or twelve (12), but no more than age twelve (12), before May 1 of the current year (season). A younger player from the Minor Division may play in the Major Division provided the player's coach and representative league believe the player is capable of competing at the Major Division level and it is safe for that player to do so. No such player can play in the Major Division all season and then play in a Minor Division post season tournament.
2. Games will last 6 innings. In case of a rain-out, 4 completed innings will constitute a complete game. In the event the home team is winning after 3 ½ innings, then 3 ½ innings shall constitute a complete game.
3. The base line shall be 60 feet.
4. The distance from the back point of home plate to the front of the pitching rubber shall be 46 feet.
5. No Jewelry of any kind shall be worn. EXCEPTION: Medical ID's are allowed.
6. Mercy rule:
 - a. If the winning team has 10 or greater more runs than the losing team, and the winning team is the home team, then the game is over after 3 ½ innings. If the winning team is the visiting team, then the game is over after 4 innings.
 - b. If the winning team has 10 or greater more runs than the losing team, and the winning team is the home team, then the game is over after 4 ½ innings. If the winning team is the visiting team, then the game is over after 5 innings
7. In the event that a game is being played on a field that has another game scheduled on the same field immediately following the game being played, the game shall last one (1) hour forty-five (45) minutes, allowing for an inning that started before the time limit was reached to completely finish. In the event that there is no game scheduled on the same field immediately following the game being played, the game shall last two (2) hours, allowing for an inning that started before the time limit was reached to completely finish. No game shall last longer than two (2) hours fifteen (15) minutes. The two (2) hour fifteen (15) minute time limit is a hard stop, with no play following the time limit being reached. This shall not impact the safety of the players and coaches. The umpires shall retain authority to end the game due to weather, lighting conditions or other safety concerns and General Game Rule 2 shall apply. Should the game end in this way and there remains a tied score, the game will be over and end in a tie. The umpires shall note the game start time after the first pitch in the top of the first inning. In the event that the umpires do not so note the time, it is the responsibility of each of the coaches, both home and visiting, to establish the start time by asking the umpires. In the event that there is a failure of the umpires and the coaches to note the start time of the game, then the scheduled start time of the game shall be used as the official start time of the game. For the purposes of this rule, an inning begins (starts) when the final out of the previous inning is made.

8. No steel cleats may be worn in this league.
9. All bats will conform to Little League rules. All bats shall then display the USA Bat stamp.
10. It is required that all catchers wear protective cups. It is recommended that all players wear protective cups.
11. No game shall start, or continue, unless each team can and does field and play eight (8) players. In the event a team fails to have eight (8) available players to start or continue a game, then a forfeiture shall be called, and the opposing team shall be declared the winner of the game, recording a score of one (1) to zero (0). If a shortage of players occurs for a game a replacement may be chosen from the Minor Division (*See General Game Rules 1*).
12. If a game cannot start at the scheduled start time due to one of the teams having less than eight (8) players available to play the game, there shall be a ten (10) minute waiting period to allow additional eligible players (*See General Game Rules 1 & 12*) to arrive at the field to play, or a forfeiture shall be called, and the opposing team shall be declared the winner of the game, recording a score of one (1) to zero (0).
13. Any player or coach who is ejected from a game shall also be required to sit out their next scheduled game. Coaches are responsible for their teams' fans and shall suffer the same penalty for ejection if due to the behavior of those fans as if the behavior was their own. The Commissioners of the participating leagues (for 2018 - Butler, Garrett, Hamilton, Jackson and Riverdale) shall meet to determine if General Game Rule 13 should be applied as written, or modified for a greater or lesser penalty, based upon the facts and circumstances of the particular event resulting in game ejection. The Commissioner of the league from which the offending coach or player originates shall recuse themselves from any vote associated with the enforcement and modification of General Game Rule 13.
14. The coach may deny the right of a player to participate in a game for disciplinary action or unexcused absences from practice. The coach shall submit a complete roster to the opposing scorekeeper before the game. The coach should then designate players who are being disciplined.
15. All players will play at least 2 innings and bat once or will start the next game and play at least 3 innings.
16. Official scoring will be that of the home team scorekeeper and it is up to the visiting team to confer with the home team between innings.
17. No infield practice before games. EXCEPTION: If both home and visiting head coaches agree AND both teams are granted equal access to the field for infield practice AND the game can begin at the time originally scheduled on the schedule (or any subsequent rescheduling occurring before the day of the game) following such practice, then infield practice is permitted.
18. It is requested that the coaches of all teams track both the number of pitches pitched in each game and the number of innings pitched in each week for each pitcher who pitches for their team. This data should be provided to your league president or a board member of your league each week, or at least at the end of the season. The data shall be used by the DSA governing body to determine if pitch counts for pitchers should be used in the

future for the proper development and safety of the players. Coaches may be provided with forms upon which to record the data, but such will be league dependent.

THE BATTER

1. The nine players on defense will bat. Extra hitters may be used. Substitutes can enter the game as replacement for one of the starting players *at any point in the game* (offense or defense). Pinch-hitting is not allowed.
2. Drop Third Strike Rule: When the catcher fails to catch the third strike or when the catcher catches a bounced third strike (the pitch strikes the ground before being caught by the catcher), with less than 2 outs & 1st base is unoccupied or anytime there are 2 outs, the ball becomes a live ball and is in play. The batter becomes a batter/runner with liability to be put out. If a batter takes 2 steps toward his team's dugout with no intention to go to 1st base - batter is out (umpire judgment call on the steps toward player's dugout, and intention).
3. A batter may not throw the bat. If a batter throws the bat, the team for which the batter is playing for receives a warning. Any other player from the same team who later throws a bat shall immediately be called out. If the infraction occurs after the ball is batted fair and is in play, the play proceeds normally for any other players who are on base, with the exception of force plays. With the batter being called out, there is no longer a force play at other bases and a runner must be tagged before reaching base safely to be out.
4. Re-entry Rule: A player in the starting line-up who has been removed for a substitute may re-enter the game, but only once, in any position in the field but must occupy the same position in the batting order. This is allowable only if the substitute whom the original starter is now replacing has played six (6) defensive outs and has completed one (1) at-bat. EXCEPTION: A pitcher may not re-enter a game as the pitcher.
5. Slash bunting is prohibited. A slash bunt is defined as a batter squaring and showing bunt after the pitcher has his foot on the pitching rubber, pulling back the bat, and then swinging at the pitch. A violation of this rule results in a dead ball, the batter is out and any base runners may not advance regardless of whether the batter made contact with the pitch. *See also DEFENSE Rule 2.*

THE RUNNER

1. A base runner may not lead off the bag, nor leave the bag after the pitcher has touched his foot to the pitching rubber before the ball leaves the pitcher's hand.
2. A runner may steal any base after the ball leaves the pitcher's hand.
3. The first time a runner leaves a base early, the team for which the runner plays shall receive a warning and the runner shall return to the base from which the runner had left too early. If any runner from the same team so warned leaves the base too early, the violating runner shall be immediately called out.
4. All runners must avoid contact at all bases. Violation of this rule shall result in an out (umpire discretion), and no warning is necessary. 'Avoiding Contact' is defined as sliding, going around defensive player or giving yourself up. From a Coaching standpoint, it is best to instruct players to slide in all situations where contact is possible.

5. No appeal is needed on missed bases. The umpire shall call the out, if viewed, after the play is dead.
6. Courtesy Runner Rule: A team may use a substitute runner for that team's catcher when there is two (2) outs in the inning and the catcher is on base (runner). A team may not use a substitute runner for any other position player. If a runner is injured while running the bases, a substitute runner may be used. If a courtesy runner is used for an injured player, the injured player may not return to the game until after one (1) complete inning of sitting out, starting from the point of the substitution and injury, and lasting through the next half inning's three (3) outs. (An Inning in this situation is defined as the remainder of the inning in which the injury and substitution took place, plus the 3 successive outs in the next one-half inning.)

THE PITCHER

1. A pitcher may have no more than four (4) pitches to warm up, on the mound, between innings. EXCEPTION: A pitcher entering the game as pitcher for the first time shall have eight (8) pitches.
2. A player may pitch a maximum of 3 innings per game.
3. If a pitcher throws a single pitch in an inning, that inning is counted as one inning against the game maximum for that pitcher. There is no limit on how many innings a pitcher may pitch in a week.
4. The pitcher must be in contact with the rubber while delivering the pitch.
5. The pitcher shall be pulled from the pitcher's position after a coach (head or assistant coach) has made two (2) trips to the mound in the same inning.
6. A pitcher must be relieved by a different eligible pitcher following the striking of a batter or any combination of batters by a pitched ball for the third time in a single game.

DEFENSE

1. Infield Fly Rule: With runners occupying 1st and 2nd or 1st, 2nd and 3rd with less than two outs – if the ball is hit into fair territory in the air and in the infield, and in the umpires' judgment, the batted ball should be caught by an infielder, the batter is immediately called out. This rule shall not apply to foul balls.
2. Bunt Fielding: The first and third basemen may not charge to field a bunted ball past the pitcher's mound until the batter makes contact with the pitch. *See also THE BATTER Rule 5.*