



Dale City Little League, Inc.

2009 Local Playing Rules

December 7, 2008

1. PRE-GAME PRACTICE AND FIELD PREPARATION.

a. The visiting team shall be entitled to the field 30 minutes prior to the scheduled games start and the home team will then take the field 15 minutes prior to the game start.

Should the field not be available 30 minutes prior to the start of the game, due to a game being played on the field, then practice time on the field before the game shall be shared equally by both teams. In the event that there is less than 30 minutes for field preparation, both teams will be responsible for field preparation.

b. No batting practice shall occur on the field within the 30-minute game warm-up period.

c. Soft toss and flip drills will not be conducted against any fence on any field. Managers and coaches will be held accountable for the result of damages from these drills.

d. The home team is responsible for preparing the field for play, and after the final game of the day, will remove and return all equipment to the proper storage facility and ensure the storage facility is properly locked. If the field has lights, the home team is responsible for ensuring the lights are turned off.

Preparing the field for play will include raking if necessary, liming the field to include marking the runners lane 20' feet from first base, and setting the bases. **All fields will be raked and restored to playing condition after the final game of the day.** Areas to be raked will include the pitcher's mound, batter's box, and the area around all of the bases. Bases will be removed and stored in the proper place.

e. At the completion of a game, both teams are responsible for policing the areas near the playing fields, bleachers, and the concession stands, and depositing the refuse in the trash containers provided.

f. Only vehicles with written permission from the Board of Directors and the Athletic Director of the school may be driven onto the fields at the schools.

g. Field repairs will be affected as stated in paragraph d. above after each practice session. This is the responsibility of the practicing team.

h. For failure to take care of the field prior to or following a game as listed in 1-g above, the manager will receive a warning for the first offense, suspension from the next game with the next offense. With the third offense, the manager will be brought before the board.

2. LENGTH OF GAMES.

a. For Juniors and Seniors, a time limit of two hours and thirty minutes based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met.

b. For Minors and below, a time limit of two hours and fifteen minutes based on the official start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met.

Note: *No inning shall start after the time limit is reached. An inning begins at the last out of the previous inning. For example, on a game with a two hour and thirty minute time limit; if the last out in the fifth inning should occur before two hours and twenty-nine minutes, the fifth inning will still be played even though the first pitch may not be thrown until after two hours and thirty minutes have elapsed.*

3. OFFICIAL TIME.

The plate umpire will keep the official time. The official start time will be noted in the official scorebook kept by the home team.

4. OFFICIAL SCOREKEEPER/PITCH COUNTER.

The home team is responsible for providing a league certified official scorekeeper at each game. The scorekeeper will also keep the pitch count. At the end of each inning the scorekeeper from each team will compare and verify the pitch count on record. If needed, the Official Scorekeeper shall ask for and receive a time out to verify or adjust the official scorebook. For failure to provide an official score keeper for a game, the manager will receive a warning with the first offense,

suspension from the next game with the next offense. With the third offense, the manager will be brought before the board.

5. PLEDGE.

Both teams (Majors and below) are responsible for reading the Little League Pledge prior to the start of the game. Teams, to include managers and coaches, will line up on the foul line in front of their dugouts for the pledge. Each team will send at least one representative, no more than two representatives to the mound to lead the pledge.

6. GAME BASEBALLS.

The home team will provide three (3) new baseballs and the visitors team will provide two (2) new baseballs.

7. GENERAL RULES/BASEBALL DIVISIONS.

a. In all divisions where a run limit exists, over-the-fence home runs are counted in full. All runs earned from over-the-fence home runs count, regardless of the inning, score or score limits. This is the only exception to the run limit.

b. The home team will occupy the 1st base side of the field in all levels of play.

c. Each **manager** is responsible for reporting the scores of their games and the pitcher information, to include pitcher, number of innings pitched, and pitch count, to the Division VP and League Information Officer within 24 hours of the end of the game regardless of home or away team. The Dale City team will report all scores from inter-league play to the Division VP and League Information Officer within 24 hours of the end of the game. Failure to provide the game score, the pitcher information, to include pitcher, number of innings pitched, and pitch count, the **manager** will receive a warning for the first offense, suspension from the next game with the next offense. With the third offense, the manager will be brought before the board. Division VPs will be reviewing all pitch counts.

d. Either manager must inform the Division VP at least 24 hours prior to game time if they cannot field a team. If this notification is not made, the offending team(s) **MAY** be given a loss for that game. This rule is an attempt to save the league money for paid umpires as well as save the other team from coming to a game that cannot be played. If either team cannot field 9 players, or the green book required number of players for that division, at the scheduled start time, the team will be given 10 minutes. If the team cannot field 9 players, or the green book required number of players for that division, at that time, they **MAY** be given a loss for that game at the discretion of the board.

e. DCLL will be using Regulation VI – PITCHERS, option 2, (d):
Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 41 - 60 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 21 - 40 pitches in a day, two (2) 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.

Pitchers league age 17-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 26 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

f. In accordance with Little League Rule 4.04, Dale City Little League has adopted a policy of a continuous batting order for Juniors and below. For Seniors the continuous batting order is not mandatory but may be used at the discretion of the team Manager. Minimum playing time of 6 defensive outs and bat at least one time is still mandatory (LL Rules and Regs, Section IV (i)). The continuous batting order will include all players on the team roster present for the game. Each player is required to bat in his/her respective spot in the batting order. A player may be entered and/or reentered defensively into the game anytime provided he/she meets the requirements of mandatory play. **Each inning the scorekeeper will annotate the defensive alignment in the field.** This is to ensure that the mandatory play requirement can be tracked through the scorebook. **Note:** If a player is injured, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured player returns, **pending umpire approval** they are merely inserted into their original spot in the batting order and the game continues. If a player arrives late to a game site, if the managers chooses to enter him/her in the line-up they would be added to the end of the current lineup. If a player becomes ill and is removed from the game, the player may not return to the game. A nine man batting order disregarding free defensive substitution will be used at all levels for tournament play.

g. The playing requirement for all divisions is six (6) defensive outs AND one (1) at bat for each player in attendance for the **entire** game. Each player in every division must also play in (3) three complete games during the playing season.

Note: *If a player arrives too late to meet minimum play requirements, the player will still be allowed to play but will be exempt from the minimum play requirements for that game.*

h. In accordance with Little League Rule 4.05, Dale City will allow two adult base coaches for all divisions provided there is at least one adult manager or coach in the dugout.

i. The 10 Run Rule (4.10e) will be enforced for all divisions. In AA and AAA, additionally, the manager of the team with the least runs shall concede the victory to the opponent when the team is mathematically eliminated based on run limits specified in Local Rules 9.

8. JUNIORS AND SENIORS DIVISION. Except for regular season play.

Rules for the Junior and Senior Divisions are amended in the "DTQ/Dale City/Woodbridge Junior and Senior Inter-league Ground Rules." ***ALL INTER-LEAGUE GAMES WILL BE COUNTED in the league statistics and will be included in the team's win/loss record.***

9. JUNIOR LEAGUE.

No more than 4 runs per team per inning will be allowed, except in the 7th and subsequent innings, or any inning that starts within 15 minutes of sunset (lighted fields excluded) or the two hour and thirty minute time limit. There will be no run limit in the final inning.

10. AA DIVISION.

- a.** Up to three, 10 year-olds are allowed to pitch a combined 6 innings each week. No 10 year-old will pitch more than 3 innings per week.
- b.** A game may be started and played with eight (8) or more players. The inability for a team to place less than eight players on the field will result in a loss.

11. A DIVISION - MACHINE PITCH

a. GENERAL RULES

(1) There will be no forfeiture of a game because a team is unable to field nine (9) players. Such games will be played with the players present.

(2) The home team will provide an umpire.

(3) A game will not be longer than six (6) innings or one hour and forty-five minutes, whichever comes first.

(4) The home team will put a 10-foot circle around the pitchers mound. This is the dead ball area. If a ball hits the machine or the umpire, it is a dead ball and all runners and the batter advance one base. Any ball resting in the 10-foot circle is dead. If the ball was hit by a batter and comes to rest in the 10-foot circle the ball is dead and no runners advance. No pitch is counted against the batter.

b. OFFENSIVE RULES

(1) The offensive Manager or Coach will operate the pitching machine from the rubber. Depending on the model of the pitching machine, the pitching machine will be set to 35 mph or F. There will be swinging strikeouts. (The first half of the season there will be no swinging strikeouts.) There is no base on balls or hit batsman. After six pitches, the batter will be called out unless the ball was foul.

(2) There will be no stealing, bunting, or infield fly rule. No advancement on bad throws to the pitcher, wild pitch, etc.

(3) Runners may not advance once a fielder throws the ball to the pitcher and the pitcher makes an attempt to catch the ball. The ball is dead. Runners that are not halfway to the next base shall be returned to the last base legally touched unless the runner is forced to take the next base. A line shall be drawn at the halfway point between first base and second base; between second and third base; and between third and home. These lines shall indicate the halfway point. When all defensive players are in proper position, the manager/coach at home plate shall call "play ball", and the next batter will take his turn at bat.

c. DEFENSIVE RULES

(1) One adult coach is allowed at the edge of the infield/outfield to provide defensive guidance. He must not interfere with live play.

(2) The catcher shall be in full catcher's gear to include mask with helmet to include throat protector, chest protector, cup (for male players) and shin guards. The catcher shall assume a position no more than ten (10) feet behind the batter and must be facing the batter during the pitch. An adult may be positioned along the backstop to assist the catcher in dead ball situations. The assisting adult may not interfere with any live ball situation. Interference by the assisting adult will constitute a dead ball and a base awarded to the existing runners.

(3) Coaches have the option of placing a 4th outfielder in the field as a rover.

13. T-BALL DIVISION.

The T-Ball Division is an instructional league rather than one of strategy. Its objectives are to afford young players the opportunity to learn the basic

fundamentals of baseball, an appreciation of teamwork, fair play, and sportsmanship, under the direction of adult supervisors. As such, the basic rules of Little League Baseball, Inc. will be followed. The local playing rules contained herein are designed to provide a standard of play, which insures that the objectives are met. It is therefore, imperative that every adult volunteer participating in this program has a thorough knowledge of the rules and regulations. These rules and regulations must conform to the methods mentioned above.

a. GENERAL RULES

- (1) An official score of the game will not be kept.
- (2) The offensive manager/coach at home plate will assume the duties as the chief umpire.
- (3) Protests will not be allowed.
- (4) There will be no forfeiture of a game because a team is unable to field nine (9) players. Such games will be played with the players present.
- (5) A complete game is one hour and thirty minutes or when each team's batters have batted a minimum of once, whichever is later.
- (6) Either team manager or coach may request a time out after completion of any play to instruct the team on proper procedures. The amount of time shall be minimal so as not to delay the game.
- (7) Any manager or coach may halt play at any time if they deem that a player is injured that requires immediate assistance. In this case, the ball is dead and all runners are awarded one base.
- (8) The infield fly rule will not be enforced.
- (9) The home team is responsible for providing the batting tee.
- (10) The ball shall not be pitched, but will be hit off a tee, which shall be set on home plate. It shall be the home plate manager/coach responsibility to remove the batting tee from the plate area after every hit.

b. DEFENSIVE RULES

- (1) The pitcher must stay at the rubber until the ball is hit.

(2) The catcher must be positioned behind and facing the batter next to the backstop in one or two lined catcher's boxes (approximately 2'X 2') until the ball is hit.

(3) First base, second base, third base, and shortstop must be positioned in the infield.

(4) It shall be the manager's option to add an additional outfielder to bring the total outfielders to 4. Outfielders must remain in the outfield during play, except while assisting an infielder in making a play.

(5) One adult defensive coach in the infield and one adult defensive coach in the outfield may be utilized.

(6) No player may play the same position more than two innings per game. No player may sit on the bench two innings in a row.

d. OFFENSIVE RULES

(1) Batters may continue to bat until all batters on the team bat have batted in the inning. If a runner is put out that runner must exit the playing field and must not be allowed to stay on the base. When the final batter is comes to bat, the offensive coach shall inform the defense that the batter is the final batter.

(2) Play is stopped when there is a final batter by either putting the final batter out, the final batter legally touching all bases including Home Plate, or by the catcher standing on the plate with the ball in possession.

(3) Hitting: Batter shall not be allowed to bunt. There will be no strikeouts. Players who have not put the ball in play, regardless of a foul ball shall not be allowed to make any further attempts to put the ball in play after 7 attempts.

(4) Foul: Same as conventional baseball except that a ball that travels less than 20 feet in fair territory from home plate is called a foul. (An arc shall be drawn 20 feet in fair territory from home plate from the first base line to the third base line.)

(5) Base Running: Runners must stay in contact with the base until the ball is hit. When players advance as far as possible without being put out, or have been retired, or a defensive throws the ball into the 10 foot circle of the pitchers mound with the pitcher attempting to catch the ball, the manager/coach at home plate shall call time and place the ball on the tee. Runners that are not halfway to the next base shall be returned to the last base legally touched unless the runner is forced to take the next base. A line shall be drawn at the halfway point between first base and second base; between second and third base; and between third and home. These lines shall indicate the halfway point. When all defensive

players are in proper position, the manager/coach at home plate shall call “play ball”, and the next batter will take his turn at bat.

(6) Offensive team manager/adult coaches will man the first and third base coaching boxes.

(7) An offensive team manager or coach may stand near their batter to give advice, but must not interfere with play.

(8) Any batter who throws a bat will be given a warning on the first offense and will immediately be called out on the next offense.

These Rules were approved by vote of the Dale City Little League Board of Directors on December 7, 2008.

Michelle Slaughter
President
Dale City Little League