

# DUBLIN LITTLE LEAGUE

2024

## LOCAL RULES



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# 1. PREAMBLE

Dublin Little League, as a chartered organization, shall abide by the Rules and Regulations of Little League® International. Dublin Little League Local Rules shall not conflict with, or supersede, Little League Baseball or Softball rules and guidelines. Dublin Little League shall follow the 2024 Baseball and Softball Official Regulations and Playing Rules Green book.

# 2. SAFETY

Individual safety and care of the equipment are extremely important objectives of Dublin Little League. Managers/Coaches/Players are encouraged to read the Dublin Little League Safety Manual which is available in the handouts section of the league website.

At no time shall a bat ever be thrown by any individual. This includes players/coaches/umpires who are attempting to return a bat to the dugout. Bats should be returned by hand to the dugout and only transferred between players via a handoff, never by being tossed or thrown. A batter who throws a bat as part of their swing shall be called out if they throw the bat twice in a game.

An on-deck circle is not allowed at the major division level or below. An on-deck circle is allowed for intermediates and above divisions.

# 3. MEDICAL RELEASE FORMS

A Little League Medical Release form must be present for each player at each practice and game, and be in the immediate possession of the Team Manager. The League provides these forms to the manager prior to beginning the season. Players not having a properly signed / completed Medical Release form may not participate in practices or games.

Medical Release forms are available on the Little League International Website:

<https://www.littleleague.org/downloads/medical-release-form/>

# 4. CODE OF CONDUCT

Little League Baseball and Softball is a program for the youth of our community, based on principles and philosophy of good sportsmanship, friendly competition, and peer/family support. Managers, Coaches, and other representatives that hold responsible positions shall conduct themselves according to Little League Baseball and Softball Regulation XIV regarding Field Decorum and shall consistently demonstrate the virtues of good sportsmanship.

Dublin Little League (DLL) strives to create a secure and enjoyable atmosphere where our children can have fun while playing baseball and softball. It is the foremost responsibility of every Board Member, Manager, Coach, Parent Volunteer, and all Spectators to actively work towards upholding this objective within our league. To achieve this goal, the DLL Executive Board (the “Board”) has put in place the following set of important principles.

Specific to Parents, you agreed to the “Sport Parent Code of Conduct” when you registered your child for a DLL program. For reference, this Sport Parent Code of Conduct can be found on the DLL website under Parents / General Parent Info / Spectator Rules.

The Board has established a Code of Conduct that is mandatory for all Board Members, Managers, Coaches, Parent Volunteers, and Spectators. Each Manager and Coach is required to thoroughly read this Code of Conduct, confirming his/her understanding and agreement to adhere to it. Every Manager from each team (Single A and above) are required to attend a mandatory Rules and Code of Conduct Meeting prior to the first game of the spring season. Failure to attend this meeting will result in the respective team forfeiting games until the Manager attends a make-up Rules and Code of Conduct Meeting. The Player Agent and Vice President and/or President will make themselves available to ensure ample make-up sessions are offered. Additionally, all Volunteers, Spectators, and Players are also held accountable to the Code of Conduct as described below.

#### General Code of Conduct

Each Board Member, Manager, Coach, Parent Volunteer, Player, and Spectator shall abide by the following:

- Refrain from any physical contact with an Umpire, Manager, Coach, Board Member, Parent Volunteer, Spectator, Player, or anyone associated with DLL or the opposing team, such as laying a hand upon, pushing, shoving, striking, or threatening him/her.
- Absolutely no verbal or physical abuse towards an Umpire. Spectators especially should not say anything directly or indirectly to an Umpire.
- No objectionable demonstrations of disagreement with an Umpire's decision, including throwing equipment such as gloves, helmets, hats, bats, balls, or engaging in unsportsmanlike actions.
- Do not challenge an Umpire's authority during a game. Umpires have the discretion and authority to penalize individuals for infractions, up to and including removal from the game. Managers and Coaches are also responsible for their own Spectators and the actions of their Spectators.
- If any Spectator engages in inappropriate behavior, the Umpire may suspend the game until the Spectator leaves the playing field and surrounding area around the field. The Conduct Review Committee (CRC) will assess all violations of the DLL Code of Conduct, and depending on the seriousness or frequency of the infractions, additional disciplinary actions may be taken, including suspension from games or expulsion from the league based on Figure 1 and 2 as defined in Section 9.
- Spectators are expected to remain in the designated seating area of the field. At no time during the warmup or game are Spectators allowed to come onto the field of play (including the dugout).
- No profane, obscene, vulgar language or gestures at any time. Use of any racist, sexist, derogatory, or defamatory language will not be tolerated.
- No unnecessarily rough tactics against opposing players during a game (i.e. high-sliding, intentionally taking out, or throwing at a player).
- Speak respectfully when addressing any Player, Manager, Coach, Umpire, any Parent Volunteer and/or Spectator from either team.
- Abstain from appearing on the field, stands, or within any DLL complex or opponent's field or complex while in possession of alcoholic beverages or in an intoxicated state. Intoxication will be determined by observable behavior or odor.
- Do not engage in gambling related to any play or outcome of a game with anyone at any time.
- No smoking or vaping, chewing tobacco, or the use of similar legal or illegal substances while in any area around the playing field, practice facilities, or under any circumstance when children are present.
- Refrain from publicly discussing plays, decisions, or personal opinions of players, Managers, or Coaches in a derogatory or abusive manner during or after a game or practice.

- Specific to Board Members, commitment to upholding the highest standards of integrity and confidentiality when dealing with sensitive information related to the organization. Absolutely no discussion or sharing of sensitive information or Board decisions with non-board members.
- Do not tamper with or manipulate league-related matters, including rosters, schedules, draft positions, official scorebooks, rankings, financial records, or procedures.
- Do not violate or manipulate DLL Local Rules, Constitution, or Safety requirements.
- Do not recruit players from outside DLL's boundaries or for non-Little League teams (i.e. travel teams) that would interfere with any DLL spring games or practices.

Managers and Coaches have a responsibility to ensure that both they and the parents and spectators associated with their teams avoid shouting at or engaging in disputes with the Umpires. **MANAGERS AND/OR COACHES MAY NEED TO SUSPEND THE GAME TO SPEAK WITH AND WARN ANY PARENTS OR SPECTATORS THAT ARE ACTING IN AN UNRULY MANNER PRIOR TO THE SITUATION ESCALATING.** It is important to recognize that our Umpires are continuously improving their skills through training, and like everyone else, they may occasionally make mistakes. Since we don't have a large pool of umpires to choose from, it is crucial not to demoralize or discourage those who are willing to contribute their time and effort to help us, especially our youth umpires.

## 5. PLAYER DISCIPLINARY ACTIONS

If the Team Manager considers disciplinary action against a player necessary, a manager may bench a player for up to one inning for moderate infractions. Minor infractions may not result in a player being benched unless the infraction is repeated multiple times during a game. For major infractions, notification must be given in writing (e-mail or letter form) to the appropriate Division Director and Player Agent before any action is taken and may be implemented only with the permission of the Player Agent. However, in severe extenuating circumstances (i.e., fighting), it may be appropriate to immediately suspend a player. The Team Manager must immediately contact the Player Agent and Division Director with the following information:

Name of the offending player or players

Description of the incident

Disciplinary action taken

Managers may not “bench” a player for more than one inning without doing the following:

Hold discussions with the player and parents reiterating the Manager's expectations. These discussions are to be documented, including dates and times.

If the issues continue, contact the Player Agent via phone, then follow up with an e-mail or written memo. The Player Agent will contact the player's parents and attempt to resolve the issues presented to him/her.

The Player Agent will refer the player in question to the Conduct Review Committee (CRC) if the issue cannot be resolved. It is the CRC's responsibility to determine what action, if any, needs to be taken.

If disciplinary action is deemed necessary by the CRC, the Player Agent will contact the player, parents, and Team Managers of the action that will take place. An email from the Player Agent to the League President will be sent to document the outcome.

If a player becomes disruptive during a game (i.e., fighting, swearing, throwing equipment, etc.), and it is felt that immediate action must be taken, the Manager may take immediate and appropriate action and:

Immediately following the game, the Manager must call the Division Director and Player Agent and advise them what transpired and why. The Manager must also send an e-mail or letter to the Player Agent explaining the situation and action taken. Both managers must follow this rule if an umpire ejects a parent or player.

If an Umpire removes the player from the game, the Umpire is responsible for documenting a report of the incident. The Umpire will forward the report to the Umpire-In-Chief via e-mail.

Team Managers are completely accountable for the actions of their players and must justify any disciplinary actions requested and/or taken on players.

## **6. ABUSIVE BEHAVIOR**

If a team player deliberately abuses equipment (i.e., throwing bat, catcher's mask, or helmet) or puts another individual in danger, it will cause the offender to be either warned of inappropriate behavior, or in the judgment of the umpire the incident is serious, ejection of the offender. The judgment of the umpire in this situation is final.

In addition, if in the umpire's judgment, a collision occurs with a malicious intent to injure or "take out" a player, or to intentionally dislodge the ball (other than sliding), the base runner will be called "out" and may be ejected from the game. "High sliding" (foot extended above the ground), barrel rolling, or other means to "take out" a player is not acceptable. Violators shall be called "out" and may be ejected from the game. The umpire will file a report immediately after the game with the Umpire-In-Chief regarding the incident. The CRC will be notified as well.

If a team player deliberately abuses equipment, that player will be held financially responsible for the replacement of equipment.

## **7. PARTICIPANT CONDUCT**

### **Ejection and Disqualification**

Any participant (Manager, Coach, Player, Scorekeepers, Parent, Spectator, etc.) who is ejected from any game or league event shall immediately leave the park and shall not participate in any additional league activities (including team practices and additional games) until a thorough investigation by the CRC has been conducted.

The only exception to this is if a player is ejected and must wait for a parent or guardian to pick them up. In this case, the ejected player may sit in the dugout.

Pursuant to Little League Rule 4.07, a Manager or Coach ejected from a game must not be present at the game site for the remainder of the game. Any Manager, Coach, or Player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

Disciplinary action against any participant may include suspension from one or more games, or in the worst-case scenario, complete expulsion from the league per the Code of Conduct Policy.

Any participant who is ejected will receive a minimum one-game suspension in addition to the game they were ejected from. If the participant is ejected a second time, the CRC will refer to the Three Strike Policy as defined in Section 9. The league may elect to suspend the individual for the remainder of the season including post-season and all-stars.

Note: Questions not addressed by the Little League rules or Dublin Little League Local Rules shall be decided according to 9.01 (c) of the Little League Playing Rules by the Umpire-In-Chief of the game. The Umpire-In-Chief may seek counsel from any on-duty Board Member present during the game.

## **8. COMPLAINT PROCESS AGAINST MANAGERS AND COACHES**

If a Parent, Guardian, or anyone else has a complaint against a Manager or Coach, they should:

Contact the Team Manager and discuss one-on-one their complaint and work towards a mutual resolution. Most complaints are about player time or player position and this conversation should help bring clarity to each person's position.

Note: Team managers must follow Dublin Little League Local rules and Little League International rules relative to playing time. While the manager may consider a parent's request for more playing time or their child playing a different position, it is ultimately the decision of the Team Manager and their coaching staff.

If a complainant feels that he/she is not satisfied, and would like to discuss the matter further, an e-mail or letter with specific information regarding the complaint must be sent to the Player Agent for that Division. The Player Agent will contact the person and work towards resolving the issue(s).

If the complainant is still not satisfied, he/she must then contact the League President or Vice President via email or letter outlining specifically the details of their complaint.

Any action taken regarding a Manager or Coach will be documented and a copy provided to the League President, Player Agent, Division Director, and League secretary for filing.

## **9. CODE OF CONDUCT POLICY**

### **Overview**

DLL places a high priority on the safety and well-being of the children participating in Little League activities, encompassing both their physical and mental health. It is essential for Managers, Coaches, Parents, and Spectators to exert a positive influence on our players, and their conduct will be evaluated accordingly.

To uphold an acceptable Code of Conduct for all participants in DLL activities, the Board has introduced a Code of Conduct Policy. This policy establishes a Conduct Review Committee (CRC) responsible for assessing each reported incident and determining the appropriate course of action. Any Manager, Coach, Umpire, Board Member, Parent, Spectator, Player, or Volunteer Evaluator may submit a Code of Conduct Incident Form. This reporting method aims to eliminate subjectivity in the assessment of Code of Conduct violations. Code of Conduct Incident Form can be found on the DLL website under Parents / Forms.

### **Conduct Review Committee (CRC)**

The leadership of the Conduct Review Committee (CRC) will consist of the respective Softball or Baseball Vice President and Player Agent plus the President. For Softball-related matters, the Softball Vice President and Softball Player Agent plus the President will form three members of the CRC. For Baseball-related matters, the Baseball Vice President and Baseball Player Agent plus the President will form three members of the CRC (another Executive Board member may substitute in case any of the aforementioned CRC members are unavailable). The CRC leadership is in accordance with Little League Rule 9.00, which states that at least three (3) board members must be present for disciplinary actions. Additionally, a pool of interested members ("Alternating CRC Members") consisting of Scorekeepers, Team Parents, and/or Division Directors will form

the remaining two positions of the CRC at any given time. Thus, a total of five (5) CRC members are needed to conduct an incident review. An email will be sent before March 1st annually to ask for members to join the Alternating CRC Member pool. The CRC will investigate any incidents and depending on the severity of the incident, may involve the Executive Board. The Executive Board will be automatically involved when the potential for Two or Three Strikes are involved (further defined below).

### **Evaluation Procedure**

A Code of Conduct Incident Form may be filed by any Manager, Coach, Umpire, Board Member or Volunteer Evaluator. Evaluators may be sent out to monitor and evaluate games throughout the season. The Volunteer Evaluator will file a Game Report Summary for each game he/she attends. A Code of Conduct Incident Form may be filed if the Volunteer Evaluator feels that a Manager, Coach, Umpire, Fan or Player has not adhered to the Code of Conduct. A Volunteer Evaluator may not use a game that his/her son/daughter participates in for evaluation purposes.

### **Notice of Infraction**

The CRC will send via email a Notice of Conduct Infraction to the offending party with a description of the resulting penalty. Examples of applicable penalties are included in Figure 2 below as a reference.

### **Three Strike Policy**

DLL has enacted a "Three Strikes and You're Out" policy that all participants must follow. The CRC will assign Strikes based on the seriousness of each incident. Depending on the nature of the incident, more than one Strike may be given as determined by the CRC. Strikes will be assigned against an individual only if a majority of the CRC agrees that they have committed an infraction. All decisions made by the CRC are at their discretion, and their decisions are final.

It is important to understand that Strikes accumulate throughout the season and do not carry over to the next season. The period that strikes accumulate is from March 1 until February 28 (or 29th if applicable) of the following year. The CRC will track the number of strikes handed out on an annual basis. The number of Strikes assigned to an individual will be taken into consideration by the Board when evaluating and accepting Volunteer Positions each year. This evaluation includes roles such as Executive Board membership and summer All-Star Managing and Coaching positions.

### **Conclusion**

Board Members, Managers, Coaches, and Volunteers are responsible for the welfare of participants in DLL, and it is of utmost importance that each child enjoys a positive experience while participating. To ensure this, it is crucial to educate Umpires, Coaches, Volunteers, Parents, and Players about the expectations outlined in the Code of Conduct and how it will be enforced. The CRC must consistently apply and enforce this policy to create a wholesome and supportive playing environment for all individuals involved in DLL.

**Figure 1 below: Examples of Strike Assignment**

ONE STRIKE	TWO STRIKES	THREE STRIKES
Foul or abusive language (i.e. swearing on or near the field) from a Player, Umpire, Manager, Coach, Volunteer,	Manager, Coach, Umpire, or Spectator criticizing a Player or Umpire in a foul or abusive manner	Repeated infractions from One Strike and/or Two Strike Violations



or Spectator		
Any ejection from a game will result in at least a one-game suspension (see adjacent note)	Ejection from a game by an umpire under the age of 16 years old. The first offense will result in an automatic two game suspension. Second offense will result in a two-week suspension	Physical abuse or fighting of any kind
Arguing or challenging of an umpire's authority	Any activity proven to be the engagement of self-dealing and/or conflict of interest	Egregious violations of any of the rules set forth in the Code of Conduct
Abuse of DLL or other property that includes throwing a glove, bat, helmet, etc. Depending on the severity, a warning may be issued in lieu of a "Strike"	Tampering or manipulation of league documents, policies procedures, team standings or playoff seeding, and/or declaration of league age (e.g. registering under an incorrect league age)	
Use of blatant rough force or tactics in the play of a game against the body of another player. Depending on the severity and if directed by a Manager or Coach, the Manager or Coach may be subject to Two or Three Strikes	Manipulating the spring or summer evaluation process and/or the spring player draft selection or all-star team selection	
If a player/team violates the pitching or catching rules, the manager will be ejected from the current game (if identified during the game) and suspended for the next game. There will be no further punishment on the player.	Discussion by a Board Member of sensitive League or Player information to non-board members	

**Figure 2 below: Actions to be Taken Based on Strikes:**

STRIKE ONE	STRIKE TWO	STRIKE THREE
Person in question will be suspended for one game	Person in question will be suspended for any games or practices for two weeks. He/she is not allowed in or around the field of play and may not be a Spectator.	Suspension from the League for the remainder of the year
	Board Member will step down from his/her board position	Participant may be banned for life based on the severity of the incident(s)

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**LEAGUE PRESIDENT:**

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## **10. MANAGERS / COACHES REQUIREMENTS**

All proposed managers and coaches must turn in a completed application for an individual background check prior to the first team practice. There will be no exceptions granted.

All proposed managers and coaches must attend mandatory training clinics as provided by Dublin Little League, including but not limited to, Big Al's Coaching Clinics, Positive Coaching Alliance training, coaches training, rules clinics and safety training. Failure to participate in these clinics may jeopardize their appointment as a manager or coach.

All team Managers must recruit volunteers to fill the following roles:

- Assistant Coach (up to 2, Single A up to 3)
- Team Parent
- Scorekeeper (Baseball Single A and above or Softball AA and above only)
- Field Prep (up to 2)

It is recommended that at least one parent volunteer representative from each team is in attendance at the Dublin Little League field prep clinic.

It is expected that each team has a representative attending the Team Parent meeting.

Per California law anyone with any player contact has to complete a background check and volunteer form.

Additional training may be required based on requirements set by California law, Little League International and/or Dublin Little League.

**Team Managers are responsible for their actions, including those actions of the team players, coaches, parents and volunteers.** Not following League rules, expectations, and applicable behaviors becoming of a Dublin Little League representative will result in appropriate level of reprimand as determined by the Dublin Little League Executive Board.

## 11. SCOREKEEPERS

Team Managers must solicit assistance from Team Parents for official scorekeeping duties in Single A and above (or AA and above for Softball). One scorekeeper is required from each team for every game. The home team scorekeeper is recognized as the official record keeper for the game. Training will be provided to those individuals that volunteer for this duty. Official scorekeepers should remain in the score booth throughout the entire game unless the score booths are not a viable option. If the score booth is not available the scorekeepers are advised to sit together during the game. It is imperative that scorekeepers be professional and impartial towards the game's outcome, communicating with the umpire and manager / coach only for official scorekeeping activities.

Managers, Coaches, and others shall not revise the official score record in any way.

In the event a game has only youth umpires, the away team's scorekeeper will act as the Game Coordinator (GC) of the game. The GC is expected to step in during any conduct issues and in the event of an ejection are required to submit an incident report to the league Umpire in Chief. The Game Coordinator should attend the pre-game meeting between the managers and the umpires. The Game Coordinator is there to protect youth umpires from any abuse from the manager, coaches, and spectators. The Game Coordinator and/or the youth umpires have the authority to eject a manager, coach, player, and/or spectators if the violation justifies it.

Only scorekeepers are allowed in the score booth during games. Scorekeepers are responsible for taking their own trash from the booth.

## 12. UMPIRE INTERACTIONS

- No one is allowed to speak to an umpire(s) except the manager. If an assistant coach approaches an umpire(s) they can be ejected.
- Managers and coaches should not talk to youth umpires between innings.
- There is no challenging a judgment call with a youth umpire, period. Safe or out calls are not up for discussion. If an adult umpire is present, and you feel that a judgment call was missed due to a bad angle you are allowed to ask the umpires to discuss.

- Challenging a rule is allowed, but only by a manager. If the youth umpire is unaware of a rule, then the managers should attempt to work it out. If you can't work it out, play the remainder of the game under protest if you have to; but remember if a protest is upheld, the game will resume from the time of the protest. You don't win the game because you won a protest.
- Prior to approaching an umpire, a manager must request and be granted a timeout.
- Don't rush an umpire, especially a youth umpire. If you need to speak to an umpire, please walk slowly toward the umpire and use a calm voice. Rushing a youth umpire is intimidation, no two ways about it. If you rush a youth umpire expect to get ejected.

## **13. YOUTH UMPIRES**

It is recognized that our Little League program will not be successful without the use of youth umpires. All youth umpires must be League certified and may not work in the Division in which they play. A youth umpire may not umpire a game in which a family member is a player or coach. The League Umpire-In-Chief on an individual basis may grant exceptions to this rule.

If a game only has youth umpires, the scorekeeper will act as the Game Coordinator of the game. See section 11 Scorekeepers for more details.

## **14. SPECTATORS**

Spectators are not allowed to stand directly behind backstops, dugouts or bullpens while games are in progress. Spectators who display poor temperament, poor sportsmanship, or who are abusive to participants, or who consume alcohol or unlawful substances shall be requested to leave the park. Failure to comply with these expectations may result in the removal of the spectator in question or the suspension of the game. The game Umpire-In-Chief, after discussing with both Managers and any other umpires, shall forward a report to the Umpire-In-Chief Director concerning the incident immediately following the game suspension. The Umpire-In-Chief Director shall forward his/her recommendation(s) to the League President for further discussion with the Disciplinary Committee.

Prior to and throughout the season, Team Managers are required to counsel spectators regarding the League expectations relative to appropriate behavior at games. Team Managers are responsible for the actions of their respective team's spectators. Such actions may include pausing the game to talk to and warn a spectator acting inappropriately or asking the spectator in question to leave the main viewing area or the game itself.

Recruitment for other leagues and teams is not permitted when Dublin Little League is playing.

## **15. NON-ROSTER (APPROVED) PLAYERS AND VOLUNTEERS**

Non-roster players, volunteers, siblings or other individuals are not permitted in dugouts, bullpens or on the playing field before or during games. For Single A and above, no more than 3 coaches are allowed in the dugout. For Rookie and T-Ball, additional adults are allowed in the dugout and on the field to help with the flow of the game. All adults on the field and/or dugout must have completed all required background checks and training.

## **16. INCLEMENT WEATHER AND END OF PLAY**

If weather is suspect and the probability of the scheduled game or practice being played is in question, Team Managers, umpires, and others will utilize the “Fields Are Closed” light located on the Snack Bars at Emerald Glen, Fallon and Dublin Sports Grounds. If the light is lit, the playing field is considered too wet by the City of Dublin and the game or practice cannot be played. Dublin Little League may also cancel games and/or practices due to weather regardless of the light being lit or not. The Field status can also be found on the Dublin Little League website at [www.dublinll.org](http://www.dublinll.org).

Coaches are, at all times, expected to use good judgment when determining the League’s best interest for any game or practice to take place. If chances of a player injury or significant damage to our fields are high due to inclement weather, the game or practice should be postponed.

The Game Coordinator or UIC of a game determines if play shall cease due to darkness. All applicable Little League rules for completeness of game, reversion of scores, final score, etc. will be followed, as determined by Little League rules. Once a game has started, it will be the decision of the Game Coordinator or UIC to end the game due to weather conditions.

In the event of any lightning in the area, the playing field shall be cleared and the game suspended. Play may only be resumed after a sufficient time (30 minutes) has transpired with no lightning strikes. For details, see the Dublin Little League Safety Manual.

Dublin Little League will make every effort to reschedule a game canceled due to inclement weather, but it does not guarantee that a game canceled due to inclement weather will be rescheduled. The League takes pride in providing as many games as possible during the season. The League does not budget time for any makeup games during the season. However, the League will attempt to reschedule canceled games and maximize the number of games during the season.

## **17. POSTPONEMENT OF SCHEDULED GAME BY TEAM MANAGER**

Game schedules are usually full each week and provide little room for rescheduling. Therefore it is imperative that Team Managers minimize postponement of scheduled games (with the exception of the inclement weather as described above). However, if postponement is necessary, the Team Manager must contact the Division Director at least 72 hours prior to the scheduled game time. The Division Director must authorize postponements before contacting team players, as some postponement requests may be declined. For example, lack of players due some players participating in other sports does not qualify for game postponement. If the Division Director has evidence that the game can be played and a Team Manager refuses to comply with this request, their team will be given a forfeit.

The Division Director must reschedule all approved postponed games within 24 hours. Therefore, Team Managers should be prepared to provide several dates that they believe are adequate for rescheduling of the game prior to requesting postponement. If either, or both teams, cannot or are unwilling to comply with the new game date and time that team(s) will be given a forfeit.

## 18. UNIFORM AND EQUIPMENT

The League Uniform Coordinator, via the Team Manager, shall issue uniforms to each team. Team members shall not wear League uniforms until opening day, for any reason, unless specifically authorized by the League President. This is for AA and above.

Uniforms damaged by a player beyond normal wear and tear will be replaced at the cost to the parent or guardian of that child. No modifications shall be made to any equipment or uniforms without the express permission of Dublin Little League Board of Directors.

All players are required to come to games and practices with the following equipment:

- All male players must wear a protective cup, regardless of age
- Baseball/Softball Glove
- Baseball/Softball Helmet
- Baseball/Softball Pants (games only)
- Baseball Bat with approved USA stamp on it (see below - Baseball only), or Softball Bat that meets Rule 1.10 (Softball only, no stamp required) for Majors and below.



The following is optional equipment:

- Baseball/Softball cleats. For major divisions and below cleats must be plastic. Although not required cleats are highly recommended. Cleats from other sports are allowed.
- Batting gloves
- Softball players may wear protective fielding masks but are not required
- Baseball/Softball helmets may include a facemask but are not required

Additional equipment is provided by the league to each coach, including but not limited to: baseballs, softballs, catchers gear, or batting Tee (for Rookie and T-Ball only).

Important: Team Managers are solely responsible for the return of all equipment to the League Equipment Director, and can be financially responsible to the League for these items if not returned in a timely manner.

## 19. FIELD MAINTENANCE RESPONSIBILITIES

**Purpose:** To provide a clear understanding of the basic field maintenance requirements and responsibilities of the Home and Visitor teams before and after each game played at Dublin Sports Grounds, Fallon Sports Park, or Emerald Glen Park. Listed below are the responsibilities for each of the teams (home and visitor and for all divisions), but it is strongly encouraged to help each other complete their responsibilities if there are other parents and coaches available to assist, irrespective of their “Home” or “Visitor” team designation. Remember, good and timely field preparation benefits all of the kids, and helps for a timely start and end to games.

**Note: It is the responsibility of both teams to keep the equipment boxes clean & organized.**

**Note: Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.**

### **The Home team prior to the game:**

- Prep the playing field. Lightly water the dirt infield, followed by dragging the infield using the drag screen.
- Chalk the batter’s box, 10’ arc (Tee Ball and Rookie only), both base paths and coach’s boxes.
- Place the bases at each location, making sure they are secured.
- Bases must be placed so that the appropriate corner points toward the pitcher’s mound.
- For softball, install the pitcher’s plate at the appropriate distance from home plate (Juniors and above - 43’, Majors - 40’, AAA - 35’, AA - 30’, Single A and below - N/A)
- For softball, also chalk the pitcher’s circle (AA and above). The pitcher’s circle should be a circular area with an 8-foot radius, drawn from the center of the front edge of the pitcher’s plate.
- Ensure the home team dugout is clean before leaving the field.

### **The Visiting team after all games:**

- Replace the bases and equipment in the locking bin and secure the lock.
- For weeknight games drag the field. For weekend games drag the field after the last game. If another team is not at the field when your game ends, assume you are the last game.
- Ensure the visiting team dugout is clean before leaving the field.
- Put away the scoreboard (if applicable)
- Check and lock the score booth door.
- It is the responsibility of both teams to keep the equipment boxes clean and organized.

### **FOR ALL PRACTICES:**

- Drag dirt infield
- Remove all bases and other equipment used and lock in scorebooth, equipment boxes, or chain and lock (i.e. L-screens)
- Insert base pegs
- Cover home plate and/or the pitching mound with mats (if applicable at respective field)

**Note:** manager and coaches are responsible for leaving the fields in good condition with all equipment locked up.

## 20. BASEBALL DIVISION AGE TRAJECTORY

For the 2024 Spring Season, the Board has defined the following as the guiding factor by league age for each division (see each specific age division description below for any exceptions). One of the underlying goals is to

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ensure that each league age 12-year-old plays in the Majors Division and has a clear path to accomplish this without having to skip divisions.

LEAGUE AGE															
DIVISION	4	5	6	7	8	9	10	11	12	13	14	15	16		
TEE BALL															
ROOKIE															
SINGLE A															
AA															
AAA															
MAJORS															
INTERMEDIATES															
JUNIORS															
SENIOR															

## 21. TEE-BALL DIVISION INFORMATION

### Tee-Ball player candidates must be:

League Age four (4) and five (5) years old. Player candidates for the Tee-Ball Division are considered to have Beginner level skills.

Coaches and parents who have completed all background checks and required training are allowed and encouraged to be on the field and in the dugout to help facilitate the game.

This division is considered a non-competitive program and as such, team scores shall **NOT** be recorded.

All Tee-Ball games shall have a 75-minute time limit. When time is up, play shall cease immediately. There is no limit on the number of innings that can/must be played per game.

The Player Agent shall form Tee-Ball teams based on the school of attendance by the player, and/or such other criteria as developed by the Board of Directors. Retention of players from the prior year to specific teams shall not occur (however coaches and parents at the Tee-Ball and Rookie level can request players during the registration process and the league will attempt to honor such requests). Replacement players shall only come from a waiting list maintained by the League, if available. Team Managers are responsible for contacting the Player Agent if a player quits, moves, or is no longer playing.

### Fair play Rules:

- Players shall utilize the continuous batting rule. All players listed on the team roster shall bat. The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity.
- Teams will place ALL players (up to 12) on the field defensively each inning with the extra players placed in the outfield. Players should be rotated to different positions during the game to ensure player development. All Players should be given an opportunity to play every position throughout the game. A player should not play an outfield position two consecutive innings in a row. A player shall not play the same infield position 3 or more times in a single game. No player shall sit the bench two innings in a row.



**Playing Rules:**

- There will be no catchers in the tee-ball division.
- The league does not provide umpires for T-Ball, instead team managers will officiate the game.
- A softer baseball is used for the T-Ball Division.
- The player / pitcher shall wear a protective helmet with a face guard at all times.
- Base stealing and bunting are not allowed.
- A base runner may NOT advance on an overthrow.
- There shall be no protests or protest situations in this Division.
- Players during the game are not allowed to pitch.
- The batting tee shall be placed in front of home plate and the batter shall hit the ball off the tee. No balls or strikes will be called; and there will be no strikeouts.
- When hitting off the tee, the batter will be allowed a maximum of seven (7) swings to hit the ball in fair territory. Failure to do so will result in the batter being retired.
- A batted ball must go beyond an arc drawn ten (10) feet in front of home plate, baseline to baseline to be fair territory, and otherwise it is considered a foul ball.
- Half innings shall end following the completion of the “continuous batting” rule (all players have been up to bat in that inning). The Manager of the team batting is strongly encouraged to tell the opposing Manager when the last batter is approaching the plate. It should be noted that once the batting lineup has been submitted at the beginning of the game, it should not change. When the last batter due up during that inning has completed his/her turn at bat, play stops as soon as the ball is returned to home plate. Any defensive player is eligible to terminate the inning by holding the ball and stepping on home plate.
- Batters and runners may be “put out” during a play according to normal baseball rules. However, an inning will not end on the third out and will continue until all players have been up to bat during an inning.
- Batter’s who are put out will return to the dugout.
- Allowing the last batter of the inning to run all the way home is discouraged due increased likelihood of players crashing into each other.

**Note:** Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.

## **22. MINOR ROOKIE DIVISION INFORMATION**

**Rookie Division player candidates must be:**

- League age of five (5) and have completed one year of Little League Tee Ball, or
- six (6) years old. Parents of six-year olds who have not played official tee ball may request waiver from Player Agent based on evaluation of skills and knowledge. Five (5) years old players who have previously played T-Ball can request an evaluation and can play rookie if approved by the Player Agent.
- Parents may request to play down a year in age (8-year olds).
- A 7 year old may also be placed in Rookie Division by the Player Agent if after an evaluation the player skill level is better aligned with the Rookie Division.
- Coaches and parents who have completed all background checks and required training are allowed and encouraged to be on the field and in the dugout to help facilitate the game.

## **Fair Play Rules**

- Teams will place ALL players (up to 12) on the field defensively each inning with the extra players placed in the outfield. Players should be rotated to different positions during the game to ensure player development. All Players should be given an opportunity to play every position throughout the game. A player should not play an outfield position two consecutive innings in a row. A player shall not play the same infield position 3 or more times in a single game. No player shall sit the bench two innings in a row.
- A player may not sit the bench twice until every player has sat on the bench at least once.
- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field. The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity.
- Reasonable attempts should be made to start players that did not start the prior game.

## **Playing Rules**

- The Rookie Division is considered a non-competitive program and as such, team scores shall **NOT** be recorded. There will be no official team standings. All Rookie games shall have a 90-minute time limit on weeknights and a 120-minute time limit on weekends. When time is up, play shall cease immediately.
- Coaches and parents who have completed all background checks and required training are allowed and encouraged to be on the field and in the dugout to help facilitate the game.
- The league does not provide umpires for Rookie, instead team managers will officiate the game.
- A softer baseball is used for the Rookie Division.
- Rookie Division is Coach pitch only (no players are allowed to pitch).
- Rookie defensive positions shall consist of up to 12 players on the field with extra players being placed in the outfield. Outfield positions should be positioned on the outfield grass and not be used for the infield positions.
- To end an inning, one of the following must occur:
  - o Obtain three (3) outs, or
  - o Each player has completed 1 at bat during the inning. When the last batter due up in the inning has completed her/her turn at bat, play stops as soon as the ball is returned to the pitcher. The Manager of the team batting is strongly encouraged to tell the opposing Manager when the last batter is approaching the plate.
  - o If the inning ends by three outs the following inning will start with the next batter in the line up and end at three outs or prior to that batter batting a second time. In the Rookie Division, a batter should never bat twice in one inning.
- A batted ball must go beyond an arc drawn ten (10) feet from home plate, baseline to baseline, to be in fair territory; otherwise it is considered a foul ball.
- The player / catcher shall wear full catcher's equipment, including a protective cup, and shall place each pitched ball into a bucket by home plate. Dangling throat protectors must be affixed to the catcher's mask.
- The player / pitcher shall wear a protective helmet with a facemask and shall stand on either side of the pitching coach. The adult coach pitcher shall not receive the ball from any player other than the player / pitcher when possible.
- Base stealing and bunting are not allowed in this division. A player bunting or stealing a base will be called out and runners cannot advance.

- Sliding is permitted, however there will be no head-first slides allowed.
- A base runner may advance only one base on an overthrow, except on a return throw to the pitcher. A base runner may not advance on an overthrow back to the pitcher. Only one overthrow per play.
- Play is stopped when the ball is thrown to the player / pitcher, regardless if s/he has control of the ball.
- There will not be any formal game protest regarding rules in this Division; however, the Division Manager is always very interested in any input that will improve the kids' experience from Managers, Coaches or Parents.
- The game will end when any of the following conditions occur:
  - o At the completion of six (6) innings.
  - o When the time limit has been reached, regardless of the position in the inning.

**Note:** Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.

#### **Coach Pitching rules:**

- The offensive manager, coach, or other adult will pitch to their own team.
- No balls or strikes will be called.
- Five (5) coach pitches will be delivered to each batter.
- If the batter fouls off the final coach pitch, the batter will be allowed another pitch. An at-bat cannot end on a foul ball.
- For the first half of the season, if the batter fails to hit a ball into fair territory on the 5<sup>th</sup> pitch, a tee shall be placed for the batter and the batter will get two (2) swings to attempt to hit the ball into fair territory. If after the two swings from the tee the batter fails to hit the ball into fair territory, the batter will be called out.
- For the second half of the season, if the batter fails to hit the ball into fair territory on or after the 5<sup>th</sup> pitch, the batter will be called out. However, if the batter hits a ball into foul territory on or after the 5<sup>th</sup> pitch, the batter will receive another pitch

## **23. MINOR A DIVISION INFORMATION**

#### **Minor A Division player candidates must be:**

- Seven (7) years old or eight (8) year olds playing for the first time.
- League age of seven (7) and have previously played in the Rookie Divisions, Parents of seven-year olds who did not play Rookie Division may request waiver from Player Agent based on evaluation of skills and knowledge.
- League age of six (6) with Player Agent approval and the player must be drafted within the top 25%.
- Parents may request to play down a year in age (8-year olds).
- Eight (8) year olds not drafted to AA.
- A 9 year old may also be placed in Single A Division by the Player Agent if after an evaluation the player skill level is better aligned with the Single A Division.
- Applicable to the 2024 Spring season only, no demotions for a player who played in the Single A division during the 2023 Spring season regardless of the age restrictions listed above.

#### **Team Selection**

- For Single A, a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- Rules for the draft are detailed in the Appendix

## Playoffs

Single A division has a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by random draw. The regular season standings have no impact on playoffs. The league hopes this encourages managers to give all kids equal opportunity to play during the regular season since the win/loss of a single game has no long term impacts. No scheduled stop time for playoff games, except due to darkness/safety.

## Fair Play Rules

- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field.
- The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity. This rule does not apply during playoffs.
- Players shall play in the infield at least 2 innings as well as the outfield 1 inning.
- Players shall not play more than 2 innings in any one position
- Players shall not sit a second time until all players on the roster have sat at least once in that game.
- No player may sit two innings in a row.
- In the event of a shortened game, players must play in 3 of the first 4 innings. Players who did not get 2 innings in the infield due to a shortened game must start the next game in the infield.
- Unless otherwise stated, fair play rules do not change during playoffs.

## Playing Rules

- Game starting time is defined as the **scheduled start time** rather than the declared starting time. For instance, if a game is scheduled to start at 5:30 pm, the official start time will be 5:30 pm even if the first pitch occurred at a different time whether before or after the scheduled start time.
- Game length – games are not to exceed 6 innings. Any inning starting after 90 minutes on weekends and 75 minutes on weekdays is declared the last inning (before the inning starts). Hard stop at 120 minutes on weekends and 105 minutes on weeknights, at which point the game reverts back to the end of the last completed inning.
- 5 run rule in every inning (including the last inning). The 5 run rule is in effect for playoffs, except that unlimited runs are allowed in the sixth and subsequent innings if extra innings are played.
- Minimum 7 players, maximum 10 fielding with maximum of 6 players playing on the infield dirt
- If you are short players the empty positions must come from the outfield.
- The home team is responsible for providing a scorekeeper
- The league does not usually provide umpires for Single A, instead each team will identify an officiant for the game. During machine pitch the machine operator (batting team) shall act as the umpire for that half inning. The umpire may ask for assistance from the base coaches fair/foul balls. Base coaches should not make any call unless assistance is requested by the official umpire. If the league provides an umpire that individual will umpire the game.
- Base stealing and bunting are not allowed in this division. A player bunting or stealing a base will be called out and runners cannot advance.
- The ball is not live on throws from catcher to pitcher.
- The ball is not live during a pass ball situation.
- Runners can advance 1 base on an overthrow per batter. No other advances or overthrows may happen. On an outfield hit, once the ball is back in the infield no other advances or overthrows count.
- A play is over when the ball has been intentionally thrown by an infielder to the pitcher in the pitcher's circle regardless of the pitcher catching the ball or not. At this point all play is stopped and the pitcher may not attempt

to get another out. If the runner is less than halfway to the next base the runner must return to the last base acquired.

- If an outfielder fields the ball while standing on the grass the play is over once it is thrown to an infielder and the infielder has position of the ball. Overthrow rules still apply. If an outfielder runs into the infield to field a ball the infield rule above applies.
- A base runner is not guaranteed a base on an overthrow, they should not be awarded a base after the play is dead due to an overthrow.
- Conclusion of an Inning - A team's turn at bat ends after 3 outs or 5 runs in an inning. A player may bat twice in a single inning.
- If a manager inadvertently catches a line-drive hit while operating the pitching machine, the ball is dead and the pitch is thrown again. The play and pitch does not count. If the ball hits the coach or the machine, the play is dead and the pitch does not count.
- The player / catcher shall wear full catcher's equipment, including a protective cup.
- The player / pitcher shall wear a protective helmet with a face mask and shall stand on either side of the pitching coach when the coach is pitching or once the kid-pitch portion of the season commences
- Sliding is permitted, however there will be no head-first slides allowed.
- There is no drop third strike rule.
- Coaches are not allowed on the field unless they are operating the pitching machine or backing up the catcher.
- Little League Rule 4.1 is in effect if a team is up by 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning. The home team, if losing, has the ability to bat in the bottom of the inning in question. For instance, if the home team is losing by 15 runs in the middle of the third inning after the visiting team has batted, the home team will bat. If the home team is still losing by 15 or more runs after the completion of the bottom of the third inning, the game will be declared as complete.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Pitching Rules for Minor A Division**

Games are machine pitch only. The batter is allowed up to five (5) machine pitches. There are no called balls or strikes for the machine pitches, however, if the batter does not swing at a "bad pitch" the pitch will not count against the allowed 5 machine pitches. A "bad pitch" is a ball clearly out of the strike zone such that it is over the batter's head or lands in the dirt. If the batter has not put the ball in play after five (5) machine pitches, the batter is out. If the last pitch is fouled, another pitch is allowed until the ball is put in play or missed by the batter.

The Player Agent and/or Vice President will discuss with the Single A managers the pitching machine settings to use throughout the season so that all teams use the same settings. The first half of the season will use a standard setting and the second half of the season will use a faster setting.

Managers and coaches are strongly encouraged to emphasize and teach proper throwing mechanics. This will greatly help our players when they move up to AA where there is no machine pitch and players pitch from the mound at 46 feet to home plate. The league will hold various pitching clinics to help with the transition to "kid pitch."

## 24. MINOR DIVISION AA INFORMATION

### **Minor AA (Double A) Division player candidates must be:**

- Eight (8) or nine (9) years old
- Ten (10) year olds not drafted to AAA.
- Interested and experienced seven (7) year olds with Player Agent approval and the player must be drafted within the top 25%. This is subject to the following: If there are a set number of age-appropriate players in any division available to be drafted, then the number of underage players eligible to be drafted is adjusted to accommodate all age-appropriate players in that division. This means that there could be no availability for an underage player to be drafted in the AA division, even within the top 25%.
- Eleven (11) year olds who wish to play AA must have their parents request an age waiver to play down.
- Applicable to the 2024 Spring season only, no demotions for a player who played in the AA division during the 2023 Spring season regardless of the age restrictions listed above.

### **Team Formation**

- For Double A, a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- Rules for the draft are detailed in the Appendix

### **Playoffs**

Double A division holds a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by the standings in the second half of the season. The first half of the season standings have no impact on playoffs. The league hopes this encourages managers to give all kids equal opportunity to play during the first half of the regular season since the win/loss of a single game has no long term impacts. Fair play rules are slightly different in the first half of the season. No scheduled stop time for playoff games, except due to darkness/safety.

### **Fair Play Rules**

- Dublin Little League, a recreational league, stresses the development of ALL players. Managers and coaches must develop players by training them in at least two to three positions and that each player has exposure to the infield positions. Set positions, and sitting out the same players each game prohibited. The minor division is a training division and DLL is a recreational league. Parents are paying for their children to learn and develop their skills.
- Managers are encouraged to give all players more than the minimum playing time.
- In addition, Dublin Little League requires all AA players to play a minimum of 6 defensive outs in any infield position (C, P, 1B, 2B, SS, 3B) for the first half of the season. This number drops to 3 for the second half of the season and playoffs.
- If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.
- Each player must sit on the bench one inning before a player may sit on the bench a second time in a single game.
- No player may sit two innings in a row.
- Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.
- The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity. This rule does not apply during the second half of the season and/or playoffs.

### **Playing Rules:**

- The pitch count, days of rest, and game of rest are stipulated by Regulation VI in the Official Little League rulebook. Dublin Little League has reduced the number of pitches allowed in the month of March. Please see the table in Section 27 for pitching regulations. In AA, Dublin Little League limits pitchers to a maximum 3 innings (9 outs) per game even if they are below the pitch count thresholds as defined in Section 27.
- For kids who play on multiple teams, pitch count rules and rest days apply to pitching done during those games as well. The responsibility to inform the coach of pitch counts from other teams falls on the parent of the child. Failure to accurately do so may result in disciplinary action. This is for the child's safety, more and more kids are ruining their arms with overpitching.
- 12-year-old players cannot pitch in Minor AA per Regulation VI(j).
- When the bases are loaded (players on first, second, and third), the batter will be given a walk after four balls (non-strikes) are pitched.
- A limit of three (3) runs will be allowed for innings one (1) through five (5). Unlimited runs are allowed in the declared last inning (if applicable) or the sixth and subsequent innings if extra innings are played. During the second half of the season and the playoffs the limit goes up to 5 runs for innings one (1) through five (5).
- In the event that a player hits a "clean" home run (which is determined by the umpire), all runs forced to score by that action will be recorded during that inning (even if it is more than five runs)
- During the regular season Pitchers are only allowed to pitch their pitch count threshold or 3 innings, whichever comes first. During the playoffs the 3-inning threshold is removed subject to the pitch count threshold.
- For the first half of the season, runners will not be allowed to steal home on a wild pitch or a passed ball.
- There is no delayed stealing of any bases on a throw back from catcher to pitcher.
- There is no drop third strike rule.
- Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.
- Official team standings will not be tracked for the first half of the season (prior to the start of the spring season, the date when the official standings will be tracked will be defined and communicated to all managers). The league hopes this encourages managers to give all kids equal opportunity to play multiple positions during the first half of the season since the win/loss of a single game has no impact on the standings in the first half of the season.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Time Limits:**

- Game starting time is defined as the **scheduled start time** rather than the declared starting time. For instance, if a game is scheduled to start at 5:30 pm, the official start time will be 5:30 pm even if the first pitch occurred at a different time whether before or after the scheduled start time.
- No new inning shall start after 2 hours of play on any single day.  
Unlimited runs allowed in the declared last inning, as declared by both managers and umpire. Umpire and official scorekeeper must agree on time stoppage for final inning. In all cases if the game stands at 90 minutes or more at the beginning of the 4th inning, the 4th inning is automatically declared the final inning due to pace and unlimited runs are allowed.
- The plate umpire shall end any game still in progress at 2 ½ hours of play in any single day.
- *If a game is ended due to these time limits, scoring is determined according to the Official Little League Baseball Rule book*

## **Player Assignments / Replacement Rules**

Once rosters are set any player asked to move up a division (i.e. Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up, that player will not be eligible to move up at a later date during that same season. In order to move up a division, the player must have participated in try-outs.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change.

No player can be elevated from the Minor Divisions during the last two (2) weeks of the regular season.

## **Loss of Player Guidelines**

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Division Director and Player Agent within 24 hours. The Player Agent to fill the vacancy as follows:

### **Replacement players will come from eligible players in the following order:**

- Any players on the AA waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, the League President, Player Agent, and Division Director will pick from a list of AA age appropriate players from Minor A. Selection criteria will include age, skill level, and impact to Single A team.
- A player may turn down being pulled up as part of this process.

# **25. MINOR AAA DIVISION INFORMATION**

## **Minor AAA Division player candidates must be:**

- Ten (10) and eleven (11) year olds.  
Interested and experienced nine (9) year olds with Player Agent approval and the player must be drafted within the top 25%. This is subject to the following: If there are a set number of age-appropriate players in any division available to be drafted, then the number of underage players eligible to be drafted is adjusted to accommodate all age-appropriate players in that division. This means that there could be no availability for an underage player to be drafted in the AAA division, even within the top 25%.  
Twelve (12) year olds who wish to play AAA must have their parents request an age waiver to play down.
- A 12 year old may also be placed in Triple A Division by the Player Agent if after an evaluation the player skill level is better aligned with the AAA Division.
- Applicable to the 2024 Spring season only, no demotions for a player who played in the AAA division during the 2023 Spring season regardless of the age restrictions listed above.

## **Team Formation**

- For AAA a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- Rules for the draft are detailed in the Appendix.

## **Playoffs**

AAA division has a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by the standings in the regular season. The fair play rules do not change during playoffs. No scheduled stop time for playoff games, except due to darkness/safety.



### **Fair Play Rules**

- Dublin Little League, a recreational league, stresses the development of ALL players. Managers and coaches must develop players by training them in at least two to three positions and that each player has exposure to the infield positions. Set positions, and sitting out the same players each game prohibited. The minor division is a training division and DLL is a recreational league. Parents are paying for their children to learn and develop their skills.
- Managers are encouraged to give all players more than the minimum playing time.
- In addition, Dublin Little League requires all AA players to play a minimum of 9 defensive outs 3 of the 9 need to be in any infield position (C, P, 1B, 2B, SS, 3B)
- If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.
- Each player must sit on the bench one inning before a player may sit on the bench a second time in a single game.
- No player may sit two innings in a row.
- Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.

### **Playing Rules:**

- The pitch count, days of rest, and game of rest are stipulated by Regulation VI in the Official Little League rulebook. Dublin Little League has reduced the number of pitches allowed in the month of March. Please see the table in Section 27 for pitching regulations. In AAA, Dublin Little League limits pitchers to 3 innings (9 outs) per game subject to the pitch count thresholds as defined in Section 27.
- For kids who play on multiple teams, pitch count rules and rest days apply to pitching done during those games as well. The responsibility to inform the coach of pitch counts from other teams falls on the parent of the child. Failure to accurately do so may result in disciplinary action. This is for the child's safety, more and more kids are ruining their arms with overpitching.
- 12-year-old players cannot pitch in Minor AAA per Regulation VI(j).
- A limit of five (5) runs per inning (except for the declared last inning, the 6th inning, or any extra innings if applicable).
- In the event that a player hits a "clean" home run (which is determined by the umpire), all runs forced to score by that action will be recorded during that inning (even if it is more than five runs).
- During the regular season Pitchers are only allowed to pitch their pitch count threshold or 3 innings, whichever comes first. During the playoffs the 3-inning threshold is removed.
- There is no drop third strike rule.
- Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Time Limits:**

- Game starting time is defined as the **scheduled start time** rather than the declared starting time. For instance, if a game is scheduled to start at 5:30 pm, the official start time will be 5:30 pm even if the first pitch occurred at a different time whether before or after the scheduled start time.
- Unlimited runs allowed in the declared last inning, as declared by both managers and umpire. Umpire and official scorekeeper must agree on time stoppage for the final inning. In all cases if the game stands at 90 minutes or more at the beginning of the 4th inning, the 4th inning is automatically declared the final inning due to pace and unlimited runs are allowed.
- The 6th inning and all subsequent innings if extra innings are played are always unlimited runs.

- No new inning shall start after 2 hours of play on any single day.
- The plate umpire shall end any game still in progress at 2 ½ hours of play in any single day.
- *If a game is ended due to these time limits, scoring is determined according to the Official Little League Baseball Rule* *book*

### **Player Assignments / Replacement Rules**

Any player asked to move up a division (i.e. Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up, that player will not be eligible to move up at a later date during that same season. In order to move up a division, the player must have participated in try-outs.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change.

No player can be elevated from the Minor Divisions during the last two (2) weeks of the regular season.

### **Loss of Player Guidelines**

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Division Director and Player Agent within 24 hours.

#### **Replacement players will come from eligible players in the following order:**

- Any players on the AAA waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, the League President, Player Agent, and Division Director will pick from a list of AAA age appropriate players from Minor AA. Selection criteria will include age, skill level, and impact to Double A team.
- A player may turn down being pulled up as part of this process.

## **26. MAJORS DIVISION INFORMATION**

### **Majors Division player candidates must be:**

- League age eleven (11) and twelve (12) year olds.
- Interested and experienced ten (10) year olds with Player Agent approval and the player must be drafted within the top 25%. This is subject to the following: If there are a set number of age-appropriate players in any division available to be drafted, then the number of underage players eligible to be drafted is adjusted to accommodate all age-appropriate players in that division. This means that there could be no availability for an underage player to be drafted in the AAA division, even within the top 25%.
- Interested and experienced nine (9) year olds with Player Agent approval and the player must be drafted within the top 10%. Same availability rules above apply.
- Per Little League rules, all twelve (12) year old candidates will be placed on a Majors Division team unless specifically requested to play down by the candidate's parent/guardian. Parents/guardians who wish their child to play down must complete a Regulation V(a) waiver form and submit it to the Player Agent.
- Applicable to the 2024 Spring season only, no demotions for a player who played in the Majors division during the 2023 Spring season regardless of the age restrictions listed above.

### **Team Formation**

- For Majors a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.

- The Major players will not be retained from season to season on the same team.
- Rules for the draft are detailed in the Appendix

### **Playoffs**

Majors division has a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by the standings in the regular season. The fair play rules do not change during playoffs. No scheduled stop time for playoff games, except due to darkness/safety.

### **Fair Play Rules**

- Managers are encouraged to give all players more than the minimum playing time.
- In addition, Dublin Little League requires all majors players to play a minimum of 9 defensive outs in any position.
- If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.
- Each player must sit on the bench one inning before a player may sit on the bench a second time in a single game.
- No player may sit two innings in a row.
- Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.

### **Playing Rules:**

- The pitch count, days of rest, and game of rest are stipulated by Regulation VI in the Official Little League rulebook.
- For kids who play on multiple teams, pitch count rules and rest days apply to pitching done during those games as well. The responsibility to inform the coach of pitch counts from other teams falls on the parent of the child. Failure to accurately do so may result in disciplinary action. This is for the child's safety, more and more kids are ruining their arms with overpitching.
- There is no run limit per inning.  
Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.
- Dropped third strike rule is in effect.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Time Limits**

- Game starting time is defined as the **scheduled start time** rather than the declared starting time. For instance, if a game is scheduled to start at 5:30 pm, the official start time will be 5:30 pm even if the first pitch occurred at a different time whether before or after the scheduled start time.
- No new inning shall start after 135 minutes of play on any single day.
- The plate umpire shall end any game still in progress at 2 ½ hours of play in any single day.
- *If a game is ended due to these time limits, scoring is determined according to the Official Little League Baseball Rule book*

### **Player Assignment / Replacement**

Candidates will be assigned per the draft prior to the beginning of the season. Any player asked to move up to majors after the draft selection is encouraged to do so, however, it is not mandatory. If a player refuses to move up when requested, the player is not eligible to move up at a later date during the same season. In order to be eligible to move onto a Majors team, players must have participated in the skills evaluation or have completed one-quarter (¼) of the season at the Minor AAA level.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change.

### **Loss of Player Guidelines**

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Division Director and Player Agent within 24 hours.

#### **Replacement players will come from eligible players in the following order:**

- Any players on the AAA waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, the League President, Player Agent, and Division Director will pick from a list of Major age appropriate players from Minor AAA. Selection criteria will include age, skill level, and impact to AA team.
- A player may turn down being pulled up as part of this process.
- The pitching regulations still apply for the replacement player.
- No player can be elevated from the Minor League program during the last two (2) weeks of the regular season.

## **27. INTERMEDIATES, JUNIOR AND SENIOR DIVISION INFORMATION**

Intermediates Division player candidates must be league age thirteen (13) . Junior Division player candidates must be league age fourteen (14). Senior Division player candidates must be league age fifteen (15) or sixteen (16). All candidates must complete a player evaluation to be eligible for the draft. League age 12 (twelve) or younger are not eligible for the Intermediates or Junior division.

### **Team Formation**

**Intermediates Division** teams shall be selected by a player draft. These teams will not retain players from year to year.

**Junior Division** teams shall be selected by a player draft. These teams will not retain players from year to year.

**Senior Division** teams shall be selected by a player draft as well. These teams will retain players from year to year.

### **Playing Rules**

Play shall follow applicable guidelines outlined in the Official Rulebook. Any modifications to the rules and any local rules governing play shall be composed by the District 57 Juniors/Seniors/Big League Director(s).

## **Player Assignment and Replacement**

If, for any justifiable reason a team loses a player during the season, the Team Manager shall within 24 hours report the loss to the Division Director and Player Agent. Player placement will come from eligible players on the waiting list, if any. The candidates who participated in the evaluations will have priority over late registration applicants.

## **Manager's Option**

A Team Manager who has a player(s) eligible under the Official Rules for the draft who wishes to draft them must state so in writing to the player agent prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of the specific draft round depending on League Age of players. Parent-manager option takes priority over any other options.

# **28. SOFTBALL DIVISION INFORMATION**

## **28.1. SOFTBALL MINOR SINGLE A DIVISION**

**Single A Softball Division player candidates must be:**

- League age of five (5) and have completed one year of Little League Tee Ball, or
- League age of six (6) or seven (7) years old. Parents of five-year-olds who have not played official tee ball may request an evaluation from the Player Agent and can play Single A if approved by the Player Agent.
- Parents may request to play down a year in age (8-year olds).
- An 8-year-old may also be placed in Single A Division by the Player Agent if after an evaluation the player skill level is better aligned with the Single A Division.
- Coaches and parents who have completed all background checks and required training are allowed and encouraged to be on the field and in the dugout to help facilitate the game.

## **Fair Play Rules**

- Teams will place ALL players (up to 12) on the field defensively each inning with the extra players placed in the outfield. Players should be rotated to different positions during the game to ensure player development. All players should be given an opportunity to play every position throughout the game. A player should not play an outfield position two consecutive innings in a row. A player shall not play the same infield position 3 or more times in a single game. No player shall sit the bench two innings in a row.
- A player may not sit the bench twice until every player has sat on the bench at least once.
- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field. The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity.
- Reasonable attempts should be made to start players that did not start the prior game.

## **Playing Rules**

- The Single A Division is considered a non-competitive program and as such, team scores shall **NOT** be recorded. There will be no official team standings. All Single A games shall have a 90-minute time limit. When time is up, play shall cease immediately.
- Coaches and parents who have completed all background checks and required training are allowed and encouraged to be on the field and in the dugout to help facilitate the game.

- The league does not provide umpires for Single A, instead team managers will officiate the game.
- A softer 10” safety softball is used for the Single A Division.
- Single A Softball Division is Coach pitch only (no players are allowed to pitch).
- Single A defensive positions shall consist of up to 12 players on the field with extra players being placed in the outfield. Outfield positions should be positioned on the outfield grass and not be used for the infield positions.
- To end an inning, one of the following must occur:
  - o Obtain three (3) outs, or
  - o Each player has completed 1 at bat during the inning. When the last batter due up in the inning has completed her turn at bat, play stops as soon as the ball is returned to the pitcher. The Manager of the team batting is strongly encouraged to tell the opposing Manager when the last batter is approaching the plate.
  - o If the inning ends by three outs the following inning will start with the next batter in the line up and end at three outs or prior to that batter batting a second time. In the Single A Division, a batter should never bat twice in one inning.
- A batted ball must go beyond an arc drawn ten (10) feet from home plate, baseline to baseline, to be in fair territory; otherwise it is considered a foul ball.
- If catchers are used, the player / catcher shall wear full catcher’s equipment. Dangling throat protectors must be affixed to the catcher’s mask.
- The player / pitcher shall wear a protective helmet with a facemask and shall stand on either side of the pitching coach. The adult coach pitcher shall not receive the ball from any player other than the player / pitcher when possible.
- Base stealing and bunting are not allowed in this division. A player bunting or stealing a base will be called out and runners cannot advance.
- Sliding is permitted, however there will be no head-first slides allowed.
- A base runner may advance only one base on an overthrow, except on a return throw to the pitcher. A base runner may not advance on an overthrow back to the pitcher. Only one overthrow per play.
- Play is stopped when the ball is thrown to the player / pitcher, regardless if she has control of the ball.
- There will not be any formal game protest regarding rules in this Division; however, the Division Manager is always very interested in any input that will improve the kids’ experience from Managers, Coaches or Parents.
- The game will end when any of the following conditions occur:
  - o At the completion of six (6) innings.
  - o When the time limit has been reached, regardless of the position in the inning.

**Note:** Home Team will use the 3rd base dugout, Visiting Team will use the 1st base dugout.

### **Coach Pitching rules:**

- The offensive manager, coach, or other adult will pitch to their own team.
- No balls or strikes will be called.
- Three (3) coach pitches will be delivered to each batter for the first half of season, five (5) coach pitches for second half of season. If the batter fouls off the final coach pitch, the batter will be allowed another pitch.
- For the first half of the season, if the batter fails to hit a ball into fair territory on the 3rd pitch, a tee shall be placed for the batter and the batter will get two (2) swings to attempt to hit the ball into fair territory. If after the two

swings from the tee the batter fails to hit the ball into fair territory, the batter will be called out. For the second half of the season, if the batter fails to hit the ball into fair territory on or after the 5<sup>th</sup> pitch, the batter will be called out. However, if the batter hits a ball into foul territory on or after the 5<sup>th</sup> pitch, the batter will receive another pitch

## **28.2. SOFTBALL MINOR AA DIVISION**

**Softball Minor AA Division player candidates must be:**

- Eight (8) years old
- League age of seven (7) and have previously played in the Single A Division, Parents of seven-year olds who did not play Single A Division may request waiver from Player Agent based on evaluation of skills and knowledge.
- League age of six (6) based on evaluation of skills and knowledge only with executive board approval.
- Parents may request to play down a year in age (9-year olds).
- Parents may request an age waiver to play down (10-year olds).
- Nine (9) year olds not drafted to AAA.
- A 9 or 10 year old may also be placed in AA Division by the Player Agent if after an evaluation the player skill level is better aligned with the AA Division.

### **Team Selection**

- For AA Softball, a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- Rules for the draft are detailed in the Appendix

### **Playoffs**

The AA division has a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by the standings in the second half of the season. The first half of the season standings have no impact on playoffs. The league hopes this encourages managers to give all kids equal opportunity to play during the first half of the regular season since the win/loss of a single game has no long term impacts. Fair play rules are slightly different in the first half of the season.

### **Fair Play Rules**

- Players shall utilize the continuous batting rule and all players on the roster card shall bat whether or not they are playing defensively in the field.
- The batting order should be rotated every game, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity. This rule does not apply during playoffs.
- In addition, Dublin Little League requires all AA players to play a minimum of 3 defensive outs in any infield position (C, P, 1B, 2B, SS, 3B). This does not apply to playoffs.
- Players shall not play more than 2 innings in any one position
- Players shall not sit a second time until all players on the roster have sat at least once in that game.
- No player may sit two innings in a row.
- In the event of a shortened game, players must play in 3 of the first 4 innings. Players who did not get 3 defensive outs in the infield due to a shortened game must start the next game in the infield.
- Unless otherwise stated, fair play rules do not change during playoffs.

## Playing Rules

- Game length – games are not to exceed 6 innings. Any inning starting after 90 minutes is declared the last inning (before the inning starts). Hard stop at 105 minutes, at which point the game reverts back to the end of the last completed inning.
- 5 run rule in every inning
- Minimum 7 players, maximum 10 fielding with maximum of 6 players playing on the infield dirt
- If you are short players the empty positions must come from the outfield.
- The home team is responsible for providing a scorekeeper
- The league does not usually provide umpires for AA, instead each team will identify an officiant for the game. During coach pitch the offensive coach (batting team) shall act as the umpire for that half inning. When the season shifts to kid pitch the pitching team will act as the umpire for that half inning. The umpire may ask for assistance from the base coaches for fair/foul balls. Base coaches should not make any call unless assistance is requested by the official umpire. If the league provides an umpire that individual will umpire the game.
- Base stealing and bunting are not allowed during coach pitch in this division. A player bunting or stealing a base will be called out and runners cannot advance. During kid pitch, a runner can only leave the base when the ball crosses the plate.
- The ball is not live on throws from catcher to pitcher.
- The ball is not live during a pass ball situation (though steals are allowed with a clean caught ball).
- Runners can advance 1 base on an overthrow per batter. No other advances or overthrows may happen. On an outfield hit, once the ball is back in the infield no other advances or overthrows count
- A play is over when the ball has been intentionally thrown by an infielder to the pitcher in the pitcher's circle regardless of the pitcher catching the ball or not. At this point all play is stopped and the pitcher may not attempt to get another out. If the runner is less than halfway to the next base the runner must return to the last base acquired.
- If an outfielder throws a ball to the pitcher and the pitcher catches the ball in the pitcher's circle then the play stops as outlined above. If the pitcher misses the ball the play is still live but still subject to the 1 base advance on an overthrow per batter. We want to encourage hitting the cutoff person.
- A base runner is not guaranteed a base on an overthrow, they should not be awarded a base after the play is dead due to an overthrow.
- Conclusion of an Inning - A team's turn at bat ends after 3 outs or 5 runs in an inning. A player may bat twice in a single inning.
- If a coach inadvertently catches a line-drive hit during coach pitch, the ball is dead and the pitch is thrown again. The play and pitch does not count. If the ball hits the coach, the play is dead and the pitch does not count. Coach pitchers should make every attempt to get out of the way of the ball to allow the play to occur. If a coach obstructs a player from making a play, the same rule applies, play is dead and pitch does not count.
- The player / catcher shall wear full catcher's equipment, catcher's helmets must have throat guards.
- Sliding is permitted, however there will be no head-first slides allowed.
- There is no drop third strike rule.
- Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

## Pitching Rules for AA Softball Division

Until half way through the season or a date determined by the League, games are coach pitch only. The batter is allowed up to five (5) coach pitches. There are no called balls or strikes for the coach pitches. If the batter has not put the ball in play after five (5) coach pitches, the batter is out. If the last pitch is fouled, another pitch is allowed until the ball is put in play or missed by the batter.

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**The kid pitching rules are as follows:**

- Player pitcher will pitch to the batter until 3 pitches are thrown, or the ball is put in play, or the batter is hit by a pitch. If three strikes are called, the batter will be called out.
- A pitching rubber will be used and shall be placed 30 feet from the rear tip of the plate.
- The batter may strike out by player pitch or coach pitch. If the pitcher completes three (3) pitches and any strikes remain, the coach will come in to pitch and will inherit the number of strikes in the count. For example if a batter has two strikes and the 3rd pitch is a ball, the coach will come in to throw one pitch to the batter. A foul ball on the third player pitch will either be strike, or if the third strike, then the pitcher will throw another pitch until a ball, strike, foul ball, or ball in play occurs.
- All pitches thrown by coaches are considered strikes.
- If the batter is hit by a player-thrown pitch, then the batter is awarded first base.

**28.3. MINOR AAA SOFTBALL DIVISION****Minor AAA Division player candidates must be:**

- Nine (9) or ten (10) years old
- Eleven (11) year olds not drafted to Majors.
- Interested and experienced eight (8) year olds with executive board approval.
- Twelve (12) year olds who wish to play AAA must have their parents request an age waiver to play down.
- A 11 or 12 year old may also be placed in AAA Division by the Player Agent if after an evaluation the player skill level is better aligned with the AAA Division.

**Team Formation**

- For AAA a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- Rules for the draft are detailed in the Appendix

**Playoffs**

The AAA division has a playoff tournament at the end of the season. The seeding for the tournament bracket is determined by the standings in the second half of the season. The first half of the season standings have no impact on playoffs. The league hopes this encourages managers to give all kids equal opportunity to play during the first half of the regular season since the win/loss of a single game has no long term impacts. Fair play rules are slightly different in the first half of the season.

**Fair Play Rules**

- Dublin Little League, a recreational league, stresses the development of ALL players. Managers and coaches must develop players by training them in at least two to three positions and that each player has exposure to the infield positions. Set positions, and sitting out the same players each game prohibited. The Minor division is a training division and DLL is a recreational league. Parents are paying for their children to learn and develop their skills.
- Managers are encouraged to give all players more than the minimum playing time.
- In addition, Dublin Little League requires all AAA players to play a minimum of 3 defensive outs in any infield position (C, P, 1B, 2B, SS, 3B). This is not required for playoffs.
- If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.
- Each player must sit on the bench one inning before a player may sit on the bench a second time in a single game.
- No player may sit two innings in a row.

- Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs.
- The batting order should be rotated every game in the first half of the season, every child should get an opportunity to bat near the top of the order. One possible solution is rotate the top 3 players in the line up to the bottom for the next game. Repeating this process every game will give every player an equal opportunity. This rule does not apply during the second half of the season and/or playoffs.
- Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.

### **Playing Rules:**

- The softball pitching limits are stipulated by Regulation VI - Pitchers in the Official Little League rulebook. Regulation VI (b) states players may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. In AAA, Dublin Little League limits pitchers to three (3) innings (9 outs) per game, and a maximum of 21 innings per week. During the playoffs the 3-inning threshold is removed.
- For kids who play on multiple teams, pitch count rules and rest days apply to pitching done during those games as well. The responsibility to inform the coach of pitching inning counts from other teams falls on the parent of the child. Failure to accurately do so may result in disciplinary action. This is for the child's safety, more and more kids are ruining their arms with overpitching.
- 12-year-old players cannot pitch in Minor AAA per Regulation VI (a).
- When the bases are loaded (players on first, second, and third), the batter will be given a walk after four balls (non-strikes) are pitched. (Note: this may differ from Interleague play.)
- A limit of five (5) runs will be allowed for innings one (1) through five (5). Unlimited runs are allowed in the sixth and subsequent innings if extra innings are played.
- In the event that a player hits a "clean" home run (which is determined by the umpire), all runs forced to score by that action will be recorded during that inning (even if it is more than five runs).
- There is no delayed stealing of any bases on a throw back from catcher to pitcher.
- There is no drop third strike rule in Minors softball.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Time Limits:**

- No new inning shall start after 1 hour and 45 minutes of play on any single day.
- The plate umpire shall end any game still in progress at 2 hours of play in any single day.
- *If a game is ended due to these time limits, scoring is determined according to the Official Little League Softball Rule book*

### **Player Assignments / Replacement Rules**

Once rosters are set any player asked to move up a division (i.e. Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up, that player will not be eligible to move up at a later date during that same season. In order to move up a division, the player must have participated in evaluations.

For a player to move up a division, the Player Agent and the League President must approve in writing the roster change. No player can be elevated from the Minor Divisions during the last two (2) weeks of the regular season.

### **Loss of Player Guidelines**

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Vice President of Softball and Player Agent within 24 hours. The Player Agent to fill the vacancy as follows:

**Replacement players will come from eligible players in the following order:**

- Any players on the AAA waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, the League President, Player Agent, and Vice President of Softball will pick from a list of AAA age appropriate players from Minor AA. Selection criteria will include age, skill level, and impact to AA team.
- A player may turn down being pulled up as part of this process.

**28.4. SOFTBALL MAJORS DIVISION**

**Majors Division player candidates must be:**

- League age ten (10) or eleven (11).
- Twelve (12) year olds not drafted to Juniors.
- Nine (9) year olds may request to play in the Majors Division but must be approved by the Executive Board.
- Per Little League rules, all twelve (12) year old candidates will be placed on a Majors Division team unless specifically requested to play down by the candidate's parent/guardian. Parents/guardians who wish their child to play down must complete a Regulation V(a) waiver form and submit it to the Player Agent.

**Team Formation**

- For Majors a draft system will be used to assign teams. Teams will be assigned/drafted based on results of the evaluation.
- The Major players will not be retained from season to season on the same team.
- Rules for the draft are detailed in the Appendix

**Fair Play Rules**

- Managers are encouraged to give all players more than the minimum playing time.
- In addition, Dublin Little League requires all Majors players to play a minimum of 3 defensive outs in any infield position (C, P, 1B, 2B, SS, 3B).
- If a player does not complete their minimum play in a shortened game, and was available to play for the entire game, the player, if present at the start of the next game, must start that next game and complete their minimum play in that next game before being removed. This rule is subordinate to Regulation IV(i) of the Little League Official Playing Rules, which dictates minimum play in non-shortened games.
- Each player must sit on the bench one inning before a player may sit on the bench a second time in a single game.
- No player may sit two innings in a row.
- Players shall utilize the continuous batting rule. All players listed on the roster card shall bat whether or not they are playing defensively in the field. This shall not affect the inning ending at three outs. (Note: this may vary for Interleague play.)
- Little League Rule 4.1 is in effect. 15 runs in the third inning, 10 runs in the 4th inning and 8 runs in the 5th inning.

**Playing Rules:**

- The softball pitching limits are stipulated by Regulation VI - Pitchers in the Official Little League rulebook. Regulation VI (b) states players may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. In Majors, Dublin Little League limits pitchers to five (5) innings per game, and a maximum of 21 innings per week. During the playoffs the 5-inning threshold is removed.
- For kids who play on multiple teams, pitch count rules and rest days apply to pitching done during those games as well. The responsibility to inform the coach of pitching inning counts from other teams falls on the parent of the child. Failure to accurately do so may result in disciplinary action. This is for the child's safety, more and more kids are ruining their arms with overpitching.

- There is no run limit per inning.
- The 10- and 15-run rule will be used. Any team trailing by 15 runs or more after 3 innings or 10 or more runs after four or more innings and the game will be called.
- Dropped third strike rule is in effect.

**Note:** Home Team will use the 3<sup>rd</sup> base dugout, Visiting Team will use the 1<sup>st</sup> base dugout.

### **Time Limits**

- No new inning shall start after 1 hour and 45 minutes of play on any single day. (Note: may vary for Interleague play)
- The plate umpire shall end any game still in progress at 2 hours of play in any single day.
- *If a game is ended due to these time limits, scoring is determined according to the Official Little League Softball Rule book*

### **Player Assignment / Replacement**

Candidates will be assigned per the draft prior to the beginning of the season. Any player asked to move up to Majors after the draft selection is encouraged to do so, however, it is not mandatory. If a player refuses to move up when requested, the player is not eligible to move up at a later date during the same season. In order to be eligible to move onto a Majors team, players must have participated in the skills evaluation or have completed one-quarter (¼) of the season at the Minor AAA level.

For a player to move up a division, the Player Agent, Vice President of Softball, and the League President must approve in writing the roster change.

### **Loss of Player Guidelines**

If, for any justifiable reason, a team loses a player during the season, the Manager shall contact the Vice President of Softball and Player Agent within 24 hours.

### **Replacement players will come from eligible players in the following order:**

- Any players on the Majors waiting list. They will be placed on teams in order of sign-ups as openings occur.
- If no players are on the waiting list, the League President, Player Agent, and Vice President of Softball will pick from a list of Majors age appropriate players from Minor AAA. Selection criteria will include age, skill level, and impact to AAA team.
- A player may turn down being pulled up as part of this process.
- The pitching regulations still apply for the replacement player.
- No player can be elevated from the Minor League program during the last two (2) weeks of the regular season.

## **28.5. SOFTBALL JUNIORS AND SENIORS DIVISIONS**

Junior Division and Senior Division player candidates must be at least league age twelve (12) but no older than league age sixteen (16). All candidates must complete a player evaluation to be eligible for the draft.

### **Team Formation**

**Junior Division** teams shall be selected by a player draft. These teams may retain players from year to year.

**Senior Division** teams shall be selected by a player draft. These teams may retain players from year to year.

Playing Rules

Play shall follow applicable guidelines outlined in the Official Rulebook. Any modifications to the rules and any local rules governing play shall be composed by the District 57 Juniors/Seniors Director(s).

Player Assignment and Replacement

If, for any justifiable reason a team loses a player during the season, the Team Manager shall within 24 hours report the loss to the Softball Player Agent and Vice President of Softball. Player placement will come from eligible players on the waiting list, if any. The candidates who participated in the evaluations will have priority over late registration applicants.

Manager’s Option

A Team Manager who has a player(s) eligible under the Official Rules for the draft who wishes to draft them must state so in writing to the player agent prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of the specific draft round depending on League Age of players. Parent-manager option takes priority over any other options.

29. BASEBALL PITCH COUNTS

Dublin Little League has created a program for limiting the number of pitches that can be thrown during the first month of the Spring Baseball Season. The table below outlines the pitching limits for the first month of the season. The standard pitch counts, outlined in Section of the Green Book, will apply starting April 1.

Note: **The final official pitch count number is the number of the first pitch thrown to the last batter faced. A pitcher, if facing a new batter and is below the pitching thresholds listed below, may finish pitching to said batter.**

League Age	Maximum Pitches Per Day				
	March	April	May	June	July
11-12	60	85	85	85	85
9-10	53	75	75	75	75
7-8	35	50	50	50	50

The following table outlines the maximum pitches that can be thrown in order to catch the rest of the same day.

League Age	Maximum Pitches to Play Catcher; Same Day, May only Catch up to 3 innings				
	March	April	May	June	July
11-12	30	40	40	40	40
9-10	25	40	40	40	40
7-8	25	40	40	40	40

\*If a Catcher goes to pitcher and throws 21 or more pitches, he/she may not return to catcher that calendar day(Regulation VI. b)

Pitcher / Catcher Relationship:

**Any player, who has played the position of catcher in more than three (3) innings in a game, is not eligible to pitch that calendar day.** Note: the catcher receiving one pitch to a batter in a fourth (4th) inning of catching constitutes having caught more than three (3) innings. Warm-up pitches between innings do not count.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher during that day. A pitcher who starts the game at pitcher and delivers 40 or fewer pitches may catch up to three (3) innings during the game.

A player who played the position of catcher for less than three (3) innings, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. A player who played the position of catcher for 3 innings or less and then delivers 20 or fewer pitches may return to the catcher's position after pitching subject to the maximum threshold of 3 innings caught in the game.

A pitcher, once removed from the mound, cannot return as a pitcher on the same calendar day.

PLEASE NOTE THAT IF A PLAYER/TEAM VIOLATES THE PITCHING OR CATCHING RULES, THE MANAGER WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR THE NEXT GAME. THERE WILL BE NO FURTHER PUNISHMENT ON THE PLAYER.

Baseball pitchers league age 14 and under must adhere to the following rest requirements -  
FINAL PITCH COUNT NUMBER IS THE NUMBER OF THE FIRST PITCH THROWN TO THE LAST  
BATTER FACED

Pitches	1-20	21-35	36-50	51-65	66+
Days Rest Required	0	1	2	3	4

Under no circumstances shall a player pitch in 3 consecutive days.

## 30. POSTSEASON INFORMATION

### Manager Selection

Each year, a postseason committee shall be formed by the League President, consisting of no less than four board members. The postseason director will manage this committee, and will send out a postseason manager application to all AA, AAA, and Majors managers and recognized coaches by the end of March. All completed applications are due by the first Sunday of April and shall be reviewed by the DLL postseason committee. The committee shall review the managers' and coaches' performances during the year and then submit a recommendation of managers to the League President. The League President will then make the manager selections for each team.

Qualified candidates must have passed a mandatory volunteer application and have been a manager or a recognized coach during the regular Little League season.

### Baseball

**Little League (11-12 Year Old Division):** The manager and coach(es) shall be regular season team managers

and/or coaches from the Little League Baseball (Majors) Division.

**9-10 & 10-11 Year Old Divisions:** The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Majors) Division or Minor League Divisions.

**9 Year Old Tournament Teams:** The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Majors) Division or Minor League Divisions.

**Intermediate (50-70) Division:** The manager and coach(es) shall be regular season team managers and/or coaches from the Intermediate (50-70) Division.

**Junior League:** The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division.

**Senior League:** The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division

### **Softball**

**Little League (10-11-12 Year Old Division):** The manager and coach(es) shall be regular season team managers and/or coaches from the Majors or Juniors Division.

**9-10-11 & 8-9-10 Year Old Divisions:** The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Softball (Majors) Division or Minor League Divisions.

**Junior League:** The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division.

**Senior League:** The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division or Senior Division

### **Team selection:**

**Only those players who have submitted the appropriate commitment form can be selected to an all-star team or tournament team.**

**Due to the size of our league, players must play for their assigned age group's All-Star or Tournament team. Players are selected to an All-Star team by their league-age for the season, as determined by Little League International's league-age rule. A manager may request a player be called up to a higher age group All-Star team, subject to the postseason committee's approval. Players may play for a higher age All-Star team once their commitment to their age's All-Star team is fulfilled (the team has been eliminated from the Little League All-Star/International All-Star tournament). If the higher age team is also eliminated, the player will then return to their original team for the remainder of the postseason tournament schedule.**

### **Baseball**

**Seniors, Juniors and Intermediate Levels:** The All-Star teams will consist of players from the "Gold" and House team players. The approved All Star manager & Upper Division Director will invite players to the teams at their discretion.

**Little League All Stars (12 year old):** Ballots will be given to each manager in the Majors Division and to all 12 year old players no later than the first weekend of May. Votes will be tabulated (50% manager vote and 50% player vote) and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager or player will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 12 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**International All Stars (11 year old):** Ballots will be given to each manager in the Majors and AAA Division and to all 11 year old players no later than the first weekend of May. Votes will be tabulated (50% manager vote and 50% player vote) and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager or player will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 11 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**International All Stars (10 year old):** Ballots will be given to each manager in the AAA Division and to all 10 year old players no later than the first weekend of May. Votes will be tabulated (50% manager vote and 50% player vote) and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager or player will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 10 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**9 Year Old Gold Tournament Team:** Ballots will be given to each manager in the AAA & AA Division and to all 9 year old players no later than the first weekend of May. Votes will be tabulated (50% manager vote and 50% player vote) and the top 9 vote recipients will be placed on the Gold team roster, subject to the approval of the postseason committee. Each manager or player will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 9 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the Gold roster. If the committee cannot agree on a player, a vote is taken among board members.

**Tournament Teams:** Postseason evaluations will be held in late April or May. Depending on the number of available managers and players, Dublin Little League will attempt to form as many tournament teams as possible for all divisions. The postseason committee members will select players based on total votes from the postseason ballots, skill level, seasonal performance, seasonal statistics (if available) and positional needs.

**These are the post-season baseball teams representing DLL:**

- Seniors All-Stars
- Juniors All-Stars
- Intermediates All-Stars
- Little League All-Stars (12 Year Old)
- 11 Year Old All-Stars
- 10 Year Old All-Stars
- 9 Year Old Gold Tournament Team
- 8 Year Old, 9 Year Old, 10 Year Old, 11 Year Old, 12 Year Old Tournament Team

Once an All-Star team exits its respective Little League All-Star tournament, they shall no longer be referenced as an “All-Star” team. They shall be referred to as the “Gold” or “A” postseason team.

**Softball**

**Seniors and Juniors Levels:** The All-Star teams will consist of players from the “Gold” and House team players.



The approved All Star managers & Upper Division Director will invite players to the teams at their discretion.

**Little League All Stars (10-11-12 year old):** Ballots will be given to each manager in the Majors and Juniors Divisions no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 12-year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**Little League All Stars (9-10-11 year old):** Ballots will be given to each manager in the Majors Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 11 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**Little League All Stars (8-9-10 year old):** Ballots will be given to each manager in the AAA Division no later than the first weekend of May. Votes will be counted and the top 9 vote recipients will be placed on the All-Star team roster, subject to the approval of the postseason committee. Each manager will not be able to vote for players on their own team. The remaining 3 players will be selected by postseason committee members after an evaluation which all eligible 10 year olds will be invited to, regardless of the division they played in during the season. The committee shall weigh total votes, skill level, seasonal statistics (if available) and overall team needs upon creating the All-Star roster. If the committee cannot agree on a player, a vote is taken among board members.

**These are the post-season softball teams representing DLL:**

- Seniors All-Stars
- Juniors All-Stars
- Little League All-Stars (10-11-12 Year Old)
- 9-10-11 Year Old All-Stars
- 8-9-10 Year Old All-Stars

Once an All-Star team exits its respective Little League All-Star tournament, they shall no longer be referenced as an “All-Star” team. They shall be referred to as the “Gold” or “A” postseason team.

## **29. DRAFT PROCEDURES**

- Dublin Little League does not guarantee you will be placed in the same division you signed your child up for. Our goal is for balanced teams based on the players skill level.
- All players who sign up before the registration closure date not otherwise waitlisted will be placed on a team
- Drafts will be done in the following order to allow for players not selected by the higher division.
  - Intermediates
  - Majors
  - AAA

- AA
- A

### **Minors Divisions (A, AA, and AAA) Draft:**

- Following the Evaluations and on a date to be announced by the Player Agent, Minors Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players.
- Each team shall be comprised of not less than 10 players and no more than 15 players.
- Managers are required to turn in their evaluation results to the Player Agent after evaluation prior to the draft commencing.
- Only players that have completed 50% of the skills evaluations are eligible for the draft without special board approval. If there are players that did not complete 50% of the evaluation, they will be selected randomly at the end of the draft (Hat Pick).
- Drafting order shall be determined by a random draw. Drafting shall be in a serpentine (snake) order. For the purposes of explanation, let us assume that there are four teams in the league.

### **First Round:**

- Manager who selects number one from the draw selects the first player
- Manager who selects number two from the draw selects the second player
- Manager who selects number three from the draw selects the third player
- Manager who selects number four from the draw selects the fourth player

### **Second Round:**

- Manager who selects number four from the draw selects the fifth player
- Manager who selects number three from the draw selects the sixth player
- Manager who selects number two from the draw selects the seventh player
- Manager who selects number one from the draw selects the eighth player, etc., until the rosters are completed

### **Secrecy:**

- Players shall never be told the position in which they were drafted

### **Options for Sons, Daughters and Siblings**

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing and be submitted to the Player Agent prior to the draft. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft. The options are as follows.

**Brothers/Sisters in the Draft** - When there are two or more siblings in the draft and the parent requests the kids to be on the same team, and the first brother or sister is drafted by a manager, that manager automatically has to draft the other brother or sister on the next turn.

**Sons/Daughters of Managers** - If a manager has sons and/or daughters eligible for the draft, that son and/or daughter will automatically be assigned to him in the specified draft round. Managers may elect not to take their son and/or daughter during the specified round. If the manager elects not to select the son and/or daughter at the specified round, the son and/or daughter is then available to be drafted by any team.

### **Draft Rounds**

The son and/or daughter of a manager will be drafted in the applicable round based on the composite score calculated through the evaluation ranking process organized by the Player Agent.

The manager of a player wanting to play up must be approved by the executive board. AA managers with a 7 year old, AAA managers with a 9 year old.

**Coaches** – No coaches will be named until after the draft.

**Special Considerations Which Apply:**

- Based on the list below all eligible players must be drafted into the corresponding Division at the expense of younger players being moved down to a lower level.
  - o 11 and older players for AAA
  - o 10 and older players for AA
  - o 8 and older players for A
- Underaged players in addition to executive board approval must be selected in the first 3 rounds of the draft to be selected for a team based on the list below
  - o 8 for AAA
  - o 7 for AA
  - o 6 for A

**Majors Division Draft:**

- Following the Evaluations and on a date to be announced by the Player Agent, Major Managers will gather with the Player Agent and other Board Members as needed to manage the Draft for the purpose of selecting players.
- Managers are required to turn in their evaluation results to the Player Agent after evaluation prior to the draft commencing.
- Each team shall be comprised of not less than 10 players and no more than 15 players.
- Only players that have completed 50% of the skills evaluations are eligible for the draft without special board approval. If there are players that did not complete 50% of the evaluation but have been approved for Majors level of play, they will be selected randomly at the end of the draft (Hat Pick).
- Drafting order shall be determined by a random draw. Drafting shall be in a serpentine order. For the purposes of explanation, let us assume that there are four teams in the league.

**First Round:**

- Manager who selects number one from the draw selects the first player
- Manager who selects number two from the draw selects the second player
- Manager who selects number three from the draw selects the third player
- Manager who selects number four from the draw selects the fourth player

**Second Round:**

- Manager who selects number four from the draw selects the fifth player
- Manager who selects number three from the draw selects the sixth player
- Manager who selects number two from the draw selects the seventh player
- Manager who selects number one from the draw selects the eighth player, etc., until the rosters are completed

The managers must keep in mind that they must not select more than eight players in a given age group.

**Secrecy:**

- Players shall never be told the position in which they were drafted

**Coaches:**

- All coaches are named after the draft.

**Options for Sons, Daughters and Siblings:**

- An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the Player Agent prior to the draft. The options are as follows:
- **Brothers/Sisters in the Draft** - When there are two or more siblings in the draft and the parent requests the kids to be on the same team, and the first brother or sister is drafted by a manager, that manager automatically has to draft the other brother or sister on the next turn.
- **Sons/Daughters of Managers** - If a manager has sons and/or daughters eligible for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. Parent/manager option takes priority over any other option. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft.
- **Draft Rounds** - The son and/or daughter of a manager will be drafted in the applicable round based on the composite score calculated through the evaluation ranking process organized by the Player Agent

**Special Considerations Which Apply:**

- All eligible 11 and 12 year olds must be drafted into Majors Division at the expense of younger players being moved down to a lower level.
- The manager of a 10 year old must have executive board approval.
- In addition to executive board approval a 10 year old needs to be drafted in first 3 rounds to be eligible
- If the manager so chooses, the option on son or daughter may be waived.
- In the event the parent becomes a manager in another league, that parent may not claim the son or daughter
- Players are eligible only in the league whose boundaries include the parent/manager's home residence (as defined by Little League).
- When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading as described in the operations manual.