



Official Local League Regulations and Playing Rules 2013 Season

Del Rey American Little League games are played under the Official Regulations and Playing Rules of Little League Baseball, Inc.

The League has also adopted local Regulations and Playing rules covering play in the Major, Minor, Minor Farm, and Pacific Coast Divisions and other matters. We encourage all parents and volunteers to become familiar with this material.

DRALL Changes to Little League Baseball, Inc. – Regulations

REGULATION III – TEAMS, SECTION (D) AND (E) – REPLACEMENT OF LOST PLAYERS

Replacement – If a Major, Minor, or Minor Farm Division team loses one of its players during the current season due to illness, injury, change of address, or other justifiable reason, another player shall be called up from the Minor, Minor Farm, or Pacific Coast Divisions through the Player Agent to replace the player lost. Such replacement shall not cause the recipient team to have more than 8 players of any one League Age. If a chosen player declines promotion that player may not be selected again in the same season.

Justifiable reason – Playing ability shall **not** be considered a justifiable reason for replacing a player.

Procedure – When replacements are required the following procedures will be followed:

- A. The manager shall promptly advise the Player Agent of the conditions which necessitate the request. The Player Agent shall then advise the President and Board of Directors.
- B. If the majority of the Board of Directors agrees that the replacement is justified, the President will send a letter of release to the player and parents. The manager shall review the available player list with the player agent and shall select the replacement. *The manager may not approach any potential replacement player or parents before having received specific approval from the player agent.* The change is subject to the prior approval of the parents of the replacement.

Special rules – A player drafted up prior to the last three weeks of the season becomes a permanent part of the drafting team for the remainder of the season, and in the case of a Major Division team, for subsequent seasons. A player drafted in the third week prior to the end of the regular season shall be allowed to play for both teams provided (1) approval of the player's

parents is obtained and (2) the player plays for the team in the higher division in the event of a conflict. A player may not be drafted up under this rule during the last two weeks of the regular season or during the DRALL Tournaments.

REGULATION IV – THE PLAYERS, SECTION (A) – MINIMUM PLAYER AGE

Major Division - Teams shall be composed of players of League Age 9 through 12.

Minor and Minor Farm Division - Teams will be composed of players of League Age 6 through 12.

Pacific Coast Division - Teams will be composed of players of League Age 5 through 7. A player of League Age 8 may play in the Pacific Coast Division upon approval of the Board.

REGULATION VI – PITCHERS, SECTION (C) AND (D) – PITCHING LIMITS

As of 2013, DRALL adheres directly to the Little League Rule Book for pitch count and pitching limit rules.

Official Pitch Count Recorder –DRALL has designated the official scorekeeper as the official pitch count recorder.

Intentional Walk – Intentional walks are not allowed.

REGULATION VII (A) – SCHEDULES

The schedule of games for the regular season shall be prepared by the Board of Directors of the league and shall consist of not less than twelve (12) games per team per regular season, exclusive of playoff and tournament games. For 2013 the regular season schedule shall include designated practice games as follows:

Major Division – the first four (4) regular games of each team’s schedule shall be deemed practice games and will not be counted for team standings.

Minor Division – the first four (4) regular games of each team’s schedule shall be deemed practice games and will not be counted for team standings.

Minor Farm Division – the first six (6) regular games of each team’s schedule shall be deemed practice games and will not be counted for team standings.

Pacific Coast Division – None of the games shall be counted, the PC Division is for player development

Interleague games at all Divisions will not be counted for team standings. Pitching rules and days of rest requirements shall apply, see note below.

Note: Regulation VI shall apply to all regular season and practice games.

Note: Regulation VI shall apply to all regular season interleague games

REGULATION XIV – FIELD DECORUM DURING GAMES

Conduct - Sportsmanlike conduct shall be maintained on each team at all times by every manager, coach, and player. There shall be no name calling or yelling from the dugouts or the stands to distract opposing players. No person shall call to a player from the fence area behind home plate. No defensive player shall call "strike" or "swing" or other words to distract an offensive player.

Players in Dugout - Except for the batter, base runners, and base coaches, all players shall be on the bench in their dugouts or in the bullpen when their team is at bat. When the team is on defense, all reserve players shall be on their bench or in the bullpen. Players not in the dugout or on defense must wear a helmet.

Manager/Coach in Dugout - Managers and coaches shall remain in the dugout except to confer with a player or an umpire and only after receiving permission from an umpire.

Tobacco, Alcohol and Controlled Substances - The use of tobacco, alcoholic beverages or illegal use or possession of controlled substances in any form is prohibited on the playing field and in the dugouts.

Number of coaches – Major, Minor and Minor Farm Divisions: No more than one manager and two coaches are allowed on the field and in the dugout during games. One manager/coach must be in the dugout at all times.

Pacific Coast Division: **No more than five manager/coaches may be on the field and in dugout during games.** While on offense one manager/coach must be in the dugout. While on defense, two of the manager/coaches may be on the field but must take a position behind first or third base outside of the field of play, except during the practice season when no more than three manager/coaches may take positions in the outfield.

DRALL Changes to Little League Baseball, Inc. – Playing Rules

Del Rey American Little League follows Rules 1-9 as set forth in the Official Playing Rules of Little League Baseball.

Rules 10 through 20 are Del Rey American Little League's Local Rules. Rules 15, 16, 17 and 18 apply only to the indicated Division. If not specifically addressed or described below Little League rules shall apply.

10. GAMES AND PRACTICES

- 10.1 Limits – Major and Minor** Division teams may not have more than four games and practices in a calendar week. *Example:* If a team has three games in a week, it may have only one practice. **Minor Farm and Pacific Coast Division** teams are limited to a maximum of three games and practices per week. A "calendar week" is Sunday through Saturday.

- 10.2 **Insurance** - The League has no insurance coverage except on those fields specifically authorized by the Board of Directors. **No team may practice on any other field.** Managers are to check with DRALL Board for permitted fields for the 2013 season.

11. GAME PREPARATIONS

- 11.1 **Field Duties** - The **home team** is responsible for preparing the field for play before the game. The **visiting team** is responsible for post-game field cleanup (including bleachers and snack stand area) and for securing bases and equipment in the storage shed.
- 11.2 **Booth Duties** -
- a) **Announcer** – The **home team** must furnish an announcer.
 - b) **Scorekeeper** – The **home team** must furnish the official scorekeeper.
 - c) **Location and Conduct** - Announcers and scorekeepers must sit in the booth behind home plate. They (and anyone else in the booth) may not coach, assist or distract players at any time.
- 11.3 **Infield Practice** - A total of twenty (20) minutes (divided substantially equally between both teams) will be allowed for infield practice before the game, with the visiting team going first. Time not used is lost. The umpire-in-chief, in his judgment, may reduce or eliminate the total time if necessary in order to begin the game at the Scheduled Start Time.
- 11.4 **Ceremonies** - The Pledge of Allegiance and the Little League Pledge will be recited immediately prior to the Scheduled Start Time of each game.
- 11.5 **Scheduled Start Time** - The League's Game Schedule shall list the Scheduled Start Time for each scheduled game. For purposes of this rule, the Scheduled Start Time for a Saturday game shall be the **later of** (1) the time listed in the League's Game Schedule or (2) thirty (30) minutes after the end of the immediately preceding game. The President, or his/her designee, shall determine the Scheduled Start Time for a rescheduled game.

12. EARLY TERMINATION OF GAMES

- 12.1 **General** - A game **must** be terminated (and considered a "called" game) whenever any one of the following conditions occur *regardless if either of the other two also apply*:
- a) In the judgment of the umpire-in-chief the game cannot be continued.
 - b) Darkness, as described in Rule 12.2 below.
 - c) Time Limits, as described in Rule 12.3 below.
- 12.2 **Darkness** – Games shall terminate at sunset as published on the DRALL website or attached to the local rules. **This rule will be strictly enforced to protect the safety of the players.**
- 12.3 **Time Limits** - *The following time limits apply only to all games played in the Minor, Minor Farm and Pacific Coast Divisions:*
- a) **Minor Division** - No new inning may begin two (2) hours after the actual start of a Minor Division game. Once started, the inning must be completed unless the home team is ahead at the completion of the visitor's half of the inning.
 - b) **Minor Farm Division – Minor Farm** games will terminate one and three quarters (1-¾) hours after the actual start of the game. No new inning may begin one and one-half (1-½) hours after the actual start of a Minor Farm Division game. Time limit shall apply to all games.
 - c) **Pacific Coast Division** – Pacific Coast games will terminate one and one-half (1½) hours after the Scheduled Start Time (or the actual start of the game, if earlier).
 - d) **Start of New Inning** - A new inning begins when the last out of the immediately preceding inning occurs.
- 12.4 The outcome of any game terminated under this rule shall be decided in accordance with Little League Playing Rules 4.11 and 4.12.
- 12.5 **Mercy Rule** - No ten (10) run mercy rule will apply during regular season for all divisions.
- 12.6 **Ties** – Ties shall be allowed during the regular season, but not for any league tournaments.

13. AWAITING BATTING TURN

- 13.1 General** - A player will remain in the dugout until it is his/her turn at bat. While in the dugout, a player may **not** take practice swings or hold the bat.
- 13.2 Manager Responsibility** - The team manager is responsible for the compliance with this rule by the team's players.
- 13.3 Penalty** - For the first violation of this rule by any player, the manager of that team will be warned by the umpire. For a second violation in the same game, the manager will be disqualified. For third and subsequent violations in the same game, the person acting as the manager will be disqualified.

14. DISCIPLINARY ACTION

- 14.1 General** - A player is subject to disciplinary action by the player's team manager at any time for any of the following reasons:
- a)** Unsportsmanlike conduct on, or in the vicinity of, the playing field or during practice. This includes damage to or destruction of property.
 - b)** Disobedience to a manager's or coach's instructions.
 - c)** Excessive unexcused absences from scheduled games or practices. "Excessive" means more than two practices or more than one game during a 30-day period.
- 14.2 Penalty** - A player on disciplinary action may not play in any game or participate in practice. The other specifics of the penalty shall be at the manager's discretion, but must be consistently applied to all team members.
- 14.3 Notifications** -
- a)** The manager must notify the appropriate Player Agent within 24 hours following the imposition of any disciplinary action by the manager.
 - b)** Before the start of any game, the manager must notify the scorekeeper and the opposing manager of any player who is ineligible for that game.
 - c)** The Player Agent will notify the player and the manager when the disciplinary action is completed and "eligible status" is returned.
- 14.4 Appeal** - The Player Agent, or the player, may appeal the disciplinary action. The appeal will be heard by a three member committee of the Board of Directors. The decision of this committee will be final.
- 14.5 Actions by Umpires** - Nothing in this special rule shall supercede, limit or otherwise affect the authority of any umpire to impose disciplinary action on any player during a game as provided in the Little League Playing Rules.
- 14.6 Penalty for Ejection** - The maximum penalty that may be imposed under Playing Rule 4.07 shall be suspension from the team's next scheduled game. Any deviation from Playing Rule 4.07 shall be recommended by a disciplinary committee and approved only by the Board of Directors.

15. MAJOR DIVISION SPECIAL RULES

- 15.1 Minimum Play** - The minimum number of defensive outs required to be played under Little League Playing Regulation IV (i) by each player on a team roster is hereby increased to nine (9) defensive outs.
- 15.2 On Defense**
- a) Substitutions** - Free substitution for the defense will be allowed (i.e. Little League Playing Rule 3.03 will not be in effect). A pitcher once removed from the mound may not return as a pitcher.
- 15.3 On Offense**
- a) Continuous Batting** - The Board of Directors has approved the use of Continuous batting order for the 2013 season. All players will bat in order regardless of their defensive status. The batting order may not be changed after the first pitch of the game. Eligible players arriving after the first pitch will be added at the end of the order.

- b) Pinch Runner** – A pinch runner will be allowed only in the case of injury or ejection.

16. MINOR DIVISION SPECIAL RULES

16.1 Minimum Play- The minimum number of defensive outs required to be played under Little League Playing Regulation IV (i) by each player on a team roster is hereby increased to nine (9) defensive outs.

16.2 On Defense -

- a) Ineligible pitchers** - No player of League Age 12 is eligible to pitch (see L.L. Regulation VI (a)). A pitcher once removed from the mound may not return as a pitcher.
- b) Substitutions** - Free substitution for the defense will be allowed (i.e. Little League Playing Rule 3.03 will not be in effect.)

16.3 On Offense -

- a) Continuous Batting** - The batting order will be continuous and include all eligible players present on the field at the start of the game. The batting order may not be changed after the first pitch of the game. Eligible players arriving after the first pitch will be added at the end of the order.
- b) Side Retired (5-run limit)**– The side is retired when whichever of the following occurs first: (1) three outs; or (2) the fifth run of the half-inning is scored. If there are less than two outs when the fifth run scores, the third out of the half-inning shall be deemed to occur immediately upon the scoring of the fifth run. It is the intent of this rule to limit the runs per half-inning to five; no continuous play, or awarding of bases, or any other rule shall be enforced that results in the scoring of a sixth or more runs in the half-inning. For scorekeeping purposes, the batter shall be credited with the value of a hit that the official scorekeeper believes would have been achieved but for the five run limit. In the sixth inning (see note below) there will be no limit on the number of runs allowed. Players will bat until three (3) outs have been recorded.

Note: There will be no limit on the number of runs allowed in ANY inning where either of the following occurs: (1) at the start of an inning where in the opinion of the umpire the inning will represent the 'final inning' due to darkness; or (2) at the start of an inning where in the opinion of the umpire the inning will represent the 'final inning' and it is within fifteen (15) minutes of the two (2) hour time limit rule of 'no new inning' to go into affect. If/when this umpire established 'final inning' of the game is completed prior to darkness being called or prior to the two (2) hour time limit rule taking affect, the game continues and there will be no limit on the number of runs allowed for the next inning. Players will bat until the final three (3) outs have been recorded.

- c) Pinch Runner** – A pinch runner will be allowed only in the case of injury or ejection.

17. MINOR FARM DIVISION SPECIAL RULES

17.1 General

- a)** The Minor Farm division is considered a subdivision of the Minor Division. Unless specifically addressed below all rules related to the Minor Division will apply.
- b)** Game will be played with low compression baseballs.
- c)** All players must wear protective cups.
- d)** Coaches - Defensive coach may (but not recommended) be positioned behind catcher to assist with pass balls during coach pitch. Catcher should return balls to pitcher. One defensive coach may be outside (but in the vicinity of) the dugout during player pitch to provide instructions to the pitcher and catcher.
- e)** In accordance with Little League “green book” rules, no Little League age 6 year old may pitch or face player pitch as batter.

17.2 Automatic Forfeiture – The inability to field a minimum of seven (7) players before or at any time during the game shall be considered grounds for automatic forfeiture. If a team

is unable to field nine (9) players, but at least a minimum of seven (7) players, the following shall occur:

- a) While on defense – at the beginning of each inning, said short team shall borrow the required number of players (maximum of 2) from the opposing team to complete a nine (9) player defensive team. The opposing manager shall select defensive substitute players to lend to the short team from his/her line up. Such defensive substitute player(s) shall consist of the last, or last two, batter(s) in the opposing team's batting order for current inning. If the borrowed player's batting spot should occur while serving as a defensive substitute, the opposing manager should call timeout at the time that the substitute's batting spot becomes the on-deck batter and a new defensive substitute player (the then current last batter in the line up who is on the bench) shall be provided. Borrowed player(s) may play only outfield positions.
- b) While on offense - If the team has eight (8) players team shall use a nine (9) player batting line up or in the case of seven (7) players an eight (8) player batting line up. One out shall be recorded in the last batting position in the line up.

17.3 Minimum Play

- a) The minimum number of defensive outs required to be played under Little League Playing Regulation IV (i) by each player on a team roster is hereby increased to nine (9) defensive outs. A player arriving with less than enough defensive outs to play minimum play must play the remainder of the game.
- b) Each player must be given the opportunity to play as an infielder (which includes pitcher and catcher) for at least two (2) of the first four innings of every game.
- c) Each team may play up to ten (10) players with the 10th player playing in the outfield for a total of four (outfielders).

17.4 On Defense

- a) **Ineligible pitchers** - No player of League Age 12 is eligible to pitch (see L.L. Regulation VI (a)). A pitcher once removed from the mound may not return as a pitcher.
- b) **Substitutions** - Free substitution for the defense will be allowed (i.e. Little League Playing Rule 3.03 will not be in effect.). Only one substitute pitcher may enter the game per inning.
- c) **The Pitching**
 - i) For first half of the season, the offensive coach shall pitch via a pitching machine to their team when at bat up to the first three (3) innings. Each batter will receive up to Five (5) pitches via pitching machine to put the ball in play. If the player fouls off the 5th pitch, the coach will continue to deliver pitches until the player strikes out or puts the ball in play. Walks during coach pitch are not allowed. After three (3) innings, both teams will begin player pitch. Each pitcher may pitch no more than five (5) pitches to each batter. Each pitcher may pitch to no more than ten (10) batters. Note: Offensive coach will pitch via machine the balance of the seven (7) pitches to each batter until the player strikes out or puts the ball in play. If the player fouls off the 7th pitch, the coach will continue to deliver pitches via machine until the player strikes out or puts the ball in play. Pitch count shall continue from player pitcher to machine pitcher. A player pitcher who hits 2 batters must be removed. In the event that there is cause to remove the substitute pitcher, coach pitcher via machine shall complete the balance of the inning in accordance with the machine pitch rules of 5 pitches per batter.
 - ii) Any hit ball that contacts the pitching machine directly off of the bat shall be an automatic dead ball and the batter shall be awarded first base. A batted ball that contacts a defensive player and then proceeds to contact the pitching machine shall be an automatic dead ball with the batter awarded 1st base. Forced runners shall also advance one base. Other runners shall remain at the base achieved at the beginning of a play.

iii) For the second half of the season, the offensive coach shall pitch via machine to their team one (1) time through the entire batting order. Each batter will receive up to five (5) pitches to put the ball in play. If the player fouls off the 5th pitch, the coach will continue to deliver pitches until the player strikes out or puts the ball in play. Walks during coach pitch are not allowed. Player pitch will begin the second time through the batting order. Player pitchers will be subject to Regulation VI for pitch limits and days rest. Coaches will no longer pitch to their team once player pitching begins.

- d) **Outfield Play** – Outfielders should take position at least ten feet behind the back edge of the infield dirt (outfielders are encouraged to field balls in the outfield and throw the ball to an infield player).
- e) **This section applies to plays made by an outfielder.** The ball is dead once a put out attempt is made by an outfielder at a base in advance of the lead runner. Runners cannot advance but may be put out. Additional special provisions apply for put out attempts by an outfielder to 1st base (see Section 17(5)(f). For example, if a batter hits a ball to the outfield and the lead runner is advancing to 2nd base, if the defense throws the ball near 2nd base before the lead runner has acquired 2nd base, that stops the play and no advancement can occur by that runner or any other runner. The ball is considered dead only for purposes of advancing to the next base. The base runner can still be put out at 2nd base. If the runner is at 3rd, the play stops when the defense makes a play to 3rd or home. A ball thrown by the outfielder behind the lead runner is considered live. In this example if the outfielder throws the ball to 2nd base after the lead runner has already acquired and advanced beyond 2nd base. The ball is considered live and the play continues. For throws by an outfielder to 1st base in advance of the batter runner, the overthrow provisions of Section 17(5)(f) apply. This is completely the discretion of the umpire.
- f) Any thrown ball that contacts the pitching machine shall be deemed an automatic dead ball. The umpire shall award/return players to the nearest base. This rule is intended to provide the safety of the players and may not be challenged.

17.5 On Offense

- a) **Continuous Batting** - The batting order will be continuous and include all eligible players present on the field at the start of the game. The batting order may not be changed after the first pitch of the game. Eligible players arriving after the first pitch will be added at the end of the order.
- b) **Strike outs and walks** - A batter will be out upon any combination of three swings or umpire called strikes. Walks are allowed during player pitch. A batter hit by a pitch delivered by the player pitcher shall be entitled to first base. No base shall be awarded if hit by the coach pitcher. On issuance of a walk, the ball becomes dead until it is put in play by the umpire.
- c) **Side Retired (5-run limit)**– The side is retired when whichever of the following occurs first: (1) three outs; or (2) the fifth run of the half-inning is scored. If there are less than two outs when the fifth run scores, the third out of the half-inning shall be deemed to occur immediately upon the scoring of the fifth run. It is the intent of this rule to limit the runs per half-inning to five; no continuous play, or awarding of bases, or any other rule shall be enforced that results in the scoring of a sixth or more runs in the half-inning. For scorekeeping purposes, the batter shall be credited with the value of a hit that the official scorekeeper believes would have been achieved but for the five run limit. In the sixth inning (see note below) there will be no limit on the number of runs allowed. Players will bat until three (3) outs have been recorded.

Note: There will be no limit on the number of runs allowed in ANY inning where either of the following occurs: (1) at the start of an inning where in the opinion of the umpire the inning will represent the 'final inning' due to darkness; or (2) at the start of an inning where in the opinion of the umpire the inning will represent the 'final inning' and it is

within fifteen (15) minutes of the one and one-half (1-½) hour time limit rule of 'no new inning' to go into affect. If/when this umpire established 'final inning' of the game is completed prior to darkness being called or prior to the one and three quarters (1 3/4) hour time limit rule taking affect, the game continues and there will be no limit on the number of runs allowed for the next inning. Players will bat until the final three (3) outs have been recorded.

- d) **Stealing** - Stealing is allowed during player pitch if the pitched ball passes outside the catcher's box. The runner is at risk to be put out. Only one base may be stolen per pitch. A runner may NOT advance to the next base on any overthrow during a steal attempt. Stealing of home is not allowed; "Cold Home." If a runner at third draws a throw from the catcher, and is put out, the out shall stand. The runner may not advance home on a catchers overthrow. Runners must be hit in, walked in, forced in by hit batter, or score from a continuation play on a batted ball.
 - e) **Pinch Runner** – A pinch runner will be allowed only in the case of injury or ejection.
 - f) **Overthrow** – **This section applies to plays made by an infielder to any base and for and outfielder throwing to 1st base in advance of the batter runner.** Runners may advance, at their own risk, only one (1) base upon an overthrow to any base on a ball put in play. A runner cannot advance to home on any overthrow made in attempt to make an out. Any out that is made in the interim will be recorded. No additional base will be allowed as a result of a second overthrow related to a play made on a player attempting to advance. Any out that is made in the interim will be recorded. No additional base shall be awarded if such overthrow results in the ball leaving the fenced field of play and entering the spectator area, dugout or bullpen.
 - g) **Infield Fly** - The Infield Fly rule shall not apply.
 - h) **Bunting is not allowed.**
- 17.6 **Scorekeeping** - An official game score will be kept only for scheduled games in the second half of the season. The *scoreboard* shall be turned off if at the end of any completed inning the score differential is ten (10) runs or more. The official scorer shall continue to record the score in the official scorebook.

18. PACIFIC COAST DIVISION SPECIAL RULES

18.1 **Protests** - No protests are allowed for any reason.

18.2 **Automatic Forfeiture** – **The inability to field a minimum of seven (7) players before or at any time during the game shall be considered grounds for automatic forfeiture.** If a team is unable to field nine (9) players, but at least a minimum of seven (7) players, the following shall occur:

- a) While on defense – at the beginning of each inning, said short team shall borrow the required number of players (maximum of 2) from the opposing team to complete a nine (9) player defensive team. The opposing manager shall select defensive substitute players to lend to the short team from his/her line up. Such defensive substitute player(s) shall consist of the last, or last two, batter(s) in the opposing team's batting order for current inning. If the borrowed player's batting spot should occur while serving as a defensive substitute, the opposing manager should call timeout at the time that the substitute's batting spot becomes the on-deck batter and a new defensive substitute player (the then current last batter in the line up who is on the bench) shall be provided. Borrowed player(s) may play only outfield positions.
- b) While on offense - If the team has eight (8) players team shall use a nine (9) player batting line up or in the case of seven (7) players an eight (8) player batting line up. One out shall be recorded in the last batting position in the line up.

18.3 **Minimum play**

- a) Each player will play the entire game defensively; additional players beyond 9 will play in the outfield.

- b) Each player must be given the opportunity to play as an infielder (which includes pitcher and catcher) for at least two (2) of the first four innings of every game.
- 18.4 Batting and Scoring**
- a) **Order** - The batting order will be continuous and include all eligible players. The batting order may not be changed after the first pitch of the game. Eligible players arriving after the first pitch will be added at the end of the order.
 - b) **Limit on Number of Batters and Scores per inning** -
 - i) **First through Fifth Innings** - A maximum of nine (9) players will bat in either half of the first through fifth innings. If three outs have not been recorded, the half-inning ends when either: (1) the ball is ruled dead after the ninth batter; or (2) the fifth run of the half-inning is scored. (Note: If there are less than two outs when the fifth run scores, the third out of the half-inning shall be deemed to occur immediately upon the scoring of the fifth run. It is the intent of this rule to limit the runs per half-inning to five; no continuous play, or awarding of bases, or any other rule shall be enforced that results in the scoring of a sixth or more runs in the half-inning.) For scorekeeping purposes, the batter shall be credited with the value of a hit that the official scorekeeper believes would have been achieved but for the five run limit.
 - ii) **Sixth Inning** - In the sixth inning there is no limit on the number of batters or number of runs allowed. Players will bat until three outs have been recorded.
 - c) **Use of Tee** – Only baseball age five (5) year olds may utilize a batting tee during the game. The tee may be provided the batter at any time provided the batter did not strike out prior to using the tee.
 - d) **Strike outs and walks** - A batter who fails to hit the ball with three (3) swings or in five (5) pitches shall be considered to have struck out (with the exception of rule 18.4C) . If a player, who is eligible to use a tee, fails to place the ball into play in three (3) swings, that player may use the tee for any remaining pitch count. For example, if a player Little League age 5, swings and misses on the third (3rd) pitched ball, that player may make two attempts to put the ball in play from a tee. A player Little League age 5, swings and misses or fails to swing on the fifth (5th) pitched ball that player is to be ruled struck out. There are no called strikes or walks.
 - e) **Pitching** - The manager will direct an adult from that team to pitch via machine to the players on that team. A maximum of five (5) pitches will be made to any batter. The pitcher must stand on the outline of the dead ball circle (described in 18.5) when commencing the pitch delivery.
- 18.5 Dead ball** - The ball is ruled dead when the ball has been returned to, or crosses over the pitching area as a result of an attempt to return the ball to the pitching area. (Note: The “pitching area” is the area located around the pitcher’s mound and includes an approximate diameter of 20 feet). Runners will be placed at the closest base (either back or forward) at the point the dead ball is called. Any batted ball that strikes the pitching machine shall be ruled an immediate dead ball. The batter shall be awarded 1st base and any forced runners shall simultaneously advance. The intent of the rule is to maintain the player’s safety and may not be challenged.
- 18.6 Stealing** - No base stealing is allowed
- 18.7 Overthrow** – If a defensive player overthrows any base, including home, it will constitute an immediate dead ball. Runners will be awarded the next base from their previously established base, when the dead ball is called. Runners need to have established one base prior to being awarded the following base. Any out that is made in the interim will be recorded. No additional base shall be awarded if such overthrow results in the ball leaving the fenced field of play and entering the spectator area, dugout or bullpen.
- 18.8 Infield Fly** - The Infield Fly rule shall not apply.
- 18.9 Scorekeeping** - An official game score will be kept only for purposes of enforcing the 9 batter rule. The *scoreboard* shall be turned off if at the end of any completed inning the score

differential is ten (10) runs or more. The official scorer shall continue to record the score in the official scorebook.

- 18.10 Outfield Play** – Outfielders should take position at least ten feet behind the back edge of the infield dirt (outfielders are encouraged to field balls in the outfield and throw the ball to an infield player). An outfielder may not field a ball inside the infield dirt area. An outfielder cannot complete a put-out by tagging a base or tagging a runner. In the event of a violation of either rule the ball will be immediately called dead and all runners will be allowed to advance to the next base. The batter runner shall be awarded 1st base.

19. RESCHEDULING GAMES

- 19.1 In general** - The President, or his/her designee, shall determine the date, time and location of any suspended or cancelled game that must be rescheduled. The opposing managers may jointly recommend the date, time and location for the rescheduling.
- 19.2 Games not rescheduled** - Every effort should be made to reschedule games. However, cancelled games due to forfeit, or cancelled or suspended games which in the judgment of the President or his/her designee will not materially affect the Division's regular season standings, shall not be rescheduled.
- 19.3 Priorities** – For any game that must be rescheduled –
- a) A rescheduled game will take precedence over any practice time.
 - b) A suspended game will take precedence over a cancelled game. A suspended game should be rescheduled to resume immediately preceding the next regularly scheduled game between the same teams.
 - c) A Major Division game will take precedence over a Minor Division game, which in turn shall take precedence over a P.C. Division game.
 - d) No game included on the original League Game Schedule may be cancelled in order to substitute a reschedule game.
- 19.4 Definitions** – A “suspended” game is defined under Little League Playing Rule 2.00. A “cancelled” game is any game that was (1) scheduled but never started or (2) started but called before one inning was completed.

20. DETERMINATION OF REGULAR SEASON STANDINGS

- 20.1 General** - The standings within a Division for the regular season shall be determined by the teams' Winning Percentages. First Place will be awarded to the team with the highest Winning Percentage, Second Place to the team with the next highest Winning Percentage, etc.
- 20.2 Winning Percentage** – A team's Winning Percentage is computed by dividing the total number of games won by a total number of games won and lost. The calculation will be made to three decimal places. Any cancelled or suspended game not rescheduled will not be included in computing the Winning Percentage.
- 20.3 Tie Between Two Teams** - If two teams have identical Winning Percentages, the tie breakers shall be used in the order listed below.
- a) **First Tie-Breaker** - The higher number of wins in games against all Del Rey opponents (i.e. any interleague games will be excluded)
 - b) **Second Tie Breaker** - The higher number of wins in games between the two teams
 - c) **Third Tie-Breaker** - The lower Defensive Run Average for all games
 - d) **Fourth Tie Breaker** - The lower Defensive Run Average for all games against all Del Rey opponents (i.e. any interleague games will be excluded)
 - e) **Fifth Tie-Breaker** - The lower Defensive Run Average for all games between the two teams.
 - f) **Last Tie-Breaker** - Determination by lot or flip of the coin.
- 20.4 Tie Between Three or More Teams** - If three or more teams have identical Winning Percentages, the tie-breakers shall be applied in the aggregate for all teams in the tie. If a team's standing can be determined after applying a tie-breaker, it shall be awarded that standing and only the remaining tied teams shall participate in the next tie-breaker.

- 20.5 Special Provisions** – **(a)** If no interleague games are scheduled at all, the First and Fourth Tie Breakers shall be ignored. **(b)** Except as provided in the preceding sentence, all tie breakers shall be used even if the tied teams did not play the same number of total games or the same number of games against Del Rey opponents, or the same opponents whether Del Rey or interleague.
- 20.6 Defensive Run Average** - A team's defensive run average is computed by multiplying the runs scored by its opponents times 6, and then dividing by the innings played on defense. The calculation shall not include any runs or innings excluded under Playing Rule 4.11 from the determination of the game score. The calculation shall be made to one decimal place. In computing the denominator, one-third (.33) and two-thirds (.67) of an inning shall be used when appropriate.