

**DYER LITTLE LEAGUE
MINOR/MAJOR DIVISION LOCAL RULES – 2019 SEASON**

General Rules-All Division

1. The official Little League Rule Book shall govern any playing rule not specifically covered by these local rules.
2. Teams will conduct all practices and games under the written guidance of the Safety Program adopted by the league's Board of Directors and only at approved facilities that are insured.
3. The DLL Code Of Conduct Must Be Followed At All Times. Any infractions will be subject to board review, see DLL Code of Conduct.
4. All male players shall wear an athletic supporter and protective cup.
5. All Dyer Little League players MUST wear a Little League approved helmet with a face guard (cage) during any Little League at bat. This includes all practices, regular season and post season tournament games and all all-star games. This rule is in effect not only for all Dyer Little League teams at the Dyer Little League Complex, but at any other site hosting a Dyer Little League Team. League Co-pays will be held if compliance of rules are violated.
6. All managers are responsible within reason for their team's behavior, including that of players, coaches and spectators. Also, the managers shall ensure proper care of equipment. The throwing of bats, helmets and gloves may be cause for ejection and next-game suspension. No team manager, coach or player will be allowed to leave the dugout while the game is in progress without permission of the home plate umpire. (i.e., no stepping out of the dugout to smoke)
7. The 4 commissioners along with the president will determine whether games will be called due to weather conditions. All necessary attempts must be made in contacting them if they are not present at the field. If it is impossible to reach at least one of the commissioners or president, both managers can decide whether to play or postpone. They must agree on the decision. If you are scheduled to play and you have not received a cancellation post online, both teams must show up and be ready to play as usual.
8. In the case of inclement weather, all games not started within thirty (30) minutes after the scheduled starting time will be treated as a rain-out (provided both teams have at least nine players) and will be re-scheduled for the next available make-up date. Re-scheduled games will/should be played – oldest game first. (The league commissioner will assist teams with regard to scheduling make-up dates.)
9. **If lightning is present – Dyer Little League will follow all the same rules the town of Dyer has in place. Please reference the information board about the new lightening system the town of Dyer has installed in the concession stand**
10. Line-ups exchanged with opposing managers shall include players' first and last names and numbers excluding the T-Ball Division.

11. At the conclusion of each game, both managers are required to fill in league pitching record logs located in the red shed **AND** send a picture of the log to the commissioner excluding the T-Ball Division. There will be NO exceptions to this requirement. Failure to abide by this rule will result in: first offense - a verbal warning from the Commissioner. For the second (and all future) offenses – a one (1) game suspension for the manager (for the next scheduled game), **AND** all pitchers on that team that pitched that game will be logged at the maximum number of pitches per his / her age.
12. There will be no score/standings kept in the T-Ball division. All players will bat with the last batter running all four bases.
13. There may be four (4) Board-approved adult coaches in the dugout. Two (2) coaches are allowed on the bases, however if there are less than four (4) adult coaches present, one (1) adult must be in the dugout at all times. **Coaches are not allowed to sit on buckets on the field of play.**
14. Continuous batting order and free substitution in all Divisions.
15. There will be NO on deck batter. The next batter will be in the dugout with a helmet on but NO bat in hand.
16. Soft toss against any fence is not allowed.
17. With two (2) outs, at the manager's discretion, if the catcher or pitcher (of record) are on base, they may be removed for a substitute runner. A substitute runner is the person who made the last out.
18. If any player on the playing field suffers what appears to be an incapacitating injury, play will be stopped immediately to administer first aid to the injured player. When play is resumed, the home plate umpire in accordance with the Little League Rule Book will determine the game situation on the field and the position of the base runners.
19. No inning shall start after 10:00 P.M. during school days.
20. If any player has an injury that occurs before that team has completed their ninth (9) game, and the injured player is expected to be out for two (2) weeks or more, or at least eight (8) games, the Commissioner, Player Agent and President will provide a fair solution which may include; player pool, adding a player, etc...
21. Each player will bat at least once and play at least three defensive innings including at some point six (6) consecutive defensive outs. If in the case of the visiting team losing the game and therefore their team not playing defense in the sixth inning – any player who played only 2 defensive innings shall start the next game. Also – if a game is shortened or the player for some other reason does not fulfill these requirements, the player shall start the next game.
22. Any infraction of Little League rules regarding pitches thrown will result in the following consequences: first offense - a written letter / warning from the Commissioner, for the second offense – a one (1) game suspension (for the next scheduled game), and for the third offense – a season long suspension.
23. The infield fly rule will be for the Major division only.

24. Bats shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.
NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo
25. If and after a pitcher has hit three (3) batters in a game, the home plate umpire is to advise the pitcher's manager that the pitcher will have to be replaced if the pitcher hits another batter. If the pitcher hits that fourth batter – he must be replaced as a pitcher.
26. No bunting is allowed in the 'C' Division. No slash bunting at any level. One warning during game, pitch will count as a dead ball strike if done on third strike batter is out. Second time it happens in game batter is out no runners advance.
27. The manager, coaches and any Board member are responsible for advising the Player Agent if any player is missing practices and/or games. The Player Agent will address each situation to determine if it is temporary or whether the situation needs to be brought to the attention of the Board of Directors for discussion and resolution.
28. Divisional and overall ties will be decided by head-to-head records. The runs allowed in head-to-head games play will be the second tiebreaker. The runs allowed in ALL games will be the third tiebreaker.

Specific Rules-C Division

29. For the 'C' Division a runner may NOT advance on an over throw to first base. Runners may advance one base on any over throws to a base other than first.
30. For the 'C' Division, all kids must pitch to a minimum of 2 innings during the course of the regular season unless the parent requests otherwise.
31. For the 'C' Division, all kids must play an infield position 2 times in the first four innings. Failure to comply with this rule will result in that manager forfeiting the game for his team. Prior to each team's defensive 4th inning each manager must agree that all kids have meet this requirement.
32. For the 'C' Division during machine pitch/coach pitch, the batter will receive a maximum of 5 pitches (unless the machine malfunctions) or 3 swinging strikes. A batter may go beyond 5 pitches if his/her 5th is a foul ball.
33. In the 'C' Division, after a pitcher has delivered four (4) balls, a coach from the offensive team will come out and finish pitching to the batter from the rubber. The strike count will remain the same. Umpires have the discretion to call strikes on players if they suspect the batter is intentionally not swinging in an attempt to wait until their coach comes out to pitch.
34. In the 'C' Division, a ball is dead once it is in the "extension of the infield" and in possession of any defensive player. Any runner not more than half way to the next base, must go back to the last base reached safely. The outfielder must throw the ball to an infielder and not run it in.
35. In the 'B' and 'C' Division, the offensive half of the inning is considered over once one of the following has occurred: (a) three defensive outs have occurred per the Little League Rule Book; (b) the 5th run has scored in the offensive half of the inning. NOTE: (b) is not in effect during any inning that has been designated as the last inning of play. Note: Any out of the park home run will count all runs scored.
36. All 'B' and 'C' Division games no inning shall start after 1-hour and 40 Minutes (1 hour and 50 minute for post season tournament games). The home plate umpire should identify the game's official starting time to the manager of each team. After the 3rd inning last inning rules are in effect for remaining of game or until time limit is reached. **Max runs that can be scored after last inning rules are implemented is 10.** All games must go 4 innings.
37. **In the 'B' and 'C' Division No player shall sit a second inning out of the game defensively until all players have sat out one defensive inning**

Specific Rules-B/Major Division

38. For 'B' Minor League Games, the right fielder must wear a helmet when there is activity on the Babe Ruth Field.
39. In the "B" Division, Players may not "steal" home. A runner can only score on a ball hit in play or a bases loaded walk or HBP. On May 6th kids can go home on a passed ball.
40. In the 'B' Division the runner on 3rd may NOT advance to score on a pick off or throw from the catcher to another base.
41. In the 'B' Division, any team with a lead of ten (10) or more runs cannot steal any base. This includes when a play is made on a player such as a pick-off attempt.
42. In the 'B' Division No player shall sit a second inning out of the game defensively until all players have sat out one inning
43. In the 'B' Division, the offensive half of the inning is considered over once one of the following has occurred: (a) three defensive outs have occurred per the Little League Rule Book; (b) the 5th run has scored in the offensive half of the inning. NOTE: (b) is not in effect during any inning that has been designated as the last inning of play. Note: Any out of the park home run will count all runs scored.
44. All 'B' Division games no inning shall start after 1-hour and 40 Minutes (1 hour and 50 minute for post season tournament games). The home plate umpire should identify the game's official starting time to the manager of each team. After the 3rd inning last inning rules are in effect for remaining of game or until time limit is reached. Max runs that can be scored after last inning rules are implemented is 10. All games must go 4 innings.
45. In the 'B' and 'Major' Division No coach shall warm up a pitcher in the bullpen or on the field while game is going on. A player wearing a mask and proper protective gear is only person allowed to do this. Little League International Rule.
46. Major Division & B Division will have a 10 run slaughter rule after 4 innings. The home team will have an opportunity to have equal bats
47. Rule Reminder for pitchers and catchers 'B' and "Major" Division
 - a. If a pitcher throws 1 pitch in game 1 they cannot pitch in game 2 (if there is a double header)
 - b. At any point after a pitcher throws their 40th pitch they cannot catch for rest of day, if that pitcher reaches 40 pitches while facing a batter they may continue until that batters has completed their at bat or the 3rd out is made to complete the half inning
 - c. A catcher cannot pitch if they played catcher for 4 innings
 - i. Catching to 1 pitch in an inning constitutes an inning as catcher
48. Majors Division. When there is an 8pm game following your game no inning shall start after 1 hour and 50 minutes The home plate umpire should identify the game's official starting time to the manager of each team

Dyer Little League Game Day Prep Managers and Coaches

Expectation

The expectation is that both teams work together to get field ready or close it up. It does not 100% fall on shoulders of the home team. WORK TOGETHER we have plenty of coaches and managers to do both warm up kids and prep field!

Assigned pre-game responsibilities

- Home Team will be responsible for doing chalk lines
- Visiting Team will be responsible for getting baseballs from concession stand

Both Teams pre-game responsibilities

- Remove tarps on field and place in dugout
- Rake infield dirt to smooth it out
- Broom, DO NOT RAKE, the infield baselines and grass edges of infield. Will keep us from tearing up grass and not having big dips on grass/dirt edges
- Ensure bases are securely in place prior to game

Both Teams post-game responsibilities

If first game and game after yours

- Assist those coaches in cleaning up field and preparing field.

If last game of night

- Rake infield dirt to smooth it out
- Broom, DO NOT RAKE, the infield baselines and grass edges of infield. Will keep us from tearing up grass and not having big dips on grass/dirt edges
- Put some water on mounds and home plate area and ensure both are smoothed out with rakes after water added
- Put tarps over mound and home plate to ensure moisture stays in after sprinkling with water and is covered in case of rain storm
- PICK UP GARBAGE IN DUGOUT AND AROUND BLEACHERS (Coaches, Managers and Players)