

DELTA LITTLE LEAGUE 2010 LOCAL RULES

UMPIRING RULE

All Major, Minor-A and Minor-B managers will have to umpire some of the games. If the manager does not show up or have his assigned time covered, he/she will be suspended from their next played game. There will be no replacement for the suspended persons. Suspensions are enforced as stated in the green rule book. This is not a rule anyone likes. However, we do need to make sure all games have their umpires. Without umpires, games cannot be played. Umpires have to go through the same back ground checks as any other volunteer involved with Little League. Get involved, Delta staff will train anyone who wants to be trained so they can relieve the managers.

The Little League rules governing Delta Little League are found in the 2010 Official Regulations and Playing Rules book (green book) issued to all managers and coaches. There are some variations that we employ that are allowed under the rules. These are contained below. Most of the rules that govern play are found in the rule book and all Managers and Coaches should be familiar with them before the start of the season.

ALL DIVISIONS

Rain Policy:

All rain out games will be decided and called on the field at their scheduled start time. A league official will be on site to survey the fields, meet with the managers and umpires and determine if the fields are not safe for the players to participate. Players, parents, managers, coaches and umpires are to assume the game will be played as scheduled and show up ready to play.

Make-Up Game Policy:

All officially cancelled games must be made up within two (2) weeks of the regularly scheduled game. Games cancelled in the last two (2) weeks of the season need to be made up at the earliest opening available date possible. If the game is not able to be made up within that time period, then both teams will forfeit and will count as a loss for both teams in the standings. Exceptions to this policy must have formal Board of Directors approval.

Playing Eligibility:

Delta Little League age is 5 – 12 years-old by April 30, 2010.

As of 2008: All 12-year olds are to play in the Major Division. No 12-year olds are allowed in Minor “A” unless a special league and district waiver has been signed and approved. Also no 12-year olds are permitted to move up to play in the Junior Division.

Division Age Eligibility

- Little League age eligibility is from 5 years-old up to 12 years-old. The child must be 5 – 12 years-old as of April 30, 2010. The division a player participated is based on 1) Age; 2) playing ability and/or safety issue; and 3) Little League International & Delta Little League

rules. All players are encouraged to participate in player evaluations (aka: try-outs). If the player does not participate in half of Delta Little League's player evaluations, the player will automatically be placed in the lower division at the player's age group.

- The following designates what division each age is eligible to participate.

- **12 year-olds** – Must play in Major Division.

(No 12-year olds are allowed in Minor "A" unless a special league and district waiver has been signed and approved. Also no 12-year olds are permitted to move up to play in the Junior Division.

- **11 year-olds** - Eligible to play in either the Major or Minor "A" Divisions.
Not eligible to play in Minor "B"

- **10 year-olds** – Eligible to play in either the Major or Minor "A" Divisions.
Not eligible to play in Minor "B"

- **9 year-olds** – Eligible to play in either Minor "A" or Minor "B" Divisions.
Not eligible to play in the Major Division unless the player has Board approval.

- **8 year-olds** – Eligible to play in Minor "A" or Minor "B" Divisions.
Not eligible to play in the Major or T-Ball Divisions.

- **7 year-olds** – Eligible to play in Minor "B" or T-Ball Divisions.
May play in the Minor A Division with Board approval.

- **6 year-olds** - Eligible to play in Minor "B" or T-Ball Divisions.
Not eligible to play in Minor "A" Division. 6 year olds must have one year of verifiable T-Ball experience to play in the Minor "B" Division

- **5 year-olds** – Eligible to play in T-Ball only.
Not eligible to play in Minor "B" Division.

MAJOR DIVISION

Major Division Rules:

The Little League rules governing Delta Little League Major Division are found in the 2010 Official Regulations and Playing Rules book (green book) issued to all managers and coaches. Unless otherwise stated below, these are the rules that will be enforced for all games.

Pitching:

- Pitch count is used by Little League International. Refer pages #34 - #37 of the 2010 Official Regulations and Playing Rules book (green book) for specific details.

Scoring:

- At the Major Division Only – There is no run limit per inning.
- At the Major Division – The 10 run rule is in effect. If a team has a 10 run lead or more after the game is official, the game is over.

Playing Time:

- All Players Present at the game will play. Playing time will be by the green, 2010, rule book you will be given.

- **No player** will sit the bench for disciplinary reason unless it has gone by your division administrator and he/she has received board approval. Only a parent can tell you a player is sitting for disciplinary reasons. If so, your administrator and the player agent must be notified. Any player sitting the bench must be in full uniform as stated in the green rule book.
- Saturday games in the Major Division will **not** have a time limit. The Major Division is played according to the green rule book that all managers and coaches were given at the start of the season.
- Weekday games in the Major Division will **not** have a time limit. However; games may be called due to darkness and weather. **ONLY the UMPIRE** has the discretion to call the game under these circumstances.

Major Division Champion / Tournament of Champions (T.O.C.):

- Delta Little League's Major Division champion will be decided by a one (1) game championship game between the first half and second half champions. The team that wins this championship game will be crowned Delta Little League Major division champion and will represent Delta Little League at the District 8 Tournament of Champions held after the regular season.

Major Division Tie-Breakers:

- If there is a tie for the first half champion or second half champion, the following tie breakers will be used:

First Tie Breaker – Head-to-Head competition

Second Tie Breaker – Best overall season record

Third Tie Breaker – Best overall Delta LL record

Fourth Tie-Breaker – Least amount of total runs allowed - Head-to-Head

Fifth Tie-Breaker – Least amount of total runs allowed – Delta LL games

Sixth Tie-Breaker – One game play-off

MINOR “A” RULES

Minor “A” Division Rules:

The Little League rules governing Delta Little League Minor “A” Division are found in the 2010 Official Regulations and Playing Rules book (green book) issued to all managers and coaches. Unless otherwise stated below, these are the rules that will be enforced for all games.

Pitching:

- Pitch count is used by Little League International. Refer pages #34 - #37 of the 2010 Official Regulations and Playing Rules book (green book) for specific details.

Base Running:

- Stealing home is allowed during the whole season.

- **FIRST HALF ONLY:** A runner may not advance a base when the pitcher has control of the ball and is in the area of the mound. (Marked 10-foot circle).
- **SECOND HALF ONLY:** The runner cannot advance once the pitcher is on the rubber with control of the ball, the catcher is in the catcher's box, the umpire is in their box and the batter is in their box (regular baseball).

Scoring:

- The score of each game in the Minor "A" Division will be kept and there will be a winning team and losing team.

Minor A Division Only - Little League International mandates for the Minor Divisions that a team may not score more than 5 runs in any inning, even if the team is behind. This rule went into effect in 2008. Delta Little League has adopted the 3-4 rule for the first half of the season only. For the second half of the season, scoring will be no more than 5 runs in any inning, even if the team is behind.

- In the last inning and any subsequent inning thereafter; there is no maximum run rule. The last inning is the 6th and any other innings after the 6th if it is a tied game.

Example of the 3-4 Rule:

The visiting team is able to score 3 runs maximum in the top of the 1st inning. The home team is allowed to score 4 runs in the bottom of the 1st inning. So the score is 4-3 home team. Top of the 2nd inning, the visiting team is able to score 4 runs maximum. Now the score is 7-4. Bottom of the second inning, the home team can score 4 runs. Score after 2 is 8-7. And so it goes until the 6th inning. The second part of this run is this. The visiting team is able to score 3 runs maximum in the top of the 1st inning. The home team only scores 2 runs. So the score is 3-2 visiting team. Top of the 2nd inning the visiting team can only score 3 runs since they are ahead. So the score is now 6-2. The home team can only score 4 runs, so the score after 2 innings is 6-6. Bottom line is if you are tied or ahead, you can score 3 runs. If you are behind, you can score 4 runs. In the last inning there is no run limit rule. The second part of this run is this. The visiting team is able to score 3 runs maximum in the top of the 1st inning. The home team only scores 2 runs. So the score is 3-2 visiting team. Top of the 2nd inning the visiting team can only score 3 runs since they are ahead. So the score is now 6-2. The home team can only score 4 runs, so the score after 2 innings is 6-6. Bottom line is if you are tied or ahead, you can score 3 runs. If you are behind, you can score 4 runs.

- If the game is tied after the 6th inning has completed, then the team may continue to play extra innings until an official winner has been decided.

- In the last inning and any subsequent inning thereafter; there is no maximum run rule.

Playing Eligibility:

New as of 2008: No 12-year olds are allowed in Minor A unless a special league and district waiver has been signed and approved. Seven (7) year-olds may play in the Minor "A" Division with Board of Directors approval.

Playing Time:

- All Players Present at the game will play. Playing time will be by the green, 2010, rule book you will be given.
- No player will sit the bench for disciplinary reason unless it has gone by your division administrator and he/she has received board approval. Only a parent can tell you a player is sitting for disciplinary reasons. If so, your administrator and the player agent must be notified. Any player sitting the bench must be in full uniform as stated in the green rule book.
- Saturday games will have a time limit since other Managers are umpiring so we do not get behind. **No inning will start after 2 hours and game is over after 2 ½ hours.** This applies to all Saturday games. If game is tied or is not an official game, it can be extended until it is completed or reach the innings to make it an official game.
- Weekday games will **not** have a time limit. However; games may be called due to darkness and weather. **ONLY the UMPIRE** has the discretion to call the game under these circumstances.

Minor “A” Regular Season:

The regular season in the Minor “A” Division will focus on player development in preparation for the season ending tournament. Managers and Coaches are encouraged to play their players in different positions and different batting order positions throughout the season. Managers and Coaches are strongly encouraged to develop as many pitchers, catchers, shortstops and first basemen as possible.

Standings:

The score of each game in the Minor “A” Division will be kept and there will be a winning team and losing team. However, official Minor “A” Division standings will not be recorded. Seeding for the end of season tournament will be conducted by blind draw.

Minor “A” Division Champion / Tournament of Champions (T.O.C.):

Starting in 2010, Delta Little League’s Minor “A” Division champion will be decided by a double elimination tournament at the end of the regular season. There will not be a first half or second half champion. Team seeding will be conducted by blind draw. The team that wins this season ending tournament will be crowned Delta Little League Minor “A” champion and will represent Delta Little League at the District 8 Tournament of Champions held after the regular season.

MINOR “B” RULES

Minor “B” Division Rules:

The Little League rules governing Delta Little League Minor “B” Division are found in the 2010 Official Regulations and Playing Rules book (green book) issued to all managers and coaches. Unless otherwise stated below, these are the rules that will be enforced for all games.

PITCHING MACHINE:

-Pitching Machine – First Half of Season:

- The players should receive pitches from the pitching machine at the speed marked on the machine.

-Coach pitch (Tentative Second Half of Season):

- Pitches should not be lobbed. This is not slow pitch softball. The players should receive pitches at a speed as the player's skill set and safety permits.

Hitting:

- Continuous Batting Order (as of 2008) for the Minor "B" Division. All players on your roster and at your game must be in the batting order. For instance if you have 12 players on your roster and all 12 are at your game, the batting order will be 1 through 12 before the leadoff hitter gets to bat again. If there are only 11 players at the game then the batting order is 1 through 11.

-Each batter is allowed **5 pitches or three swings**. If the ball is fouled off on the third swing or fifth pitch, the batter will get another pitch until he misses the ball, doesn't swing, or hits the ball fair. **Exception to this rule** – If the batting machine or coach pitcher hits the batter, throws over the players head, etc. If this occurs, then one more pitch is allowed.

-If a hit ball hits the pitching machine or pitching adult it will be ruled a dead ball and the batter must hit again.

-There is to be no bunting.

- The most a player can receive on a batted ball is a double (2b). There are no triples (3b) or home runs (HR) allowed in Minor B.

-The infield fly rule is not called during Minor B games.

-If a batter throws the bat after a hit; he is to be warned. The batter should **NEVER** be called out.

BASE RUNNING:

-There is no lead off allowed.

- **A runner may advance two bases only on a hit**

-The ball is ruled dead when the pitcher has control of the ball. For instance, if a batter grounds the ball to the second baseman who throws it to the first baseman too late to get the runner, and the first baseman throws it back to the pitcher to start the next batter, the runner may not go to second if the pitcher has possession of the ball.

-Sliding is allowed in Minor B. **NO** head first sliding is allowed.

- There is **no** stealing allowed in the Minor "B" Division. This is not a competitive division and the kids are not pitching to each other.

-Players may **not** advance to home on an overthrow.

DEFENSE:

-No player shall play the same position more than **one (1)** inning/3 outs in the same game.

-There is unlimited substitution in Minor B. There are ten defensive players. The tenth player is an outfield rover. He cannot play the infield. The pitcher stands outside the circle around the pitching machine or pitching adult, lined up no closer than the pitching rubber to the batter.

-The catcher **MUST** use a catcher's mitt. This is a Little League rule and cannot be changed.

Scoring:

Minor B Division - Teams may only score five (5) runs per inning. This includes the sixth (6th) inning. Games can end in a tie.

-The inning is over when:

- Three outs have been made
- Ten (10) batters have batted
- The team at bat has scored five (5) runs in the inning. Only five (5) runs in an inning are allowed.

-While we keep score in Minor B for the purposes of tracking outs, number of batters in an inning or the five (5) run rule, standings are NOT kept. **The object is not to win the game at all costs.** Games can end in a tie. For instance, if the home team goes into the bottom of the sixth behind by 5 runs, and their tenth batter comes up and drives in the tying run, the game is over as ten batters have batted. **There are no extra innings.**

Game Times:

- **On Weekdays** - Games go no longer than 1 hour and 45 minutes.

- **On Weekends** - No inning will start after 2 hours and game is over after 2 ½ hours

Umpiring:

Delta will try to provide one (1) base umpire per game. If no umpires are available, then umpires will be provided by each team while on Defense. This can be a parent, a coach or the manager.

Try to show grace while umpiring. Try to reward a great defensive play or great hit. Understand each player and the circumstance.

Minor "B" Regular Season:

The regular season in the Minor "B" Division will focus on player development only. There are no standings and no Minor "B" Division championship game. All Minor "B" players are champions. Managers and Coaches are encouraged to play their players in different positions and different batting order positions throughout the season.

T-BALL RULES

T-Ball Division Rules:

The Little League rules governing Delta Little League T-Ball Division are found in the 2010 Official Regulations and Playing Rules book (green book) issued to all managers and coaches. Unless otherwise stated below, these are the rules that will be enforced for all games.

The Game:

-A T-Ball game consists of three innings.

-Score is not kept and neither are standings.

-There is no winner and no loser of any game.

-Coaches may be in the field with their players and may help them at bat.

-There is no stealing

Batting:

- All of the members of each team shall bat once in an inning.
- Players hit the ball off of a tee only. There are no exceptions to this rule.
- If a bat is thrown after the hit, the player is **not** called out. He/she should be instructed on how to drop the bat and run.
- A batter may get a double at the most when he hits, except last batter. This applies to all games starting with opening day.

Fielding:

- When three outs are recorded by the fielding team, the bases are cleared. However, the inning does not stop until all players have batted. This applies to all games starting with opening day.
- The catcher must wear all protective gear including a cup.
- No player shall play the same position more than **one (1)** inning in the same game. All of the players must be rotated to different positions throughout the game.
- Defensive positions – T-Ball teams will play infield positions using a traditional position set-up that consists of a 1b, 2b, SS, 3b, P, and Catcher. **THERE IS NOT TO BE MORE THAN ONE PITCHER.** The outfield positions should be an umbrella. Unless a player requests, all remaining players should be in the outfield. If you have 5 players for outfield positions, they should be LF, LCF, CF, RCF, and RF. T-Ball teams can have up to six (6) outfielders. Unless a player or parent requests, they are not to sit the bench more than one inning.

Umpiring:

- Each team shall provide an umpire when their team is batting. The umpire can be a coach or parent. Try to show grace while umpiring. Try to reward a great defensive play or great hit. Understand each player and the circumstance.
- **Outs are called in all games starting on opening day.**

Teaching:

- Coaches – Teach your players how to throw and catch. Teach them how to throw the ball to the proper base to get the out. Encourage tagging a runner only by the position player who is cover that base or is a “normal” baseball play. For instance a second baseman can tag a runner going from 1st to 2nd but should be discouraged from tagging a runner going from 3rd to home. A third baseman can tag a player going from 2nd to 3rd or 3rd to home, but should be discouraged from tagging a runner going from 1st to 2nd. Coaches need to teach their players to throw the ball to 1st base to get outs. A ball hit to the pitcher in the pitching circle should be encouraged to throw the ball to first base to get the runner out.
- Tags should be gentle in nature. **No hard tags or physical contact should be allowed.** Remember, this is baseball, not football or rugby

Running:

- A runner may advance one base on an overthrow only.
- The last batter of every inning can hit a “Home run.” This is the only player who can get more than a double. For this reason, Managers are encouraged to rotate the last batter in their line-up every inning.

DELTA LITTLE LEAGUE 2010 ALL-STAR SELECTION RULES

Delta Little League will incorporate the following **player** All-Star Selection process:

- Player voting process will consist of the following:
 - All players eligible for All-Star Selection will be on the ballot
 - The players (the Major Division only) will vote for a player on the other teams whose age is either 11 or 12 years-old. The player from each team that has the most votes will automatically be placed on an All-Star team.
 - All managers will vote for the remaining players by secret ballot
 - The President and Player Agent, or authorized representative, will count the votes privately
 - The players who receive unanimous selection will automatically be placed on an All-star team.
 - The managers will then proceed with a discussion regarding the players who received the top votes from the remaining players and then re-vote by secret ballot. This will continue until the team has been selected.
 - Scorebooks and the player's statistics will be used as one criteria for player selection.

Other criteria will be availability to participate in the All-Star tournament (not missing practices or games); ability to play multiple positions, and a good attitude. Player must have played in 60% of their teams games.

- Managers need to be as objective as possible when discussing their own child's ability to make the All-Star team.
- All managers from the Major Division will have a vote in the All-Star selection. Coaches are not allowed at the All-Star selection meeting and are not allowed a vote.
- Minor "A" Managers are only allowed to vote in the All-Star selection for the 11/10 and 10/9 teams. Minor "A" Managers are NOT allowed to vote or be in the room while the Major (12/11) team is being selected.
- The league will have a mock All-Star selection discussion around the half way point in the season. The purpose is to make sure that all managers in both divisions are familiar with players in the Division they are not managing.
- Towards the end of the season at a date and time to be announced, the managers will meet to select the All-Star teams for that season.
- On or after June 15th of each year, the All-Star teams and players will be announced. Usually at the league's annual season ending picnic.
- Player announcements must not be made prior to June 15th. District 8 and Little League International reserves the right to penalize the league if any player(s) announcement is made known prior to this date.
- Practice for All-Stars may start on June 15th.

All-Star managers and coaches will be selected as follows:

- The manager whose team wins the championship from the Major Division and the Minor A Division are automatically offered a spot on one of the coaching staffs. They are **not** guaranteed to be the manager.

- Regular season Major Division and Minor A managers and coaches are asked if they wish to be the manager or a coach on one of the All-Star teams. If they accept, their names will be placed on the manager's selection ballot.
- ONLY MAJOR Division Managers and Coaches are able to manage or coach the Major (12/11) team. Minor "A" and others cannot be part of the Major coaching staff without a waiver from D-8 and approved by LL Western Region and/or LL International.
- Minor "B" managers & coaches are eligible to manage or coach the 11/10 and 10/9 teams. T-Ball manager's and coaches are NOT allowed to manage or coach All-Stars.
- The All-Star team's managers & coaches will be voted on by private ballot by all Major, Minor "A" & Minor "B" managers & coaches. The ballots will be counted by the President and Player-Agent.
- In case of a tie for manager's or coaches, the Delta Little League Board of Directors will vote by private ballot for the All-Star teams' managers and coaches. The ballots will be counted by the President and Player-Agent or authorized representative.
- On June 15th of each year, the All-Star managers and coaches will be announced. Usually at the league's annual season ending picnic.
- Manager and coaches announcements should not be made prior to June 15th. Delta Little League reserves the right to penalize the party announcing the manager or coach if the announcement is made known prior to this date.
- Practice for All-Stars may start on June 15th.



**Player Team and Division Changes:
All players trying out are eligible to be drafted
to a higher division or team.**

Rule:

Any player who does not advance to the team attempting to draft him/her will lose all eligibility for post season All-Star tournament play. The player who did not advance will replace the player who did.

Example: A Major team loses a player. The Major team will now come down to the Minor-A division and draft up a player. If this player refuses to advance, he/she will not be eligible to play post season All-Star tournament play. Since this player did not advance the manager of the Major team will now make another choice and draft another player. The player who refused or did not go up will now move over to the team of the player who did move and replace that player. This means in a rare incident, there could be two or three lateral player movements.

This rule was put in place at the start of the 2004 season. This rule will be enforced in all divisions and all levels of play.

This is a rule liked and disliked by coaches, players, parents, and board members. This rule is designed to try and keep all teams on a level playing field. Coaches have (not necessarily in our league) talked players and parents into not moving so they could have a run away power team. This is not fair to the child or the other teams. We understand some players and parents may be nervous about advancing. It should be considered an honor to have a coach see how much a player has improved and wants him/her on their team.

As the season progresses, players and parents make friendships and get connected to a team. We understand this sometimes makes it difficult for some to change teams, especially late in the season. If you have any questions, please discuss this with the President or Player Agent so we can avoid problems later in the season.

The Board of Directors thanks you for your understanding of this rule.



Teams Losing a Player & Picking up a Player:

Rule:

A Major Division or Minor "A" team that loses a player from its team after the players draft has concluded and wants to pick up a new player from a lower division will have five (5) calendar days from the time the Player Agent is made aware that the player is no longer on that team to pick up a player. NO ONE is allowed to talk to, interview, recruit or let anyone know why they are looking at the other teams. Scouting is to be done discreetly.

Example: A Major team loses a player for the season due to injury or grades. The Manager for this team must notify the Player Agent immediately. Then the Manager has five (5) calendar days to scout players in the Minor A Division. The Manger then needs to inform the Player Agent of the player selected to move up to the Major Division Team. If the player refuses, the Major team will have an additional 48 hours to select another player.

This rule was put in place at the start of the 2009 season.

If you have any questions, please discuss this with the President or Player Agents so we can avoid problems later in the season.

The Board of Directors thanks you for your understanding of this rule.



Player Evaluation Rule:

All players participating in the league player evaluations (try-outs) are eligible to be drafted to a higher division or team.

Rule:

Any player who does not participate in half of the league's announced and scheduled player evaluations (try-out) days will automatically be placed in a lower division for their age group. The player will lose all eligibility for post season All-Star tournament play.

Example: A player age 11 misses all scheduled player evaluations (try-outs) will automatically be placed in the Minor A Division unless the player has a valid excuse such as a broken arm. The Board may elect to include this player in the draft at the higher level. If the player has a valid excuse such as a broken arm, and is placed in the Minor A Division, the player will be eligible for post season All-Star tournament play. The player is also eligible to be called up to the Major Division if a Major team loses a player. If the player refuses to move up to the Major Division, the player will lose all eligibility for post season All-Star tournament play.

Additionally, the player who refused or did not go up will now move over to the team of the player who did move and replace that player.

This rule will go into effect immediately for the 2010 season. This rule will be enforced in all divisions and all levels of play.

The Board of Directors thanks you for your understanding of this rule.