



Davie Little League Baseball Rules

1. The Little League rulebook will govern all divisions unless there are exceptions in the Division rule sheet. All teams must abide by these rules.
2. Face masks are required on **ALL helmets** Major league and below. **No exceptions**
3. All players on a team must wear identical uniforms and hats. Players must not wear watches, rings, pins, jewelry (earrings) or other metallic items for safety reasons. (Exception: jewelry that alerts medical personnel to a specific condition is permissible) Any part of an undershirt exposed to view shall be of a uniform solid color (not white) for all players on the team. Rule 1.11 (a) (3)
4. Starting the game- Once the umpire says play ball, either team has a 10-minute grace period to field a team of eight (8) players or receive a loss. If neither team can field eight players from their roster, then both players will receive a loss. Teams will also need eight players to finish a game or receive a loss. (Rule 4.16) **Exception Teams** in all divisions will be allowed to pick up a Davie Little League player from within your division or a lower division to complete a nine (9) man lineup as long as both coaches agree on the player (you can not pick up a player from an upper division). The pickup player can not pitch and must bat last. If one of your regular players shows up during the game, the pick up player must be removed. A team that has all of its players show up for the game will not be penalized because the other team does not have all its players. If they show up, they play!
5. The 10-minute grace period- when you are granted a grace period, this does not add 10 minutes to the game time. Example: Game time 9:00- Time limit 1 hour- You use your grace period & game time starts at 9:10- The game time limit is over at 10:00 (Grace period is actually part of the game time.
6. After the game begins the umpire will make the determination whether the contest will continue or be stopped due to the weather or darkness. Any lightening in the area- all players must clear the field go immediately to their vehicle.
7. Managers must present the opposing manager with a line-up before the start of the game and the designated pitcher & players must start. (Rule 4.01 a & b)
8. To keep games moving at a steady pace, this rule will be strictly enforced. **Restrictions on pitchers warming up.** When a pitcher takes position at the beginning or middle of each inning, that pitcher shall be permitted to pitch no more than eight (8) preparatory pitches to the catcher. Such preparatory pitches shall not consume more than *one minute* of time. A good rule of thumb to keep the game moving is eight pitches in the first inning & five thereafter still within the one minute. Please teach your team to run on and off the field between innings. A player must wear a mask to warm up a pitcher. (Rule 1.17) Male catchers must wear a protective hard cup. No exceptions.
9. Only the manager and two (2) adult coaches are allowed in the dugout during the game. Adult coaches are allowed to coach 1st and 3rd base on offense.
10. Managers and coaches are not allowed any farther than one arms length away from the dugout entrance except to visit the pitcher and catcher or to coach a base, unless approved by the umpire. (Regulation XIV b)
11. A manager can suspend a player for not attending practice or for other disciplinary reasons. The manager *before the game* must inform the player, their parent, Umpire & Division Director.

12. The umpire will eject a player for abusive language, throwing equipment or un-sportsmanship conduct. The ejected player will sit out the next game. (Rule 4.06) Abusive language by anyone (managers, coaches, or spectators) will not be tolerated. The offending individual will be ejected from the game, or if a spectator, he/she will be asked to leave the complex. (Rule 9.01 d)
No Warnings will be given
13. If a Manager, coach or player is ejected from a game, they shall leave the complex immediately and take no further part in the game. They may not sit in the stands & may not be recalled. (Rule 4.07) Any manager or coach ejected will miss their next scheduled game. *They will not be allowed at the field while their suspension is being served.* Suspended players may attend their next scheduled game but they must sit in the stands and observe. (Not in the dugout)
14. Minors will use a continuous batting order that will include all players present for the game. A player may be entered and/or re-entered defensively into the game anytime provided he/she meets the requirements of mandatory play (six consecutive defensive outs). If a player becomes ill or must leave the game site after the start of the game, the team will skip over him/her when time to bat without penalty of an out. If he/she can return during the game, he/she is merely into their original spot. If a player arrives anytime after the start of the game, he/she is added at the end of the lineup.
15. Fake Tag- a fielder may not fake a tag in order to force a runner to unnecessarily slide. Obstruction- Unsportsmanlike conduct. Runner will be awarded the next base (umpire judgment call) – After first warning, manager and/or player could be ejected.
16. Infield fly rule is in effect. (Definition Rule 2.00) (Minor League & Above)
17. The base coaches may not in any way interfere in the advancement or impediment of a runner. The runner will be declared out (umpire judgment call) (Rule 7.09)
18. No balks called in Little League.
19. Once the pitcher has the ball in his possession and is in contact with the pitching rubber- all runners must return to their designated base (Umpire ruling as to base position of runners in case a runner was advancing to his/her next base before the pitcher returned to the rubber).
20. Slide Rule- There is no “*use must slide*” rule (Rule 7.08 a 3) The rule states, if a runner does not slide or attempt to get around a fielder (not just the catcher) who has the ball or about to receive an in-flight ball to make the tag (Umpire’s judgment call). The key to this rule is the runner must **attempt** to avoid the fielder with the ball. If there is a collision & the fielder does not have the ball or is about to receive an in-flight ball, you cannot call the runner out. However, if there is contact & in the umpire’s judgment the contact was flagrant or intentional, the runner will be called out & also ejected from the game.
21. No head first slides advancing to the next base- Penalty- Runner is out. However, a runner can go headfirst if he/she is returning to his/her previous base.
22. Illegal Bat (Barrel over 2 ¼ inches)- Penalty- Bat is removed from the game. Remember, if the player uses an illegal bat & hits a home run- the only penalty is to remove the bat from the game- Home run stands. If a bat is in question, check it before the player uses it.
23. Ten (10) run slaughter rule in effect after 4 innings- 3 ½ innings if the home team is winning. Minor division only, **five runs per inning**. Please be respectful of the team that plays following yours. If your team is down by a deficit that cannot be overcome with the 5 run rule in effect, please call the game.
24. Banging on dugout fences, taunting the batter, pitcher or defensive players by either team during the course of the game shall result in a warning from the umpire to the manager. On the next

infraction, the manager will be removed from the game for allowing un-sportsmanship like conduct.

25. Use of tobacco products in view of the players during games or practice is strictly prohibited.
26. Once the field has been lined & dragged in preparation for a game, teams are not allowed to practice on that field, unless of course you are one of the teams playing in the next game on that particular field. Please show courtesy & not mess up the field for the other teams playing.
27. Both teams are responsible to rake, fill in holes on the field & clean out dugouts after **each game or practice**, even if there is a game following your game. **MANDATORY NO EXCUSES**- If your team fails to comply with this rule- You will be given one warning- After that, the manager could be suspended for one game for each failure to comply. **THIS IS FOR THE KID'S SAFETY !!!!**
28. Dugouts- Home team gets 3rd base dugout. Visitors use the 1st base dugout.
29. All rainout games will be re-scheduled for the next week if at all possible. No games will be re-scheduled without the approval of the president of the league.
30. **Time Limits-** **Minors** 1 hour 30 minutes. **Majors** 1 hour 45 minutes.
Once you start an inning & the time limit expires- You complete that inning under normal Little League rules. If the game is tied at the end of the time limit, the game is scored as a tie in the Minor Division. Major's play until there is a winner.
31. **Minors**
 - Play 10 players in the field.
 - Extra players must be evenly distributed around the outfield. No short fielder or extra infielder- you cannot take advantage of the situation with an extra player. If you have only nine players on defense, you can play them anywhere you wish.
 - All other pitching rules apply.
 - Anything not covered in these rules sheet, are strictly by the rules book.
 - Once a pitcher is removed from pitching, he cannot re-enter the game as a pitcher.
 - Pitchers that are league age 12 are not permitted to pitch in the minor division.
32. **Majors**

PITCH COUNT: PLEASE abide by the Little League mandated rules.

A pitch count sheet must be signed by both coaches after your game and turned into the concession stand were it will be placed into a binder for each league for all to see. If you do not turn in a pitch count sheet signed by both coaches that game will count as a loss. Little League mandates this and we are here for the safety of the kids and must abide by little league rules.