



Denison Little League Ground Rules

Ground Rules are those that the Local League may change as long as they are not in conflict with the official Little League Playing Rules for each year. Any rule not explicitly addressed in the Ground Rules will revert to the Little League Official Regulations and Playing Rules and Little League Operating Manual.

Code of Ethics

In order to promote the principles of good sportsmanship and teamwork that Denison Little League Baseball is dedicated to ensure, any board member, coach, umpire, parent, spectator, or player whose behavior, either verbally or physically causes the disruption of these principles, shall be brought before the Board of Directors for any action deemed necessary.

Player Eligibility

1. Unless otherwise stated, all ages referred to herein shall be assumed to be the league age as defined by Little League International.
2. Special circumstances must be reviewed and approved by the Board of Directors.
3. On all brother/sister protect options; player agent must be notified in writing before tryouts start. When a sibling is protected, the other sibling(s) must be taken in the following round(s)
4. In the spring, all players age eight (8) and older will be required to try out. All players age seven (7) have the option to tryout. Failure to attend a tryout will result in that player being a random hat pick in the draft. All teams will be assembled via a draft.
5. In the fall, the board of directors will determine how teams will be formed. This will be determined and announced prior to or when registration opens.

Conduct

1. Managers shall be responsible for the conduct of their team's assistant coaches, players, and fans. Umpires have the option to clear the field. All games will be left on the playing field. Any argument brought outside the field will mean suspension or the termination of the person or persons involved in the incident. This includes all coaches, players, fans, umpires, and board members.
2. If, for whatever reason, a manager or coach chooses to inflict disciplinary action on a player or players before a game, the action must be noted on the roster going to the scorekeeper, and will be noted in the official score book. If the disciplinary action occurs during a game, the manager/coach must notify the scorekeeper and umpire

immediately for notification in the official scorebook. Disciplinary action must be justified. The manager or coach must notify the player agent.

3. In light of teaching the players good sportsmanship, it will be required that both teams shake hands after each game. This includes all players and coaches. If anyone refuses to do this, they will be subject to Disciplinary Committee review and may be suspended for their next scheduled game.
4. Any manager inciting his players or fans will be asked to leave the game and be subject to Disciplinary Committee review. If a manager/coach is ejected or suspended from a game, that person must be out of sight of the playing field and may not be replaced by another adult. In no way are they to communicate, disrupt, or assist in the game in any way and may not be replaced in the dugout. Failure to follow these rules will be cause for ejection from the Denison Little League for the remainder of the season. The game's plate umpire or other board member that may be present must report any such activity to the Board's Disciplinary Committee within twenty-four (24) hours.
5. Fans are to refrain from grandstanding, managing, and unsportsmanlike-like conduct as outlined in the Parent Code of Conduct. Any person disrupting a game will be asked to leave the game and be subject to Disciplinary Committee review. If a fan or other person is ejected or suspended from a game, that person must be out of sight of the playing field and may not be replaced by another adult. In no way are they to communicate, disrupt, or assist in the game in any way and may not be replaced in the dugout. Failure to follow these rules will be cause for ejection from the Denison Little League for the remainder of the season.
6. An ejection after a game has ended will be punished with a suspension from the 2 following games and all team activities in that time period. This applies to coaches, players, and fans.
7. NO DRINKING, intoxication, or illegal drug paraphernalia on the premises will be tolerated.
8. No profanity will be tolerated.
9. If anyone is removed from the league or asked to leave the league they will not receive a refund.

General

1. The season officially opens the Sunday after the draft or another date as decided by the board. No team will be allowed to practice before that time. Coaches may call a team meeting prior to the draft to determine how many players will be returning (Major, Junior, Intermediate, and Senior divisions only).
2. Teams will be limited to four (4) total league activities per week including practices and games. Practice will be no longer than 2 hours. Divisions below AA are limited to three (3) activities per week including practices and games. No more than one practice is allowed per day. Scrimmages are considered practices (a 30 minute warmup is allowed for scrimmages outside the normal time limit).
3. NO games will be played or practices conducted during STAAR Testing Week on the nights before tests for teams with players in those age groups. Managers will be informed of the exact dates. NO EXCEPTIONS. Violation of this rule WILL result in disciplinary action.

4. Any replacement of equipment will be secured through the equipment manager/league president. All equipment will be turned in to the equipment manager following the last regulation game. Any missing equipment will be the responsibility of the manager.
5. All teams will wear uniforms issued to them by the Denison Little League. Uniforms will be worn only to Little League Baseball games or specific functions governed by Denison Little League.
6. If two (2) or more teams end the season in a tie, head-to-head competition will decide the winner. (Their record with each other during the regular season.)
7. The home team will occupy the first base dugout. Exception: Teams will not be required to switch dugouts for the second game of a doubleheader.
8. Only the manager, listed coaches, team players, and board members will be allowed on the playing field.
9. The visiting team may take infield for five (5) minutes, twenty (20) minutes before game time. The home team may take infield ten (10) minutes before game time. Teams are to clear the field in a timely manner so that the other team will have the opportunity to warm-up. All games will start on time. Scorekeeper will keep the official time. No inning may start after 7:50 in the first game. If the first game ends late and teams cannot take the field at 7:40, there will be no infield allowed.
10. Umpires will not start the clock rolling until they are on the field and ready to call the game. If a team is waiting on a player, play can be delayed up to 10 minutes per the Green Book. Game time will not start until that time.
11. DLL will use the optional "Foot in Batter's Box Rule" 6.02(c).
12. DLL will not use the optional "Sign Stealing Rule" 9.01(d).
13. DLL will bat the roster in all divisions unless otherwise noted.
14. The league president or appointed officer will set the time and date for makeup games with board approval as soon as possible after the missed game. The game(s) to be made up will be played at the next available time and date in the same order that the game was missed when possible. Priority for make ups will be given in order of division from Senior down.
15. 80% of games played will constitute a completed season.
16. All bats must be approved prior to use in a Denison Little League game and must be marked as approved. All managers are responsible to insure all bats are approved.
17. A time limit expired game constitutes a complete game regardless of innings played.
18. Regardless of any run rules, all runs will count on a home run hit out of the park. However, no game shall be extended because of this rule.
19. A game will not end due to expired time until the current at bat is completed. The at bat starts when the batter has received one or more pitches.

20. Managers will be responsible for cleaning the dugout and the seating areas on their side of the field after each game. DLL encourages player participation in this task.
21. When a team participates in a doubleheader, there will be a minimum 15 minute break in between games.
22. No radar guns are allowed at ANY Denison Little League function including practices.

Pool Players

In the Rookies and "A" Division teams are not allowed to request pool players. In Minors Divisions (AA and higher) pool players are allowed to be used. Players wishing to play in extra games shall notify the Player Agent of their intent to be a pool player. The Player Agent shall keep lists of eligible pool players. When a manager requests a pool player, the Player Agent will select from the available list of pool players on a rotational basis. Pool players will wear their original team's uniform in all cases.

Managers can request a pool player in the following circumstances:

- If they will only have 9 regular players, with the pool player bringing the game roster to a total of 10 players.
- If they will only have 8 regular players, they can request one or two pool players (at the manager's discretion), bringing their game roster to either 9 or 10.
- If they will only have 7 regular players, they can request two pool players, bringing their game roster to 9.
- Under no circumstances can a manager request more than two pool players. Therefore if a manager can only field 6 regular players, the game cannot be played. This will result in a forfeit.
- Managers can only request pool players from their respective divisions Player Agent. They cannot get their own pool players. Violation of this rule will result in an automatic one game suspension for the Manager and possible further discipline by the Board.
- During end of season tournament play NO POOL PLAYERS can be requested.
 - In the event that the game has to be rescheduled due weather or any other uncontrolled circumstances the following will apply:
 - The Manager can request a Pool Player during end season tournament play only if he will have less than 9 regular players at the time of the rescheduled game.
 - The Manager CAN NOT request a Pool Player during end of season tournament play if he will have 9 regular players at the time of the rescheduled game.

Use of pool players is governed by the following rules:

- Players in the Minors Division can only Pool Play in the Minors Division, Majors in Majors, Major players league age 11 & 12 can pool play in Intermediate, Intermediate Players league age 11 & 12 can Pool Play in Majors,

Intermediate Players league age 13 and Major Players league age 12 can pool play in the Junior. Intermediate players league age 13 and Junior players league age 13 and 14 can pool play in the Senior Division.

- Minors Division Pool Players can only pool play under the following criteria:
 - Pool Player can only play up one age group per the following:
 - “A” can Pool Play in “AA”
 - “AA” can Pool Play in “AA” & “AAA”
 - “AAA” can Pool Play in “AAA”
 - Pool Players CAN NOT play down to a lower division. This only applies to minors.
- Pool Players are assigned to a team on a game by game basis by the Player Agent. The Manager has no choice in the pick of Pool Player and MUST accept the player assigned. If a Manager requests a Pool Player and refuses the player assigned by the Player Agent, that manager will be subject to discipline by the Board.
- On defense, pool players are not allowed to play the position of Pitcher or Catcher.
- On offense, Pool Players must bat at the bottom of the order.
- If the game roster is only 9 players (including the pool player), the pool player will play the entire game.
- In Divisions that play 9 in the Field on Defense:
 - If the game roster is 10 players including the pool player(s), the following special playing rules apply:
 - If two pool players are being used, the 8 regular players must play the entire game. The two pool players substitute for each other. Each pool player must play a minimum of 6 defensive outs and bat at least one time. If a continuous batting order is used, then both pool players would bat in the order.
 - If one pool player is being used and brings the team to 10 players, the pool player will play a minimum of 9 defensive outs and bat at least once. The pool player cannot start the game, but enters the game as a substitute for a regular player. Once the pool player has played their minimum time, the regular player must re-enter and complete the game.
 - If a regular player is injured, sick, leaves the ball park early, or is ejected, the pool player(s) can be substituted for the missing player and complete the game. In this circumstance, the regular player is declared out for the rest of the game.
- In Divisions that play 10 in the Field on Defense:
 - Pool Players will play the entire game. If a continuous batting order is used, then all pool players would bat in the order.

Managers/Coaches

1. Do not exclude any players from any practice. Give enough notice of when practice will be held, including the date and time. A manager is caught doing this will be suspended from their next scheduled game.
2. After two (2) unexcused absences from games, the manager will be up for review and subject to replacement. This includes all scheduled Little League events (opening ceremonies, closing ceremonies and workdays).
Attendance is a significant consideration in ranking managers for reappointment
3. Each team must have at least one (1) representative at any scheduled workdays or required meetings or the manager will be suspended from his next scheduled game. Managers will be required to serve one shift of "Board Member on Duty".
4. Coaches are responsible for picking up the trash in the dugout after each game.
5. There will be no food in the dugout. ONLY water, sports drinks (such as Gatorade), and sunflower seeds will be allowed in the dugout. This rule included adult coaches. Exceptions will be made for medical reasons (diabetics, for example).
6. If a player misses two (2) consecutive games and/or practices with no communication, the manager must advise the player agent of that fact for any potential disciplinary action.
7. Coaches not coaching a base are required to remain in front of and no more than three (3) feet away from the dugout. Coaches and players must inform the umpire before leaving and returning to the field. Please try to do so between innings.
8. Three lineup sheets are to be provided by the Manager for every game: 1 to the umpire, 1 to the scorekeeper, 1 to the opposing Team Manager. Time deadline for line-up to be turned in to the press box is fifteen (15) minutes prior to the scheduled game time.
9. In AA and up, coaches will wait until the catcher throws the ball down to second to go around and coach the opposite base.

Umpires

1. All umpires before beginning the season will be interviewed by the Board of Directors or the Head Umpire. If at any time during the season the umpire has multiple complaints against him/her, they will be up for review by the board.
2. The umpire will go to the manager to give him or her first chance at calming down unruly crowds. If the manager is unable to handle the situation, he needs to go back to the umpire and advise him of the situation.

Senior/Major/Junior/Intermediate Division Rules

1. Senior division is open to players thirteen (13) to sixteen (16) years old. Junior division is open to players twelve (12) to fourteen (14) years old. Intermediate division is open to players eleven (11) to thirteen (13) years old. Major division is open to players ten (10) to twelve (12) years old.

2. There will be a one (1) hour and forty-five (45) minute time limit on all Senior, Junior, Intermediate, and Major division games.
3. There will be a five (5)-run limit per inning until the sixth (6th) in Major and the seventh (7th) inning in Senior, Junior and Intermediate when there is a ten (10) run limit and in every inning thereafter.
4. In Senior, Junior and Intermediate divisions, pitchers must change into plastic cleats or flat shoes for pitching on artificial mounds.

AAA Division Rules

1. AAA division is open to players eight (8) to eleven (11) years old.
2. There will be a one (1) hour and thirty (30) minute time limit on all games.
3. There will be a five (5)-run limit per inning until the sixth (6th) inning when there will be 10 run limit.

AA Division Rules

1. AA division is open to players eight (7) and nine (10) years old.
2. There will be a one (1) hour and thirty (30) minute time limit on all games.
3. There will be a five (5)-run limit per inning until the sixth (6th) inning when there will be 10 run limit.
4. Four (4) adults will be allowed in the dugout. Offense adults will be: Pitcher, First (1st) and Third (3rd) Base coaches. One (1) defensive coach is allowed in the outfield.
5. Outfielders must be on the grass and not in the dirt of the infield until the ball is in play. (Coaches need to encourage the outfielders to throw the ball instead of running it in.) AA will use four (4) outfielders (no rover).
6. When a coach is pitching, there will only be a one (1) base advancement allowed on the first overthrow - no further advancement will be allowed even if there is an additional overthrow. However, runners advance at their own risk and may be put out.
7. Adult pitches from a minimum of thirty-five (35) feet overhand. Player pitches must have one (1) foot in contact with the pitching rubber when pitch is made.
8. Player pitch will start first (1st) scheduled game of the season. Players will pitch the first two (2) innings of each game. The player pitcher will throw a maximum of five (5) pitches to each batter. If the batter reaches three (3) strikes, he is out. If the batter reaches the five (5) pitch maximum or four (4) balls from the player pitcher, the coach will pitch a maximum of 2 pitches to that batter. The batter is out on the third (3rd) strike or the second pitch if not hit fair or foul. After the second (2nd) inning, the coach will pitch the remainder of the game. At the midpoint (or another agreed upon time) of the season, there will be an option to increase the innings pitched by players to as many as four (4) innings.

9. Once the coach is pitching full time, the batter will be allowed six (6) pitches from the coach with only swinging strikes called. If the sixth (6th) pitch is a foul ball, batter will continue batting until he/she strikes out or ball is hit fair - batter must swing or is out.
10. When the ball is hit, the adult pitcher will move out of the line of play promptly and off the playing field into foul territory. If the ball hits the adult pitcher, the ball is dead. Coach will not leave any object on the field during a play.
11. When the coach is pitching, once the player pitcher has the ball and is in contact with the artificial mound and all runners are on a base, play stops when the umpire calls time. It is the umpire's responsibility to insure that the runners are on or sent to the appropriate base using the 50% rule. When a player is pitching, runners may advance per normal rules.
12. Adult pitcher will not get the ball until play has ended and the umpire calls time. They will stay in foul territory until this happens.
13. In all AA games, the game will continue until the time limit has expired unless six (6) innings have been played and the score is not tied.

A Division

1. A division is open to players six (6), seven (7) and eight (8) years old. A six year old has to have had at least one year of Rookies division to qualify for A Division.
2. There will be a one (1) hour time limit on all games. There will be a hard stop at one (1) hour and fifteen (15) minutes. The current batter will finish his at bat and game will be called.
3. There will be a five (5)-run limit per inning until the sixth (6th) inning when a ten (10)-run limit is in effect and in every inning thereafter.
4. Four (4) adults will be allowed in the dugout. Offense adults will be: Pitcher, First (1st) and Third (3rd) Base coaches. Defense can have one (1) coach behind the catcher to return balls to the pitcher and one (1) coach in the outfield.
5. A player cannot play more than two (2) innings in one game at the pitcher position.
6. The outfield will consist of a RF, RCF, LCF, AND LF positions. Outfielders must be on the grass and not in the dirt of the infield until the ball is in play. (Coaches need to encourage the outfielders to throw the ball instead of running it in.)
7. There will only be a one (1) base advancement allowed on the first overthrow - no further advancement will be allowed even if there is an additional overthrow. However, runners advance at their own risk.
8. Players on defense must make a "baseball play" on a baserunner. Players may not run down players from a long distance when a throw would normally be made at a higher level of play. For example, the pitcher fields the ball on the third base side of the mound and runs across the field and tags the runner going to first. That runner will be deemed safe - the pitcher should have thrown to first. The umpire's judgement determines the call and is final.

9. Adult pitches from a minimum of thirty (30) feet. Player pitches must have one (1) foot in contact with the pitching rubber when pitch is made. When the ball is hit, the adult pitcher will move out of the line of play promptly and off the playing field into foul territory. If the ball hits the adult pitcher, the ball is dead. Coach will not leave any object on the field during a play.
10. Batter will be allowed six (6) pitches from the coach, with only swinging strikes called. If the sixth (6th) pitch is a foul ball, batter will continue batting until he/she strikes out or ball is hit fair.
11. Once the player pitcher has the ball and is in contact with the artificial mound and all runners are on a base, play stops when the umpire calls time. It is the umpire's responsibility to insure that the runners are on/or sent to the appropriate base using the 50% rule.
12. There will be a five (5)-run limit per inning until the sixth (6th) inning when a ten (10)-run limit is in effect and in every inning thereafter.
13. In all A division games, the game will continue until the time limit has expired unless six (6) innings have been played and the score is not tied.

Rookies Division

1. Rookies division is open to players five (5) and six (6) years old.
2. There will be a one (1) hour time limit on all games. There will be a hard stop at one (1) hour and fifteen (15) minutes. The current batter will finish his at bat and game will be called.
3. There will be a five (5)-run limit per inning until the sixth (6th) inning when a ten (10)-run limit is in effect and in every inning thereafter.
4. Four (4) coaches will be allowed in the dugout plus two (2) dugout parents. Offensive coaches will be: Pitcher, First (1st), Second (2nd), and Third (3rd) Bases. Defensive coaches will be: one (1) coach behind the outfield players, one (1) coach behind the pitcher and one (1) coach behind the catcher to retrieve bats and balls.
5. A player cannot play more than two (2) innings in one game at the pitcher position.
6. The outfield will consist of a RF, RCF, LCF, AND LF positions. Outfielders must be on the grass and not in the dirt of the infield until the ball is in play. (Coaches need to encourage the outfielders to throw the ball instead of running it in.)
7. There will only be a one (1) base advancement allowed on the first overthrow - no further advancement will be allowed even if there is an additional overthrow. However, runners advance at their own risk.
8. Players on defense must make a "baseball play" on a baserunner. Players may not run down players from a long distance when a throw would normally be made at a higher level of play. For example, the pitcher fields the ball on the third base side of the mound and runs across the field and tags the runner going to first. That runner will be deemed safe - the pitcher should have thrown to first. The umpire's judgement determines the call and is final.

9. Adult pitches from a minimum of fifteen (15) feet. Player pitches must have one (1) foot in contact with the pitching rubber when pitch is made.
10. Batter gets three (3) pitches and may swing at all. A batting tee must be used after 3 pitches. The tee will be placed on home plate. The batter has 1 swing on the tee. If the batter has a strike or a foul on his last swing when using the tee then the batter is out. If the ball is hit in fair territory off the tee, it must come to rest fully in the grass in front of home plate or it is an out. If a tee is used the coach pitcher will move out of the field. The coach pitcher will be responsible for placing the tee and the balls. When the ball is hit, the adult pitcher will move out of the line of play promptly and off the playing field into foul territory. If the ball hits the adult pitcher, the ball is dead. Coach will not leave any object on the field during a play.
11. Once the player pitcher has the ball and is in contact with the artificial mound and all runners are on a base, play stops when the umpire calls time. It is the umpire's responsibility to insure that the runners are on/or sent to the appropriate base using the 50% rule.
12. The coach pitcher will start each batter with three (3) baseballs in his glove. In the event of a passed ball, the coach (positioned behind the catcher) will retain the baseball until needed.
13. In all Rookies division games, the game will continue until the time limit has expired unless six (6) innings have been played and the score is not tied.