



DUMFRIES DISTRICT LITTLE LEAGUE, INCORPORATED BYLAWS & LOCAL RULES YEAR 2026

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CHAPTER 1: INTRODUCTION

Purpose. These local rules modify the Official Regulations and Playing Rules for all divisions in this League. These rules are established to increase member participation, take full advantage of time and field availability for practices and games, and ensure uniformity among all teams and divisions within the League.

Authority. The authority to create local rules is given in Little League Baseball's Operating Manual and the Official Regulations and Playing Rules for the respective levels of play. (Rule 3.13)

Approval. These rules have been presented to and approved by the Board of Directors on 11/09/2025. These rules will remain in effect per Article X, Section 3 of the League's Constitution.

Philosophy. DTQ Little League strives to provide the best baseball environment possible. Our challenge is to make every player in our league have positive experiences from having played DTQ baseball. Rules should be developed from the player's point of view rather than the coaches. These local rules strive to do this.

CHAPTER 2: GENERAL RULES

1. **Awards.** This League does not present individual awards at any level. The League may give participation mementos such as pins, medals, patches, graduation awards, etc. Individual teams may present end of season awards; however, the team must pay for these awards.
2. **Draft / Player Placement / Number of Players per Team***
*Below applies to the Spring Season

DIVISION	PLAYERS	AGES	DRAFT	COMMENTS
Senior (SR) League	13-15	14 – 16	Draft	Existing leagues Plan A (Operating Manual)
Junior (JR) League	13-15	13 – 14	Draft	First Year of Operation Plan A (Operating Manual) All teams are disbanded and reformed each year.
Majors	12-13	10 – 12	Draft	Existing leagues Plan A (Operating Manual)
Minors	12-13	8 – 11	Placement	Placement will be by the Division Coordinator and Player Agent. Skills Evaluation scores are used to balance the teams. All teams are disbanded and reformed each year.
Machine Pitch	11-13	6 – 8	Placement	Placement by the DTQ Board of Directors including Presidents, Vice President, Division Coordinator and Player Agent. Age, previous playing experience, and previous manager evaluations will help determine the spring American and National subdivision placement. Requests and placements will be honored on a case-by-case basis. Requests cannot be guaranteed
T-Ball	10-13	4 – 6	Placement	Placement by the DTQ Board of Directors including Presidents, Vice President, Division Coordinator and Player Agent. Requests and placements may be honored on a case-by-case basis. Requests cannot be guaranteed.

Players who do not attend skills evaluation are eligible to play. They will be placed in the divisions as listed below, unless, before skills evaluation day, a reason for non-attendance is presented and accepted by a majority of the Board of Directors.

<u>PLAYERS AGE</u>	<u>LEVEL</u>
15 – 16	SR League
13-14	JR League
9 – 11	Minors

3. **Field Maintenance.** The **HOME** team listed on the game schedule is responsible for preparing the field for play. This includes, but is not limited to, putting bases down before the game, picking them up after the game, marking base lines, foul lines, and coaches and batter's boxes. This should be completed at least 30 minutes before the scheduled game time in order for teams to do their warm-ups. Each team is responsible for cleaning up litter on their half of the field, including cleaning their dugout.

4. **Pre-Game Instructions & Responsibilities.** The **HOME** team will use the first base dugout and the visitor team will use the 3rd base dugout. Each team may use the field for warm-ups for 10 minutes. The visiting team can start at 25 minutes prior to game time and the **HOME** team at 15 minutes prior to game time. Immediately following, the coaches and umpires will have the pre-game meeting. All games will start at their scheduled time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes per team will be imposed. The home team will supply the umpire with 2 new baseballs. The visiting team will provide the next 2 baseballs should there be a need.
5. **Games on lighted fields.** Games on Wall Park must be completed by 10:00 PM. Games on Gardziel & Fuller Heights must be completed by 9:00 PM.
6. **Game Results.** The **HOME** Team will turn in game results to the League Information Officer for publication on the web site and to the division's Coaching Coordinator for the maintaining of standings in the Seniors, Juniors, Little League (Majors), Minors, and Machine Pitch divisions.
7. **Protests.** Protests are allowed only in Major and Senior divisions.
8. **Replacement Players.** If a Major or Senior League team loses any player(s) during the current season through illness, injury, change of address, or other justifiable reason, another player shall be obtained through the Player Agent to replace the one lost. A manager must notify the player agent of the player loss within 3 days and supply a list of possible replacement players. The manager must name a replacement player within 10 days. If a replacement is not named within 10 days, the player agent will make the selection. Managers are prohibited from replacing players after June 1st.
9. **Rule Changes.** These rules cannot be deleted, changed, amended, or altered by anyone without the approval of the Board of Directors.
10. **Schedules.** The League Coordinators will develop game schedules and collaboratively create master schedules. All efforts will be made for each team to have two games scheduled per week. The division coordinator will develop practice schedules. Make-up games will be scheduled **BY THE COORDINATOR ONLY** on a FIRST CANCELLED - FIRST RESCHEDULED BASIS.
11. **Scorekeepers.** For all levels (except Tee Ball), each team must keep a scorebook. The **HOME** Team will supply the official scorekeeper.
12. **Umpires**
 - a. **Minors & Majors.** At least one umpire is needed to play games at the Minor/Major division level, however it is strongly recommended that two umpires be provided. The League is the Umpire-in-Charge and assumes the duty of the Plate Umpire. Managers cannot refuse the use of League umpires. If there is no League umpire, the **HOME** Team provides the plate umpire. As a last resort, managers/coaches must umpire their games only if no other umpire is present.
 - a. **JR League & SR League.** Umpires for these divisions will be paid umpires under a contract(s) approved by the Board of Directors. The number of umpires per

game is established by the contract(s). Some contracts schedule only 1 umpire per game.

13. **Manager Nominating Committee.** There will be two nominating committees. One for Major Division managers and one for JR and SR League managers. The Major Committee (President, VP, Major Coordinator, and Minor/Major Player Agent) and JR and SR League Committee (President, VP, JR/SR Coordinator, and JR/SR Player Agent) will review the applications and present the committee's recommendations for regular season managers. The President will then present the nomination to the Board for approval. If a candidate is not approved by the board, then the committee will recommend another for approval until a manager is selected. *Note if there are more "cleared" managers for t-ball, machine pitch, and/or minors than teams – the Majors nomination process will be followed.



CHAPTER 3: DIVISON PLAYING RULES

T-BALL DIVISION (Ages 4 – 6)

SPRING (Ages 4 – 6)

FALL (Ages 4 – 5)

➤ RULES BELOW ARE THE SAME FOR BOTH THE SPRING AND FALL SEASONS.

The T-Ball Division will play games as per Little League's Tee Ball Official Regulations and Playing Rules published for the current year modified with the following rules.

1. **BATTING / BATTING ORDER.** All players on the team roster will be listed in the batting order and are required to bat in turn. The batting order cannot be changed during the game. If a player is a no-show, their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty. When the player arrives, he/she will bat the next time their slot is up. **ALL PLAYERS WILL BAT EVERY INNING.**
 - **BATTING.** All batters must enjoy the success of a fair hit ball. Balls not hit beyond the 15-foot arc will be called a foul. There is no strikeout. Players put out on a batted ball **MUST** leave the base and return to dugout.
2. **NUMBER OF PLAYERS TO START GAME.** There are no minimum numbers of players per team needed to play a game.

3. **PLAYING TIME / SUBSTITUTION.** All players play the whole game.
4. **COACHES.**
 - Two adult coaches will be used as base coaches.
 - Manager or a coach **must** occupy the dugout at all times.
 - Managers and coaches are allowed and encouraged to take a position on the field while their team is on defense. One coach will take a position vicinity of the batting area while their team is at bat and will act as umpire during the teams at bat.
5. **DEFENSIVE ALIGNMENT.**
 - All players will play defense every inning.
 - The four traditional baseball infield positions must be occupied. A fifth infielder may be used.
 - The catcher will be positioned in foul territory far enough behind the plate to ensure safety and shall wear head protection. **THE CATCHER WILL NOT PLACE THE BALL ON THE TEE.**
 - Outfielders must be positioned in fair territory at least 15 feet (approximately 5 adult paces) beyond an imaginary line between the bases prior to the ball being hit. An outfielder may not cover a base to affect a force or tag play.
6. **GAME LENGTH / TIME LIMIT.** Each game shall be 4 innings or 60 minutes whichever is shortest.
7. **OVERTHROW / PLAY STOPPAGE.** To stop play after a ball is hit or thrown beyond the baselines (fair or foul); the ball must be retrieved by an infielder (including pitcher and catcher) in fair territory inside the baselines. If a play is made on a runner, the ball remains live. Play is stopped if the infielder controls the ball by holding it over his/her head and calls "TIME". At the call of "TIME", the umpires will determine runners' positions. If a runner is more than halfway, he/she is "awarded" the next base. If not, the runner returns to the previous base.
8. **SPORTSMANSHIP / SAFETY.**
 - **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
 - **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension.

MACHINE PITCH (Ages 6 – 8)

SPRING (Ages 6 – 8)

FALL (Ages 5 – 7)

➤ **RULES BELOW ARE THE SAME FOR BOTH THE SPRING AND FALL SEASONS.**

The **Machine Pitch** Division will play games as per Little League's Minor League Official Regulations and Playing Rules published for the current year modified with the following rules.

1. **BATTING / BATTING ORDER.**

- All players on the team roster will be listed in the batting order and are required to bat in turn. The batting order cannot be changed during the game.
- If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty (**NO OUT RECORDED**).
- When the player arrives, he/she will bat the next time their slot is up.
- If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order (**NO OUT RECORDED**).

2. **NUMBER OF PLAYERS TO START GAME.**

- The game can be started with a minimum of eight (8) players.
- Late arriving players can be placed on defense immediately upon arrival.
- If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
- If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time, the league will try and reschedule the game at a later date.

3. **PLAYING TIME / SUBSTITUTION.** All players are playing the game offensively. Since there are 9 players on defense, with each new inning the manager must rotate the extra players in the field and new players sit on the bench for the next half inning. No player can sit on the bench for more than one defensive inning. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.

4. **RUN LIMIT:** This division will play with a five (5) run limit per inning.

5. **TIME LIMIT:** No new inning will begin after 2 hours 15 minutes.

6. **COACHES.**

- Two adult coaches may be used as base coaches.
- A coach will operate the pitching machine for their OWN team.
- Manager or a coach **must** occupy the dugout at all times.
- Managers and coaches are allowed and encouraged to take a position on the field behind the infielders while their team is on defense.

7. **MACHINE SETTINGS.**

- Machine should set 40 feet from home plate.
- Micro Adjust setting 3.
- Release Block setting 4.
- Power Lever setting 4.

8. **DEFENSIVE ALIGNMENT.**

- There will be 9 players on defense, unless 9 are not available.
- Infielders must occupy the four traditional baseball infield positions.
- A player is placed on either side of the coach/machine operator assuming the defensive position of the pitcher.
- The catcher takes a catcher's normal position with catcher's equipment.

9. MAXIMUM NUMBER OF PITCHES.

- The pitching machine will be set 40 feet from home plate.
- No balls are called.
- No strikes are called unless the batter swings.
- Three missed strikes and the batter is out.
- A maximum of five (5) pitches will be thrown to each batter. The batter is out after these pitches. A foul on the last pitch results in another pitch.

10. OVERTHROW / PLAY STOPPAGE. To stop play after a ball is hit or thrown beyond the baselines (fair or foul); the ball must be retrieved by an infielder (including pitcher and catcher) in fair territory inside the baselines. If a play is made on a runner, the ball remains live. Play is stopped if an infielder controls the ball. At this time, the umpire/coach will determine runners' positions. If a runner is more than halfway, he/she is "awarded" the next base. If not, the runner returns to the previous base.

11. UMPIRE: The Coach/Machine Operator will be the chief umpire. His/her calls are final.

12. SPORTSMANSHIP/SAFETY

- **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
- **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump, does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.

13. OFFICIAL SCOREKEEPER: Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.

MINORS DIVISION (Ages 8 – 11)

The **Minor American** Division will play games as per Little League's Minor League Official Regulations and Playing Rules published for the current year modified with the following rules.

SPRING-MINOR AMERICAN DIVISION (Ages 8 – 10)

1. BATTING / BATTING ORDER.

- All players on the team roster will be listed in the batting order and are required to bat in turn.
 - The batting order cannot be changed during the game.
 - If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty (**NO OUT RECORDED**).
 - When the player arrives, he/she will bat the next time their slot is up.
 - If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order (**NO OUT RECORDED**).
2. **NUMBER OF PLAYERS TO START GAME.**
- The game can be started with a minimum of eight (8) players.
 - Late arriving players can be placed on defense immediately upon arrival.
 - If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
 - If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time the league will try and reschedule the game at a later date.
3. **PLAYING TIME / SUBSTITUTION.** A player cannot sit out two consecutive innings when his/her team is on defense. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.
4. **RUN LIMIT** This division will play with a four (4) run limit per inning. Ten-Run Rule: If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, the home team must bat in its half of the inning.” **Note: 15 runs after 3 innings is not permissible.**
5. **TIME LIMIT:** No new inning will begin after 2 hours 15 minutes.
6. **SPORTSMANSHIP/SAFETY**
- **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
 - **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.
14. **PITCH COUNT**
- The Home team scorekeeper will be the Official Pitch Tracker for the game.
 - The Official Pitch Tracker may NOT be a manager or coach.

- The Official Pitch Tracker MUST be located outside of the dugout.
- The Home team manager MUST turn in the Pitch tracking results to Division Coordinator after the game.

15. OFFICIAL SCOREKEEPER: Both teams should maintain their own scorebook but only the home Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.

SPRING-MINOR NATIONAL DIVISION (Ages 9 – 11)

The **Minor National** Division will play games as per Little League's Minor League Official Regulations and Playing Rules published for the current year modified with the following rules.

1. BATTING / BATTING ORDER.

- All players on the team roster will be listed in the batting order and are required to bat in turn.
- The batting order cannot be changed during the game.
- If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty (**NO OUT RECORDED**).
- When the player arrives, he/she will bat the next time their slot is up.
- If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order (**NO OUT RECORDED**).

2. NUMBER OF PLAYERS TO START GAME.

- The game can be started with a minimum of eight (8) players.
- Late arriving players can be placed on defense immediately upon arrival.
- If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
- If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time the league will try and reschedule the game at a later date.

3. PLAYING TIME / SUBSTITUTION. A player cannot sit out two consecutive innings when his/her team is on defense. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.

4. RUN LIMIT: This division will play with a five (5) run limit per inning. Ten-Run Rule: If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, the **HOME** team must bat in its half of the inning." **Note: 15 runs after 3 innings is not permissible.**

5. TIME LIMIT. No new inning will begin after 2 hours 15 minutes.

6. **SPORTSMANSHIP / SAFETY.**

- **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
- **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.

7. **PITCH COUNT**

- The Home team scorekeeper will be the Official Pitch Tracker for the game.
- The Official Pitch Tracker may **NOT** be a manager or coach.
- The Official Pitch Tracker **MUST** be located outside of the dugout.
- The Home team manager **MUST** turn in the Pitch tracking results to Division Coordinator.

8. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.

9. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.

10. **PLAYER POOL:** Up to 2 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.

FALL-MINOR DIVISION (Ages 7 - 9)

➤ **AGES 7 – 9; NO SEPARATION BETWEEN AMERICAN AND NATIONAL**

The **Minor** Division will play games as per Little League's Minor League Official Regulations and Playing Rules published for the current year modified with the following rules.

1. **BATTING / BATTING ORDER.**

- All players on the team roster will be listed in the batting order and are required to bat in turn.
- The batting order cannot be changed during the game.
- If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty (**NO OUT RECORDED**).
- When the player arrives, he/she will bat the next time their slot is up.

- If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order **(NO OUT RECORDED)**.
2. **NUMBER OF PLAYERS TO START GAME.**
 - The game can be started with a minimum of eight (8) players.
 - Late arriving players can be placed on defense immediately upon arrival.
 - If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
 - If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time the league will try and reschedule the game at a later date.
 3. **PLAYING TIME / SUBSTITUTION.** A player cannot sit out two consecutive innings when his/her team is on defense. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.
 4. **RUN LIMIT:** This division will play with a four (4) run limit per inning. Ten-Run Rule: If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, the **HOME** team must bat in its half of the inning." **Note: 15 runs after 3 innings is not permissible.**
 5. **TIME LIMIT.** No new inning will begin after 2 hours 15 minutes.
 6. **SPORTSMANSHIP / SAFETY.**
 - **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
 - **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.
 7. **PITCH COUNT**
 - The Home team scorekeeper will be the Official Pitch Tracker for the game.
 - The Official Pitch Tracker may **NOT** be a manager or coach.
 - The Official Pitch Tracker **MUST** be located outside of the dugout.
 - The Home team manager **MUST** turn in the Pitch tracking results to Division Coordinator.
 8. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the Home Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.

9. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the Home Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
10. **PLAYER POOL:** Up to 2 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.

MAJOR DIVISION (Ages 10 – 12)

SPRING (10 – 12)

The Major Division will play games as per Little League Baseball Official Regulations and Playing Rules published for the current year modified with the following rules:

1. BATTING / BATTING ORDER

- All players on the team roster will be listed in the batting order and are required to bat in turn (**CONTINUOUS BATTING ORDER**).
- The batting order cannot be changed during the game.
- If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty (**NO OUT RECORDED**).
- When the player arrives, he/she will bat the next time their slot is up.
- If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order (**NO OUT RECORDED**).

2. NUMBER OF PLAYERS TO START GAME.

- The game can be started with a minimum of eight (8) players.
- Late arriving players can be placed on defense immediately upon arrival.
- If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
- If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time the league will try and reschedule the game at a later date.

3. PLAYING TIME / SUBSTITUTION. A player cannot sit out two consecutive innings when his/her team is on defense. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.

4. RUN LIMITS: There will be no run limit for the Major League Division.

5. TIME LIMIT/TIE GAMES. For ALL games, no new inning will begin after 2 hours 15 minutes have elapsed. Tie games may be completed at a later date if time and schedule permit. Tie

games must be completed if their outcome may affect division standings at the end of the season.

6. **SPORTSMANSHIP / SAFETY.**

- **Throwing the bat/equipment in anger:** Players, managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
- **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.

7. **PITCH COUNT:**

- The Home team scorekeeper will be the Official Pitch Tracker for the game.
 - The Official Pitch Tracker may **NOT** be a manager or coach.
 - The Official Pitch Tracker **MUST** be located outside of the dugout.
 - The **HOME** team manager **MUST** turn in the Pitch tracking results to Division Coordinator.
8. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.
9. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
10. **PLAYER POOL:** Up to 2 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.
11. **MERCY RULE:** If one team is ahead by 10 or more runs after 4 innings (3 ½ if **HOME** team), the losing team **shall** concede the game. See little league rule, 4.10e - under notes.

FALL (9 – 12*)

NOTE: *12-YEAR-OLDS WILL REQUIRE A WAVIER TO PLAY IN FALL MAJORS, MAY BE APPROVED WITH BOARD APPROVAL

1. **BATTING / BATTING ORDER**

- All players on the team roster will be listed in the batting order and are required to bat in turn (**CONTINUOUS BATTING ORDER**).
- The batting order cannot be changed during the game.

- If a player is a no-show; their name will be placed at the bottom of the batting order. Their place will be skipped with no penalty **(NO OUT RECORDED)**.
 - When the player arrives, he/she will bat the next time their slot is up.
 - If a player is unable to bat or leaves the game for whatever reason; the batter's position is skipped in the order **(NO OUT RECORDED)**.
2. **NUMBER OF PLAYERS TO START GAME.**
- The game can be started with a minimum of eight (8) players.
 - Late arriving players can be placed on defense immediately upon arrival.
 - If only 8 players play the whole game, NO OUT WILL BE RECORDED for the 9th batter spot.
 - If a team cannot field a team of eight (8) players fifteen (15) minutes after the scheduled starting time the league will try and reschedule the game at a later date.
3. **PLAYING TIME / SUBSTITUTION.** A player cannot sit out two consecutive innings when his/her team is on defense. **EXCEPTION:** A player arriving late must be placed immediately in the batting order at the open spot at the bottom of the order. A player arriving late cannot substitute for a player currently on defense. Defensively, the manager can wait until after a full inning after the inning of arrival to put the late player in the game.
4. **RUN LIMIT:** This division will play with a five (5) run limit per inning. Ten-Run Rule: If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, the **HOME** team must bat in its half of the inning." **Note: 15 runs after 3 innings is not permissible.**
5. **TIME LIMIT/TIE GAMES.** For ALL games, no new inning will begin after 2 hours 15 minutes have elapsed. Tie games may be completed at a later date if time and schedule permit. Tie games must be completed if their outcome may affect division standings at the end of the season.
6. **SPORTSMANSHIP / SAFETY.**
- **Throwing the bat/equipment in anger: Players,** managers or coaches throwing equipment in anger will be given a warning by the umpire. This will also be a team warning. The next individual from the team that throws equipment in anger will be ejected from the game.
 - **Letting go of the bat in an unsafe manner:** Players that "let go" of the bat more than once, the umpire should suggest to the coach that he/she remove the player from the game. If he/she, does it, it's a substitution. If the ump does it, it's an ejection, and in Little League an ejection carries an automatic suspension. Each player's warning should be recorded in scorebook.
7. **PITCH COUNT**
- The **HOME** team scorekeeper will be the Official Pitch Tracker for the game.
 - The Official Pitch Tracker may **NOT** be a manager or coach.
 - The Official Pitch Tracker **MUST** be located outside of the dugout.

- The **HOME** team manager **MUST** turn in the Pitch tracking results to Division Coordinator.
8. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.
 9. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
 10. **PLAYER POOL:** Up to 2 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.
 11. **MERCY RULE:** If one team is ahead by 10 or more runs after 4 innings (3 ½ if **HOME** team), the losing team **shall** concede the game. See little league rule, 4.10e - under notes.

JUNIOR LEAGUE (Ages
SPRING (Ages 13
FALL (Ages 11 –

➤ Rules below are the same



13 – 14)
– 14)
13)

for both the Spring and Fall seasons.

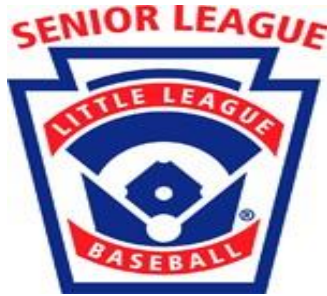
The following regulations and Junior & Senior League Interleague play and take precedence over local league regulations and playing rules; otherwise, the local league regulations for the host league concerning field and facilities use are to be followed as applicable. All other regulations and playing rules, unless specifically modified by these Interleague Regulations and Playing Rules, provided in the current Official Little League Baseball Regulations and Playing Rules apply as written and intended. These interleague Regulations and Playing Rules are subject to modifications as approved and implemented by the interleague Rules Committee.

1. **PREGAME:** **HOME** team is responsible for field preparation, which must be completed 30 minutes prior to game time. The visiting team may use the field 25 minutes prior to game time; the **HOME** team 15 minutes prior to game time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes will be imposed. Both the **HOME** team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game. Managers should be prepared to share information regarding their eligible pitchers prior to the start of the game. (*Refer to chapter 2 section 3)
DUGOUTS: Only eligible players in uniform, manager, and two coaches, shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the

field throughout the game. An adult manager or coach must be in the dugout at all times. The **HOME** team will occupy the first base dugout.

2. **GRACE PERIOD:** There is a 15-minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.
3. **RAINOUTS / CANCELLATIONS:** Do not assume a rainout! Call the appropriate field closure number AND the manager of the opposing team to verify. The **HOME** Team Manager should then contact the appropriate Commissioner/Divisional Vice President for their league ASAP to cancel the umpires.
4. **UMPIRES:** A minimum of one volunteer or contracted umpire will be scheduled by the **HOME** team.
5. **BATTING LINEUPS & SUBSTITUTIONS:**
 - Will use a **CONTINUOUS** batting order with all players present and free defensive substitution at all times.
 - Late arrivals must be placed at the bottom of the batting order with both teams' scorekeepers notified and any player leaving the game before the game ends will be skipped without penalty (provided 9 eligible players remain in the batting order). Courtesy Runners for pitchers, catchers or any position are never allowed.
6. **PLAYER POOL:** Up to 3 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.
7. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
8. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.
9. **BALKS:** Balk warnings for Junior Divisions is at the discretion of the umpire but will not exceed one warning per pitcher.
10. **RUN LIMITS:** Will play with a 5-run limit per inning, with the declared last inning, 7th inning, or any inning following the 7th inning (in case of tied game) allowing unlimited runs (*Exception: If a player hits a home run over the fence, all runs scored on that play will count*).
11. **MERCY RULE:** If one team is ahead by 10 or more runs after 5 innings (4 ½ if **HOME** team), the losing team **shall** concede the game.

12. **TIME LIMITS AND OFFICIAL GAMES:** Once five (5) innings have been completed, for games that have a game following it on the same field, no new inning shall start later than 2 hours and 15 minutes after the actual start time of the game, but in no case shall a game exceed two hours and 45 minutes. Scorekeepers should note in the scorebook the time the game begins per the umpire-in-chief. Innings already in progress will be completed. Games must complete five (5) innings to be considered "Official" games. Interleague games that have completed five (5) innings and are then called due to the above time limit will be considered complete and official games.
13. **TIE GAMES:** Official games that end with a tie score will not be rescheduled or continued at a later date unless the game is required to get the minimum 12 game schedule for one of the teams.
14. **PROTEST COMMITTEE:** All protests must follow rule 4.19 of the Official Little League Baseball Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to the local league president within 24 hours. The game umpire-in-Chief shall also submit a report immediately. All protests involving two Interleague teams shall be handled by a three-person protest committee consisting of the two local league presidents involved (or their designees) and the District Umpire Consultant from the District involved if both teams are from the same District, or from the third non- involved District if the teams are from two different Districts. The committee will report to the District Administrator who is from the District involved if both teams are from the same District or from the third non- involved District if the teams are from two different Districts. That District Administrator's decision is final.



SENIOR LEAGUE (Ages 14 – 16)

The following regulations and playing rules are in effect for all Junior & Senior League Interleague play and take precedence over local league regulations and playing rules; otherwise, the local league regulations for the host league concerning field and facilities use are to be followed as applicable. All other regulations and playing rules, unless specifically modified by these Interleague Regulations and Playing Rules, provided in the current Official Little League Baseball Regulations and Playing Rules apply as written and intended. These interleague Regulations and Playing Rules are subject to modifications as approved and implemented by the interleague Rules Committee.

SPRING (Ages 14 – 16)

1. **PREGAME:** **HOME** team is responsible for field preparation, which must be completed 30 minutes prior to game time. The visiting team may use the field 25 minutes prior to game time; the **HOME** team 15 minutes prior to game time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes will be imposed. Both the **HOME** team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game. Managers should be prepared to share information regarding their eligible pitchers prior to the start of the game.
2. **DUGOUTS:** Only eligible players in uniform, manager, and two coaches, shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the field throughout the game. An adult manager or coach must be in the dugout at all times. The **HOME** team will occupy the first base dugout.
3. **GRACE PERIOD:** There is a 15-minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.
4. **RAINOUTS / CANCELLATIONS:** Do not assume a rainout! Call the appropriate field closure number AND the manager of the opposing team to verify. The **HOME** Team Manager should then contact the appropriate Commissioner/Divisional Vice President for their league ASAP to cancel the umpires.
5. **UMPIRES:** A minimum of one volunteer or contracted umpire will be scheduled by the **HOME** team.

6. **BATTING LINEUPS & SUBSTITUTIONS:** Will follow the Official Little League Baseball Regulations and Playing Rules.
7. **PLAYER POOL:** Up to 3 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.
8. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
9. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.
10. **BALKS:** Balk warnings shall not be given for Senior League Division pitchers.
11. **RUN LIMITS:** There will be no run limit for the Senior League Division.
12. **MERCY RULE:** If one team is ahead by 10 or more runs after 5 innings (4 ½ if **HOME** team), the losing team **shall** concede the game.
13. **TIME LIMITS AND OFFICIAL GAMES:** Once five (5) innings have been completed, for games that have a game following it on the same field, no new inning shall start later than 2 hours and 15 minutes after the actual start time of the game, but in no case shall a game exceed two hours and 45 minutes. Scorekeepers should note in the scorebook the time the game begins per the umpire-in-chief. Innings already in progress will be completed. Games must complete five (5) innings to be considered "Official" games. Interleague games that have completed five (5) innings and are then called due to the above time limit will be considered complete and official games.
14. **TIE GAMES:** Official games that end with a tie score will not be rescheduled or continued at a later date unless the game is required to get the minimum 12 game schedule for one of the teams.
15. **PROTEST COMMITTEE:** All protests must follow rule 4.19 of the Official Little League Baseball Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to the local league president within 24 hours. The game umpire-in-Chief shall also submit a report immediately. All protests involving two Interleague teams shall be handled by a three-person protest committee consisting of the two local league presidents involved (or their designees) and the District Umpire Consultant from the District involved if both teams are from the same District, or from the third non- involved District if the teams are from two different Districts. The committee will report to the District Administrator who is from the District involved if both teams are from the same District or from the third non- involved District if the teams are from two different Districts. That District Administrator's decision is final.

FALL (Ages 13 – 16)

1. **PREGAME: HOME** team is responsible for field preparation, which must be completed 30 minutes prior to game time. The visiting team may use the field 25 minutes prior to game time; the **HOME** team 15 minutes prior to game time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes will be imposed. Both the **HOME** team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game. Managers should be prepared to share information regarding their eligible pitchers prior to the start of the game.
2. **DUGOUTS:** Only eligible players in uniform, manager, and two coaches, shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the field throughout the game. An adult manager or coach must be in the dugout at all times. The **HOME** team will occupy the first base dugout.
3. **GRACE PERIOD:** There is a 15-minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.
4. **RAINOUTS / CANCELLATIONS:** Do not assume a rainout! Call the appropriate field closure number AND the manager of the opposing team to verify. The **HOME** Team Manager should then contact the appropriate Commissioner/Divisional Vice President for their league ASAP to cancel the umpires.
5. **UMPIRES:** A minimum of one volunteer or contracted umpire will be scheduled by the **HOME** team.
6. **BATTING LINEUPS & SUBSTITUTIONS:** Will use a **CONTINUOUS** batting order with all players present and free defensive substitution at all times.
7. Late arrivals must be placed at the bottom of the batting order with both teams' scorekeepers notified and any player leaving the game before the game ends will be skipped without penalty (provided 9 eligible players remain in the batting order). Courtesy Runners for pitchers, catchers or any position are never allowed.
8. **PLAYER POOL:** Up to 3 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine-player lineup. Pool players may not play any more defensive outs than any roster player, must bat at the bottom of the lineup (unless additional roster players arrive late, and may play any defensive position except pitcher.
9. **OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the **HOME** Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.
10. **OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the **HOME** Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.
11. **BALKS:** Balk warnings shall not be given for Senior League Division pitchers.

12. **RUN LIMITS:** There will be no run limit for the Senior League Division.
13. **MERCY RULE:** If one team is ahead by 10 or more runs after 5 innings (4 ½ if **HOME** team), the losing team **shall** concede the game.
14. **TIME LIMITS AND OFFICIAL GAMES:** Once five (5) innings have been completed, for games that have a game following it on the same field, no new inning shall start later than 2 hours and 15 minutes after the actual start time of the game, but in no case shall a game exceed two hours and 45 minutes. Scorekeepers should note in the scorebook the time the game begins per the umpire-in-chief. Innings already in progress will be completed. Games must complete five (5) innings to be considered "Official" games. Interleague games that have completed five (5) innings and are then called due to the above time limit will be considered complete and official games.
15. **TIE GAMES:** Official games that end with a tie score will not be rescheduled or continued at a later date unless the game is required to get the minimum 12 game schedule for one of the teams.
16. **PROTEST COMMITTEE:** All protests must follow rule 4.19 of the Official Little League Baseball Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to the local league president within 24 hours. The game umpire-in-Chief shall also submit a report immediately. All protests involving two Interleague teams shall be handled by a three-person protest committee consisting of the two local league presidents involved (or their designees) and the District Umpire Consultant from the District involved if both teams are from the same District, or from the third non- involved District if the teams are from two different Districts. The committee will report to the District Administrator who is from the District involved if both teams are from the same District or from the third non- involved District if the teams are from two different Districts. That District Administrator's decision is final.



CHAPTER 4

COMPLAINT PROCESS

In the case of a regular member (not a player), DTQ's procedure is for a committee appointed by DTQ's President to gather complaints, in writing if possible. The committee should consist of the president, vice president, the appropriate division coordinator and any other individuals deemed appropriate. The committee reports its findings to DTQ's Board of Directors.

At this point, the board could dismiss the case, or could send written notice to the accused, stating the charges in general, as well as when and where to appear to answer the charges.

DISCIPLINING a member should not be confused with **NOT RE-APPOINTING** a member to a specific position, such as manager, coach or umpire. If the DTQ President does not choose to re-appoint a person (annually), he or she **SHOULD NOT** give any reason for doing so.

At the disciplinary meeting for regular members:

- Re-state charges for the record.
- Give the accused ample opportunity to respond.
- Board could decide to take no further action.
- Board could decide to draft a warning or letter of reprimand.
- Board could decide to revoke all, or part of the person's membership privileges for a specific period of time, but not longer than the remainder of the fiscal year.
- Any punishment must be approved by two-thirds vote of the board.

After any disciplinary meeting, the board shall notify the regular member of the board's decision in writing.

In the case of a player member, the player member should present the complaint to the manager for resolution.

If the complaint cannot be resolved, then the player member contacts the player agent and division coordinator. If the complaint cannot be resolved, then the player member contacts the DTQ president. The player member presents the complaint in writing to the DTQ President. The DTQ complaint form or some other form of written correspondence such as a letter or memo is acceptable.

The DTQ President will convene a Complaint Committee consisting of the president, vice president, a player agent, a coaching coordinator, and any other individuals deemed appropriate.

The Complaint Committee gathers complaints, in writing if possible, and reports its findings to the DTQ board. The board could dismiss the case, or could send written notice to the accused, stating the charges, as well as when and where to appear to answer the charges. The player's manager should also be present.

At the disciplinary meeting for a player member, the DTQ board will:

- Re-state charges for the record.
- Give the accused ample opportunity to respond.
- Board could decide to take no further action.
- Board could decide to draft a warning or letter of reprimand.

- Board could decide to revoke all or part of the person's player membership privileges for a specific period of time, but not longer than the remainder of the season. Any punishment must be approved by 2/3 vote of the board.

After any disciplinary meeting, the board shall notify the player member of the board's decision in writing.

The total time from receipt of the complaint to a decision by the Complaint Committee should be resolved as soon as possible.

CHAPTER 5

TOURNAMENT TEAM INFORMATION

This League will support two types of post-season tournament teams: All-Star teams and District 9 Fun Tournament teams. The League intends to support five All-Star teams: Little League (9/10), Little League (11), Little League (Major), JR League and SR League and. The League will support as many 10U and 12U Fun Tournament teams as possible.

ALL STARS TEAMS

MANAGER AND COACHES SELECTION PROCESS.

The manager and coaches must meet the criteria per the Tournament Rules and Guidelines for SR League, JR League, Little League (Major), Little League (9/10/11) and Little League (8/9/10). Anyone from this group desiring to be an All-Star Manager must submit an application addressing the below criteria to the President. The Nominating Committee (President, VP, Major Coordinator, JR/SR Coordinator and Player Agents) will review the applications and present a list of the committee's recommendation for the All-Star manager. The President will then present the nomination to the Board for approval. If the candidate is not approved by the board, then the committee will recommend another for approval until a manager is selected. All-Star coaches (1 or 2) will be selected by the All-Star Manager.

CRITERIA FOR CONSIDERATION.

- Experience as a team manager in DTQ and other leagues.
- Experience in all-star competition as a manager/coach in DTQ and other leagues.
- Success as a manager regarding season record and compliments and complaints.
- Commitment and availability.
- League/Board involvement and experience in DTQ and other leagues.
- Other information pertinent to selection.

[ALL-STAR TEAM COMPOSITION.](#)

LEVEL	AGES	ELIGIBILITY	#PLAYERS/TEAM
SR League	15 & 16	SR players only	*Min 12 – Max 16
JR League	13 & 14	SR and JR players	*Min 12 – Max 14
LL (Majors)	10, 11 & 12	Majors players only	*Min 12 – Max 14
11	9, 10 & 11	Major, Minors	*Min 12 – Max 14
10	8, 9 & 10	Major, Minors	*Min 12 – Max 14

***The league will select the minimum number of players per team by that division selection process. Additional players up to the maximum may be selected by the All-Star manager using any method he/she desires.**

ALL-STAR TEAM SELECTION PROCESS

The Player Agent and Division Coordinator will oversee the selection of the All-Star players. Players selected must be available for the duration of all-star season as well as be committed to probable daily practices and game schedules. The All-Star Manager will replace players who are not available. All Star Majors Coach should have first selection and then selections will be made in descending order (11U*, 10U*, and Fun Tournament). (If needed: the committee can call in the minors managers and minors coordinator during the all-star selection meeting for input.)

SENIOR LEAGUE

STEP 1: Every SR League player (15 & 16) will vote for nine (9) players from the list of eligible candidates. The top four (4) players receiving the most votes are elected to the All-Star team. Players tied for the fourth slot will make the team. These positions will come from the managers' selection list (STEP 2).

STEP 2: After the four players from STEP 1 are known, the SR managers will vote for the next six (6) players for the team. The managers' vote must be a majority and managers cannot vote for any of their own players.

STEP 3: The All-Star Manager will select the remaining players using any method he/she desires.

JUNIOR LEAGUE

STEP 1: Every 13- and 14-year-old players (JR & SR) will vote for nine (9) players from the list of eligible candidates. The four (4) players receiving the most votes are elected to the All-Star team. Players tied for the fourth slot will make the team. These positions will come from the managers' selection list (STEP 2).

STEP 2: After the four players from STEP 1 are known, the JR & SR managers will vote for the next six (6) players for the team. The managers' vote must be a majority and managers cannot vote for any of their own players.

STEP 3: The All-Star Manager will select the remaining players using any method he/she desires.

LITTLE LEAGUE MAJORS (10-12)

STEP 1: Every Major division player will vote for nine (9) players from the list of eligible league age 12 yr. old candidates in the Majors division. The top four (4) players league age 12

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receiving the most votes are elected to the All-Star team. Players tied for the fourth slot will make the team. These positions will come from the managers' selection list (STEP 2).

STEP 2: After the four (4) players from STEP 1 are known, the Major Managers & League President will vote for the next six (6) league age 10-12 yr. old players for the All-Star Team. The managers' vote must be a majority and a manager cannot vote for any of their own players.

STEP 3: The All-Star Manager will select the remaining league age 10-12 yr. old players using any method he/she desires.

LITTLE LEAGUE 11U (9-11)

STEP 1: The All-Star selection committee (President, Major Division Coordinator & Player Agent) will consider all the manager's submissions and select nine (9) players.

STEP 2: The All-Star Manager will select the remaining players using any method he/she desires.

LITTLE LEAGUE 10U (8-10)

STEP 1: The All-Star selection committee (President, Major Division Coordinator & Player Agent) will consider all the managers' submissions and select nine (9) players.

STEP 2: The All-Star Manager will select the remaining players using any method he/she desires.

ALL STAR TEAMS ADVANCING PAST DISTRICT TOURNAMENT

The league will pay for the following expenses for All Star teams traveling past the District 9 tournament.

- Gas for up to 3 vehicles carrying players to and from the tournament site. (One round trip)
- 6 Hotel rooms. (This includes any free rooms provided by the host league). Each room will house 2-3 players of the same gender and a Little League approved chaperone. The chaperones will include the team manager, the 2 coaches & team parent. (If needed: Senior Division is allowed up to two players per chaperone; max 16 players).
- All meals for players, manager, 2 coaches & team parent. Players will eat as a team. Meals begin once the team reaches the tournament site. If the tournament host offers free meals for the team, these should be taken advantage of to keep costs down.
- Laundry of players' uniforms.
- Team manager and team parent are responsible for keeping all receipts. DTQ will not reimburse for any missing receipts.

FUN TOURNAMENT TEAMS

MANAGER AND COACH SELECTION.

Managers not selected as an All-Star manager may be selected as Fun Tournament managers.

The Fun Tournament Team Manager will select fun Tournament Team coaches.

PLAYERS SELECTION.

- All Minor/Major players (ages 8–12) not selected on an All-Star team or have opted not to play on an All-Star tournament team will be placed on a team.
- Players must be available for the duration of the Fun Tournament season as well as be committed to probable daily practices and game schedules.
- Fun Tournament Team Manager may freeze four (4) regular season players.
- Fun Tournament Team Managers will then draft players from the remaining pool of candidates. Drawing numbers will determine position in the draft.
- Trading players are authorized if agreeable to the managers and the parents of the players involved.
- The Player Agent, Tournament Coordinator(s), and Vice President will handle Player disputes.

Teams within in age group will be designated DTQ ORANGE, WHITE, BLACK, etc., as needed. Teams may not be called “All Star” teams. Note – age groups are determined by the D9 Tournament Director – typically the teams are 10U and 12U.

