Current DLL Local Rules
Farm

Current as of 01/08/2025

Note: DLL Local Rules are part of the DLL By-Laws which are approved by the DLL Board on a yearly basis.

Davis Little League (hereafter DLL) is a program of service to our youth. It is geared to provide an outlet of healthy activity and baseball training under good leadership in the atmosphere of wholesome community participation. DLL is dedicated to helping children become good and decent citizens. It establishes the values of teamwork, sportsmanship and fair play.

Sportsmanship Guidelines

DLL strongly supports good sportsmanship and positive player development. We strive to embody that while honoring the game of baseball in all selection and training of managers, coaches, umpires, etc. DLL believes in modeling these principles by all involved in DLL at all times.

1. Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game without warning and/or removal from the park. Examples of poor sportsmanship include: throwing equipment, using illegal equipment, bad language, taunting or unsportsmanlike gesturing, arguing with umpires, and harassing anyone (players, spectators, umpires, coaches).

2. A player may lose his/her privilege to play in one or more future games for disciplinary reasons provided that:

    a. The VP of Baseball Operations approves such action in advance,
    b. The opposing manager is notified prior to start of game, and
    c. The action is recorded in the scorebook as player being absent.
    d. Before such action is taken, every effort should be made to resolve the problem by talking with the parents and the VP of Baseball Operations.

3. Individual team rules, which identify player and family participation and cooperation guidelines, exist for each team. For disciplinary purposes, failure to recognize or comply with the team rules may result in reduced playing time. Managers will make significant disciplinary decisions in conjunction with the VP of Baseball Operations.

4. Any player who misses more than four (4) consecutive games may be dropped from the roster. This action must be initiated by the manager to the VP of Baseball Operations and approved by the Board.

5. Any player who misses 4 consecutive practices maybe benched for the next game. The Division Rep and the VP of Baseball Operations must be notified if this occurs and an appeal can be made for extenuating circumstances through them.

Practice Guidelines

Farm Practice times:

- One and a half (1.5) hours maximum at DLL fields
- One and a half (1.5) hours maximum for DLL Batting cages.
  NOTE: Batting and field times be held “together”, but they cannot be back-to-back.
- Two (2) hours maximum at other locations.
- No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours unless game time is extended for allowable reasons.
- A game, practice session, bullpen session or cage session is considered a “contact” or “touch”.
- A practice that involves field, bullpen, and/or cage work is considered 1 contact.
- Two (2) contacts are the suggested minimum, and four (4) contacts are the suggested maximum per calendar week.

Field Responsibilities

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for 10 minutes twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper
5. Farm: Provides volunteer plate umpire and two game balls

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for 10 minutes thirty (30) minutes prior to game time.

4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, runner's lane, and dragging/raking the field after each game.
6. Farm: Provides volunteer base umpire.

Batting Cages:

Farm

1. Batting cages are not reserved for AA or Farm games. If managers would like to use cages prior to games, they must reserve them through the normal cage reservation process.

Field Personnel:

Players

- Players on the official rosters of participating teams. ALL team roster changes (e.g., player injury, illness, resignation, release, etc.) must be reported to the VP of Baseball Operations within 24 hours of first knowledge.

Umpires

- Umpires must be approved by the Umpire in Chief (special exception as needed for parents recruited "on the spot Umpires: must be on the field and may not be in either team's dugout during game. Umpires are NOT to coach while on the field umpiring. No person, including parents and siblings, (except for the scorekeeper) may be sitting or standing directly behind the backstop or dugout and/or engaging with any player in the dugout during a game.
- Farm – One umpire is required from each team.

Video and Photography

- The game Umpire in Chief will approve any photographers on the field or any recording device attached to any part of the field.
- Any device attached to the field may not be used to challenge any call by an umpire If a manger introduces recorded evidence during a challenge: The umpire

will immediately rule against the manger introducing the evidence and the manager will be ejected from the game

Base Coach(es)

- **Farm**: Base coaches must only be adult coaches.

Managers and Coaches

- Only those adults approved by DLL can be left alone with and providing supervision for players in the league. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season.
- Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. Failure to do so may result in ejection. Note: managers/coaches may not manage or observe from stands or behind backstop during the game.
- For Farm – One Manager and three coaches are allowed. Furthermore, when behavioral or safety concerns warrant an additional parent in or near the dugout, this is allowed when vetted through the divisional representative.
- At least one adult manager/coach is required to be in the dugout at all times.
- For Farm - One Defensive coach is permitted to be in the outfield in fair territory during play for instructional purposes, but shall not physically assist a player, nor touch a live ball. They are to provide coaching between plays, not while the ball is live. This defensive coach will be allowed during the initial weeks of the season for developmental purposes, but is not intended to add competitive advantage, so the defensive coach will not be in the field after the May 1st.

Game Time Limits:

Farm:

- No new inning will begin after 1 hour and 15 minutes (75 minutes).
- All games are limited to 5 innings unless there is a tie; a 6th inning may be played in that circumstance if time (1) permits.

Note: The Umpire-in-Chief shall be the official timekeeper and will note the official start time to the scorekeeper.

Mandatory Playing Time

Batting

- Farm players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team's first game each calendar month.

Note 1: If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill, or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

Note 2: Farm - Late arriving players will bat in their normal batting order. The Manager is responsible for notifying the umpire and scorekeeper of absences and late arrivals.

Defensive Playing Time

Farm

- DLL requires every player participate defensively for a minimum of 50% of total team innings played at games at which they were present during the entire season and every player will participate in each game defensively for a minimum of nine (9) outs (three innings).
- All players must start at least 50% of the games at which they were present during the regular season.

Note 1: Managers are responsible for completing all rotations by the end of the 5th inning. Once this has occurred, unlimited substitution is allowed.

Penalty: If a player does not play the minimum amount required, the player involved shall start the next scheduled game, and play any previous requirement not completed as well as the minimum requirement for this current game before being substituted.

Shortened game: a player with incomplete defensive innings is required to play the first three (3) defensive innings of the next game. This applies to any circumstance,

including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings.

Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

Additional Local League Rules:

1. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach will remove the player from the remainder of the game. Note: Intentionally throwing the bat (or helmet or any other piece of equipment) is unsportsmanlike conduct and the umpire may eject said player under rule 9.01(d). Such ejection shall not occur while a play is in progress and will take effect when no further action is possible in that play.

League Specific Rules for Farm

- There must be a minimum of seven (7) players per team to play a game. There may be a maximum of nine (9) players on the field for defense.
- An inning is complete after 3 outs or 5 runs or batters have gone through the lineup one time.

No Walks and Coach Pitch Rules:

- The coach will position him/herself from in front of the pitching no closer than 30 feet. rubber, but both of the coach's feet must stay within the pitcher's mound circle (measured as a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle). As they pitch their feet shall not touch outside of the pitching mound circle. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated.
- The coach will throw overhand from a knee or standing position. The batter will not be awarded a base if hit by a coach pitch
- If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base, except when, in the umpire's judgement, such contact is a deliberate action on the part of the coach pitcher (in that case, the batter will be out for the coach's interference). Other runners will only advance if forced.
- If a coach is not comfortable pitching, they may request that the opposing coach or parent volunteer to pitch on their behalf.
- The fielding pitcher may stand no closer to home plate than the pitching coach and must be within ten (5) feet of the pitching rubber.

At Bats:

- Only missed swings and foul balls will be called strikes.
- No balls will be called, and no walks will be awarded.
- An at bat will consist of no more than six (6) pitches, however, additional pitches are allowed if the 6th pitch, and subsequent pitches, are foul balls.
- Infield fly rule does not apply. Stolen Bases are not permitted
- Every ball hit into fair territory will be considered a single, unless the batter is put out by a defensive player, with runners advancing one base. On a hard-hit ball to the outfield the Umpire in Chief may, at their discretion, award the batter a double and all runners advance two bases from their position when the ball was hit.
- A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., a five-foot radius centered on a spot 12" in front of the

pitcher’s plate; this makes a ten-foot diameter circle). and/or the umpire has signaled "time".

- The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play.
- Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gains possession of the ball in the "pitching area". This is a judgment call on the part of the umpire.