

JUNIOR DEPUTY SENIOR LEAGUE SPRING 2026 SEASON INFORMATION & LOCAL LEAGUE OPTIONS

I. LEAGUE SETUP

Goals

Junior Deputy Senior League (JDSL) is a league focused on the development of and competition between thirteen to sixteen-years-old baseball players. JDSL is a draft and retention league.

The first half season is designed for all age eligible players with the exception of players participating on high school baseball teams.

The second half season is designed for all age eligible players including high school baseball players upon the completion of their high school season.

Eligibility

Little League age is determined by a player's age as of August 31, 2026. *See* 2026 Little League Age Chart included as **Attachment 1**.

13-year-olds: Birth dates from 9/1/2012 to 8/31/2013.

14-year-olds: Birth dates from 9/1/2011 to 8/31/2012.

15-year-olds: Birth dates from 9/1/2010 to 8/31/2009.

16-year-olds: Birth dates from 9/1/2009 to 8/31/2010.

No player who will be over age 16 or under age 13 as of September 1, 2026, can participate in the Spring 2026 Season of JDSL. Any player requesting an exception to the age requirements must be recommended to and approved by the JDSL Commissioner (Carter Stein).

Registration and Fees

See www.juniordeputy.com for details.

Organizations & Divisions of Play

For Spring 2026, JDSL will consist of four organizations: Braves, Cardinals, Sox, and Tigers

Each organization will have a general manager(s) responsible for all operations.

Schedule

For Spring 2026, JDSL will have a defined first half and second half. Each half will last roughly six weeks.

Outdoor practices are scheduled to begin February 22nd.

The first half of the regular season will be from March 30th until May 8th.

The second half of the regular season will be from May 11th until June 18th.

All teams will be scheduled to play a total of 15 regular season games with 6 games scheduled for the first half of the season and 9 games scheduled for the second half of the season.

Single elimination tournaments will be from June 13th to June 18th.

June 18th is the drop-dead date for the Spring 2026 season.

Uniforms

For Spring 2026 only, JDSL will supply hats to each player sponsored by UAMS Orthopaedics.

JDSL will not supply player jerseys. JDSL organizations are responsible for supplying jerseys.

JDSL will supply Senior League and Junior Deputy patches to any team requesting them. JDSL is not responsible for sewing or ironing the patches.

II. ROSTER RULES & TEAM REQUIREMENTS

Once a player is drafted into an organization, the player stays with that organization until the player ages out of JDSL. The lone exception is the JDSL Commissioner, upon a request from a player's parents or guardians and the approval of the player's current organization's manager, may release a player from an organization.

With the exception of organizations making draft room trades for newly drafted players, trading players is not allowed.

A non-released player who leaves JDSL shall return to the organization from which he or she was last rostered, provided the organization has an opening on its roster.

For the JDSL first half season, there will be one division.

For the JDSL second half season, there will be three divisions: Minor, Mid-Major, and Major.

Minor

Intended for 13- and 14-year-olds. 15- and 16-year-olds are not allowed to play.

Mid-Major

Intended for 13-, 14-, and 15-year-olds. 16-year-olds may play Mid-Major with the written permission of the Commissioner.

Major

Intended for 14-, 15- and 16-year-olds. 13-year-olds may play Major with the written permission of the Commissioner.

Players may only pitch in one division of play. For example, a 14-year-old player that pitches for his organization's Mid-Major team is ineligible to pitch for his organization's Minor team. This rule change is intended to force organizations to develop more pitchers and to avoid the trap of "swinging down" a better, older pitcher to create a competitive advantage. The Commissioner will consider written requests to allow a player a one-time "pitching transfer" to a different division of play for the remainder of the season.

Attachment 2 color codes the levels of play available to each player.

III. DRAFTS

February Draft

Players who are new to JDSL for the Spring 2026 season will be evaluated and drafted in a February 2026 Draft. The draft order will be determined by the inverse order of the Spring 2025 JDSL season standings. To be eligible for the draft, a player must attend an evaluation. Failure to attend an evaluation means a player will be assigned to an organization for Spring 2026 only.

There may be separate draft pools for non-dual participating players and dual participating players.

August Draft

Players who are new to JDSL for the Fall 2026 season will be evaluated and drafted in an August 2026 Draft. The draft order will be determined by the inverse order of the Spring 2026 JDSL season standings. To be eligible for the draft, a player must attend an evaluation. Failure to attend an evaluation means a player will be assigned to an organization for Fall 2026 only.

There may be separate draft pools for non-dual participating players and dual participating players.

Legacy Rule

A brother or stepbrother of a “roster player,” or child or stepchild of the organization’s manager, may join the same organization at the discretion of the organization’s manager and will not cost the team a draft choice.

A “roster player” is defined as:

- A) a player who played with the JDSL organization the preceding spring season.
- B) a player unable to play the previous spring season with his drafted JDSL organization due to medical reasons.
- C) a player who is drafted in the immediately preceding JDSL draft.
- D) a player who does not play with his drafted Senior League organization in the preceding spring season for any reason thought satisfactory by the JDSL Commissioner.

The JDSL Commissioner, in consultation with the JDLL Commissioner, will provide a list of all projected legacy players to the organizational managers by August 1st. Prior to the rising class evaluations, organizational managers will notify the JDSL Commissioner of their intentions for each legacy player projected for their organization. The JDSL Commissioner, in consultation with the JDLL Commissioner, will notify the parents or guardians of each legacy player about their status prior to the rising class evaluations.

IV. MULTIPLE TEAM PARTICIPATION ALLOWED

Players who have been drafted into a Senior League organization may participate (defined as practicing or playing games) in another baseball league or on a travel team during the JDSL season so long as the dual participating player informs the JDSL Commissioner of the dual participant’s travel team or other league team so that pitcher eligibility may be determined. See Little League Regulation I(g.).

V. LEAGUE VOTING

In all questions requiring organizational votes, each organization is entitled to cast one vote. The vote may be cast by anyone chosen by the organizational manager(s). Tie votes will be broken by the JDSL Commissioner.

VI. EQUIPMENT

Metal spikes (cleats) **are not allowed**.

Molded cleats, turf shoes and athletic shoes are allowed.

13 and 14-year-old players may use bats with barrels up to 2 5/8 inches and stamped USA Baseball or bats stamped BBCOR. *See* Little League Baseball Rule 1.10 / Junior League.

15 and 16-year-old players are required to use bats stamped BBCOR. *See* Little League Baseball Rule 1.10 / Senior League.

BBCOR bats are required in all Major games.

USSSA bats with barrels up to 2 3/4 inches and stamped 1.15 BPF **are not allowed**.

VII. FIELD SETUP

Practices and games on Dickey Field.

The first base dugout will be the visiting team's dugout. The third base dugout will be the home team's dugout.

On deck circle is available. The on deck batter must utilize the circle behind the batter.

VIII. GAME LENGTH

The official game time, to be kept by the umpire, shall begin when the first official pitch is thrown. The game clock operator should make every effort to have the game time on the scoreboard reflect the official game time kept by the umpire.

JDLL adopts the Local League Option of 1 hour 45-minute games for Minor and Mid-Major games and 2 hours for Major games. Any inning which has been started prior to the time limit expiring will be completed. However, no new inning will begin with less than 5 minutes remaining on the game clock. *See* Little League Baseball Rule 4.10(c)(2).

A regular season game can end in a tie.

League tournament games will continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. *See* Little League Baseball Rule 4.10(b).

IX. GAME SETUP

If the Junior Deputy Baseball website shows the fields as open, then teams are expected to play. Only the JDSL Commissioner or umpires may delay the start times due to rain or inclement weather.

After the home plate meeting between umpires and head coaches, the home plate umpire has sole authority to suspend or postpone play due to rain or inclement weather. *See also* Junior Deputy Baseball Lightning Detection System and Procedures.

Home team will supply at least three new and/or slightly used game balls per game. The balls must meet Little League specifications. *See* Note following Little League Rule 1.09. The home plate umpire will not accept practice baseballs or synthetic baseballs.

A representative of the visiting team must keep the scoreboard and the official time. A representative of the home team will be required to score the game in GameChanger in real time to resolve questions about batting order, determining the number of outs, or number of runs scored in an inning. These representatives are considered game officials. They must be adults, must remain neutral during the game, and must refrain from excessive cheering.

Prior to the start of the game, the manager or acting manager of each team will enter their lineup information and batting order into GameChanger. The information in GameChanger shall have each player's first name, last name, uniform number, and starting position. A player arriving late to a game may be added to the bottom of the batting order.

X. GAME PLAY

All games shall be played by the Little League Rule Book with the exception of the Local League Options noted here.

See Playing Rules Summary posted in the Dickey Field dugout and attached here as ***Attachment 3***.

All divisions will follow Little League Baseball rules and regulations specific to Senior League with the lone exception being that 13 and 14-year-old players are allowed to use the bat standards allowed for the Junior League division when playing in Minor and Mid-Major games. *See* Little League Baseball Rule 1.10 / Junior League.

A game may not start or continue with less than eight players on each team. *See* Local League Options of Little League Baseball Rules 4.16(b) and 4.17. If at any point during the game, a team has fewer than eight players, the game will be declared a forfeit.

JDSL adopts Little League Baseball Rule 4.04, Note 3 and, accordingly, if a team starts a game with only 8 players in the batting order, then an out will be called when the 9th position in the batting order is at bat.

Teams are required to use a continuous batting order.

Maximum 5 runs per inning.

At the completion of the game, each team handles picking up its dugout and bleacher area.

Upon completion of the last game of the day, teams must:

- 1) Remove and dispose of all trash from the dugouts and bleacher areas;
- 2) Return the scoreboard controller to the score room and lock both doors;
- 3) Lock the JDSL equipment storage; and
- 4) If JDSL is the last division to finish play, then lock both restroom doors.

Pitching

The number of pitches, and eligibility to pitch in the next game, will be based on the box scores kept in GameChanger.

Pitch Smart guidelines apply to all JDSL and multiple participation players. The JDSL Commissioner will update and publish pitcher eligibility by 3:00 pm on all weekday game nights. Any questions or concerns are to be discussed between JDSL managers and a player's travel team coaches. Neither JDSL managers, nor travel team coaches should rely on a player or player's parent(s) to communicate pitch counts. Any violations should be reported to the JDSL Commissioner, immediately.

In addition to Pitch Smart guidelines, if a player pitches outside of JDSL on a day that, according to Pitch Smart, the player should be observing a day of rest, then the player will have his pitch count aggregated for the last day pitched. For example, a 14-year-old player throws 35 pitches in a non-JDSL travel tournament on Saturday. According to Pitch Smart, the player should not pitch on Sunday. However, the player pitches on Sunday and throws 40 pitches. Instead of calculating the player's rest days based on the 40 pitches the player threw on Sunday, JDSL will aggregate the player's pitches making the player's pitch total for Sunday 75 pitches. JDSL will require the player to rest for 4 days.

A violation of Little League Baseball Regulation VI – Pitchers shall result in the following penalties:

- First violation in a season - Manager or acting manager of the team is suspended for the next scheduled game for that team.

- Second violation in a season - Manager or acting manager of the team will be suspended for the next seven days and will not be present at Junior Deputy during the team's games and/or practices for those seven days.
- Third violation in a season - Manager or acting manager of the team will be suspended for the rest of that season and will not be present at Junior Deputy during the team's games and/or practices for the rest of the season;

A third violation in a season will also result in the manager or acting manager of the organization being suspended for the rest of the season. The suspended organizational manager or acting manager may be reinstated following a hearing by the Junior Deputy Board of Directors; and

A third violation in a season will also result in the manager or acting manager of the team being ineligible to serve as a manager, head coach, or assistant coach for any Junior Deputy all-star and/or tournament team for the next twelve months.

An organization will receive 5 Commissioner's Cup points for actions taken to prohibit an opposing team from violating Little League Baseball Regulation VI – Pitchers. In order to receive the 5 bonus points, the umpire must note the prevention of a rules violation in the game report to the Umpire-in-Charge. The larger goal of Junior Deputy Baseball is to foster a culture where managers, coaches, and umpires prioritize player health and work together as a program to keep players healthy.

XI. FORFEITS

If a team forfeits a game for any reason the organizational general manager(s) will be suspended (not eligible to participate in games or practices) until he or she files a written report with the JDSL Commissioner explaining any mitigating circumstances causing the forfeit. The JDSL Commissioner will review the written report and consider whether the mitigating circumstances call for relief from penalty. If relief is denied, then the forfeiting team shall be penalized at the discretion of the JDSL Commissioner up to and including a deduction of Commissioner's Cup points and draft penalties.

XII. SCORES AND RECORDS

JDSL will be a GameChanger league with separately maintained divisions.

The divisional standings kept in GameChanger will be the official league standings.

XIII. COMMISSIONER’S CUP

The below points will be awarded for the following orders of finish:

Minor Tourney	Minor 1st Half Season	Minor 2nd Half Season
1) 200	1) 200 (Tigers .625)	1) 200
2) 180	2) 180 (Cardinals .583)	2) 180
3) 160	3) 160 (Braves .458)	3) 160
4) 140	4) 140 (Sox .250)	4) 140
Mid-Major Tourney		Mid-Major 2nd Half Season
1) 200		1) 200
2) 180		2) 180
3) 160		3) 160
4) 140		4) 140
Major Tourney		Major 2nd Half Season
1) 200		1) 200
2) 180		2) 180
3) 160		3) 160
4) 140		4) 140

At the end of the season, the Jon Piechocki Commissioner’s Cup trophy will be awarded to the organization with the most points. A Commissioner’s Cup runner-up trophy will be awarded to the organization with the second most points. These trophies will be updated yearly and will remain in the Dickey Field score room.

Teams which tie in the standing will share the points for the place tied and the next highest place.

Draft orders for August and February will be the inverse finish of the Commissioner’s Cup standings.

Commissioner’s Cup points earned by a combination team will be split evenly between the two organizations that formed the combination team.

An organization will receive 10 Commissioner’s Cup points for each player that makes their high school baseball team. These points will be applied to next year’s total. The larger goal of Junior Deputy Baseball is to grow the game of baseball in our community, and these bonus points are to encourage JDSL managers to prepare and develop their players for the transition to high school baseball. The 10 bonus points will only be awarded once per player when that player makes their high school baseball team for the first time.

XIV. SPORTSMANSHIP

JDSL will not tolerate unsportsmanlike conduct or abuse of coaches, parents, players, or umpires.

All coaches, players and fans must be in emotional control or risk being removed from the game at the discretion of the Umpire.

Any ejection of a manager or coach will require the manager or coach to report to the Rules Committee for a Code of Conduct violation. The Rules Committee may impose additional sanctions.

JDSL adopts the local league option found in the note of Little League Baseball Rule 9.01(d), which states:

The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

As described in Little League Baseball Regulation XIVa. and Little League Baseball Rule 4.19, Note 1, players, managers, coaches, umpires, league representative, or spectators who engage in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, may be subject to the following penalties:

- In-person, written, and/or oral apologies as required by the Junior Deputy Rules Committee
- In-person attendance at meetings of the Junior Deputy Rules Committee and/or Junior Deputy Board of Directors;
- Suspension from practice(s) ;
- Suspension from games(s);
- Suspension for season(s);
- Permanent removal from Junior Deputy program; or

- Any other penalty that is deemed appropriate by the Rules Committee and/or Junior Deputy Board of Directors.

An organization will receive 5 Commissioner's Cup points for exceptional acts of sportsmanship. In order to receive the 5 bonus points, the umpire must note the exceptional act of sportsmanship in the game report to the Umpire-in-Charge. The larger goal of Junior Deputy Baseball is to foster a culture where players, managers, coaches, umpires, league representatives, and spectators behave in a manner that reflects well upon our program and community.

XV. UMPIRES / GAME OFFICIATING

Two umpires will be scheduled to work all JDSL games. The home plate umpire will conduct a 1-minute plate meeting prior to the start of the game. The purpose of the meeting is for introductions and to provide an opportunity to ask any questions. Pitching eligibility for both teams must be discussed at the plate meeting.

XVI. GAME PROTEST & APPEALS

Any game protest must be made per Little League Baseball Rule 4.19.

Any non-game protest of the JDSL Season Information & Local League Options must be made in writing by an organization's general manager(s) to the JDSL Commissioner.

XVIII. EJECTIONS

In the event a player, manager, coach, parent, or fan is ejected, then that player, manager, coach, parent, or fan will not be eligible to return to Junior Deputy Baseball Park until he or she meets before the Rules Committee regarding the Code of Conduct violation.

The Rules Committee will attempt to hold all post-ejection meetings within forty-eight (48) hours of the ejection and may issue up to a one-game suspension without the matter being presented to the JDSL Board of Directors.

Before the Rules Committee imposes a multi-game suspension, or removal from the JDSL program entirely, the Rules Committee must present the matter to the JDSL Board of Directors for approval by a majority vote.

For all post-ejection meetings involving a player, the player's manager, coach, and a parent/guardian must attend the meeting with the player.

XIX. TOURNAMENT TEAMS

For Summer 2026, JDSL looks to fill one Junior (60/90) team for 13 to 14-year-olds, and one Senior (60/90) team for 13 to 16-year-olds.

JDSL tournament team rosters will have 12 or more players giving more players the opportunity to participate in summer tournament play.

Manager Selections

JDSL managers have priority in the selection process to manage Junior League and Senior League tournament teams. In the event there are not enough interested JDSL managers, then Senior League assistant coaches will be considered.

Tournament team managers will be selected by the JDSL Commissioner and approved by the Board of Directors. Selection criteria will include past tournament team coaching experience, league season results, and a review of on-field behavior.

Player Selections

All league players are tournament team eligible so long as they meet Little League age and residency or school enrollment eligibility.

The tournament team selection committee (JDSL organization managers, assistant coaches, and board members) will meet to select players based on:

- a) league season performance;
- b) tournament team player evaluations; and
- c) tournament team selection ballots.

JDSL managers, assistant coaches, board members, and players taking part in tournament team evaluations will all be able to cast selection ballots.

The same method of selection will be used for all JDSL tournament teams.

XXII. ADDITIONAL RESOURCES

Little League Rules, Regulations, and Policies

<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

JD Field Status

<https://www.juniordeputy.com/Default.aspx?tabid=844384>

JD Field Schedule

<https://www.juniordeputy.com/Default.aspx?tabid=993938>

JD Live

<https://watch.yourgamecam.com/>

<https://www.juniordeputy.com/Default.aspx?tabid=1014512>

APPROVED by JDLL Board of Directors at Annual Meeting of Members
on November 13, 2024

CHANGES by Carter C. Stein on 5-27-2026

2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2022	2022	2022	2022	2022	2022	2022	2022	2021	2021	2021	2021	4
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	5
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	13
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	14
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	15
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2026.



2026 Junior Deputy Little League Baseball Rule Summary

Reviewed 5-27-2026

		Minors (9/10/11)	Majors (10/11/12)	Juniors (13/14)	Seniors (15/16)
Non-wood Bats		USABat Certification Required		USABat or BBCOR	BBCOR
Mandatory Play		6 defensive outs			
No new inning after		10 pm			
Pitchers	Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year-old: 95
	Rest	1 – 20 pitches: no rest 21 – 35 pitches: 1 calendar day 36 –50 pitches: 2 calendar days rest. 51 – 65 pitches, 3 calendar days; 66+: 4 calendar days.			1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.
	Multiple Games	May only pitch in one game per day		If < 31 pitches thrown in first game.	
	Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.			
	Suspended Game Resumed Next Day	If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h)			Same, except 30/60 pitches instead of 20/40
	Returning to Mound	Pitchers once removed from the mound may not return as pitchers.		A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.	
	Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)			
	Intentional Walk	Once per batter, team may request an “unpitched” intentional walk. Remaining pitches are added to pitch count.			
Player Re-entry		Continuous batting order is required. Players may be entered or re-entered defensively at any time.			
Defensive Conferences		Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own “count” of visits, which resumes if pitcher returns to mound later in the game.	
Mercy Rule		15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.		15 runs after 4 innings, 3 ½ if home team is ahead 10 runs after 5 innings, 4 ½ if home team is ahead	
3rd Strike not caught		Batter is out		Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.	
On-Deck Batters		Not allowed.		Allowed.	
Illegal Bat		Batter is out (unless defense opts for result of play). Batter and manager both ejected.			
Batter’s Box		Batters must keep one foot in the batter’s box except for certain specified conditions. Penalty: Warning, then strike.			
Special Runners		With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.			
Adults		One manager and two coaches permitted regardless of number of players			
Protests		Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before umpires leave field at the end of the game.			
Unsportsmanlike Conduct		The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense.			

This chart is intended as a reference summary of the various LL playing rules. It does not cover every possible circumstance and is not a substitute for reading and fully understanding the regular season rules sections of the Official Playing Rules.