

# Coast Division Rules

Board Approved 2026

1. Unless indicated below or by the DPLL Board of Directors, the Little League Rule Book should be utilized at all times. Listed below is some of the more important LL rules and Local Rules that are modified Little League rules.
2. **Game & Inning Length:** A game is 6 innings with no new inning beginning after 1 hour thirty minutes. Scorekeepers shall notify umpire and both team managers 5 minutes prior to time limit. An inning is over after 3 outs or after 5 runs has scored.
3. **Playing Time:** All players are in the batting order and free substitution is allowed. Each player must play a minimum of one inning on the infield and one inning in the outfield in each game (catcher is not considered an infield position). **PLAYERS MAY NOT PLAY THE SAME POSITION MORE THAN 3 INNINGS IN THE SAME GAME.** Players may not sit out defensively for more than one inning at a time or for more than two innings per game. Repeat violations of these rules may result in suspension of the manager by the Board of Directors.
4. **Ten defensive players:** are allowed. Four of these players must be positioned on the outfield grass until the ball is hit. The defensive player on the pitching mound must have at least one foot on the pitching rubber until the ball is hit.
5. **Fill-In Players:** Teams must play if they have only 9 players. However, if a team has 8 or 9 players and the opposing team has 10 or more players, the team with more players must select one or two to play defensively for the shorthanded team. These Fill-In players should alternate every inning or two, will bat for their real team, and should be substituted for immediately when they are “in the hole” or due up third in the inning. Teams with 9, but not 8 players, may choose not to use a Fill-In player.
6. There is no bunting, base stealing, infield fly rule or penalty for balks. On-deck batters are not allowed. All bats and other equipment must be kept inside the dugout for safety reasons.
7. **Catchers:** The defensive team provides its own catcher with protective gear, i.e., mask, shin guards and chest protector. The catcher may use any type of glove and, although encouraged to do so, need not wear a cup.
8. **A Maximum of Four Adult Coaches,** (this includes the manager) with an approved Little League Volunteer Background Check Application on file with the DPLL Board of Directors, are allowed in the dugout. While these four may change from game-to-game, only three coaches (and the manager) may receive Volunteer credit. The manager or one of the three coaches must be in the dugout at all times.
9. **Pitcher-Coach:** A pitcher-coach must be one of the three approved coaches (or the manager) who receive volunteer credit for the offensive team. If the pitcher-coach or his/her equipment is hit directly by a batted ball, it shall be treated as no pitch. Otherwise, if the pitcher-coach interferes with a defensive play, the batter is out and runners must return to their bases.

The pitcher-coach will pitch overhand from a marked spot in front of the pitcher’s mound (35’ from home plate).

This spot should be marked and both pitcher-coaches should pitch from the same area throughout the game. The pitcher-coach can either throw from one knee on the ground or standing up. The pitcher coach will be sure not to interfere with the defensive player at all times.

10. **Umpire:** Each team provides one parent per game. Team Parents will be in charge of coordinating and scheduling umpires for the team. Games cannot start until two umpires are present - one behind the plate, one in the field. They can swap every other inning if they desire. Coaches cannot serve as umpires while simultaneously coaching. Umpire Volunteers with an approved Little League Volunteer Background Check Application on file with the DPLL Board of Directors, should be provided with a copy of the rules, and a conference should be held before the start of the game with both team managers and the Umpire to review the rules. Failure to provide umpire can result in drop of one position in seeding for tournament.

11. Batters may receive a maximum of 6 pitches, may strike out on 3 strikes, and may not walk or advance to first if hit by a pitch. The designated umpire does not call balls or strikes, but players should be warned as they approach the 6th pitch. A batter may not be called out on a foul ball or foul tip that isn't caught in the air by a fielder.
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12. Thrown Bats: After hitting the ball and the play has ended, a batter who has thrown the bat rather than dropping it will be warned once per game. Umpire will notify managers and scorekeepers of player who received warning. Additional throwing of the bat during that game will result in the batter being called out and all runners returning to their bases.
  13. Dead Ball: Play is stopped, the ball is dead, and runners may not advance when a defensive player has control of the ball and asks the umpire for time out when any of the three following situations exist: a) the player touches home plate; b) the player is inside the designated pitcher's circle, which is the dirt around the pitcher's mound; c) the player has control of the ball on or near the base path, ahead of the most advanced runner and no other runners have the opportunity to advance; d) the ball is thrown to 2<sup>nd</sup> base. Once the ball is dead, the umpire will decide which bases the runners are entitled to, utilizing the "past the half-way" rule.  
  
"Half-way rule": A runner who is past the half way line when the umpire declares a dead ball may advance to the next base. A runner that is not half way when a ball is declared dead must return to the previous base. A runner who is tagged out between bases, before the umpire has declared a dead ball, will be called out.
  14. Tie Games: will not be completed at a later date and will be recorded as such in the standings.
  15. Scorekeepers: Games cannot begin without two scorekeepers, one from each team, and they must sit together. Scorekeepers shall inform the umpire when a team is batting out-of-order. The correct batter will replace the incorrect batter and begin with no strikes. If an incorrect batter reaches base before the discovery is made, there is no penalty and the correct batter will miss that time at bat and have to wait until his or her next correct time to bat in the order.
  16. Championship: League Championship and seeding for the tournament will be determined based on league play. Trophies will be awarded to league champion. Tiebreakers for seeding are 1. Head to head, if then still tied 2. Least amount of runs allowed during season 3 Coin Flip. During the last two weeks of the season teams will play in a double elimination tournament. Medallions will be awarded to tournament champion and second place tournament team.
  17. Base Running: All base runners may only advance one base on any thrown ball not caught at any base that remains in the playing field.
  18. Home team is to provide a brand new game ball.
  19. Per Little League International new rule for 2016, a player aged 5 or 6 can only play in Coast if they have played 1 year of Little League Tball.
  20. One defensive coach is allowed to be in the outfield while their team is on the field. This is to allow for instruction during game situations to help players understand how to better play the game.
  21. Field set up: A line shall be marked between 1<sup>st</sup>/2<sup>nd</sup>, 2<sup>nd</sup>/3<sup>rd</sup> and 3<sup>rd</sup>/home plate in order to help determine the "half-way rule". On a field that does not have a pitcher's mound, a 10-foot pitcher's circle should be drawn, centered around a pitcher's stripe 46 feet from home plate. The coach-pitcher's spot should be marked at 35' from home plate.

