

# DPLL Majors Division Rules 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 are some of the more important LL rules and Local Rules, which are modified LL rules.
2. **Pre-Game and During-Game Warm-Ups:** Players who warm up pitchers must wear a mask and chest protector if they are in the crouch position. If necessary, adults can warm up pitchers but the more kid involvement the better. All pre-game warm-ups must occur in a safe area. For reasons of safety, no warm-ups or playing catch with hardballs are allowed in the corridors between fields or in the open space between the snack shack, big field and parking lot. Warm-ups may take place beyond the outfield fences if it is safe to do so.
3. **Playing Time:** All players are in the batting order and must not sit out defensively for more than 3 innings per game. Free substitution is allowed except for the positions of pitcher and catcher. If a player does not play the required 9 defensive outs and have at least one at bat due to mismanagement of the line-up or a shortened game (e.g., the home team wins in a 5 1/2 inning game), that player must start the next game and meet these requirements before being removed. Failure to follow this rule will result in a one game suspension of the manager.
4. **The Run Rule:** Please see Little League rules for 8,10,15 run rule, rule 4.10e.
5. **Pitching and Balks:** Please see Little League Rules for pitching rules/days of rest. **There are no balks, only illegal pitches.** Illegal pitches are called balls and runners may not advance a base, unless the batter reaches base safely as a result of the pitch. Pitchers shall only receive pitch signs from the catcher. Umpires may call an automatic ball each time they feel a pitch sign is being given directly to the pitcher from a coach.
6. **Three Coaches** (this includes the manager) with an approved Little League Volunteer Background Check for 2026 on file with the DPLL Board of Directors are allowed in the dugout. Two adult base coaches are allowed as long as there is an adult coach in the dugout.
7. **Sliding:** Player cannot slide headfirst while advancing. Player can slide headfirst when retreating to a base. It is not required for a player to slide at a base, including home. As stated in Rule 7.08(a)(3) — “Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.” If the runner does not slide with a play being made, he/she must attempt to get around the fielder.
8. **Time Limit:** There is no limit to length of time for games in the Majors, even on Saturdays.
9. **Tie Games:** Tie games may be scheduled for completion at the earliest possible date by the Division Vice President.

Refer to the LL Rulebook for rules governing the completion of tied games.

10. **Suspended Games:** Games that have reached the official limit of 4 innings (3 1/2 if home team is ahead) and are suspended due to darkness, rain or other are officially over and will not be continued unless the game is tied. Suspended games that have not reached the official limit of innings will be completed as soon as possible and begin exactly from the point of suspension in accordance with the LL Rulebook **Umpire Judgment Call:** The Plate Umpire will terminate play when he/she believes conditions are too hazardous to continue. Scores and statistics in games suspended prior to completion of the

bottom of an inning will revert back to the score at the top of the inning, unless the home team is ahead. Suspended games that have not completed one full inning will be replayed from the start.

11. **Thrown Bats:** After hitting the ball and the play has ended, a batter who has thrown rather than dropped the bat, will be warned once. Managers are strongly advised to administer discipline.

12. **One Scorekeeper from each Team** must be present and sitting together before the game may begin. They should first check back in the scorebook and notify the umpire if any players should be starting due to lack of minimum play in their team's previous game. **Scorekeepers must not say anything if a team is batting out-of-order.** They must notify the umpire immediately if they are aware of pitch count violations. All substitutions must first be announced to the Plate Umpire.

13. **Championship:** League Championship and seeding for the tournament will be determined based on league play. Medals will be awarded to regular season league champion. Rings or trophies will be awarded to tournament champion. Tournament champion will play in the Freeway Series. Tiebreakers for seeding are 1. Head-to-head, if then still tied 2. Least amount of runs allowed during season 3 Coin Flip.

14. **Fill-In Players and 9 Player Minimum:** The purpose of the Fill-In Players is to try and avoid postponement or forfeiture of games due to a team being short-handed. NOTE: Players may not be "borrowed" from an opponent; they must be assigned by the Player Agent.

A pool of players will be assembled by the league's Player Agent, consisting of players selected from all team rosters in the Majors division. The pool will exclude players drafted in the first four (4) rounds, as well as those drafted in the final two (2) rounds of the Majors division player draft. The Player Agent will contact the parents of all Fill-In Players in the pool to determine if they would mind them playing an occasional game for another Majors team, if/when needed and if available.

The Player Agent will create and run the pool of Fill-in Players, and will create a random order (*known only to the Player Agent*) by which Fill-in Players shall be assigned, as needed, to teams who expect to be short-handed. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.

When a Major team suspects that it might have only 9 or fewer players for a game, that team's manager must immediately notify the Player Agent. The Player Agent will then refer to the Fill-In list, select the next player in line that is not playing for the opposing team, contact the Fill-In Player's parents to receive permission for that player to participate, and provide specific information about the game.

A Majors team may not use more than two (2) Fill-In Players per game. The Fill-In Players shall be pointed out to the plate umpire and opposing manager, and shall be noted as "Fill-In Players" in the official scorebook. They need not wear a uniform, although it is recommended that they do so.

Fill-in players who are called, and show up at the scheduled game after all of these procedures have been followed, must play at least nine (9) consecutive defensive outs, shall bat at least once, and may play any position as determined by the short-handed team's manager, except for pitcher .

Major games may not begin or continue if a team has less than nine (9) players. Teams that do not have 9 players to begin a game will be allowed one postponement per season as long as the team has made every effort to contact the Player Agent to acquire Fill-In players. Subsequent short-handed games will result in forfeiture. Once a game has begun, if a team has less than nine (9) players as a result of illness, injury, early departure, or ejection, the game is immediately suspended and should be treated by the plate umpire and in the official scorebook as any other suspension, e.g. darkness or rain. Managers who are aware they will only have nine (9) players to start a game may consider acquiring a Fill-In player in case they lose a player during the game. Violation or manipulation of these rules may result in game forfeiture.

**15. Replacement Players:** If the need for a permanent Replacement Player arises during the course of the regular season through serious illness, injury, change of address, or other justifiable reasons, Regulation III (d.) in the Little League Baseball Rulebook shall govern. The manager of a team in need of a permanent Replacement Player shall have ten (10) calendar days to comply with the selection of a replacement. However, selecting a replacement player from a Minors division team during the last two weeks (14 calendar days) of the regular season schedule shall be prohibited, and the Majors division team which lost a player may play out the remainder of the regular season (and playoff tournament) with the remaining active players on their roster.