

Deep Run Little League Philosophy and Rules

The major objective of the Deep Run baseball program is to provide wholesome opportunities for the children of DRVSA to develop from their experiences, favorable habits and attitudes through the baseball programs.

The Baseball Board and DR coaching staff serve for two reasons: first, to teach skills so that the children may improve themselves and derive more satisfaction and enjoyment of the game; second, to teach and instill values – values that will enable them to improve as individuals, and values that they will carry with them throughout life.

2024 Little League Division Directors and Board Members

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Challenger (ages 4-21+)

Backyard Ball (Age 3) - see Backyard Ball documents

QuickBall / Little Sluggers (Age 4)

QuickBall / Rookies (Age 5)

See QuickBall documents

SINGLE A (AGES 6-7)

A successful season is not based on whether you have won or lost games, but rather if ALL PLAYERS have HAD FUN, learned to play EVERY POSITION, and are excited to return the following season!

1. **No SCORES or STANDINGS kept.**
2. **Field Dimensions:** 50 ft. base paths / pitcher's plate 38 ft. from back of home plate to front of pitcher's rubber.
3. **Batting Order:** Every player present shall be placed in the batting order. All team members per half inning or 3 outs whichever comes first. First 4 weeks after 3 outs clear the bases, ensure everyone gets equal at-bats.
4. **Playing Requirements:** Every player in the line-up must play an infield and outfield position for a minimum of one inning. Players may not sit for two consecutive innings.
5. **Game Time Limit:** Games are 4 innings or 1 hour 30 minutes of play. Post-game competitions shall end after 2 hours of total play.
6. **Pitches Per Batter:** 5 overhand coach pitches **FROM A KNEE** maximum, then if during coach pitch fails to hit the ball, either roll a ball to infield and batter runs to first base or use a batting tee. **Please note that pitching from a knee puts you at the players' level and helps them develop better hitting skills.** Last ball cannot be a foul.
7. **No walks.**
8. **Defense:**
 - a. Player(s) place at side and slightly behind pitcher
 - b. 1st, 2nd, 3rd, and SS
 - c. Catcher (must wear protective cup), screen may be used
 - d. 3 Outfielders (on grass)
9. **Protective Gear:** Batters and runners must wear protective batting helmets
10. **Recording an Out:** To record an out, a ball must be thrown when normally required. If a player is ruled out he must return to the dugout.
11. **Ball Hit to Outfield:** When a ball is cleanly hit to the outfield, not as a result of an error, a batter may try for a double, no triples or home runs.
12. **Baserunners:** Base runners may only advance to the next base, unless the batted ball is cleanly hit to the outfield as noted above, in that case the runner can advance to the next base only.
13. **Overthrown Balls:** No advances on overthrown balls.
14. **Fielding Errors:** No advances on errors.
15. **NO ON DECK BATTER!**
16. **COACHES DEFENSE:** ONLY 2 position coaches will be allowed on the field of play. These coaches are to be positioned in left-center field and right-center field and are encouraged to provide instruction to the defensive players. All teams should work toward being able to remove these coaches from the field by the midway point of the season. Review removing coaches from the field for defense help after 4 weeks.
17. **COACHES OFFENSE:** The offensive team will be allowed up to 4 coaches during the game. These coaches should be positioned as follows:
 - a. First Base Coaches Box
 - b. Third Base Coaches Box
 - c. Pitcher's Mound
 - d. Home Plate
18. **Umpiring:** There are no umpires supplied for this level and each coach must work together in the spirit of good sportsmanship to ensure that each play is called fairly.
19. Any disagreements must be discussed quietly and calmly away from the players. Arguments between coaches, players, and parents are not permitted.
20. If a mutual agreement can't be reached, then seek the Division Director to make the final decision or Rocks, Paper, Scissors (seriously).
21. **Post-game Competition:** Coaches are encouraged to end games with a skills competition which is fun and teaches players how to win and lose gracefully.
22. **Sportsmanship:** Both teams will line-up and shake hands at the conclusion of every game.
23. **Injury Reports:** All injuries should be reported to the Safety Officer and Division Director.
 - a. Morgan Roller and Ryan Alderfer
24. **Game Report:** The board may ask the winning coach to collect photos from the team's parents and write up the highlights of the game in a paragraph to be posted on DR Baseball social media. Players from both teams should be mentioned.

DOUBLE A (AGES 8-9)

A successful season is not based on whether you have won or lost games, but rather if ALL PLAYERS have HAD FUN, learned to play EVERY POSITION, and are excited to return the following season!

1. There are no standings. However, the official score will be kept and may be submitted.
2. **Field Dimensions:** 60 ft. base paths / pitcher's plate 46 ft. from back of home plate to front of pitcher's rubber.
3. **Bats:** Only USA Baseball and solid wood bats approved for play. It is the responsibility of the head coach to ensure their team players are using approved baseball bats. Umpire has the right to remove non-approved equipment AND dock the offending team by striking the previous play and/or runs scored if the use of non-approved bat is found.
4. **Courtesy runner:** Mandatory courtesy runner for catcher allowed with 2 outs
 - a. This rule is optional during league playoffs
5. **Batting Order:** Every player present shall be placed in the batting order. Bat through the lineup or 3 outs whichever comes first.
6. **Playing Requirements:** Every player in the line-up must play an infield and outfield position for a minimum of one inning. Players may not sit for two consecutive innings.
7. **Game Time Limit:** Week night games are 6 innings or to dark, as determined by the umpire. Saturday games are 6 innings or 2 hours of play. A new inning shall not be started after 1 hour 50 minutes from the scheduled start time. At the completion of the inning, the game is over, ties are acceptable. No exceptions. The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
8. **Pitching Eligibility:** Players must earn a "pitching pin" which signifies that they are ready and capable to pitch. Pins are awarded during league-sanctioned clinics or by individual coaches.
9. **Pitching:** A pitcher may only pitch 3 innings per game and 6 innings per week. One pitch constitutes an inning. A week is Sun - Sat. Pitch counts should be held to:
 - a. 8 year olds should not exceed 50 pitches per day
 - b. 9 year olds should not exceed 75 pitches per day
 - c. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - d. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - e. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - f. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
 - g. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed
10. **Coach Pitch:**
 - a. The first two (2) games of the season are COACH PITCH (coaches pitch to their own team)
 - b. Games three (3) and higher (subject to change)
 - i. Innings 1-2 are COACH PITCH (coaches pitch to their own team)
 - ii. Innings 3-4 are KID PITCH
 - iii. Innings 5-6 are KID OR COACH PITCH
 - c. For the first six (6) games of the season, there will be **NO WALKS**. After a pitcher delivers a fourth ball, the coach shall come in to pitch the remainder of the at-bat. Count will start with 1 strike max for the new at bat regardless of the number of strikes when the 4th ball was thrown. This rule is subject to be extended past the first six games.
 - d. Coaches are encouraged to pitch from a knee.
11. **Hit by Pitch:** If a pitcher hits three (3) batters in the same inning or a total of four (4) batters in one game he should kindly be removed from the mound. He may not return to the mound for the remainder of the game.
12. **Pitcher consultation:** The manager may go to the mound to visit his pitcher and team. If he goes to the mound on a third visit in any one inning, he must change pitchers. Third time in a game to the same pitcher then they must change pitchers.
13. **NO ON DECK BATTER!**
14. Play ends after the last batter in the lineup gets an at bat. The final play of the inning will be the NATURAL ending of the play.
15. **Official Infield:** On all fields, the official infield is where the infield dirt meets the outfield grass.
16. **Advancing Runners:** Runners shall not advance and play shall be halted when an infielder takes possession and controls the ball in the infield unless the fielder continues to pursue a play.
17. **Overthrows:**
 - a. A runner is allowed to take only one base on an overthrow into the outfield. No advancing on overthrows in the infield.
 - b. For the first three (3) games, there is NO advancing home on any overthrows. This rule is subject to be extended past the first three games.
18. **Infield Fly:** "Infield Fly Rule" is not in effect.
19. **Base runners:** must stay in contact with the base until the ball crosses the plate.
20. **Base Stealing:**
 - a. Runner may attempt to steal a base when the ball crosses home plate.
 - b. Runners shall be allowed to steal 2nd & 3rd base; one base per pitch, no advance on overthrows.
 - c. Running on a past ball at home plate counts as a steal.
 - d. Steals are limited to three per team per half inning. Coaches shall notify each other and players at this point.
 - e. Batter may not go from home to second on a walk.
 - f. For the first three (3) games, only stealing of 3rd base is permitted. This rule is subject to be extended past the first three
21. **Run Limit:** A 5-run per inning rule is in effect through the first 4 innings, after 4 innings 10 runs are allowed. Note: continuation scoring will not be allowed past 5 runs; if the batter hits the ball to score the 5th run the play will stop and side is retired. The only way more than 5 runs can be scored is on a home run (over the fence). The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
 - a. If the ten-run rule is reached in under two hours, the score may be reset to 0-0 and a scrimmage game played for the remaining time (switch home / away teams)
22. **COACHES DEFENSE:** ONLY 2 position coaches will be allowed on the field of play. These coaches are to be positioned in left-centerfield and right-center field and are encouraged to provide instruction to the defensive players. All teams should work toward being able to remove these coaches from the field by the midway point of the season
23. **COACHES OFFENSE:** The offensive team will be allowed up to 4 coaches during the game. These coaches should be positioned as follows:
 - a. First Base Coaches Box
 - b. Third Base Coaches Box
 - c. Pitcher's Mound
 - d. Home Plate
24. **Umpiring:** If an umpire fails to show up, by mutual agreement of the head coaches, a game shall be played if a substitute umpire(s) can be found prior to 30 minutes after the scheduled game start time. It is recommended that two (2) substitute umpires be used (a parent from each team).
25. Any disagreements must be discussed quietly and calmly away from the players. Arguments between coaches, players, and parents are not permitted.
26. If a mutual agreement can't be reached, then seek the Division Director to make the final decision or Rocks, Paper, Scissors (seriously).
27. **Sportsmanship:** Both teams will line-up and shake hands at the conclusion of every game.
28. **Injury Reports:** All injuries should be reported to the Safety Officer and Division Director
29. **Game Report:** The board may ask the winning coach to collect photos from the team's parents and write up the highlights of the game in a paragraph to be posted on DR Baseball social media. Players from both teams should be mentioned.

TRIPLE A (Ages 10-11)

A successful season is not based on whether you have won or lost games, but rather if ALL PLAYERS have HAD FUN, learned to play EVERY POSITION, and are excited to return the following season!

1. There are no standings. However, the official score will be kept and may be submitted.
2. **Field Dimensions:** 60 ft. base paths / pitcher's plate 46 ft. from back of home plate to front of pitcher's rubber.
3. **Bats:** Only USA Baseball and solid wood bats approved for play. It is the responsibility of the head coach to ensure their team players are using approved baseball bats. Umpire has the right to remove non-approved equipment AND dock the offending team by striking the previous play and/or runs scored if the use of non-approved bat is found.
4. **Courtesy runner:** Mandatory courtesy runner for catcher allowed with 2 outs
 - a. This rule is optional during league playoffs
5. **Batting Order:** Every player present shall be placed in the batting order. The inning ends after 3 outs.
6. **Playing Requirements:** Every player in the line-up must play an infield and outfield position for a minimum of one inning. Players may not sit for two consecutive innings. Unlimited defensive substitution - move players around and teach them to play their position.
7. **Game Time Limit:** Week night games are 6 innings or to dark, as determined by the umpire. Saturday games are 6 innings or 2 hours of play. A new inning shall not be started after 1 hour 50 minutes from the scheduled start time. At the completion of the inning, the game is over, ties are acceptable. No exceptions. The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
8. **Pitching:** A pitcher may only pitch 3 innings per game and 6 innings per week. One pitch constitutes an inning. A week is Sun - Sat. Pitch counts should be held to:
 - a. 9 - 10 year olds should not exceed 75 pitches per day
 - b. 11 - 12 year olds should not exceed 85 pitches per day
 - c. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - d. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - e. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - f. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
 - g. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed
9. **Coach Pitch:** In the same inning if the pitcher walks 1 batter, the batter goes to first. If the pitcher should walk two consecutive batters, the coach will come in to pitch to the second kid who walked and start with a 1 - 1 count... no exceptions. Once the coach has pitched to the batter, this resets the pitcher's walk count back to zero.
10. **Balks:** The manager and pitcher shall be notified of violations. No other action to be taken other than to educate the pitcher.
11. **Hit by Pitch:** If a pitcher hits two (2) batters in the same inning or a total of three (3) batters in one game he should kindly be removed from the mound. He may not return to the mound for the remainder of the game.
12. **Pitcher consultation:** The manager may go to the mound to visit his pitcher and team. If he goes to the mound on a third visit in any one inning, he must change pitchers. Third time in a game to the same pitcher then they must change pitchers.
13. **NO ON DECK BATTER!**
14. **Official Infield:** On all fields, the official infield is where the infield dirt meets the outfield grass.
15. **Advancing Runners:** Runners shall not advance and play shall be halted when an infielder takes possession and controls the ball in the infield unless the fielder continues to pursue a play.
16. **Overthrows:**
 - a. A runner at first or second base is allowed to take only one base on an overthrow. NO PLAYER IS PERMITTED TO ADVANCE HOME ON AN OVERTHROW. A PLAYER MUST BE ADVANCED TO HOME BY A BATTED BALL OR FORCED HOME BY A WALK.
17. **Infield Fly:** "Infield Fly Rule" is not in effect.
18. **Base runners:** must stay in contact with the base until the ball crosses the plate.
19. **Base Stealing:**
 - a. Runners shall be allowed to steal 2nd, 3rd, and home; one base per pitch, no advance on overthrows.
 - b. Steals are limited to six per team per half inning. Coaches shall notify each other and players at this point.
 - c. Running on a past ball at home plate counts as a steal.
 - d. Batter may not go from home to second on a walk.
 - e. For the first three (6) games, only stealing of 2nd and 3rd base is permitted. This rule is subject to be extended past the first six games.
20. **Bunt Slash/hit:** If a batter indicates that they are going to bunt, they are not permitted to pull the bat back and attempt a swing. A batter will be notified of the violation. No other action to be taken other than to educate the batter.
21. **Run Limit:** All innings have a 5 run limit except the 6th or announced last inning. Note: continuation scoring will not be allowed past 5 runs; if the batter hits the ball to score the 5th run the play will stop and side is retired. The only way more than 5 runs can be scored is on a home run (over the fence). The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
 - a. If the ten-run rule is reached in under two hours, the score may be reset to 0-0 and a scrimmage game played for the remaining time (switch home / away teams)
22. **Umpiring:** If an umpire fails to show up, by mutual agreement of the head coaches, a game shall be played if a substitute umpire(s) can be found prior to 30 minutes after the scheduled game start time. It is recommended that two (2) substitute umpires be used (a parent from each team).
23. Any disagreements must be discussed quietly and calmly away from the players. Arguments between coaches, players, and parents are not permitted.
24. If a mutual agreement can't be reached, then seek the Division Director to make the final decision or Rocks, Paper, Scissors (seriously).
25. **Sportsmanship:** Both teams will line-up and shake hands at the conclusion of every game.
26. **Injury Reports:** All injuries should be reported to the Safety Officer and Division Director
27. **Game Report:** The board may ask the winning coach to collect photos from the team's parents and write up the highlights of the game in a paragraph to be posted on DR Baseball social media. Players from both teams should be mentioned.
28. **Overthrows:**
 - a. No runner can advance on a throw from a catcher that involves the act of stealing a base.
 - b. A baserunner can not be called out by the umpire for running through first base and turning his head or body the wrong way. If a runner starts towards second then he can be tagged out.
 - c. Runners can advance 1 base on each overthrow. If the ball continues to be thrown base to base the batter can keep advancing one base. NO runner can advance from 3rd to home on an overthrow.

MAJORS

Little League rules will govern all play with the following exceptions:

1. **Field Dimensions:** 70 ft. base paths / pitcher's plate 50 ft. from back of home plate to front of pitcher's rubber.
2. **Bats:** Only USA Baseball and solid wood bats approved for play. It is the responsibility of the head coach to ensure their team players are using approved baseball bats. Umpire has the right to remove non-approved equipment AND dock the offending team by striking the previous play and/or runs scored if the use of non-approved bat is found.
3. **Coaches:**
 - a. Adult base coaches at 1st and 3rd bases at all times.
 - b. 4 adults / coaches max per dugout
4. **Courtesy runner:** Mandatory courtesy runner for catcher allowed with 2 outs. Courtesy runner is the last out.
 - a. This rule is optional during league playoffs
5. **Batting order:** Batting order consists of the entire roster.
6. **Playing Requirements:**
 - a. All players should play 4 innings provided a full 6 inning game is played
 - b. All players should play 2 innings provided a full 4 inning game is played
7. **Game Time Limit:** Week night games are 6 innings or to dark, as determined by the umpire. Saturday games are 6 innings or 2 hours of play. A new inning shall not be started after 2 hours from the scheduled start time. At the completion of the inning, the game is over, ties are acceptable. No exceptions. The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
8. **Pitching:** A pitcher may only pitch 3 innings per game and 6 innings per week. One pitch constitutes an inning. A week is Sun - Sat. Pitch counts should be held to:
 - a. 9 - 10 year olds should not exceed 75 pitches per day
 - b. 11 - 12 year olds should not exceed 85 pitches per day
 - c. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - d. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - e. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - f. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
 - g. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed
9. **Warnings and Ejections:**
 - a. Throwing equipment 1st offense = warning. 2nd offense = player ejected
 - b. Offensive language automatic ejection
10. **Run Limit:** A 5-run per inning rule is in effect through the first 3 innings, after 3 innings unlimited runs are allowed. Note: continuation scoring will not be allowed past 5 runs; if the batter hits the ball to score the 5th run the play will stop and the side is retired. The only way more than 5 runs can be scored is on a home run (over the fence). The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).
 - a. If the ten-run rule is reached in under two hours, the score may be reset to 0-0 and a scrimmage game played for the remaining time (switch home / away teams)
11. **Player Number:** Both teams must have a minimum of 8 players to play an official game
 - a. A team with less than 8 players must forfeit the game. If this happens, the team must then borrow a player(s) from the other team and the teams will play an unofficial game (scrimmage).
 - b. Players arriving after the start of the 4th inning are not ineligible to play (there will be NO EXCEPTIONS to this rule)
 - c. Players arriving late must be placed in the last spot of the batting order
12. **Dropped third strike** in effect (the batter may attempt to advance to first base; only if the base is unoccupied or there are two outs).
13. **Leading and Stealing:** Full leading and open stealing of all bases is permitted
14. **Balks:** Each player will receive one balk warning per game
 - a. The balk warning is a dead ball
 - b. Subsequent balks will result in the standard penalty of one awarded base
15. **Advancing the runner:** Once the umpire has called "time", base runners cannot advance.
16. **Bunt Slash/hit:** If a batter indicates that they are going to bunt, they are not permitted to pull the bat back and attempt a swing. A batter will be notified of the violation. No other action to be taken other than to educate the batter.
17. **Infield Fly Rule:** This will be enforced by the umpire.
18. **Umpiring:** If an umpire fails to show up, by mutual agreement of the head coaches, a game shall be played if a substitute umpire(s) can be found prior to 30 minutes after the scheduled game start time. It is recommended that two (2) substitute umpires be used (a parent from each team).
19. Any disagreements must be discussed quietly and calmly away from the players. Arguments between coaches, players, and parents are not permitted.
20. If a mutual agreement can't be reached, then seek the Division Director to make the final decision or Rocks, Paper, Scissors (seriously).
21. **Sportsmanship:** Both teams will line-up and shake hands at the conclusion of every game.
22. **Injury Reports:** All injuries should be reported to the Safety Officer and Division Director
23. **Game Report:** Winning coach writes up the highlights of the game in a paragraph to be posted on DR website. Players from both teams should be mentioned.