

## Druid Hills Youth Sports - 2017 Rules and Regulations:

(02-07-2017)

This is supplemental to Dizzy Dean Baseball, Inc . Rules & Regulations. This document contains only those exceptions, which are specific to the Druid Hills Youth Sports (DHYS) organization.

This is the order of precedence for the different rule books governing DHYS:

- 1) This document – Druid Hills Youth Sports – 2015 Rules and Regulations
- 2) Dizzy Dean Baseball, Inc. Rules and Regulations.  
[http://dizzydeanbbinc.org/Rules/2015 Baseball Rule Book Online Version.pdf](http://dizzydeanbbinc.org/Rules/2015%20Baseball%20Rule%20Book%20Online%20Version.pdf)
- 3) Official Baseball Rules, which currently can be found at  
[http://mlb.mlb.com/mlb/downloads/y2015/official\\_baseball\\_rules.pdf](http://mlb.mlb.com/mlb/downloads/y2015/official_baseball_rules.pdf)

### Common Rules

**1:00 The Playing Field** – See Dizzy Dean Rules

**2:00 Equipment** – See Dizzy Dean Rules

**3:00 Re-Entry Substitution** – See Dizzy Dean Rules

**4:00 Manager and Coaches** – See Dizzy Dean Rules

**5:00 Regulation Games** – See Dizzy Dean Rules

**6:00 Pitching Rules** – See Dizzy Dean Rules

**7:00 Forfeiture, Appeals & Protest**

7:02 A team failing to field at least eight (8) uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. If a team plays with only 8 players when they are at bat and the 9<sup>th</sup> batting slot comes up an automatic out will be charged to that team. No other penalties will be applied to a team with only 8 players.

- A) If a player leaves a game early for injury or any other reason, the player may be removed from the fielding and batting lineup without penalty and the team will not incur an out in the batting rotation at this player's spot. However, once this player has skipped an at-bat, they may no longer return to the game. Also, if the player's departure leaves the team with only 8 players, the team will be required to take an out at the player's position in the batting order for all future at-bats during the game.
- B) If a player is injured and is taken out of the game during an at-bat, the batter that made the last out will become the hitting batter and assume the count (balls and strikes) from the injured batter. The injured player may return to the game.

## **8:00 Schedules**

8:07 Leagues should play 1 game per week in the Fall season and 2 games per week in the Spring season.

## **9:00 Special Rules**

9:09 In the judgment of the umpires, any runner may be called out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. No head-first slides are permitted in any DHYS league, except when a runner is returning to a bag. Any runner intentionally sliding head first may be called out.

- Please note that the sliding rules have been created with the safety of the players in mind. Umpires will make different judgments about whether or not a runner should be called out for not sliding or for malicious contact, so coaches are called upon to use their utmost discretion when deciding whether or not to dispute a sliding call.

- A. The on-deck batter may not get inside the circle of home plate while the ball is in play or the runner will be out.
- B. If a runner is advancing from third base to home on a wild pitch or passed ball, the batter must exit the batter's box or the runner will be out.

**10:00 Teams** – See Dizzy Dean Rules

**11:00 All-Star Tournament Teams** – See Dizzy Dean Rules

**12:00 Player Eligibility** – See Dizzy Dean Rules

**13:00 Birth Certificates** –

13:01 Birth Certificates will be required for all All Star Tournament teams and as requested by the DHYS Board of Directors for recreational league players

**14:00 Player Registration** – See Dizzy Dean Rules

**15:00 Selection of Players**

15:01 In leagues where there are American and National League divisions, the National League will draft first from the available players and the American League will draft from the remaining pool of players.

**16:00 League Registration** – See Dizzy Dean Rules

**17:00 Team Sponsors** – See Dizzy Dean Rules

**19:00 Tournaments** – See Dizzy Dean Rules

## DHYS Pitching Rules for all leagues above A/AA

DHYS has adopted Pitch Counts for all player pitch Leagues. DHYS requests that all managers be proactive in promoting safety and developing best practice policies. Anybody who is aware of a potential violation during a game is encouraged to bring it to the attention of the manager and the affected athlete prior to a situation arising where penalties would be applied.

- 1 - 20 pitches - no rest required
- 21 - 40 pitches – 1 day rest mandatory
- 41 - 60 pitches – 2 days rest mandatory
- 61 or more pitches – 3 days rest mandatory

A. Rest days start after the Scheduled Game Day. A *rest day* is one full day as seen on the calendar. A *rest day* begins at midnight *following the performance* and ends at midnight the following evening. Example Rest: If you pitch 21-40 pitches on Tuesday, next eligible day is Thursday, etc.

B. A pitcher may pitch for their maximum of innings per game. The Pitch Count at the end of the maximum will be used to establish Rest Days. The pitch count for each week is reset on Monday at 12:01 AM.

1. Warm-up pitches do not count. Only pitches that would be recorded in the scorebook count.
2. Other throws that the pitcher makes are not counted – only pitches to a batter count (except pitches declared "no pitch" by the umpire).
3. The designated scorekeeper for each game shall be the official pitch counter and shall keep a running total of pitches for both teams and make the total available to both teams at the end of each inning. It is the responsibility of each manager, to confirm with the scorekeeper at the end of each half inning, that their pitch counts are in agreement. When a pitcher approaches his/her maximum, the scorekeeper will bring it to the attention of the managers and the umpire. Even if the scorekeeper does not notify the umpires or managers, the affected pitcher's manager is still responsible for monitoring the count for his player and making the pitching change as required.
4. If pitch count limit is reached during a batter's at-bat, the pitcher may complete the at- bat, without being charged an extra day (the next tier) of rest requirement. Rest Example: If you pitch 21-40 pitches on Tuesday, your next eligible day to pitch is Thursday, etc. In addition, if you start a new batter's at-bat at 40 pitches and the last pitch thrown to this batter is pitch #46, the pitcher is charged with 40 pitches and still only required to rest 1 day.
5. The official pitch counter will inform the umpire when a pitcher has reached the maximum pitch count, remembering that if that pitcher reaches a limit during a batter they are allowed to complete that batter. The umpire will be notified at the completion of that batter. The umpire then informs the Manager that s/he must change pitchers. This is the only time the umpire is involved.
6. Game reports shall be filed with League Directors within 24 hours of game completion. Managers will be required to produce their team pitching logs upon request.

7. Pitch Count Disagreement policy - If there is a disagreement between managers as to the number of pitches thrown by a pitcher, and it cannot be resolved by looking at the official book, then the manager reporting the lower number of pitches will prevail.
8. DHYS players are subject to these pitch count limitations and rest rules during scholastic and recreational inter-league play, irrespective of whether the opposing team is subject to the same limitations.
9. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
10. Pitches delivered in games declared "Suspended Games" shall be charged against pitcher's eligibility.
11. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
  - a. Example: A pitcher delivers 70 pitches in game on Monday when the game is suspended. The game resumes on Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three (3) days of rest.
12. Penalties:

If a pitcher is found to be in violation, they will immediately be removed from the game.

  - a. First violation by a manager, a written warning will be issued to the manager.
  - b. Second violation in a season, a one (1) game suspension for the manager.
  - c. Third violation in a season, a three (3) game suspension for the manager.
  - d. Fourth violation in a season, an indefinite game suspension for the manager.
  - e. In the event of a protest based on pitch count violations, the game may be subject
    - i. to forfeit by the offending team, or such other penalty as the league/association may determine.
13. When issuing a warning or suspension, the acting manager for that game and any action taken against an individual person should be taken against the person violating the rule.
14. Example: If the actual Manager of a team gets a warning and then is not present at the next game and one of his assistants who is the ACTING MANAGER violates the rule, the second violation should not punish the Manager who is absent but the person who violated the rule.

## **Major League (Freshmen League in Dizzy Dean)**

(02-07-2017)

**1:00 The Playing Field** – See DD Rules

**2:00 Equipment** – See DD Rules

**4:00 Manager and Coaches** – See DD Rules

### **5:00 Regulation Games**

- A. Weekend Games will be played 120 minute games or 6 innings, whichever comes first. Back-to-back weeknight games will be played 105 minutes or 6 innings, whichever comes first.
- B. No game shall begin after 8:30 p.m., and no game shall continue past the time required for the field lights to be off by the local ordinance, 11 PM.
- C. Tie Games: games shall be played until the time limit has been reached (without regard to the number of innings played). Once the time limit has been reached with the game still tied at the end of an inning, the teams shall play one more inning. At the conclusion of the extra inning, if a regular season game is still tied, the game shall result in a tie. Tournament games shall be played until a winner is determined. If a tournament game is still tied after one extra inning, then the "INTERNATIONAL Tie-breaker" rule shall apply to all additional extra innings. Under this rule, each team will start its half of the inning with a runner on second base and no outs; the last batter out in the prior inning shall be the base-runner on second. If the game is still tied at mandatory time for lights-out, it shall be resumed as a suspended game.
- D. An inning is considered to have started when the third out is called in the bottom of the prior inning. If there is any time left on the game clock when an inning starts, then the inning shall be played, regardless of whether or not the game shall exceed the stated regulation time. The official game start time, for the purposes of the time limit, is the time indicated by the umpire as the start of the game. This time may not correspond to the actual start of play.
- E. No time limit shall apply to post-season games.
- F. Mercy Rule: If a team is leading an opponent by at least 15 runs after five complete innings have been played or after four and one half innings if the home team shall have a 15 run lead, the game shall be terminated and the team in the lead shall be declared the winner.

### **6:00 Pitching Rules**

- A. PITCH COUNT LIMITS: Each player may pitch a maximum 75 pitches per game with a maximum 100 pitches per player per week
- B. INNING COUNT LIMIT. Each player may pitch a maximum 3 innings per game in Spring and a maximum 2 innings per game in Fall
  - a. Innings are determined by the number of outs recorded while a pitcher is on the mound. 0 outs = 0 innings, 1 out = 1/3 inning, 2 outs = 2/3 inning, 3 outs = 1 inning.

## **7:00 Forfeiture, Appeals & Protest**

7:02 A team failing to field at least eight (8) uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. If a team plays with only 8 players when they are at bat and the 9<sup>th</sup> batting slot comes up an automatic out will be charged to that team. No other penalties will be applied to a team with only 8 players.

- A. If a player has not arrived at the game by the time his place in the batting order has been reached, the manager may move him to the bottom of the batting order. If he has still not arrived by the bottom of the order, the manager may remove the player's name from the order with no penalty. (The player has been removed from the game and may not participate in that game or any continuation of the game.) If the manager would like to keep this spot open for the player, he may take an out and insert this player in the next batting rotation.
- B. Notwithstanding the foregoing, if a team has only (8) uniformed players at the beginning of scheduled game time because (1) or more of its rostered players are participating in a Middle School game in any league, the automatic out rule described in 7.02 above shall not apply. Should such a player arrive at the scheduled game after the scheduled game time, he or she shall be inserted at the bottom of the batting order then in effect with no penalty to the team. Participation rules shall apply to such player and the remainder of the team.

## **9:00 Special Rules**

- A. The entire roster of players present for the game shall bat in rotation.
- B. Participation Rules
  - a. Barring injury or the need for discipline, a player may be held out of an upcoming inning only if all other players in attendance have been held out the same number of innings during that game, i.e. no player shall cheer twice before all other players have cheered once (unless that player was late to the game).

## **10:00 Teams –**

10:04 – Major teams shall consist of not more than 12, nor less than 10 players. The names of these players shall be registered with the League Director.

## **19:00 Tournaments - See DD Rules**