

DANIEL BOONE YOUTH SPORTS
MAJOR LEAGUE RULES
Revised February 2010

The Official Babe Ruth League, Cal Riken Division rules apply with the following rules adopted by DBYS.

Prior to starting each game all rules will be discussed with umpires and coaches.

- ✓ The home team is responsible for the lining of the field, putting the bases out and being ready to start at game time. Upon completion of the game a home team coach must report the final score as well as the pitchers and their inning counts to the commissioner/league by a means to be determined by the board.
- ✓ The home team coach will be responsible for calling a game due to inclement weather before the start of the game. He is also responsible for notifying the umpires.
- ✓ The visiting team is responsible for the raking of the field (pitcher's mound, home plate and the base paths) at the end of the game. This **MUST** be done or the game is **FORFEITED**.

OFFICIAL GAME:

1. No game will start later than 6:00 p.m. with the exception of lighted fields. Each game will last six (6) innings unless called due to darkness or inclement weather. No inning will start after 8:15pm and there is a 2-½ hour time limit per game. When two games are scheduled at a lighted field, no inning will begin after 8pm for the first game and 9:45pm for the second game.
2. Tie games are permitted to go extra innings as long as the above time limits have not been reached. If they have, a tie remains a tie and is recorded as such. All rescheduled games and extra inning games must abide by the pitching rules for that week.
3. Any team that does not have 8 players on the field fifteen minutes after the scheduled start of the game shall forfeit the game.
4. All scheduled games must be played. Games should be rescheduled within 48 hours and played as soon as field availability allows. All Rescheduled games and extra innings games must abide by the pitching rules for that week.

PLAYER INFORMATION:

1. Players may not turn 13 years of age before May 1. Special exceptions may apply, but kids over the age of 13 before May 1st may not pitch under any circumstances.
2. During every game, players **MUST** wear a complete uniform with a number and hat. If a player is playing the position of catcher, they **ARE REQUIRED** to wear a cup.
3. All shirts are to be worn tucked inside of pants. **NO** shorts are allowed. Each player is responsible for the condition and cleanliness of the uniform.
4. A player called up from the Minor league may not play more innings than a rostered player and must bat in the lowest possible position in the order.
5. Metal spikes **are not permitted** to be worn, at any time by coaches or players.
6. **NO** fighting, abusive language or harassment of any kind will be tolerated.
7. **NO** littering or climbing on the backstops or fences is allowed.

8. NO dogs are allowed at or on any of the ball fields. You will be fined for this.
9. NO SMOKING is allowed on any school fields. You can also be fined for this.

**The coaches, commissioners and board members will strictly enforce these rules. Anyone caught smoking or having animals on school grounds will be fined. Please help enforce these rules so we do not lose our privileges of using school property.*

CONDUCT:

1. NO team manager, coach, player or fan shall at any time, whether from the bench or elsewhere, use abusive language or visible signs that will in any manner refer negatively on their own team or the opposing team.
2. NO team manager, coach or umpire is permitted to smoke on the field, player's bench or any area visible to team players.
3. Only team personnel and team players are permitted to sit on the team bench. NO SIBLINGS!
4. No one is permitted to damage or abuse other player's belongings, team equipment, field Facilities, pot-o-lets, sheds or any other buildings or property.
5. Both teams must pick up all litter before leaving the field area.
6. All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
7. The Commissioner and the DBYS Board are to be notified immediately of any disciplinary actions

SCORING:

1. Six runs or three outs will constitute ½ inning.
2. A batter who drives in the 6th run may advance until the end of the play. All runs that score on that play will count; maximum number of runs in any ½ inning is 9.
3. The sixth inning must be completed with the defensive team getting 3 outs, no run limit is applicable to both teams for the entire inning and extends to all extra innings.
4. Playoff seeding will be determined by a random lottery with a representative from every team present. Lottery to take place at May monthly meeting or closest possible day after the meeting.
5. The 10 run rule does apply after four innings. The score at the end of 4 innings will remain the official result.

UMPIRES:

1. Umpires are the league representatives at every game. Once the game begins, the umpire has complete control of the game.
2. All league games will have paid home plate umpires. If no paid umpires are available, head coaches will agree to assign a home plate umpire or umpires, and play the game as a league game or play as a scrimmage and reschedule the game.
3. Home plate umpires shall wear full protective gear and must stand behind the catcher.
4. All special ground rules will be explained to both coaches and umpires before the start of the game.
5. **The decision of the umpire crew is a judgment call and cannot be protested or argued. ARGUING CALLS IS NOT ALLOWED AND WILL NOT BE TOLERATED.** If during the game a dispute should occur, both head coaches should confer with the umpires to resolve the problem in a sportsmanlike manner. No one is permitted to harass or threaten any umpire at any time.

6. Serious problems at games with coaches, players or fans will be reported to the appropriate commissioner and then relayed to the Board.
7. Umpires have the power to order anyone attending games, to leave the field after one warning. Failure to obey umpires in these situations will cause a game suspension and will cause the offending team to forfeit the game. Offending person is defined as a coach, player or spectator.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

1. Players must not block bases or baselines from runners unless they are involved in a play.
2. Pitchers are limited to 6 innings per week: 4 innings per game, in any combination. A pitch count will also apply as follows:
 - a. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is observed.
 - b. If a player pitches 21-40 pitches in a day, one (1) calendar day of rest is observed.
 - c. If a player pitches 41-60 pitches in a day, two (2) calendar days of rest is observed.
 - d. If a player pitches 61-75 pitches in a day, three (3) calendar days of rest is observed.
 - e. Maximum of 75 pitches in one day.
3. A pitcher must be removed from the mound if the pitch count or the innings pitched are reached; which ever occurs first.
4. If a pitcher reaches the pitch count limit imposed for his/her division while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:
 1. The batter reaches base.
 2. The batter is put out.
 3. The third out is made to complete the half inning.
5. A calendar week is considered Monday thru Sunday. Pitchers that deliver one pitch in an inning will be charged with one inning and one ball pitched.
6. A player can pitch and/or catch NO MORE than four (4) innings per game, in any combination.
7. A player may not pitch in more than one (1) game per day.
8. Each team will use a tracking sheet (to be provided by the league) to keep the pitch count of both teams during the game. The team "tracker" will report to the other team after each inning and sign off and the end of each game.
9. There will be a section of the website for all the teams to report scores and pitch counts by player.
10. The penalty for violating the pitch count/innings regulations are as follows:
 1. First offense – warning
 2. Second offense – forfeit game
 3. Third offense – suspended from coaching for remainder of the season, including playoffs.
11. Curve balls are not allowed. Umpires will call curve balls as a dead ball and a penalty will be a ball on the batter.
12. Pitchers will pitch from the rubber.
13. Balks will be called and instructed by coach and umpires. No penalty to defensive team or advancement for offensive team.
14. Once a pitcher has been removed from the mound he may not return to pitch in that game under any circumstances.

15. No player on any team shall sit on the bench for more than two innings and/or two consecutive innings in a game. In addition, all players (when applicable) must sit at least one inning before any player can sit for MORE than one inning, and two innings before any player can sit for MORE than two innings, etc. Coaches can sit a player for disciplinary reasons or illness. Failure to play every player the minimum required defensive innings shall result in that team forfeiting the game.

OFFENSIVE TEAM (TEAM AT BAT):

1. Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
2. Players must wear protective headgear when batting or running the bases.
3. A batter throwing a bat will result in the umpire giving a team warning. The next offense for his team will result in the batter being called out.
4. Team Coaches must teach all players proper sliding techniques. No head first slides allowed, however, if a runner goes past a base, they are allowed to dive back to avoid the tag. Base runners should slide when a play is being made on them at any base. If a runner is up and a play is being made on them at any base except 1st, and if that runner makes hard contact with the defensive player, he will be called out by the umpire. The intent of this rule is to prevent injury and shall be interpreted by the umpires and coaches in this manner.
5. The batter may run on a dropped third strike.
6. Fake bunts immediately followed by a full swing, on the same pitch, are not allowed. If this occurs, the batter will be immediately called out, whether the ball is hit or not.
7. Bat specifications; not more than 33 inches in length: or barrel in excess of 2-1/4 inches.
8. When a runner or runners is on base and the ball is returned to the pitcher, the following shall occur; The instant the pitcher is in control of the ball within the pitcher's circle (the 10 foot radius around the rubber) the runner or runners must immediately break towards the next base or return to their original base. If the runner or runners break towards the next base too late (after the pitcher has possession of the ball) the umpire will issue a game warning and the runner or runners will return to their original base. The next runner from either team called for the same infraction will be called out.
9. The batter must take signals from the base coach (or any coach) with at least one foot in the batters box, unless time out is called. When the pitcher is on the rubber ready to deliver the pitch, the batter must not be out of the batters box unless time has been called.
10. In the event of an injured batter or base runner who is unable to continue, the last batter previous to him, not still on base, will be the pinch runner.
11. The base paths shall be 70' in length. The pitchers mound shall be 50' from home plate
12. Base runners will have an 8-foot lead line. Runners can steal when ball crosses home plate.
13. A courtesy runner will be allowed for the catcher who will be catching the next inning if he is on base when there are 2 outs. The player who made the last out will be the courtesy runner.