

**Duxbury Youth Baseball  
Majors Division  
Rules & Coaching Guidelines**

Rules

The Official Babe Ruth Baseball Rules will apply, amended by the following provisions specific to the DYB Majors Division

1. The DYB Majors Division uses 8<sup>th</sup>-9<sup>th</sup> grade umpires. Abusive, confrontational, unsportsmanlike treatment of umpires will not be tolerated. Only the head coach should address the umpires in a calm, appropriate manner for clarification of a ruling. Judgment calls are not to be argued. Coaches are expected to control their players, assistant coaches, and fans. Coaches who fail to meet this standard will be considered for removal by the DYB Board.
2. The umpires are to be paid by the home team coach prior to the game. In the event of a game being canceled prior to the start of the game but after the umpires have arrived they are to be paid half of their fee. Once a game has begun the umpires will keep the full amount of their fee if the game is called due to weather. Umpires will be paid the full amount of their fee for forfeited games (see Rule 4). The umpires will be instructed to stop games at the first sight of any lightning, or if darkness or wet weather are increasing the risk of injury.
3. All games shall be 6 innings in length with a maximum of 2.5 hours. During May, no inning shall start after 7:45 PM. During June, no inning shall start after 8:00 PM, unless the game is played under the lights. No inning will start after 2:00 hours from the start of the game.
4. For an official game, a team must have a minimum of 8 rostered players present at the field 10 minutes after the scheduled start time (per the umpire's watch). Thereafter, the team with a shortage of players will forfeit. In that event, coaches should hold an unofficial game.
5. All nine positions must be fielded. In a game in which a team has only 8 players, the opposing team will staff the outfield position closest to their bench with the player who made the last out in the previous inning.
6. The home team will supply three (3) new game balls per game.
7. Derogatory or abusive comments (taunting, name calling) towards opponents are not allowed.
8. A pitcher may pitch only 6 innings per week and 2 innings per game. A week is considered Monday through Sunday. One pitch constitutes an inning. If a pitcher is removed from the mound and remains in the game, he may be reinstated as a pitcher only once more in the game.
9. Quick pitches are not permitted. A batter must be set and facing the pitcher before a ball may be thrown to the plate.
10. Off-speed pitches (such as changeups/knuckle balls) are permitted. Curve balls that involve putting torque on the wrist/elbow are not permitted, in order to avoid injury.
11. The dropped-third-strike rule is in effect.
12. The balk rule is in effect. However, in the spirit of development the pitcher will be warned and instructed on their error by an umpire or the pitcher's coach, not the hitting team's coach. (This can happen at the time of the balk or between innings.) Any time a base runner is picked off as a result of a balk, the rule will be enforced to the extent that the runner will be declared safe at the base from which he was leading.
13. Free defensive substitutions are allowed. Offensive substitutions such as pinch runners are not allowed except in the case of an injury.
14. All players on each roster shall bat in a continuous order.
15. All players shall play a minimum of three (3) innings in the field.

16. Adults should be used as base coaches whenever available. If a uniformed player is the only available base coach, he must wear a helmet.
17. Players cannot stand behind the home plate backstop. It distracts the pitcher. Parents, coaches, and fans should also be cleared from the area for the same reason.
18. Other than Phiten-type necklaces and bracelets, players should not wear any jewelry.
19. Big barrel bats are not permitted. Bats shall have no more than a 2-1/4" barrel.
20. Bunting is not permitted.
21. Double steals are not permitted.
22. No taunting of pitchers by baserunners or others is permitted.
23. Leading and stealing are allowed. No stealing of home is permitted. Runners can advance from third only: (1) On a hit/sacrifice fly/fielder's choice; (2) On a bases-loaded walk or hit batsman; (3) On a wild pitch that gets past (behind) the catcher; (4) When starting from first or second on a hit/fielders choice/error(s). Note: a runner on third cannot score on a steal attempt by a runner on first even if there is an error on the play at second. In that case the catcher has a free throw to second.
24. Batters who are walked may not at the same time advance to second when there is a runner on third base.
25. Runners must slide at any base where a tag play is being attempted, and must slide or avoid in tag plays at home plate.

#### Coaching Guidelines

The DYB mission statement defines the spirit of our program:

The mission of Duxbury Youth Baseball (DYB) is to provide a safe environment for the children of Duxbury to enjoy and learn the game of baseball. Our goal as an organization is to enhance every child's enjoyment of the game through personal instruction, group clinics and organized games so that baseball becomes a source of lifetime enjoyment. DYB especially tries to promote baseball's fundamental principles of sportsmanship, fair play and teamwork that can be used throughout life to become better citizens.

DYB's spring season is developmental and recreational. The players should compete and the coaches should facilitate. Coaches should approach games in a manner such that every player feels that he is an active participant in the game. When making lineups and placing players in positions a balance must be maintained between keeping the structure of the game at a reasonably high level and providing each player with an opportunity to be challenged. Some suggestions:

1. Avoid having players sit out consecutive innings
2. Every player should play at least one inning at an infield position each game
3. A pitcher hitting 3 batters in a game must be replaced and is not allowed to return to that game.
4. Consider giving a broad range of kids the opportunity to pitch. In particular, try to ensure that 11 year olds with pitching ability see time on the mound. Where your team has a large lead, using a pitcher who throws over the plate but with low velocity is a way to keep the game lively for all.
5. Players fielding first base and catcher should be reasonably competent at the position to keep the game structure intact and avoid injury.