

ATTACHMENTS

to accompany the Official By Laws of

DANIEL BOONE YOUTH SPORTS (DBYS)



Contents

RULES: T-BALL

RULES: BASEBALL – ROOKIE

RULES: BASEBALL – MINOR

RULES: BASEBALL – MAJOR

RULES: SOFTBALL – 8U

PLAYER PLACEMENT: T-BALL

PLAYER PLACEMENT: BASEBALL – ROOKIE

PLAYER PLACEMENT: BASEBALL – MINOR & MAJOR

PLAYER PLACEMENT: SOFTBALL – REC

MEMBER COSTS AND BENEFITS

LIST OF AVAILABLE FIELDS AND RESOURCES

ROSTER SIZES GUIDELINES

STANDARD LEAGUE CALENDAR – REC BASEBALL

STANDARD LEAGUE CALENDAR – REC BASEBALL

GAME AND PRACTICE SCHEDULE GUIDELINES

DB INFERNO TRAVEL SOFTBALL



RULES: T-BALL

Current 8/30/14 (No changes in 2014)

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

The T-Ball league program is a introductory league. The purpose is to teach the basics of the sport along with the fundamentals of hitting, fielding, running bases in an encouraging and fun environment.

PLAYERS:

- Players should not turn 7 years of age before May 1. Special exceptions may apply.
- Each team will have a maximum of 12 players on the roster. 10 or 11 players are the ideal roster sizes.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- Bats will be a maximum of 26 inches in length, a maximum diameter of 2 ¼ inches. They must weigh between 17 and 20 ounces.
- Ball will be 9 to 9 ½ inches in circumference and weigh 4 to 5 ounces. It must be a softer than a standard baseball such as a “Safety Ball” with a sponge rubber center or a molded core.
- Tee will be a flexible tube on a movable base. It must be adjustable.
- Players’ gloves should not exceed a 10 inch size.

UNIFORMS:

- During every game, players **MUST** wear a complete uniform with a jersey, pants, socks and hat. Shorts are not allowed. All shirts should be worn tucked inside of pants.

SCHEDULE:

- Regular season should consist of 10 to 12 scheduled games per team.
- The first 4 to 5 weeks of the TBall regular season (after Opening Day) shall consist of practices and games. Ideally, each team should be provided one game and one practice per week. For the remainder of the TBall season, each team should be provided two games per week.

CONDUCT:

- NO fighting, abusive language or harassment of any kind will be tolerated.
- NO littering or climbing on the backstops or fences is allowed.
- NO dogs are allowed at or on any of the ball fields. You will be fined for this.
- NO SMOKING is allowed on any fields. You will be fined for this.
- 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.
- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- **The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.**
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed among coaches.
- The Head Coaches from both teams will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed one of the Coaches is responsible for notifying the League Commissioner.
- Games, if cancelled, should be rescheduled within 48 hours and played upon field availability.

FIELD PREPARATION:

- All coaches should evaluate field conditions and provide a safe playing environment.
- No one under 18 years of age is permitted to drive or ride the Kabota or other specialty equipment as designated by the Board.
- The base paths shall be 60' in length.
- An arc measuring approximately 10 foot radius from home plate, shall be lined on the field prior to each game.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- 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.

- Other arrangements may be made by the two coaching staffs to ensure that all duties are completed in a timely and efficient manner.

OFFICIAL GAME:

- A typical game will be 3 innings.
- No official scoring will take place.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- Games should be on a 90-minute time limit. The final batting team should start prior to 10 minutes before the 90-minute time limit. Each inning will consist of all offensive team members batting.
- A removal of players from all bases will occur upon completing the 3rd out. (This will encourage and reward the efforts of getting 3 outs).
- For the second half of the season, a modified coach-pitch format shall be used. Coaches will pitch to their own players. Each batter will be allowed three swings to put the ball in play. If the batter has not put the ball in play after three swings, the tee will be brought in and the batter will continue the at bat using the tee.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- Two defensive coaches will be allowed in the field to give instruction and he will be responsible to make all calls on the bases (safe, out, leaving early, etc.). His decision is final.
- 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. Coaches can sit a player for disciplinary reasons or illness.
- Free substitution will be in effect.
- Defense will consist of 10 players. Each team may field four outfielders.
- A defensive player may not play the same position on defense for more than 2 innings in a game. All players should get equal time in the infield and outfield over the course of the season.

OFFENSIVE TEAM (TEAM AT BAT):

- Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
- The ball is put into play when the batter hits the ball and it travels past the 10' mark between the foul lines. The area in front of home plate less than 10' will be designated as the dead ball area.
- There are no walks or strikes.

- No stealing. Runners must remain on base until the ball is put into play. Once the ball is in the infield and an infielder has possession all runners must stop.
- No league player will be permitted to be an offensive coach on the field or as a base coach.





RULES: BASEBALL – ROOKIE

Updated 8/30/14

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

The Rookie league program is a developmental league. The purpose is to teach the fundamentals of hitting, fielding, running bases and knowledge of the game in an encouraging and fun environment.

PLAYERS:

- Players may not turn 9 years of age before May 1. Special exceptions may apply.
- Appropriate players may be called up from T-Ball to fill a team roster. A player called up from the T-Ball League may not play more innings than a rostered Rookie League player and must bat in the lowest possible position in the order.
- All players “called up” to play, must be announced to the opposing team prior to the start of the game.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- If a player is playing the position of catcher, they ARE REQUIRED to wear a cup.
- As stated in the Cal Ripken rules, big barrel bats are not allowed.

UNIFORMS:

- During every game, players MUST wear a complete uniform with a jersey, pants, socks and hat. Shorts are not allowed. All shirts should be worn tucked inside of pants.

CONDUCT:

- NO fighting, abusive language or harassment of any kind will be tolerated.
- NO littering or climbing on the backstops or fences is allowed.
- NO dogs are allowed at or on any of the ball fields. You will be fined for this.
- NO SMOKING is allowed on any fields. You will be fined for this.
- 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.

- Players may NOT eat food or drink soda on the bench during a game. Water, All-sport, Gatorade, etc., are allowed.
- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- **The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.**
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed among coaches.
- The Head Coaches from both teams will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed one of the Coaches is responsible for notifying the League Commissioner.
- Games, if cancelled, should be rescheduled within 48 hours and played upon field availability.

FIELD PREPARATION:

- All coaches should evaluate field conditions and provide a safe playing environment.
- No one under 18 years of age is permitted to drive or ride the Kabota or other specialty equipment as designated by the Board.
- The base paths shall be 60' in length.
- A circle, with a radius of 6', will encompass the pitching machine.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- The Visiting Team is responsible for the dragging and raking (pitcher's mound, home plate and the base paths) of the field at the end of the game.
- Other arrangements may be made by the two coaching staffs to ensure that all duties are completed in a timely and efficient manner.

UMPIRES:

- There are no umpires for Rookie League games. Safe and Out calls will be handled amicably between the two coaching staffs. The defensive coach, the offensive pitching/machine coach or the two base coaches are all eligible to make umpiring

decisions. The coach nearest to the play or the coach with the best view of the play shall make the call. His decision is final.

- **The Rookie league program is a developmental league. The purpose is to teach the fundamentals of hitting, fielding, running bases and knowledge of the game in an encouraging and fun environment.**

OFFICIAL GAME:

- Each game will last six (6) innings unless called due to darkness or inclement weather. Games tied after six innings shall be ruled as a tie. No extra innings are to be played.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- The top of a new inning may not start after an hour and forty-five minutes (1:45) after the start of the game.
- The game will be official upon the completion of the 4th inning.
- The 10 run rule may be applied after four innings. The score at the end of 4 innings will remain the official result. The coaches have the option to continue the game to allow all players to continue to play and learn the game.
- Six runs or three outs will constitute ½ inning. **Play will halt after the 6th run crosses the plate. If the 6th run is driven in on a ball that clears or bounces over the fence, all runs that score on that play will count, including those in excess of the 6th run.**
- 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.

PITCHING PROCEDURE:

- The following will be in effect for the entire season:
 - A pitching machine will be used for the first three innings.
 - At the start of the 4th inning through the remainder of the game, a coach from the offensive team will pitch.
 - Thus, the format will be 3 innings machine pitch; 3 innings coach pitch.
- During coach pitch, the coach must start his/her motion near the rubber and complete his/her throw within the pitching circle.
- Ten (10) will be the maximum number of pitches to each batter (coach or machine pitch) with a warning given after seven (7) pitches. At the discretion of both coaches, a reasonable amount of extra pitches may be allowed to account for too many bad pitches by coach or machine.

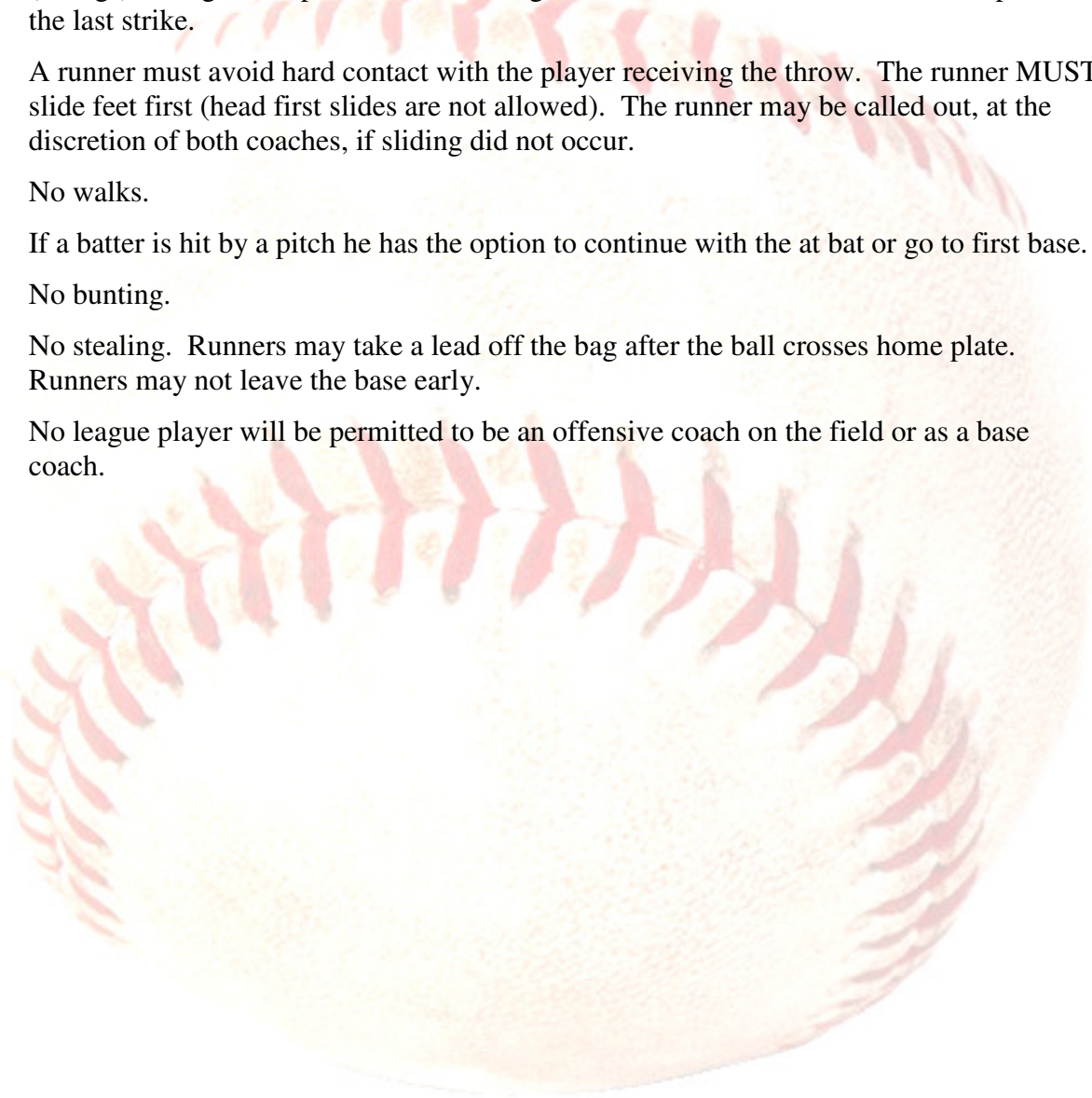
DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- A defensive coach will be allowed in the field to give instruction.
- No league player will be permitted to be a defensive coach on the field.

- ~~• 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. Coaches can sit a player for disciplinary reasons or illness.~~
- No player on any team shall sit on the bench for more than two innings in a single game.
- A player may not sit two consecutive innings.
- All players must sit one inning before any player may sit for a second inning in a single game.
- Over the course of consecutive games, all players must sit one inning before another player sits for more than one inning.
- Coaches can sit a player for reasons discipline, injury or illness.
- ~~• A defensive player may not play the same position on defense for more than 2 innings in any game. All players must play at least one inning in the outfield.~~
- All players must play a minimum of 2 innings in the infield and a minimum of 1 inning in the outfield in each game. Note: infield is defined as P, 1B, 2B, SS, 3B.
- No player may play the same position in the field for more than two (2) consecutive innings.
- Free substitution will be in effect.
- When enough players are available for both teams to do so, each team will be allowed to field four outfielders each inning.
- Players must not block bases or baselines from runners unless they are involved in a play.
- The player at the position of pitcher must play with at least one foot inside the circle. He/she can play on either side, or behind the machine or coach who is pitching, as long as one foot is in the circle.
- During each pitch to a batter, all outfielders must be positioned at least 6 feet into the outfield grass.
- Outfielders are not allowed to tag a base to force out a runner. The runner shall be ruled safe. (This is to encourage outfielders to throw the ball into the infield.)
- Play will be called dead and the runners may not advance upon the following circumstances:
 - a player making a play on a runner throws the ball into foul territory.
 - an outfielder has control of the ball and has released the ball during the act of throwing it into the infield.
 - an infielder has control of the ball.
 - a ball strikes the pitching machine or pitching coach. (In this case the batter is awarded first base and all runners advance one base.)
 - a pop-up lands within the pitching circle. (In this case the batter is awarded first base and all runners advance one base.)

OFFENSIVE TEAM (TEAM AT BAT):

- Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
- A coach from the offensive team will be positioned inside the pitching circle to operate the machine during the first 3 innings and to pitch during the final 3 innings.
- An out will consist of 4 strikes (swings) while the machine is in use and 3 strikes (swings) during coach pitch for the entire game. Foul balls count as strikes, except for the last strike.
- A runner must avoid hard contact with the player receiving the throw. The runner **MUST** slide feet first (head first slides are not allowed). The runner may be called out, at the discretion of both coaches, if sliding did not occur.
- No walks.
- If a batter is hit by a pitch he has the option to continue with the at bat or go to first base.
- No bunting.
- No stealing. Runners may take a lead off the bag after the ball crosses home plate. Runners may not leave the base early.
- No league player will be permitted to be an offensive coach on the field or as a base coach.





RULES: BASEBALL – MINOR

Updated 8/30/14

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

PLAYERS:

- Players may not turn 11 years of age before May 1. Special exceptions may apply, however, a player who is 11 years of age or greater before May 1 may not pitch under any circumstances.
- Appropriate players may be called up from Rookie League to fill a team roster. A player called up from the Rookie League may not play more innings than a rostered Minor League player and must bat in the lowest possible position in the order.
- All players “called up” to play, must be announced to the opposing team prior to the start of the game.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- If a player is playing the position of catcher, they ARE REQUIRED to wear a cup.
- Bat specifications – not more than 33 inches in length, barrel not to exceed 2 ¼ inches.

UNIFORMS:

- During every game, players MUST wear a complete uniform with a jersey, pants, socks and hat. Shorts are not allowed. All shirts should be worn tucked inside of pants.

CONDUCT:

- NO fighting, abusive language or harassment of any kind will be tolerated.
- NO littering or climbing on the backstops or fences is allowed.
- NO dogs are allowed at or on any of the ball fields. You will be fined for this.
- NO SMOKING is allowed on any fields. You will be fined for this.
- 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.
- Players may NOT eat food or drink soda on the bench during a game. Water, All-sport, Gatorade, etc., are allowed.

- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- Failure to abide by any of these rules is subject to DBYS board.
- **The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.**
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed with umpires and coaches.
- The Home Team Head Coach will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed the Home Team is responsible for notifying the umpires.

FIELD PREPARATION:

- All coaches and umpires should evaluate field conditions and provide a safe playing environment.
- No one under 18 years of age is permitted to drive or ride the Kabota or other specialty equipment as designated by the Board.
- The base paths shall be 60' in length. The pitching distance shall be 46' from home plate.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- 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**.

UMPIRES:

- Umpires are the league representatives at every game. Once the game begins, the umpire has complete control of the game.
- 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.
- Home plate umpires shall wear full protective gear and must stand behind the catcher.
- All special ground rules will be explained to both coaches and umpires before the start of the game.

- **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.
- Serious problems at games with coaches, players or fans will be reported to the appropriate commissioner and then relayed to the Board.
- 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.

OFFICIAL GAME:

- Each game will last six (6) innings unless called due to darkness or inclement weather. Tie games are permitted to go extra innings as long as the time limits have not been reached. If a game ends in a tie, it shall be ruled as a tie.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- 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.
- The game will be official upon the completion of the 4th inning.
- The 10 run rule does apply after four innings. The score at the end of 4 innings will remain the official result.
- All scheduled games must be played. Games, if cancelled, should be rescheduled within 48 hours and played as soon as field availability allows.
- Any team that does not have 8 players on the field fifteen minutes after the scheduled start of the game shall forfeit the game.
- Six runs or three outs will constitute ½ inning. **Play will halt immediately after the 6th run crosses the plate. If the 6th run is driven in on a ball that clears or bounces over the fence, all runs that score on that play will count, including those in excess of the 6th run.**
- 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.
- 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.

PITCHING REQUIREMENTS:

- NO player who is 11 years of age or greater before May 1 is allowed to pitch.
- Pitchers will pitch from the rubber.
- No balks will be called.

- Curve balls are not allowed. Umpires will call curve balls as a dead ball and the pitch will be ruled a ball.
- Once a pitcher has been removed from the mound he may not return to pitch in that game under any circumstances.
- A pitcher must be removed from the mound after a second visit from the coach.
- A player may not pitch in more than one (1) game per day.
- A calendar week is considered Monday thru Sunday.
- Pitchers are limited to 6 innings per week and 3 innings per game, in any combination.
- A pitch count will apply as follows:
 - If a player pitches 1-15 pitches in a day, no (0) calendar day of rest is observed.
 - If a player pitches 16-35 pitches in a day, one (1) calendar day of rest is observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest is observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest is observed.
 - Maximum of 65 pitches in one day.
- Pitchers that deliver one pitch in an inning will be charged with one inning and one ball pitched.
- A pitcher must be removed from the mound if the pitch count or the innings pitched are reached; whichever occurs first.
- If a pitcher reaches the pitch count limit imposed for his/her division while facing a batter, the pitcher may continue to pitch until one of the following conditions occur:
 - The batter reaches base.
 - The batter is put out.
 - The third out is made to complete the half inning.
- Pitchers are allowed to finish a batter with no penalty for throwing a few pitches over the set pitch limit.
- All rescheduled games and extra innings games must abide by the pitching rules for that week.
- 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.
- There will be a section of the website for all the teams to report scores and pitch counts by player.
- The penalty for violating the pitch count/innings regulations are as follows:
 - First offense – warning

- Second offense – forfeit game
- Third offense – suspended from coaching for remainder of the season, including playoffs.
- A player can play NO MORE than four (4) innings per game at the pitcher and catcher positions in any combination.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- No player on any team shall sit on the bench for more than two innings in a single game.
- A player may not sit two consecutive innings.
- All players must sit one inning before any player may sit for a second inning in a single game.
- Over the course of consecutive games, all players must sit one inning before another player sits for more than one inning.
- Coaches can sit a player for reasons discipline, injury or illness.
- All players must play a minimum of 2 innings in the infield and 1 inning in the outfield in each game. Note: infield is defined as P, C, 1B, 2B, SS, 3B.
- With the exception of the pitcher, no player may play the same position in the field for more than two (2) consecutive innings.
- Failure to play every player the minimum required defensive innings shall result in that team forfeiting the game.
- When enough players are available for both teams to do so, each team will be allowed to field four outfielders each inning.
- Players must not block bases or baselines from runners unless they are involved in a play.
- Defensive players not involved in a play at the base cannot fake a tag.
- Infield fly rule DOES NOT apply.
- If the catcher or pitcher attempts to make a play on a runner off of his base, the runner may advance on an overthrow or misplayed ball. The runner may advance only as far as 3rd base. However, on the pick-off throw the runner must attempt to return to the base he occupied and may not advance until after the overthrow or misplayed ball occurs.

OFFENSIVE TEAM (TEAM AT BAT):

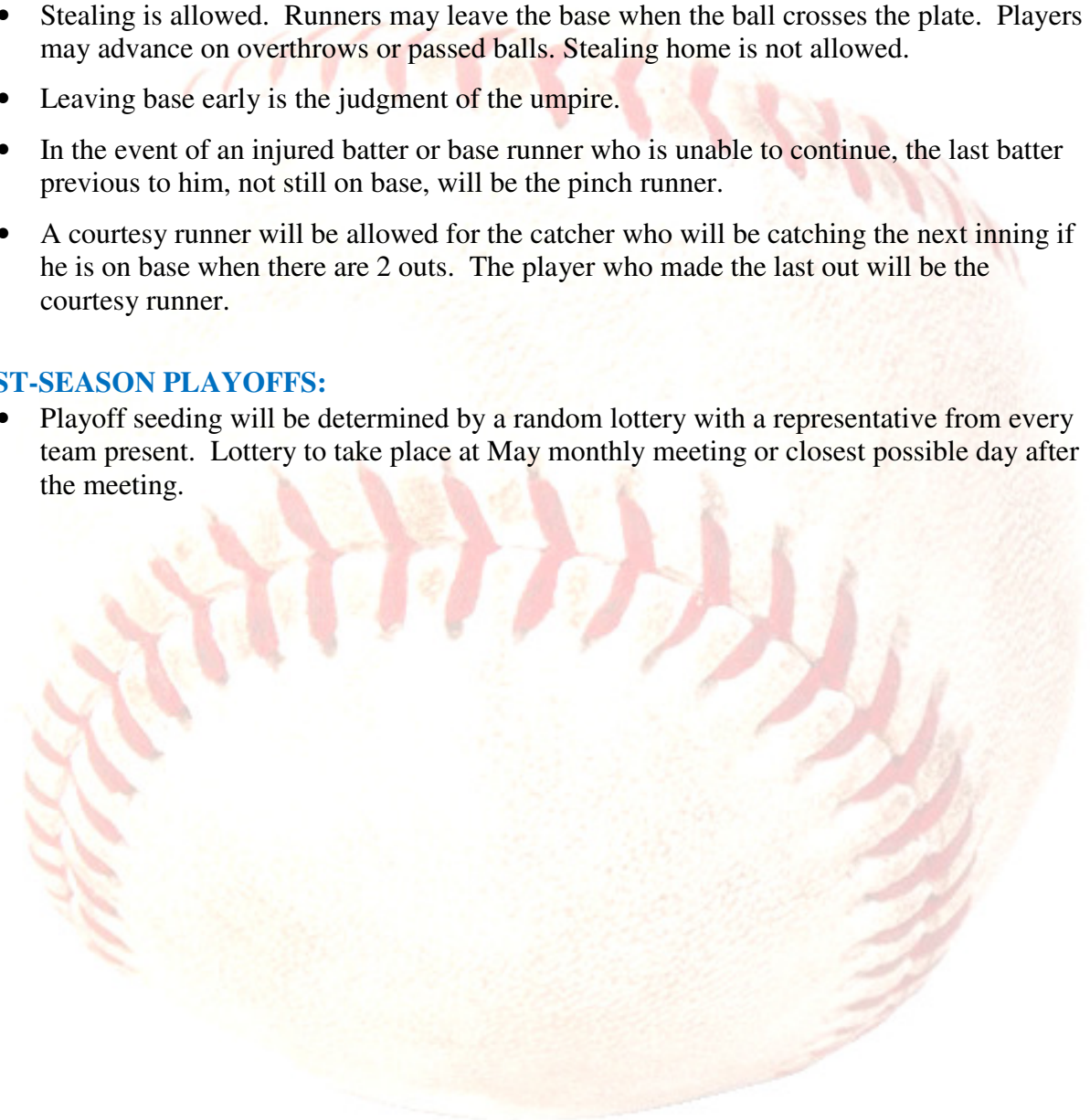
- Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
- A batter throwing a bat will result in the umpire giving a team warning. The next offense for his team will result in the batter being called out.
- Team Coaches must teach all players 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.

- The batter may not run on a dropped third strike.
- 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.
- Stealing is allowed. Runners may leave the base when the ball crosses the plate. Players may advance on overthrows or passed balls. Stealing home is not allowed.
- Leaving base early is the judgment of the umpire.
- 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.
- 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.

POST-SEASON PLAYOFFS:

- 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.





RULES: BASEBALL – MAJOR

Updated 8/30/14

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

PLAYERS:

- Players may not turn 13 years of age before May 1. Special exceptions may apply, however, a player who is 13 years of age or greater before May 1 may not pitch under any circumstances.
- Appropriate players may be called up from Minor League to fill a team roster. A player called up from the Minors may not play more innings than a rostered Major League player and must bat in the lowest possible position in the order.
- All players “called up” to play, must be announced to the opposing team prior to the start of the game.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- If a player is playing the position of catcher, they ARE REQUIRED to wear a cup.
- Bat specifications – not more than 33 inches in length, barrel not to exceed 2 ¼ inches.

UNIFORMS:

- During every game, players MUST wear a complete uniform with a jersey, pants, socks and hat. Shorts are not allowed. All shirts should be worn tucked inside of pants.

CONDUCT:

- NO fighting, abusive language or harassment of any kind will be tolerated.
- NO littering or climbing on the backstops or fences is allowed.
- NO dogs are allowed at or on any of the ball fields. You will be fined for this.
- NO SMOKING is allowed on any fields. You will be fined for this.
- 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.

- Players may NOT eat food or drink soda on the bench during a game. Water, All-sport, Gatorade, etc., are allowed. (*In Rookie*)
- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- Failure to abide by any of these rules is subject to DBYS board.
- **The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.**
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed with umpires and coaches.
- The Home Team Head Coach will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed the Home Team is responsible for notifying the umpires.

FIELD PREPARATION:

- All coaches and umpires should evaluate field conditions and provide a safe playing environment.
- No one under 18 years of age is permitted to drive or ride the Kabota or other specialty equipment as designated by the Board.
- The base paths shall be 70' in length. The pitching distance shall be 50' from home plate.
- A "lead line" will be established in chalk at each base. The lead line must be 10 feet from each base.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- 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**.

UMPIRES:

- Umpires are the league representatives at every game. Once the game begins, the umpire has complete control of the game.

- 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.
- Home plate umpires shall wear full protective gear and must stand behind the catcher.
- All special ground rules will be explained to both coaches and umpires before the start of the game.
- **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.
- Serious problems at games with coaches, players or fans will be reported to the appropriate commissioner and then relayed to the Board.
- 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.

OFFICIAL GAME:

- Each game will last six (6) innings unless called due to darkness or inclement weather. Tie games are permitted to go extra innings as long as the time limits have not been reached. If a game ends in a tie, it shall be ruled as a tie.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- 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.
- The game will be official upon the completion of the 4th inning.
- The 10 run rule does apply after four innings. The score at the end of 4 innings will remain the official result.
- All scheduled games must be played. Games, if cancelled, should be rescheduled within 48 hours and played as soon as field availability allows.
- Any team that does not have 8 players on the field fifteen minutes after the scheduled start of the game shall forfeit the game.
- Six runs or three outs will constitute ½ inning. **Play will halt immediately after the 6th run crosses the plate. If the 6th run is driven in on a ball that clears or bounces over the fence, all runs that score on that play will count, including those in excess of the 6th run.**
- 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.

- 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.
- 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.

PITCHING REQUIREMENTS:

- NO player who is 13 years of age or greater before May 1 is allowed to pitch.
- Pitchers will pitch from the rubber.
- Balks will be called and instructed by coach and umpires. No penalty to defensive team or advancement for offensive team.
- Curve balls are not allowed. Umpires will call curve balls as a dead ball and the pitch will be ruled a ball.
- Once a pitcher has been removed from the mound he may not return to pitch in that game under any circumstances.
- A pitcher must be removed from the mound after a second visit from the coach.
- A player may not pitch in more than one (1) game per day.
- A calendar week is considered Monday thru Sunday.
- Pitchers are limited to 6 innings per week and 4 innings per game, in any combination during the regular season. (Refer to the playoff section for playoff modification.)
- A pitch count will apply as follows:
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is observed.
 - If a player pitches 21-40 pitches in a day, one (1) calendar day of rest is observed.
 - If a player pitches 41-60 pitches in a day, two (2) calendar days of rest is observed.
 - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest is observed.
 - Maximum of 75 pitches in one day.
- Pitchers that deliver one pitch in an inning will be charged with one inning and one ball pitched.
- A pitcher must be removed from the mound if the pitch count or the innings pitched are reached; whichever occurs first.
- If a pitcher reaches the pitch count limit imposed for his/her division while facing a batter, the pitcher may continue to pitch until one of the following conditions occur:
 - The batter reaches base.
 - The batter is put out.
 - The third out is made to complete the half inning.

- Pitchers are allowed to finish a batter with no penalty for throwing a few pitches over the set pitch limit.
- All rescheduled games and extra innings games must abide by the pitching rules for that week.
- 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.
- There will be a section of the website for all the teams to report scores and pitch counts by player.
- The penalty for violating the pitch count/innings regulations are as follows:
 - First offense – warning
 - Second offense – forfeit game
 - Third offense – suspended from coaching for remainder of the season, including playoffs.
- A player can pitch and/or catch NO MORE than four (4) innings per game, in any combination. One pitch thrown constitutes an inning pitched. A player who catches one pitch behind the plate constitutes an inning caught.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- No player on any team shall sit on the bench for more than two innings in a single game.
- A player may not sit two consecutive innings.
- All players must sit one inning before any player may sit for a second inning in a single game.
- Over the course of consecutive games, all players must sit one inning before another player sits for more than one inning.
- Coaches can sit a player for reasons discipline, injury or illness.
- All players must play a minimum of 1 inning in the infield and 1 inning in the outfield in each game. Note: infield is defined as P, C, 1B, 2B, SS, 3B.
- With the exception of the pitcher, no player may play the same position in the field for more than two (2) consecutive innings.
- Failure to play every player the minimum required defensive innings shall result in that team forfeiting the game.
- Players must not block bases or baselines from runners unless they are involved in a play.

OFFENSIVE TEAM (TEAM AT BAT):

- Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.

- 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.
- 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.
- The batter may run on a dropped third strike.
- 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.
- Stealing is allowed. Runners are permitted to lead within the 10 foot “lead line” and may steal when ball leaves pitchers hand.
- When a runner(s) is on base and the ball is returned to the pitcher, the following shall occur:
 - The instant the pitcher is engaged on the pitching 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.
- The batter must take signals from the base coach (or any coach) with at least one foot in the batter’s 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 batter’s box unless time has been called.
- 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.
- 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.

POST-SEASON PLAYOFFS:

- 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.
- Pitchers are limited to 6 innings per week. Pitchers may exceed 4 innings per game, if the maximum pitch count (75) is not exceeded.



RULES: SOFTBALL – 8U

The Official ASA Rules of Girls Fast Pitch Softball shall apply with the following rules adopted by DBYS.

The 8U Softball program is a developmental league. The purpose is to teach the fundamentals of hitting, fielding, running bases and knowledge of the game in an encouraging and fun environment.

PLAYERS:

- Players may not turn 9 years of age before January 1.
- Appropriate players may be called up from 8U to assist a 10U team.
 - Prior to the start of their game schedule, each 8U Head Coach will be asked to give a list to the 8U commissioner. The list shall include players who they feel would be able to assist a 10U team if they are in need of players for a game.
 - Coaches should only select 8U level players who meet the 10U age requirements next season.
 - The 8U commissioner will work with 10U commissioner to match players to specific 10U B teams and a rotation will be created so that all players on the list will be given the opportunity to play in a 10U game, IF the opportunity is available.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- Teams shall practice and play with a 10” Incrediball.

UNIFORMS:

- During every game, players **MUST** wear a complete uniform.

CONDUCT:

- **NO** fighting, abusive language or harassment of any kind will be tolerated.
- **NO** littering or climbing on the backstops or fences is allowed.
- **NO** dogs are allowed at or on any of the ball fields. You will be fined for this.
- **NO SMOKING** is allowed on any fields. You will be fined for this.

- 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.
- Players may NOT eat food or drink soda on the bench during a game. Water, All-sport, Gatorade, etc., are allowed.
- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- Failure to abide by any of these rules is subject to DBYS board.
- **The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.**
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed among coaches.
- The Head Coaches from both teams will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed one of the Coaches is responsible for notifying the League Commissioner.
- Games, if cancelled, should be rescheduled within 48 hours and played upon field availability.

FIELD PREPARATION:

- All coaches should evaluate field conditions and provide a safe playing environment.
- The base paths shall be 50' in length.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- The Visiting Team is responsible for the dragging and raking (pitcher's mound, home plate and the base paths) of the field at the end of the game.
- Other arrangements may be made by the two coaching staffs to ensure that all duties are completed in a timely and efficient manner.

UMPIRES:

- There are no umpires for 8U softball games. Safe and Out calls and time keeping will be handled amicably between the two coaching staffs. The defensive coach, the offensive pitching/machine coach or the two base coaches are all eligible to make umpiring

decisions. The coach nearest to the play or the coach with the best view of the play shall make the call. His/her decision is final.

OFFICIAL GAME:

- Each game will last five (5) innings or one hour and fifteen minute time limit.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- THERE WILL BE NO SCOREKEEPING.
- Ten batters or three outs will constitute ½ inning.

PITCHING PROCEDURE:

- The following will be in effect for the entire season:
 - Pitching will be done by coaches for the first two innings and the pitching machine for the remaining innings. The team coach, manager, or someone else designated by the coach will pitch to her/his team and will play the role described in these rules as the “coach-pitcher”.
 - The coach-pitcher may pitch from any safe distance.
 - While the coach-pitcher pitches the ball to her/his own players, a player from the defensive team is responsible for fielding the ball at the pitcher location. This player should be stationed to one side of the pitching rubber where she can see what is happening with the pitches. The player at the position of pitcher must play no closer than 30 feet from home plate.
 - The coach pitcher is expected to get out of the way of the defensive team whenever a ball is batted into play.
 - If the coach pitcher is accidentally hit by a batted ball while making an effort to get out of the way, the batter takes first base and all runners advance only 1 base. A dead ball is called.
- The coach pitcher may give instructions to the hitter while she is hitting and may stop play to reposition a batter. The base coaches shall do the instruction once the ball is hit into play.
- The batter receives a maximum of 4 pitches to either put the ball into play or to strike out. If the batter has done neither, a batting tee will be used to put the ball into play. There are NO called balls, strikes, walks, and no advances for hit batsman.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- Two defensive coaches will be allowed in the field to give instruction.
- All coaches, on the field, must be at least 18 years of age. Younger coaches may assist in the dugout (if the head coach wants), but may not coach on the field.
- No league player will be permitted to be a defensive coach on the field.

- The defensive team may field no more than 10 players. A team may use a maximum of 4 outfielders and a maximum of 6 infielders (includes pitcher and catcher).
- 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. Coaches must rotate their players so that all players get a chance to try several positions. No player shall play for less than half of every game. Coaches may sit a player for disciplinary reasons or illness.
- Free substitution will be in effect.
- The player at the position of pitcher must play no closer than 30 feet from home plate.
- **Catcher** – One of the purposes of this division is to teach the catching position. One of the defensive players must be a catcher, dressed in the proper equipment and stationed in the normal catcher's position. Coaches cannot play the catcher's position in place of a child. But a coach can stand by the backstop to assist the catcher with passed balls.
- Play will be called dead when the ball crosses the infield/outfield plane. No advancement. Instruct the players to get the ball back to the pitcher. This is what they must do at the next age level. THE PLAY IS DEAD WHEN THE BALL CROSSES THE PLANE.

OFFENSIVE TEAM (TEAM AT BAT):

- One fixed batting order per team. Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
- Since there is no substitution in the batting line-up, an automatic out will not be given for a player who is officially taken out of the game (injury, leaves early, etc.).
- The offensive team (at bat) is allowed to have a base coach stationed at first and at third base.
- All coaches, on the field, must be at least 18 years of age. Younger coaches may assist in the dugout (if the head coach wants), but may not coach on the field.
- No league player will be permitted to be an offensive coach on the field or as a base coach.
- Any fair batted ball is in play; the ball need not ravel a certain distance.
- No walks.
- No bunting.
- No stealing.
- Runners must stay in contact with the base until the ball crosses the plate. Runners will not advance on a dropped 3rd strike, a passed ball, or a wild pitch. There will be no advancement on overthrows to any base.
- The infield fly rule does not apply.

PLAYER PLACEMENT: T-BALL

The teams for Baseball – T-Ball level are intended to be flexible and as accommodating as possible for the children and parents involved at this level. Coach and player requests are allowed at the discretion of the commissioner. If the Commissioner desires, he/she can call a meeting of all T-Ball coaches to aid in the distribution of players to the teams. Otherwise, the teams shall be selected according to the following procedure:

- a) After each head coach is selected, each head coach should name a maximum of two assistant coaches to the commissioner.
- b) The children of the coaches shall be placed on the coaches' teams.
- c) Each head coach may request additional players to be placed on his/her team. (Coaches must be discouraged from requesting all 6 year olds for their team, to try to best maintain a balance of ability on each team.)
- d) Any children who are requested, by their guardians, to be paired together on the same team should be placed together at the discretion of the commissioner.
- e) Upon compiling the list of requested players for each team, the commissioner shall distribute the requested players on each coaches' teams. In the event that a player is requested by multiple coaches, the commissioner shall use discretion in assigning the player to a team.
- f) To place the remaining players on teams, the commissioner must assign players based on age. The T-Ball teams are to be as balanced as possible, with similar numbers of 4 year olds, 5 year olds and 6 year olds on each team. It is also recommended to place girls on teams in pairs, such that no team has only one girl.

PLAYER PLACEMENT: BASEBALL – ROOKIE

The teams for Baseball – Rookie level are to be selected by an evaluation and a draft process. Coach and player requests are not allowed. The teams shall be selected according to the following procedure:

- a) After each head coach is selected, each head coach should name a maximum of two assistant coaches to the commissioner.
- b) An evaluation session must be held. All registered players are strongly recommended to attend. This evaluation is critical in maintaining a competitive balance among the teams. (In previous years, it has been helpful to have 1 hour time slots for evaluations with a maximum of 25 players per time slot. Group the players by age, with the oldest players being evaluated at the earliest times.)
- c) At the check in for the evaluation, each player must be assigned an identification number. The ID number shall be worn on the player's shirt during the evaluation. Players must be listed on evaluation sheets by number.
- d) The evaluation session should include two stations: Fielding/Throwing and Hitting. At the Fielding/Throwing station, each player should get 5 to 10 repetitions of catching grounds balls and pop ups, followed by throwing each ball back to the coach. At the Hitting station, each player should get 10 to 15 repetitions of hitting a ball via soft toss or off of a tee. While each group of players is at their station, the coaches (head and assistants) must assign a "Skill Score" to each player based on their ability.
- e) The "Skill Score" for each skill will range from 0 (no ability) to 4 (highly skilled player). The maximum score for an 8 year old on each skill is 4. The maximum score for a 7 year old on each skill is 3.5. The maximum score for a 6 year old on each skill is 3.
- f) The evaluators will discuss with the commissioner, the average score for each skill for each player following each session. For each player, the group must agree to a fielding/throwing "Skill Score" and a hitting "Skill Score".
- g) The commissioner shall total the two "Skill Scores" for each player to arrive at a "Total Player Score" for each player.

Example:

The player's agreed Fielding Skill Score will be 3.5.

The player's agreed Hitting Skill Score will be 2.5.

The players "Total Player Score" will be $3.5 + 2.5 = 6$.

- h) A list will be made by the commissioner including the each player's name, his evaluation ID number and his "Total Player Score". This list shall be distributed to each head coach prior to the draft.
- i) Prior to the draft, the commissioner must create the grid shown below. All of the "Total Player Scores" shall be placed in order from highest to lowest and distributed onto teams as follows (similar to a snake draft):

(Note: Only the scores are being slotted not the actual players)

Draft Round	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10
1	8	8	8	8	8	7	7	7	7	7
2	6.5	6.5	7	7	7	7	7	7	7	7
3	6.5	6.5	6	6	6	6	6	6	6	6
4	4	4	5	5	5	5	5	5	5	6
5	4	4	4	4	3	3	3	3	3	3
6	2	2	2	2	2	2.5	2.5	3	3	3

- j) From the grid, a list shall be made of each “Total Player Score” and the round of the draft in which that score occurs most frequently (ties go to the earlier round, see 6.5). For example, the list for the above grid would be as follows:

Total Player Score	Equivalent Draft Round
8	1 st Round
7	2 nd Round
6.5	2 nd Round
6	3 rd Round
5	4 th Round
4	5 th Round
3	5 th Round
2.5	6 th Round
2	6 th Round

- k) All of the coaches’ children will have an Equivalent Draft Round determined by the list above. (All coaches children, if more than 3, will be slotted into the grid for this step)

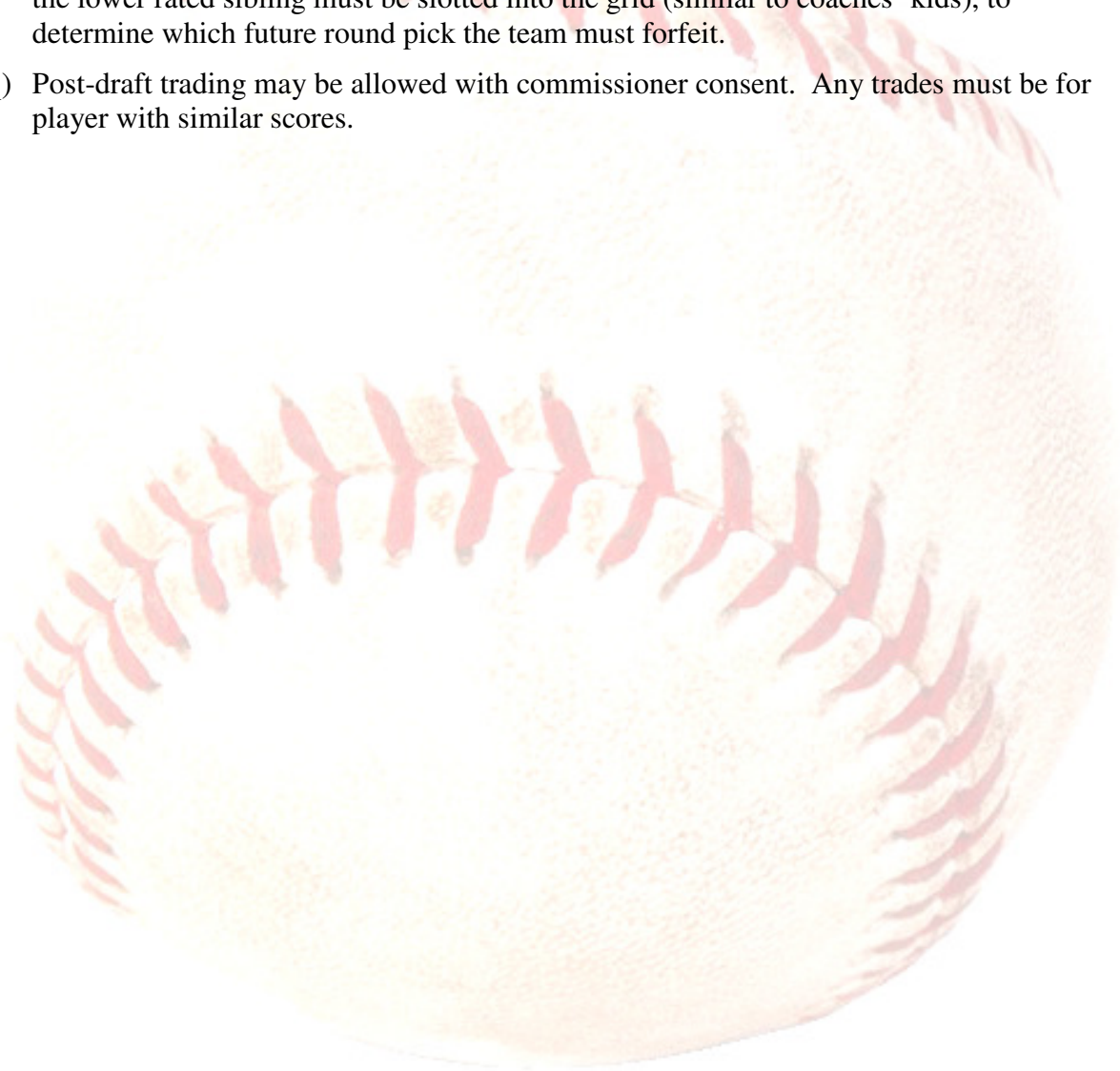
Example: If Team 1 has a coach’s kid with a “Total Player Score” of 6, Team 1 will forfeit its 3rd round pick.

Example: If Team 5 has a coach’s kid with a “Total Player Score” of 8, Team 5 will forfeit its 1st round pick.

This list is also used in the case of siblings (see step p)).

- l) The children of the coaches shall have their “Total Player Scores” totaled. The team with the lowest total will be Team 1 and have the first pick in the first round. The team with the 2nd lowest total of coaches’ kids will be Team 2 and have the second pick in the first round...etc. (In the event that the coaches have more than 3 children, only the highest 3 children will be used to determine 1st round draft order.)
- m) The draft begins with Team 1 making the first selection. All teams make their selections, if any team has a coach’s kid in the first round, they are skipped in selecting a first round player. (See example in step **Error! Reference source not found.** above.)

- n) After the final team has selected in the first round, each team's current "Team Score" is recalculated. The new team with the lowest total select 1st in the second round. Draft order continues from lowest to highest current score. Teams with a coach's kid slotted into the 2nd round will be skipped in this round.
- o) Step n) is repeated until the final round. In the final round, if there are fewer players available than teams remaining to draft, a team may elect to forfeit their final pick. When the # of players remaining equals the # of teams remaining to draft, a pick must be made.
- p) There are cases where siblings are in the league. The siblings must be drafted together onto the same team. The higher rated sibling will be drafted for the current round, while the lower rated sibling must be slotted into the grid (similar to coaches' kids), to determine which future round pick the team must forfeit.
- q) Post-draft trading may be allowed with commissioner consent. Any trades must be for player with similar scores.



PLAYER PLACEMENT: BASEBALL – MINOR & MAJOR

The teams for Baseball – Minor and Major level are to be selected by an evaluation and a draft process. Coach and player requests are not allowed. The teams shall be selected according to the following procedure:

- a) After each head coach is selected, each head coach should name a maximum of two assistant coaches to the commissioner.
- b) An evaluation session must be held. All registered players are strongly recommended to attend. This evaluation is critical in maintaining a competitive balance among the teams. (In previous years, it has been helpful to have 1 hour time slots for evaluations with a maximum of 25 players per time slot. Group the players by age, with the oldest players being evaluated at the earliest times.)
- c) At the check in for the evaluation, each player must be assigned an identification number. The ID number shall be worn on the player's shirt during the evaluation. Players must be listed on evaluation sheets by number.
- d) The evaluation session should include three stations: Fielding/Throwing, Hitting and Pitching. At the Fielding/Throwing station, each player should get 5 to 10 repetitions of catching grounds balls and pop ups, followed by throwing each ball back to the coach. At the Hitting station, each player should get 10 to 15 repetitions of hitting a ball via soft toss or off of a tee. At the Pitching station, each player should have the opportunity to throw 10 to 15 pitches to a coach in the catching position.
- e) The "Skill Score" for each skill will range from 0 (no ability) to 4 (highly skilled player). The maximum score for a 10 year old on each skill is 4. The maximum score for a 9 year old on each skill is 3.5. The maximum score for an 8 year old on each skill is 3.
- f) The evaluators will discuss with the commissioner, the average score for each skill for each player following each session. For each player, the group must agree to a fielding/throwing "Skill Score", a pitching "Skill Score" and a hitting "Skill Score".
- g) The commissioner shall total the three "Skill Scores" for each player to arrive at a "Total Player Score" for each player.

Example:

The player's agreed Fielding Skill Score will be 3.5.

The player's agreed Hitting Skill Score will be 2.5.

The player's agreed Pitching Skill Score will be 2

The players "Total Player Score" will be $3.5 + 2.5 + 2 = 8$.

- h) A list will be made by the commissioner including the each player's name, his evaluation ID number and his "Total Player Score". This list shall be distributed to each head coach prior to the draft.
- i) Prior to the draft, the commissioner must create the grid shown below. All of the "Total Player Scores" shall be placed in order from highest to lowest and distributed onto teams as follows (similar to a snake draft):

(Note: Only the scores are being slotted not the actual players)

Draft Round	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10
1	12	12	12	11.5	11.5	11.5	11.5	11.5	11	11
2	9.5	9.5	10	10	10.5	10.5	10.5	10.5	11	11
3	9.5	9	9	9	8.5	8	8	7.5	7.5	7
4	5	5	5.5	5.5	5.5	6	6	6	7	7
5	5	5	5	5	4.5	4.5	4.5	4.5	4	4
6	3	3	3	3	3	3.5	3.5	3	4	4

- j) From the grid, a list shall be made of each “Total Player Score” and the round of the draft in which that score occurs most frequently (ties go to the earlier round, see 11). For example, the list for the above grid would be as follows:

Total Player Score	Equivalent Draft Round
12	1 st Round
11.5	1 st Round
11	1 st Round
10.5	2 nd Round
10	2 nd Round
9.5	2 nd Round
9	3 rd Round
8.5	3 rd Round
8	3 rd Round
7.5	3 rd Round
7	4 th Round
6	4 th Round
5.5	4 th Round
5	5 th Round
4.5	5 th Round
4	6 th Round
3.5	6 th Round
3	6 th Round

- k) All of the coaches’ children will have an Equivalent Draft Round determined by the list above. (All coaches children, if more than 3, will be slotted into the grid for this step)

Example: If Team 1 has a coach’s kid with a “Total Player Score” of 8, Team 1 will forfeit its 3rd round pick.

Example: If Team 5 has a coach's kid with a "Total Player Score" of 11.5, Team 5 will forfeit its 1st round pick.

This list is also used in the case of siblings (see step **Error! Reference source not found.**)

- l) The children of the coaches shall have their "Total Player Scores" totaled. The team with the lowest total will be Team 1 and have the first pick in the first round. The team with the 2nd lowest total of coaches' kids will be Team 2 and have the second pick in the first round...etc. (In the event that the coaches have more than 3 children, only the highest 3 children will be used to determine 1st round draft order.)
- m) The draft begins with Team 1 making the first selection. All teams make their selections, if any team has a coach's kid in the first round, they are skipped in selecting a first round player. (See example in step **Error! Reference source not found.** above.)
- n) After the final team has selected in the first round, each team's current "Team Score" is recalculated. The new team with the lowest total select 1st in the second round. Draft order continues from lowest to highest current score. Teams with a coach's kid slotted into the 2nd round will be skipped in this round.
- o) Step n) is repeated until the final round. In the final round, if there are fewer players remaining than there are teams, the draft order is reversed. The team with the highest "Team Score" shall draft first. The team with the 2nd highest "Team Score" shall draft 2nd, etc.
- p) There are cases where two siblings are in the league. The siblings must be drafted together onto the same team. The higher rated sibling will be drafted for the current round, while the lower rated sibling must be slotted into the grid (similar to coaches' kids), to determine which future round pick the team must forfeit.
- q) Post-draft trading may be allowed with commissioner consent. Any trades must be for player with similar scores.

PLAYER PLACEMENT: SOFTBALL – REC

The teams for Softball are to be selected by an evaluation and a draft process. Coach and player requests are not allowed. The teams shall be selected according to the following procedure: The following process is based on the softball teams being broken out into equal ability teams. In the case where they league determines to play in Berks County, the team selection will have to adapt to the process of breaking teams up into Skill Level teams based on having a more competitive “A” team versus a learning level “B” team.

- a) After each head coach is selected, each head coach should name a maximum of one assistant coach to the Softball commissioner.
- b) An evaluation session must be held. All registered players are strongly recommended to attend. This evaluation is critical in maintaining a competitive balance among the teams.
- c) At the check in for the evaluation, each player must be assigned an identification number. The ID number shall be worn on the player’s shirt during the evaluation. Players must be listed on evaluation sheets by number, names are not to be revealed to the evaluators.
- d) The evaluation session should include a minimum of three stations: Fielding/Throwing, Pitching, and Hitting. The setup of each station is designed and setup by the Softball commissioner’s discretion. While each group of players is at their station, the evaluators must assign a “Skill Score” to each player based on their ability. All of the scores will be averaged to come up with an overall skill score for that player. The “Skill Score” for each skill will range from 1 (no ability) to 5 (highly skilled player). There are no maximum or minimum scores based on age for the players.
- e) The scores for each player will be entered into a master evaluation spreadsheet and the players scores will be calculated based on the following criteria
 - a. Each evaluated skill has the same equal weight.
 - b. The total scores will be added up for all of the evaluated skills. If there are 4 skills evaluated, then their total will be added together.
 - c. The total scores added will be divided by the number of skills evaluated to come up with the overall average of the players. If there are 5 skills evaluated, then you would add up the scores for the 5 skills and divide that total by 5 to come up with the overall average score for the player.
 - d. Each player will then be ranked by the highest overall average to the lowest overall average.
- f) A list will be made by the Softball commissioner including the each player’s name, his evaluation ID number and their overall score. This list shall be distributed to each head coach prior to the draft. It is up to the Softball commissioner to determine if the evaluation score spreadsheet will be distributed to the coaches
- g) The Draft of players will be as follows:
 - a. The order of draft is determined by a blind draw of coaches.

- b. Draft position 1 will select and the order will go based on the blind draw. The order will be in a serpentine draft format. Example: Draft order for 4 teams – Round 1 – 1, 2, 3, & 4. Round 2 – 4, 3, 2, & 1.
- c. Each coach and their named assistants players will automatically placed on their team.
- d. The Softball commissioner shall guide the draft trying to make the teams as equal as possible so no single team is “Stacked”. If a team’s coach and assistant coach’s daughters are both top rated pitchers, they should not be allowed to pick a top pitcher with their first pick. Unless there is an over abundance of quality pitchers.
- e. There are cases where two siblings are in the league. The siblings must be drafted together onto the same team, unless a specific request has been made by the players parents/guardians.

MEMBER COSTS AND BENEFITS

Baseball rec players will receive a team hat, a team shirt, and team socks.

Softball rec players will receive a team shirt, shorts or pants, and team socks.

LIST OF AVAILABLE FIELDS AND RESOURCES

Major:

Hill Road Field 1*
Hill Road Field 2*

Minor:

Hill Road Field 1#
Hill Road Field 2#
Hill Road Field 3

Rookie:

Township Upper+
Township Lower+

T-Ball:

AEC Road
AEC Woods

Softball:

Lake Drive
DBMS Field 47
Township Upper^
Township Lower^

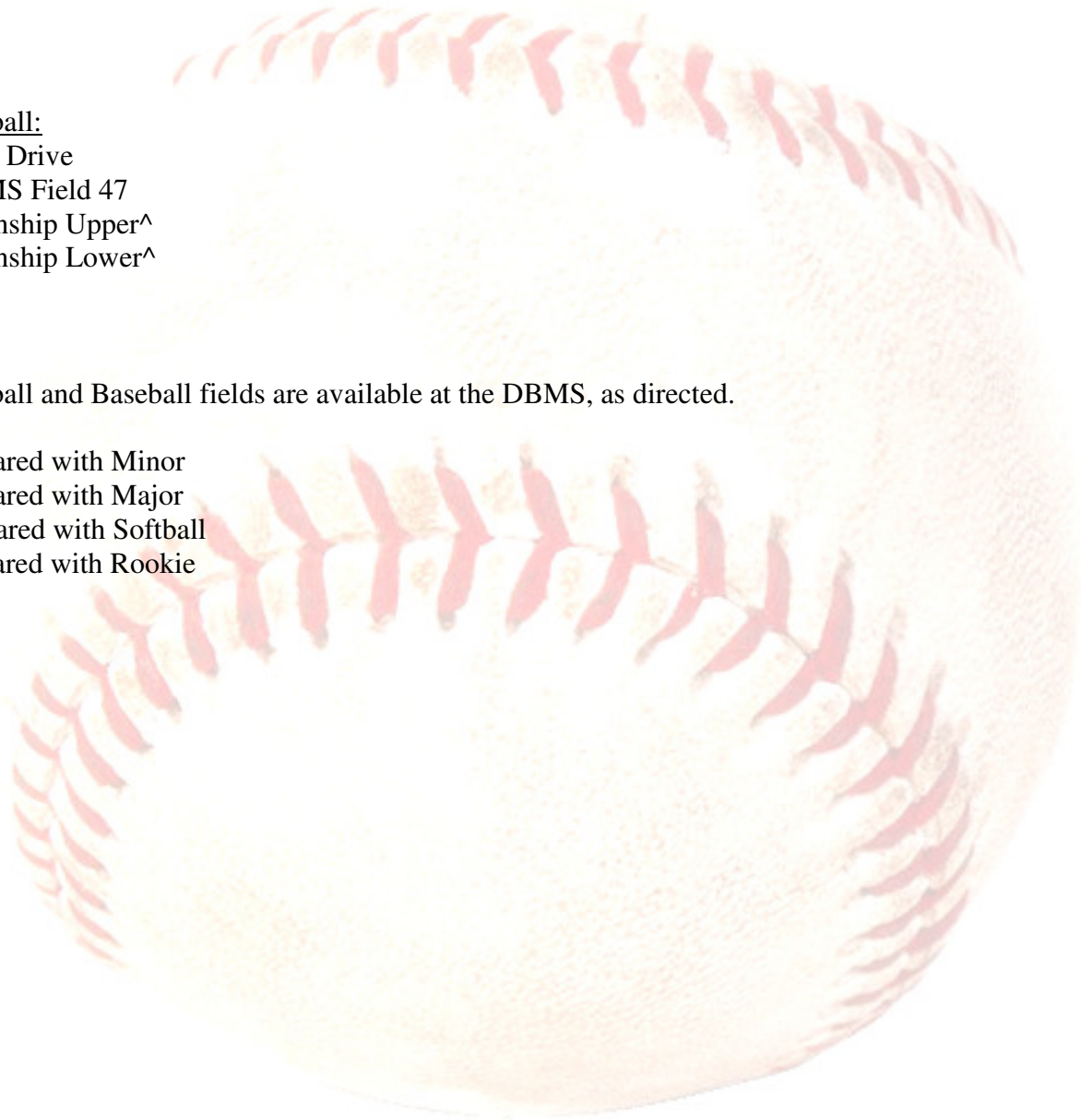
Softball and Baseball fields are available at the DBMS, as directed.

* Shared with Minor

Shared with Major

+ Shared with Softball

^ Shared with Rookie

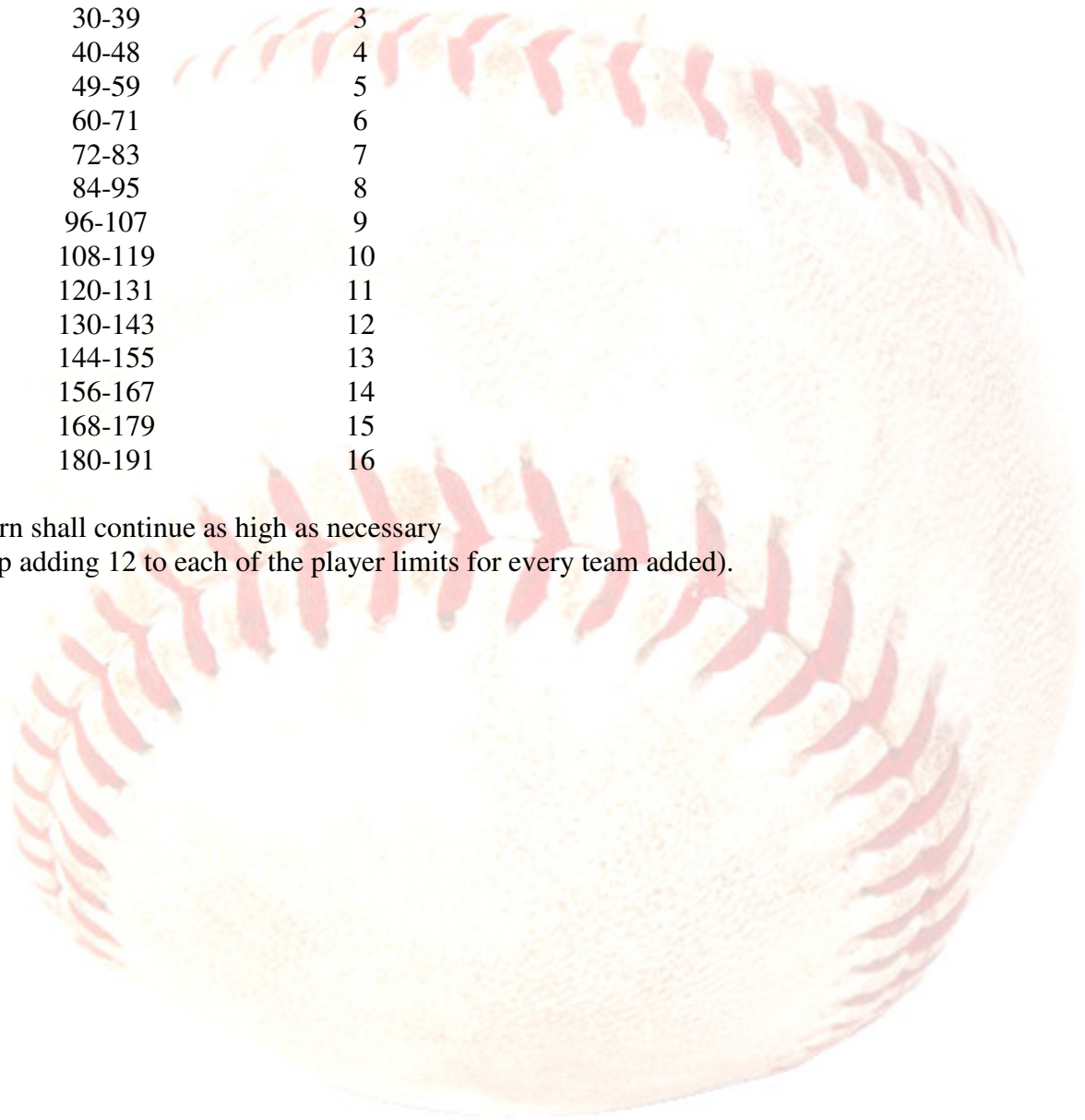


ROSTER SIZES GUIDELINES

For any division of the league, the following table may be used to determine the number of teams and the number of players on each team.

<u>Players Registered:</u>	<u>No. of Teams:</u>
19-29	2
30-39	3
40-48	4
49-59	5
60-71	6
72-83	7
84-95	8
96-107	9
108-119	10
120-131	11
130-143	12
144-155	13
156-167	14
168-179	15
180-191	16

Pattern shall continue as high as necessary
(Keep adding 12 to each of the player limits for every team added).



STANDARD LEAGUE CALENDAR – REC BASEBALL

Registration for spring season: December 1 through February 15. Concurrent with softball.

Rookie, Minor, Major Evaluations: Complete on or about the first Monday in March.

T-Ball Team assignments: Complete on or about the second Monday in March.

Rookie, Minor, Major Drafts: Complete on or about the second Monday in March.

Beginning of Practices (Baseball): On or about the third Monday in March. (Between March 15th and March 21nd)

Opening Day: Third Saturday in April (except when it falls on Easter weekend: use 2nd Saturday). Typically after April 15th – the date when Amity Township will turn on the water at our facilities.

Regular Season Duration (Major, Minor): 7 or 8 weeks – dependent on Opening Day / Easter.
Regular Season Duration (Rookie, T-Ball): 8 or 9 weeks – dependent on Opening Day / Easter.

No regular season (rec) games will be scheduled on Memorial Day weekend
No games on Easter Saturday.

End of Regular Season (Major, Minor): First Saturday in June.
End of Regular Season (Rookie, T-Ball): Second Saturday in June.

Completion of Playoffs (Minor): Second Saturday in June.
Completion of Playoffs (Major): Third Saturday in June.

STANDARD LEAGUE CALENDAR – REC SOFTBALL

Registration for spring season: December 1 through February 15. (concurrent with baseball)

Softball Rec Evaluations: Complete on or about the third Saturday in February.

Softball Rec Drafts: Complete on or about the end of February.

Beginning of Practices (Softball): On or about the first two weeks in March (Between March 1st and March 15th)

Opening Day: Third Saturday in April (except when it falls on Easter weekend: use 2nd Saturday)

No regular season (rec) games will be scheduled on Memorial Day weekend
No games on Easter Saturday.

Regular Season Duration (Softball): Depends on which league (Berks or Tri-County) that is played in or if in house play is used. This decision is dependent on the number of ?

Softball playoffs depend on which league is being participated in (Berks or Tri-County) or if there are enough in house teams to have a playoff.

GAME AND PRACTICE SCHEDULE GUIDELINES

Pre-Season Practices:

T-Ball: 2 practices per week. 5:45 and 7 pm time slots on two fields. Weeknights only, if possible.

Rookie, Minors, Majors: 2 practices and 1 cage session per week. 6 to 8 pm on field, 6 and 7 pm time slots in the cage. Likely to include Saturday practices for some teams

Games:

T-Ball: Approximately 12 games.

First 4 weeks after Opening Day = 1 game, 1 practice per team, per week.

Remainder of season = 2 games per team, per week.

Rookie, Minors, Major, Softball: Approximately 14 games.

Most weeks = 2 games per team, per week.

Occasional weeks = 1 game per team, per week.

Mid-season practices at coach's discretion.

DB INFERNO TRAVEL SOFTBALL

A. Mission

Our mission is to provide a great learning experience for the young ladies and to provide them the avenue to grow their game of softball, to build character, and to promote teamwork. Although our tournaments and the meat of the travel season is in the Spring and Summer, we do have workouts and possible scrimmages in the Fall and workouts in the Winter. We approach the Inferno as a 11 month commitment, however, any sport or activity in the Fall and Winter, has priority and all we ask is you make it when you can.

B. Parent Participation

Although we are each separate teams, we will all work very closely together. The one thing that you will see, is that we will all be a big softball family all working together to provide our daughters with a great opportunity to learn softball, sportsmanship, and friendships. We will all have to work together along with the coaches and committee's to make our program successful. Each team will have a Head Coach, up to three assistants, and a team manager. Besides these two positions, we will need a committee chair for the following areas (committee size plus Chair):

- Uniforms (4)
- Fields (4)
- Sponsorship (4)
- Fundraising (5)
- Snack bar (4)
- Logistics (4)
- Tournaments (6)

Each committee will consist of the Committee Chair and have 2-6 members. The goal is to have a member from each team represented on each committee. It is mandatory that each player has a parent on one of the committees or coaching staff.

You will also be required to sign a contract for you and your daughters that explains what the expectations are from each player and their parents, and the conduct expected of the players and their parents.

It is also expected that you volunteer to help out other DBYS tournaments and events

C. Coaching

Coaches will be nominated in May and June and the head coach will be voted on by the Board according to the ByLaws in June. The Coaches are to be named no later than July 1st of the upcoming season. This will allow the coaches time to setup evaluations and publicize the program before evaluations. The goal is to have the best qualified coaches for our program. Travel softball is a much different game than the rec level softball so it is important to try and focus on the best coaches for the teams. All Coaches and assistants must adhere to Article V of the DBYS ByLaws.

D. Evaluations

Evaluations will be held in August of the upcoming year. The time and dates are set by the Softball Commissioner and the coaches of each program. The number of evaluations is open to what each team wants to have or is needed to field a competitive team. The goal of the evaluation is to put the best 11-14 girls on the roster. It is also the philosophy that the evaluations are as fair and unbiased as possible, and that the majority of the evaluators are not associated with the team so a fair assessment can be made. The Head coach and the Softball Director will have the final say on the roster make up.

E. Player Eligibility

The goal of the Inferno program is to provide a travel caliber team for the girls of DBYS. And where there is enough talent to field a competitive team, the pool of players should come from DBYS. In the case where there is not enough players of travel caliber, evaluations will be open to non-DBYS athletes. Each year the Head Coaches, Softball Director, and the DBYS Board will have to make the determination on opening the borders or keeping it in house. Example 2012: 8U & 10U in house DBYS. 12U & 14U open evaluations, with majority of players from DBYS and a select few from outside DBYS.

F. Costs

For the DB Inferno, the 20xx season, we will be charging the following fee's:

DB Inferno Costs	
Age	Cost
8U	
10U	
12U	
14U	
18U	

*Besides the fee to play, each player will be responsible for selling tickets to our annual Pancake Breakfast with Santa.

G. Payment

Payment of fees will be due on the following schedule:

- 1/3 due 9/30/xx
- 1/3 due 11/30/xx
- Balance due 1/30/xx

All payments will be handled through the DBYS website and registration system.

There is a fundraising incentive to help you defray some of the costs to play. For every \$100 in Sponsorship you bring in to the Inferno, **\$30 will be credited to your account.**

**If there is a situation that the fees restrict your daughter from playing, please contact the Softball Director.*

H. Games and Tournaments

These are the recommended amounts of games and tournaments. The final determination will be at the discretion of the Softball Director and the Head coaches of each team.

- 8U the goal is to get them 30-35 games played with tournaments and scrimmages.

- 8U – 6 tournaments Total – 5 away and 1 hosted in Spring (possibly 1 fall if we find enough interest)
- 10-14U the goal is to get them 40-45 games played with tournaments and scrimmages
 - 10-14U – 7-8 tournaments Total – 6 away and 2 hosted
- We will work to setup between 8-12 scrimmages, Round Robins, or doubleheaders for each team. We will also look to join a travel league to get games in during the week where applicable.
- 18U – We will play in 6-7 tournaments with 2 or 3 of them being college showcases.

It is the recommendation that the 8U and 10U teams be allowed to play in a Babe Ruth Sanctioned league like a Tri-County league, due to the amount of tournaments available.

I. Sanctioning

Each team can be sanctioned in the following sanctioning bodies. USSSA, ASA, Pony, Babe Ruth, or Babe Ruth Xtreme. It is up to each team to decide what is the best fit for that team each year

