

**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. All players “called up” from Minors to play, must be announced to the opposing team prior to the start of the game. The board and/or league commissioner will provide each team with a list of age eligible players available for call up from the Minors division. Coaches must attempt to use all players on the Minors division call up list prior to calling up a player for the second time.
- A player called up from the Minor division may not play more innings than a rostered Major division player and must bat in the lowest possible position in the order.

**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 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. on unlighted fields. No game will start later than 8:00 p.m. on lighted fields. (Amity Township ordinance requires lights to be turned out at 10 pm.)
- All games have a 2 hour, 15 minute time limit.
- A new inning may not start after the 1 hour, 45 minute mark if:
  - There is a following game that is scheduled to start 2 ½ hours or less after the current game, or
  - The current game started at 7:45 pm or later.
- All other games may not start a new inning after the 2 hour mark.
- 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 6<sup>th</sup> run crosses the plate. If the 6<sup>th</sup> 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 6<sup>th</sup> 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 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 in the same inning from a coach.
- A player may not pitch in more than one (1) game per day.
- Pitchers are limited to 6 innings per calendar week and 4 innings per game, in any combination. Refer to the playoff section for playoff modification regarding innings per game. (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.
- 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.
- 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.
- A pitcher must be removed from the mound if the maximum pitch count or the innings pitched are reached; whichever occurs first. A pitcher must be removed after 75 pitches regardless of the situation.
- If a coach declares that this will be the pitcher's "last batter" prior to the start of a batter and prior to reaching an intermediate pitch count (20, 40, or 60), the pitcher may continue to pitch, and be considered at/under that pitch count, 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.
- All rescheduled games and extra innings games must abide by the pitching rules for that week.
- A player can play NO MORE than four (4) innings per game at the pitcher and catcher positions in any combination. One pitch thrown constitutes an inning pitched. A player who catches one pitch behind the plate constitutes an inning caught. If a player plays both pitcher and catcher within the same inning, it counts as 2 innings.
- The penalty for violating any of the pitch count/innings regulations above are as follows:
  - First offense – warning
  - Second offense – forfeit game
  - Third offense – suspended from coaching for remainder of the season, including playoffs.

#### **DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):**

**For defensive purposes, an inning consists of all 3 consecutive outs in the same inning.**

- 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 innings in the infield (P, C, 1B, 2B, SS, 3B) and 1 inning in the outfield in each game. **Note: Based on a 6 inning game.**

- 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. **Note: Based on a 6 inning 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.

