

## DPYBA General Rules - 2008

As youth league participants progress in age and skill level, the Official Rules of Baseball become the guiding principles and framework for how the game of baseball is played.

It is neither possible nor feasible to include a rule that will cover every possible situation that may arise during the course of play. The rules for this league are written with the intent of creating an environment where the game can be played fairly and competitively, and where the rules can be consistently applied and enforced for the good of all involved.

To help accomplish this goal, the judgement of the umpire will be the key factor in applying and enforcing these rules. The umpire may choose to seek assistance from a DPYBA board member or another umpire in order to clarify a rule or its interpretation. An umpire is neither obligated nor required to seek additional assistance if he feels he has made a ruling that is consistent with the interpretation and intent of any rule.

If there is a conflict, the DPYBA local rule will supersede the USSSA National Rule. If there is no local rule addressing an issue, then the applicable USSSA National Rule will prevail.

1. All games will be played as scheduled. Any proposed schedule change must be agreed upon by the managers of both teams in advance. Any pre-season game that is rained out or otherwise not played will not be made up at a later date. Any regular season games that are rained out shall be made up on the next available make-up date in the order in which they were rained out. Games canceled or suspended due to loss of lights, protest, or other reason will be handled in the same manner. This also applies to playoff games. Because of scheduling constraints, a team may be required to play 2 games in one day.
2. No game will be made up after the season is over unless it will change the standings of both teams.
3. Games should begin as close to the listed start time as possible. If time permits, each team should be allowed an equal amount of on-field warm up time before the game. If the first game ends early, the managers of the following game may jointly decide to start their game early. If the first game ends late, the following game will be started as soon as possible.
4. A game may be started with a minimum of 8 players. If a team has only 8 players, they will be required to take an out each time for the 9<sup>th</sup> position in the batting order. Any players arriving after the game has begun will be added to the bottom of the team's batting order. A player must arrive prior to the start of the 3<sup>rd</sup> inning or he cannot play in the game. If a team begins with 8 players, and if additional players arrive before the start of the 3<sup>rd</sup> inning, they will not be required to take an out for the 9<sup>th</sup> position.
5. If a team is unable to field 8 players within 10 minutes of the announced starting time, the game will be recorded as a forfeit and the opposing team will be declared the winner.
6. After the game has been declared a forfeit, the two teams will use the remaining time to play a "practice game". The umpires will preside over the practice game and all normal league rules will apply. The short-handed team should borrow players from the opposing team when they are on defense to help fill in the empty slots in the outfield. The most recent batter(s) from the opposing team who are not on base should fill the empty outfield positions. The result of the practice game will have no bearing on the league standings of either team.

7. If a game is started and a team drops below 8 players, the team will be allowed to continue the game. Any player who starts the game and is removed during the game will be recorded as an out, unless they left the game because of an injury or illness.
8. The umpire is the official timekeeper.
9. The home team is responsible for providing the official scorekeeper for each ball game. The official scorekeeper must be an adult, and they must be located in the designated scorekeeper's area during the entire game. The scorekeeper may not be located in either team's dugout. Exception: This rule does not apply to the 4U League.
10. Mandatory Play: All players present and able to play will be listed in the team's official batting order. Players will bat in this same order throughout the entire game. No player may sit out for 2 consecutive defensive innings. Failure to play all players in accordance with this rule may result in review by the baseball committee and could result in forfeiture of the game. Any player not playing at least 2 innings on defense in a game must start in the next game.
11. Any player making malicious or intentional contact with another player will be ejected from the game. This is a judgment call by the umpire.
12. All coaches should discuss unsporting behavior and inappropriate displays of player emotion early in the season. This type of behavior has no place in youth sports and it will not be tolerated. Any player who throws equipment in anger or disgust will be ejected from the ballgame. A warning is not required and should not be given. If the inappropriate behavior would be enough to warrant a warning, then the player should be ejected. This is a judgement call by the umpire.
13. If a player is ejected from a ballgame for any reason, he will be recorded as an out each time it is his turn to bat. The ejection and the circumstances surrounding the ejection may be reviewed by the board of directors for possible further actions.
14. If an umpire judges that a fielder is injured to the extent that immediate attention is needed, the umpire will call time out. Once time out has been called, the ball is dead. The umpires will place all runners on the bases they feel the runners would have safely reached if the injury had not occurred.
15. The batter and all base runners must wear approved protective headgear from the time they leave dugout for their turn at bat until they return to the dugout. Any base runner that intentionally causes his headgear to come off will be called out. The ball remains live. Once continuous action has ceased, the ball is dead, and the offending runner is out.
16. Shoes with metal cleats are not allowed at the 12U level of play and below.
17. The manager of the team, or the acting manager for the game, is the only person authorized to address the umpires once a game begins. Any other coach that does so is at risk of being ejected from the ballgame. **Rule 9.02 (a)** from the Official Rules of Baseball is quoted here for your reference. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

18. Umpires will work to settle all problems on the field. No protest is allowed in the 4U, 5U, or 6U leagues. Protests will be allowed in 8U, 10U, and 12U leagues for age and pitching violations or rule interpretations only. The umpire, the opposing manager and the official scorekeeper must be notified of a formal protest before the next pitch following the dispute. No protest will be allowed following the end of the game unless the protest involves the last play of the game. The protest must be noted in the official scorebook. The inning, the number and names of runners on base, the number of outs, the pitch count on the current batter, and the amount of game time remaining should be noted in the scorebook. The manager of the protesting team must submit a written or e-mailed account of the protest and a protest fee of \$100 cash to the league President or his designee within 48 hours of the scheduled start time of the game. The written account and protest fee must be submitted before any formal protest discussions will be initiated. If the protest is upheld, the fee is refunded and the game may be continued from the point of protest. If needed, the continuation game will be scheduled and agreed upon by the managers of both teams.
19. Any attempt to distract or affect the ability of a member of the opposing team is prohibited. If an umpire judges that such an action is distracting or unsporting, he will warn the manager of the offending team. If a similar action is observed during the remainder of the game, the manager of the offending team may be ejected.
20. Both teams are responsible for pre-game and post-game field preparations. Pre-game preparations include, but are not limited to raking and chalking the field, putting the bases in place, and setting up and testing the score-keeping equipment. Post-game field duties after the late game include, but are not limited to raking the base paths and putting away the bases, rakes, score-keeping equipment, tables, and chairs.
21. Each team is responsible for thoroughly cleaning its dugout after each game.
22. No food is allowed in the dugout during a game.
23. A team is allowed a maximum of 2 timeouts per inning. The umpires may address any obvious attempt to illegally delay the game.
24. The manager or coach may include any or all fielders in a huddle during a timeout as long as it does not unnecessarily delay the game.
25. A player, who refuses to bat when it is his turn, will be recorded as an out for his first refusal only. If the player refuses to bat during any subsequent at bat, he will be removed from the line up and will be neither required nor allowed to bat for the remainder of the game. A player removed from the line up under this rule is still subject to the "Mandatory Play" rule.
26. A player who becomes sick or injured may legally miss his turn at bat. The player is simply skipped and the batting order continues with the player listed next in the line up. The player is not subject to the "Mandatory Play" rule.
27. If a base runner is injured, the player who made the previous out will run in the injured player's place. If an injured player is unable to continue play at any point in the ballgame, he is removed from the lineup and is no longer subject to the "Mandatory Play" rule.
28. There is no infield fly rule for Recreation Leagues 10U and below. In the 12U Recreation League, the infield fly rule will be in effect with less than 2 outs.

29. Each team will be allowed a maximum of five runs or three outs per inning. The five run limit is in effect for the entire game. There is no “open” inning. Note: The 4U League will bat the entire roster each inning and will not keep an official score during their games.
30. If a child has a handicap or disability, the board of directors will determine the appropriate league in which that child will play.
31. A parent or player has the option to designate one manager that they do not wish to play for. In order to make this designation, they must notify the League Coordinator before the end of the last tryout date.