

# 7U & 8U DPYBA Open League Rules - 2009

## Administrative Rules

1. These rules will take precedence over any USSSA rules. The current USSSA Texas Rules will take precedence over the USSSA National Rules. Major League Baseball Rules will govern on any rule not addressed by the State or National USSSA Rules or these DPYBA Open League rules.
2. All games will be 1hr 20 minutes long or 6 innings. No inning will begin after 1 hr 20 minutes.
3. If the game is tied after 6 innings, extra innings may be played as long as no inning begins after 1 hour and 20 minutes.
4. If an inning is started, it will be completed unless the run rule is in effect.
5. If a game is terminated or suspended for any reason, it shall be considered a complete game if 3 innings of play have been completed, or 2 and one-half innings if the home team is ahead.
6. All teams will bat their entire roster. Free substitution will be allowed on defense throughout the game.
7. A team may score a max of 7 runs per inning.
8. The run rule will be invoked and a winner will be declared if either team is ahead by 15 or more runs after 3 innings, 10 or more runs after 4 innings of play, or 8 or more runs after 5 innings of play (4 and one-half innings if the home team is ahead). If time has expired, the game will be terminated if either team is mathematically eliminated.
9. If a coach is ejected from a game for any reason, he will not be allowed to coach or be on the field during the team's next game.
10. If a coach is ejected a second time, he will not be allowed to coach or be on the field for any games during the remainder of 2009 Open League or the Post-Season Tournament.

## Game Rules

1. A batter will receive six pitches or three swinging strikes from the coach pitcher. If the sixth pitch is fouled by the batter, the batter will receive as many additional pitches as necessary until: (1) the batter swings and misses the pitched ball, or (2) the batter hits a fair batted ball, or (3) the batter allows the pitched ball to go by without swinging at it.
2. The coach pitcher must pitch from a standing position with one foot in contact with the pitching rubber.
3. If a batted ball hits the coach pitcher, the ball is dead. If the coach made a legitimate attempt to get out of the way, it will be declared "no pitch". If the coach did not make a legitimate attempt to get out of the way, the ball is dead, the batter is out, and no runners will advance. This is a judgment call by the umpire.

4. A team will play with a maximum of 4 infielders. All teams must play with a catcher. The catcher must wear full protective gear, including a protective cup for male players. The catcher may use a catcher's mitt or a fielder's glove. The catcher must be in the designated catcher's area behind home plate when a pitch is delivered to the batter. Ruling: A catcher violating this rule will be given one warning. Further violation will result in replacement of the catcher.
5. An intentional walk will be awarded based upon the announcement of the manager of the team on defense. No individual player may be intentionally walked more than once in the same game.
6. The team manager may make a verbal appeal to the umpire if he believes a runner has missed a base or has left a base before legally tagging up after a caught fly ball.