

DPYBA General Rules - 2011

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.

These rules will be used for all games played within the DPYBA leagues. The managers and coaches are not allowed to change, revise, or set aside any of these rules. (i.e. There will be no handshake agreements).

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. League schedules are approved by the Board of Directors. All games will be played as scheduled unless properly rescheduled according to these DPYBA League Rules. The league coordinator must approve any proposed schedule change(s) and he must communicate this information to both team managers at least 48 hours prior to the proposed starting time of the game. Any regular season games which have been rained out or postponed shall be scheduled for the next available make-up date in the order in which they were rained out or postponed. Games which have been rescheduled or suspended will be handled in the same manner. This will apply to all regular season and playoff games. Because of scheduling needs, a team may be required to play 2 games in one day.
2. No game(s) will be made up after the final game of the regular season unless the outcome of the game(s) will have an impact on which team(s) will be included in the post-season playoffs.
3. School-sponsored functions include choir concerts, band concerts, and other required school activities. If a school-sponsored function will prevent a team from fielding at least 8 players at game time, the manager of the effected team(s) must notify the league coordinator and the opposing manager at least 72 hours prior to the scheduled starting time of the game. After verification of the school function, the league coordinator will be responsible for notifying both managers of the need to reschedule the game. If the required advance notice is not given, the game will be declared a forfeit and it will not be rescheduled.
4. All games should begin as close to the scheduled start time as possible. If time permits, each team should be allowed an equal amount of on-field warm up time before the game. This warm up time is not guaranteed. It is the responsibility of the Visiting team manager to get his team on and off the field as quickly as possible within the available time so the Home team may then take the field before the start of the game. If an early game extends beyond the expected ending time, the following game will be started as soon as possible. The umpires are responsible for keeping the games moving and on schedule.

5. 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 9th 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 3rd 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 3rd inning, the team will no longer be required to take an out for the 9th batting position.
6. 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.
7. 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. The game length may be adjusted to maintain the schedule.
8. 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 the player left the game because of an injury or illness.
9. The umpire is the official timekeeper.
10. 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. The scorekeeper is allowed to cheer, but they are not allowed to provide any coaching. **The scorekeeper should not call or direct any attention to a batting out of order situation for either team.** Exception: A score keeper is not required for the 4U League.
11. 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 follow this rule may result in review by the board of directors, and it could result in forfeiture of the game. Any player not satisfying the requirements of this rule must start in the next game.
12. Any player making malicious or intentional contact with another player will be ejected from the game. This is a judgment call by the umpire.
13. 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.
14. 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.

15. 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.
16. 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 who intentionally causes his headgear to come off while the ball is live may be called out after continuous play has ceased. This is a judgment call by the umpire.
17. Shoes with metal cleats are not allowed in any age group.
18. 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. If a manager or coach is ejected from a game, he will be suspended for the team's next game as well. **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.
19. Umpires will work to settle all problems on the field. No protest is allowed in the 4U league. Protests will be allowed in 5U, 6U, 7U, 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 location 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 rescheduled and treated as a suspended game.
20. 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.
21. Both teams are responsible for pre-game and post-game field preparations. Pre-game preparations include, but are not limited to raking 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. **For safety and security reasons, please leave all field lights on after your game is finished.** The board member on duty, or the last person leaving the complex, will be responsible for turning off all lights.
22. Each team is responsible for thoroughly cleaning its dugout after each game.
23. No food is allowed in the dugout during a game.

24. A team is allowed a maximum of 2 timeouts per inning. The umpires may address any obvious attempt to illegally delay the game.
25. 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.
26. 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.
27. 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. The player may be returned to the batting order during the game, but if he does so, he will be required to play defense as well.
28. 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.
29. 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.
30. 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.
31. If a child has special needs, the board of directors may determine the appropriate league in which that child will play.
32. 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.