

# DPYBA Open League Rules - 2010

## Administrative Rules

1. These rules will take precedence over any USSSA rules. Major League Baseball Rules will govern on any rule not addressed by USSSA Rules or these DPYBA Open League rules.
2. A game shall be “called” after 6 innings or 1 hour and 30 minutes (1hr 20min for 7U/8U). After time has expired, the game will be considered a complete game regardless of the number of innings played and no additional inning shall be started. Any inning started will be completed if the run rule is not in effect. If the score is tied at the end of the last completed inning, then the game will be declared a tie.
3. If the game is tied after 6 innings, extra innings will not be played in league games. Extra innings will only be allowed in elimination games.
4. 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.
5. Home and Visitor will be determined by a coin toss. Home team is responsible for keeping the official score book. Visiting team is responsible for operation of the score board, if one is available.
6. All teams will bat the entire roster. Free substitution will be allowed on defense throughout the game.
7. A team may play a game with an 8 player lineup. The team will be required to take an out for 9<sup>th</sup> position (9<sup>th</sup> & 10<sup>th</sup> position for 7U/8U) in the batting order. Late arriving players may be added to the bottom of the roster. If a team is then able to fill the roster requirement of 9 or 10 players, they will no longer be required to take an out for the position(s) in the batting order.
8. Pitching eligibility will be governed by USSSA Baseball Rule 8.05.C.
9. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher who pitches in a game and records no outs is not charged with any innings pitched.
10. 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, or 8 or more runs after 4 innings of play. If time has expired, the game will be terminated if either team is mathematically eliminated.
11. If any 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.
12. If any 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 the Open League or during the Post-Season Tournament.

## Playing Rules

1. A courtesy runner may be used for the pitcher or catcher of record at any time. (Catcher only for 7U/8U). If used, the courtesy runner will be the player who made the previous out. If no outs have been recorded, the courtesy runner will be the previous batter not on base. A courtesy runner is not allowed after time expires unless the team will be required to play defense in the current inning.
2. Swinging bunts are not allowed. If a batter shows bunt, he may not then swing at the pitch. He may either attempt to bunt the ball, or he may take the pitch for a called ball or strike. **Ruling:** The batter is out, the ball is dead, and all runners will return to the base occupied at the time of pitch. This is a judgment call by the umpire.
3. If a runner from third base is advancing toward home plate in an attempt to steal home or in an attempt to score by means of a squeeze play, the following restrictions will apply:
  - A) The batter may take the pitch for a called ball or strike, or
  - B) The batter may attempt to bunt the ball.**Ruling:** If the batter swings the bat or makes a swinging attempt at the pitched ball, the batter is out, the ball is dead, and all runners will return to the base occupied at the time of the pitch. This is a judgment call by the umpire.
4. An intentional walk will be awarded based upon announcement of the pitcher or catcher. The announcement may be made at any time during the player's turn at bat. No individual player may be intentionally walked more than once in the same game.

### Rules For 7U & 8U Only

1. A team may score a maximum of 7 runs per inning.
2. The batter will receive a maximum of 6 pitches or three swinging strikes. A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.