

DEDHAM YOUTH BASEBALL
2017
MINORS
TOWN RULES

The 2017 Official Babe Ruth Rulebook contains all of the rules by which Dedham Youth Baseball is played. The following are Town Rules developed by Dedham Youth Baseball. Where a Town Rule differs from a Babe Ruth Rule, the Town Rule WILL supersede the Babe Ruth Rule.

Playing Time

- 1) Each Player must play 3 innings in the field and get at least one at bat.
- 2) Free substitution is allowed
- 3) Full roster batting order must be used for all games. If a player arrives late insert him at the end of the lineup.
- 4) If the game is called prior to a player playing his/her minimum innings then he/she must start the following game.
- 5) All players should get equal playing time over the course of the season.

Inclement Weather

- 1) Once the game begins, umpires have sole authority to determine when a game should be called on account of weather or conditions.

Pitching

- 1) A pitcher must be removed after three hit batsmen over the course of the game.
- 2) Once a pitcher is removed, he cannot return to pitch.
- 3) Pitch count and rest requirements are as follows:

AGE	DAILY MAX	REST	PERIOD	REQUIREMENTS
		0 Days	1 Day	2 Days
8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+

- 4) Head coaches are responsible for keeping pitch counts. Opposing coaches should communicate with each other after every inning to make sure you agree on the pitch count numbers.

Base Runners

- 1) Runners must slide feet first, or attempt to avoid contact with a fielder at all base positions on the field. It is the umpire's decision on whether the runner's actions endanger a fielder. If the umpire determines the runner's actions endanger a fielder then the runner will be called out. Please do not have fielders obstructing bases/paths if a play is not anticipated. This prevents unnecessary sliding and they may also be called for defensive interference.

- 2) Stealing and advancing on passed balls will begin on at the discretion of the League President following in put form the head coaches. No leading is allowed. **Please refer to separate DYBO Minor League Town Rules on Base Stealing for additional restrictions.**

Mercy Rule

- 1) Innings 1 through 4: A half inning will end after seven runs have been scored. The final play must be completed however (i.e. bases loaded hit scores the 7th, 8th, 9th run of that half inning). All runs count and the half inning ends.
- 2) Innings 5 and 6: No mercy rules apply.

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RESPONSIBILITIES

Responsibilities

Team Related

- 1) Head Coaches are responsible for the equipment. This includes a complete return of all equipment.
- 2) Home team at Capone Field is responsible for getting volunteers to man the concession stand. Visiting team is responsible for restroom clean up. Failure to do so will exclude your team from the tournament.
- 3) Practice and batting cage times can be set up via email to the League President. Time reserved will be in one-hour blocks. Please do not monopolize both cages if other teams are waiting.
- 4) No league standings will be kept, as all teams will be eligible for post-season play (provided they retain their post-season eligibility). Format will be a double elimination bracket with games starting immediately following regular season play.
- 5) Head coaches are responsible for emailing the League President after each game with the names of their players who pitched and how many pitches they each threw.

Game Related

- 1) Coaches are responsible for getting equipment boxes open to get bases out and in position. Please take some time to groom the field as needed before the game. You will also be responsible for getting all this equipment and umpires gear back into the box and locking the box after the game.
- 2) Each team is responsible for giving a new baseball to the umpire before the start of each game. It is your baseball again upon completion of the game. Additional balls are to be provided by the coaches when needed.
- 3) On deck batters are **not allowed** under any circumstances for safety reasons. Only the current batter is allowed to hold a bat.
- 4) There will be a two-hour curfew on any game that precedes another game on any field. The top of an inning cannot begin two hours after the start of the game. An inning started will be completed.
- 5) The League President will make game cancellation decisions, for any reason, as soon as practicable. Please make sure that the League President has the contact number of your choice. Cancelled games may or may not be rescheduled.

- 6) Every team must have a coach on the bench during the entire game, regardless of number of coaches present. A bench coach is a priority over a base coach. Players can be used as base coaches, provided that they wear a batting helmet.
- 7) Players not occupying a defensive or offensive position must remain on the bench during the game.
- 8) Only players and coaches are allowed on the bench or in the dugout area, **behind the protective fencing**. No parents, siblings or friends are allowed.
- 9) The winning coach should do a short game write-up and email it to Jimmy Heald at The Dedham Times. Email: dtimes@rcn.com Fax: 781-329-8291. It's best to include 4-5 names from each team.

2017 Town Rules for Base Stealing in the Minor League

Town Rule: A base runner who occupies 1st or 2nd base may advance to the next unoccupied base at their own risk of being put out after a pitched ball that is not hit, either fair or foul, and does not become a dead ball. The base runner cannot advance again until the next pitch is thrown. If the runner tries to advance to a second base, intentionally or unintentionally, on the same play then the play continues. If a play is made on the runner and the runner is out, the out stands. If the runner reaches safely, that runner must return to the previous base, and no out results. In essence the rule is one runner, one pitch, one base. The runner is liable to be put out by a tag until the pitcher and catcher are set for the next pitch, as indicated by the Special Base Running Rule on page 12 of the Official Babe Ruth League Rules and Regulations.

Town Rule: With less than 2 outs, no runner occupying 3rd base may advance to Home after a pitched ball that is not hit either fair or foul, and does not become a dead ball. When a base runner attempts to advance to Home from 3rd base with less than 2 outs, the play continues. If a play is made on the runner and the runner is out, the out stands. If the runner reaches safely, that runner must return to the 3rd base, and no out results. The runner is liable to be put out by a tag until the pitcher and catcher are set for the next pitch, as indicated by the Special Base Running Rule on page 12 of the Official Babe Ruth League Rules and Regulations.

Town Rule: On a First and Third Situation Double Steals *will not be* allowed. A runner can advance to 2nd but the Runner on 3rd cannot advance home. Again in essence the rule is one runner, one pitch, one base. For the purposes of individual development, always encourage the catcher to throw the ball down to 2nd base or 3rd base when applicable. There is no penalty for an overthrow as the runner has to stay at the base he stole.

Intent: The intent of these rule changes is to encourage players in all positions to understand and to attempt the execution of the throw down to either 2nd or 3rd base. The common theme that has been expressed by many coaches is that the risk of giving up additional bases and/or runs encourages both coaches and players to concede the base to the runner rather than risk an overthrow or mishandling of the throw. This leads to an underdevelopment of these skills and an inability to execute at higher levels of competition. Additionally, there is a common opinion that this causes a distraction to both pitchers and catchers which is far greater than would be in a normal game situation at a higher level of competition.

Town Rule: As an addendum to rule 6.08 (a) of the 2011 Babe Ruth League Rules & Regulations, the runner entitled to 1st base may not advance beyond 1st base before the next pitch is delivered.

Town Rule: When the catcher has control of the ball after a pitch and is in the act of returning the ball to the mound, a runner who is not in active motion toward the next base may not advance on a steal. The ball is dead and all runners must return to their respective base.

Intent: The intent of these rule changes is to discourage steal attempts based on situations that take advantage of common skill inefficiencies at the Minor League level. The common theme that has been expressed by many coaches is that the catcher to pitcher transfer is a developing skill. Due to the threat of a steal during this action causes many coaches to utilize alternate tactics such as walking the ball to the mound. This leads to an underdevelopment of these skills and an inability to execute at higher levels of competition. Additionally, there is a common opinion that this causes a distraction to both pitchers and catchers which is far greater than would be in a normal game situation at a higher level of competition.