

Druid Hills Youth Sports - Rules and Regulations

Updated February 2018

These rules are supplemental to the Dizzy Dean Baseball, Inc . Rules & Regulations and provide exceptions which are specific to the Druid Hills Youth Sports (DHYS) organization.

This is the order of precedence for the rules of play at DHYS:

- 1) This document – Druid Hills Youth Sports –Rules and Regulations
- 2) Dizzy Dean Baseball, Inc. Rules and Regulations, as may be amended from time to time, and as available online via www.dizzydeanbbinc.org
- 3) Major League Baseball Rules Official Rules, as may be amended from time to time, and as available online via www.mlb.com

Common Rules

The following rules apply to all DHYS leagues, except where they conflict with any other rules herein that are applicable to a particular league:

1:00 The Playing Field. See Dizzy Dean Rules.

2:00 Equipment

2.07 (a) The new USA Bat Standard set forth in Dizzy rule 2.07(a) will take effect at DHYS beginning in the fall season of 2018. Until such time, the following rules shall apply:

All bats must be made of wood, metal, graphite or ceramic material, must be round, manufactured for baseball play and be no longer than 42".

BAT RULES FOR SPECIFIC DIVISIONS:

Rookie (T-Ball, Ages 5U-6U)

Prohibited: All composite bats without a material certification stamp are prohibited.

Allowed: Wood barrel bats, metal tee ball bats with or without a material certification stamp, composite and metal bats with a USSSA 1.15 BPF material certification or USA Bat Standard stamp.

Barrel width: No greater than 2 3/4" in diameter at the widest part

A, AA, AAA, and Major (Ages 7U-12U)

Prohibited: All composite bats without a material certification stamp, and "T-Ball" bats are prohibited.

Allowed: Wood barrel bats or composite and metal bats with a USSSA 1.15 BPF material certification or USA Bat Standard stamp.

Barrel width: No greater than 2 3/4" in diameter at the widest part

Seniors (Ages 13U-14U)

Allowed: Only bats that meet the following material and size restrictions are allowed.

Material: Wood barrel bats are allowed. Metal and composite bats with either the BBCOR or USSSA 1.15 BPF material certification or USA Bat Standard stamp are allowed. Please note that any material except wood requires a material certification stamp.

Barrel width: maximum 2 5/8" diameter at the widest part

Drop (length-weight): 14U players shall use bats no lighter than a drop 5, 13U players shall use bats no lighter than a drop 9. If a 13U player is playing down in the Major League, this rule shall not apply.

Middle School (Grades 6 through 8)

Allowed: Only bats that meet the following material and size restrictions are allowed.

Materials: Wood barrel bats are allowed. Metal and composite bats with either the BBCOR, USSSA 1.15 BPF material certification, or USA Bat Standard stamp are allowed. Please note that any material except wood requires a material certification stamp.

Drop (length-weight): A drop of 5 or less is required for players in 8th grade. A drop of 8 or less is allowed for players in 7th grade. A drop of 9 or less is allowed for players in 6th grade.

3:00 Re-Entry Substitution. See Dizzy Dean Rules.

4:00 Manager and Coaches. See Dizzy Dean Rules.

5:00 Regulation Games. See Dizzy Dean Rules.

6:00 Pitching Rules. See Dizzy Dean Rules.

7:00 Forfeiture, Appeals & Protest

7:02

- A) A team failing to field at least eight (8) uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. If a team plays with only 8 players when they are at bat and the 9th batting slot comes up an automatic out will be charged to that team. No other penalties will be applied to a team with only 8 players.
- B) If a player leaves a game early for injury or any other reason, the player may be removed from the fielding and batting lineup without penalty and the team will not incur an out in the batting rotation at this player's spot. However, once this player has skipped an at-bat, they may no longer return to the game. Also, if the player's departure leaves the team with only 8 players, the team will be required to take an out at the player's position in the batting order for all future at-bats during the game.
- C) If a player is injured and is taken out of the game during an at-bat, the batter that made the last out will become the hitting batter and assume the count (balls and strikes) from the injured batter. The injured player may return to the game.

8:00 Schedules

8:07 Leagues should play 1 game per week in the Fall season and 2 games per week in the Spring season.

9:00 Special Rules

9:09 In the judgment of the umpires, any runner may be called out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. No head-first slides are permitted in any DHYS league, except when a runner is returning to a bag. Any runner intentionally sliding head first may be called out.

Note: The sliding rules have been created with the safety of the players in mind. Umpires will make different judgments about whether or not a runner should be called out for not sliding or for malicious contact, so coaches are called upon to use their utmost discretion when deciding whether or not to dispute a sliding call.

9.16 The on-deck batter may not get inside the circle of home plate while the ball is in play or the runner will be out.

9.17 If a runner is advancing from third base to home on a wild pitch or passed ball, the batter must exit the batter's box or the runner will be out.

10:00 Teams. See Dizzy Dean Rules.

11:00 All-Star Tournament Teams. See Dizzy Dean Rules.

12:00 Player Eligibility. See Dizzy Dean Rules.

13:00 Birth Certificates

13:01 Birth Certificates will be required for all All Star Tournament teams and as requested by the DHYS Board of Directors for recreational league players

14:00 Player Registration. See Dizzy Dean Rules.

15:00 Selection of Players

15:01 In leagues where there are American and National League divisions, the National League will draft first from the available players and the American League will draft from the remaining pool of players.

16:00 League Registration. See Dizzy Dean Rules.

17:00 Team Sponsors. See Dizzy Dean Rules.

19:00 Tournaments. See Dizzy Dean Rules.

Rookie League

1:00 The Playing Field. See Dizzy Dean Rules.

2:00 Equipment.

- A. Helmets must have facemask
- B. Reduce Injury Factor 1 (RIF1) baseballs shall be used

3:00 Re-Entry Substitution

3:01 Managers are allowed free substitution of players to comply with participation rules.

4:00 Manager and Coaches. See Dizzy Dean Rules.

5:00 Regulation Games

5:02 Games shall be the first of 80 minutes or 5 innings. Games can end in a tie.

- A. A team bats until either three outs have occurred or 5 runs have been scored, whichever occurs first. Any runs in excess of the 5 runs which score as a result of a ball being hit over the home run distance will be counted.

6:00 Pitching Rules Coach Pitch

- A. Fall Season: For the first 4 games players will hit off a tee only. The second 4 games a coach can pitch 3 pitches. If a player is unsuccessful, then a tee will be used.
- B. Spring Season: During Grapefruit games players will hit off a tee only. During regular season and post-season, a coach can pitch 3 pitches. If a player is unsuccessful, then a tee will be used.

7:00 Forfeitures, Appeals and Protests. See Dizzy Dean Rules.

9:00 Special Rules

- A. The entire roster of players present for the game shall bat in rotation.
- B. 5 runs max per inning
- C. The batter shall continue to bat until the ball is hit into play. There will be no strike-outs in ROOKIE.
- D. Participation Rules
 1. Barring injury or the need for discipline, a player may be held out of an upcoming inning only if all other players in attendance have been held out the same number of innings during that game, i.e. no player shall cheer twice before all other players have cheered once (unless that player was late to the game).
 2. Players shall not play any fielding position more than one inning per game.
 3. All players must play the infield at least two innings per game.

4. All players must play the outfield at least one inning per game.

10:00 Teams

10:04 Rookie teams shall consist of not more than 12, nor less than 10 players. The names of these players shall be registered with the League Director.

11:00 All-Star Tournament Teams. See Dizzy Dean Rules.

A/AA League (Farm League in Dizzy Dean)

1:00 The Playing Field. See Dizzy Dean Rules.

2:00 Equipment

- A. Helmets must have facemask
- B. Reduce Injury Factor 5 (RIF5) Baseballs shall be used
- C. Pitcher must wear face mask

3:00 Re-Entry Substitution

3:01 Managers are allowed free substitution of players to comply with participation rules.

4:00 Manager and Coaches. See Dizzy Dean Rules.

5:00 Regulation Games

5:02 Games will be played for 90 minutes or 6 innings, whichever comes first.

- A. Games can end in a tie. There are no extra innings except for playoffs.
- B. The sixth inning is designated the open inning. The open inning may be instituted for any inning previous to the sixth inning, if in the opinion of the umpire, it is apparent that the time limit will elapse before the subsequent inning can start.
- C. A team bats until either three outs have occurred or 5 runs have been scored, whichever occurs first. Any runs in excess of the 5 runs which score as a result of a ball being hit over the home run distance will be counted. THIS RULE DOES NOT APPLY IN THE SIXTH INNING OR ANY OPEN INNING.

6:00 Pitching Rules Coach Pitch

6:07 Coach pitchers must pitch overhand only.

7:00 Forfeitures, Appeals and Protests. See Dizzy Dean Rules.

9:00 Special Rules

- A. The entire roster of players present for the game shall bat in rotation.
- B. A batter shall be declared out after failing to hit a fair ball after 5 pitches are delivered by a coach-pitcher, except that a batter is not out on a foul or foul-tip. The batter is out if there are three strikes before the fifth pitch.
- C. Participation Rules.

1. Barring injury or the need for discipline, a player may be held out of an upcoming inning only if all other players in attendance have been held out the same number of innings during that game, i.e. no player shall cheer twice before all other players have cheered once (unless that player was late to the game).
2. Players are limited to playing no more than one position for a maximum of two innings.
3. All players must play the infield at least two innings per game.
4. Players who are fielding the pitching position in coach pitch games may return to the pitching position.

10:00 Teams

10:04 A/AA teams shall consist of not more than 12, nor less than 10 players. The names of these players shall be registered with the League Director.

11:00 All-Star Tournament Teams. See Dizzy Dean Rules.

DHYS Pitching Rules for AAA, Major, and Senior Leagues

DHYS has adopted pitch count limits for all player pitch leagues. DHYS requests that all managers be proactive in promoting safety and developing best practice policies. Anyone who is aware of a potential violation during a game is encouraged to bring it to the attention of the manager and the affected athlete prior to a situation arising where penalties would be applied. The following rest periods are required for pitchers:

1 - 20 pitches: no rest required

21 - 40 pitches: 1 day rest mandatory

41 - 60 pitches: 2 days rest mandatory

61 or more pitches: 3 days rest mandatory

- A. Rest days start after the day of the game. A *rest day* is one full day as seen on the calendar. A *rest day* begins at midnight *following the performance* and ends at midnight the following evening. For example, if a pitcher pitches 21-40 pitches on Tuesday, his next eligible day to pitch will be Thursday.
- B. A pitcher may pitch for his maximum of innings per game. Subject to the rules below, the actual pitches thrown will be used to establish rest days. The pitch count for each week is reset on Monday at 12:01 AM.
- C. Warm-up pitches do not count. Only pitches that would be recorded in the scorebook count.
- D. Other throws that the pitcher makes are not counted; only pitches to a batter count (except pitches declared "no pitch" by the umpire).
- E. The designated scorekeeper for each game shall be the official pitch counter and shall keep a running total of pitches for both teams and make the total available to both teams at the end of each inning. It is the responsibility of each manager, to confirm with the scorekeeper at the end of each half inning, that their pitch counts are in agreement. When a pitcher approaches his/her maximum, the scorekeeper will bring it to the attention of the managers and the umpire. Even if the scorekeeper does not notify the umpires or managers, the affected pitcher's manager is still responsible for monitoring the count for his player and making the pitching change as required.
- F. If a pitch count limit is reached during a batter's at-bat, the pitcher may complete the at-bat, without being charged an extra day (the next tier) of rest requirement. Rest Example: If you pitch 21-40 pitches on Tuesday, your next eligible day to pitch is Thursday, etc. In addition, if you start a new batter's at-bat at 40 pitches and the last pitch thrown to this batter is pitch #46, the pitcher is charged with 40 pitches and still only required to rest one day.

- G. The official pitch counter will inform the umpire when a pitcher has reached the maximum pitch count, remembering that if that pitcher reaches a limit during a batter the pitcher is allowed to complete that batter. The umpire will be notified at the completion of that batter. The umpire shall then inform the Manager that he must change pitchers. This is the only time the umpire is involved in enforcing pitch counts.
- H. Game reports shall be filed with League Directors within 24 hours of game completion. Managers will be required to produce their team pitching logs upon request.
- I. Pitch Count Disagreement Policy. If there is a disagreement between managers as to the number of pitches thrown by a pitcher, and it cannot be resolved by looking at the official book, then the manager reporting the lower number of pitches will prevail.
- J. DHYS players are subject to these pitch count limitations and rest rules during scholastic and recreational inter-league play, irrespective of whether the opposing team is subject to the same limitations.
- K. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- L. Pitches delivered in games declared "Suspended Games" shall be charged against pitcher's eligibility.
- M. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. For example, a pitcher delivers 70 pitches in a game on Monday and then the game is suspended. The game resumes on Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three (3) days of rest.
- N. Penalties. If a pitcher is found to be in violation, they will immediately be removed from the game.
 - a. First violation by a manager, a written warning will be issued to the manager.
 - b. Second violation in a season, a one (1) game suspension for the manager.
 - c. Third violation in a season, a three (3) game suspension for the manager.
 - d. Fourth violation in a season, an indefinite game suspension for the manager.
 - e. In the event of a protest based on pitch count violations, the game may be subject to forfeit by the offending team, or such other penalty as the league/association may determine.
- O. Any warning or suspension should apply to the person violating the rule. For example, if the actual manager of a team gets a warning and then is not present at the next game and one of his assistants who is the ACTING MANAGER violates the rule, the second violation should not apply to the manager who is absent, but to the person who violated the rule.

AAA League (Minor League in Dizzy Dean)

1:00 The Playing Field. See Dizzy Dean Rules.

2:00 Equipment. See Dizzy Dean Rules.

- A. Helmets must have facemask
- B. Regular Baseballs shall be used

3:00 Re-Entry Substitution

3:01 Managers are allowed free substitution of players to comply with participation rules.

4:00 Manager and Coaches. See Dizzy Dean Rules.

5:00 Regulation Games

A. Game length.

i. AAA National. Weekend games and single weeknight games will be played 110 minute games or 6 innings, whichever comes first. Back- to-back weeknight games will be played 95 minutes or 6 innings, whichever comes first.

ii. AAA American. Weekend games and single weeknight games will be played 110 minute games or 5 innings, whichever comes first. Back-to-back weeknight games will be played 95 minutes or 5 innings, whichever comes first.

B. No game shall begin after 7:30 p.m., and no game shall continue past the time required for the field lights to be off by the local ordinance, 11 PM.

C. There is a five-run maximum per inning, except for any inning declared an open inning.

D. If a game is tied after the final regularly scheduled inning, additional innings will be played until one team is leading at the completion of an inning; provided, that if the time limit is reached with the game still tied at the end of an inning, the teams shall play one more inning. After that inning, if the game is a regular season game it shall result in a tie. If the game is a tournament game, it shall be played until a winner is determined, provided that after one extra inning, the "INTERNATIONAL Tie-Breaker" rule shall apply to all additional innings. Under this rule, each team will start its half of the inning with a runner on second base and no outs; the last batter out in the prior inning shall be the base-runner on second. If the game is still tied at the mandatory time for lights-out, it shall be resumed as a suspended game.

E. Open Innings.

i. AAA National. The sixth inning is an open inning. For any game with a 110-minute time limit, any inning that begins 95 minutes or more following the start of the game will also be an open inning. For games with less than a 110-minute time limit, the umpire may declare any inning prior to the 6th inning an open inning if in his opinion it is likely that the time limit will be reached during that inning. If any inning designated as an open inning is completed before the expiration of the applicable time limit, then all additional innings shall be played as open innings.

ii. AAA American. There is no open inning in AAA American. The final inning of the game shall be the fifth inning or the inning in which the applicable time limit is reached, whichever comes first. If during the final inning: (a) the visiting team leads or trails by 6 or more runs at any point, or (b) the home team is leading at any point after the top half of the inning is complete, then the game shall immediately be over. Notwithstanding the provisions of this section, if the final inning ends in a tie, then the extra inning will be played in accordance with the rules above.

F. An inning is considered to have started when the third out is called in the bottom of the prior inning. If there is any time left on the game clock when an inning starts, then the inning shall be played, regardless of whether or not the game shall exceed the stated regulation time. The official game start time, for the purposes of the time limit, is the time indicated by the umpire as the start of the game. This time may not correspond to the actual start of play.

G. No time limit shall apply to post-season games, except for consolation games which shall follow regular season time limits.

H. Mercy Rule. In AAA-National, if a team is leading an opponent by at least 15 runs after five complete innings have been played, or if the home team shall have a 15-run lead or after four and one-half innings, the game shall be terminated and the team in the lead shall be declared the winner.

6:00 Pitching Rules

A. AAA Weekly Pitch Count Limits. For each player, there is a maximum of 50 pitches per game and 75 pitches per week. For purposes of this rule, a “week” begins on Monday at 12:01am and ends on Sunday at 11:59pm.

B. AAA Limits For Innings Pitched Per Game. In addition to weekly pitch counts, maximum innings are established to provide limited outings so DHYS can continue to develop a larger pool of pitchers.

- i. Fall League. During the fall season, only one player can pitch two innings. All other pitchers can pitch only one inning. Fall is the instructional season, and in order to develop pitchers, each team must adhere to these pitching limits.
- ii. Spring League. During the spring season, players can pitch a maximum of two innings per game.
- iii. Determination of Innings Pitched. For purposes of this rule, innings are determined by the number of outs recorded while a pitcher is on the mound, as follows: 0 outs = 0 innings, 1 out = 1/3 inning, 2 outs = 2/3 inning, 3 outs = 1 inning.

7:00 Forfeitures, Appeals and Protests

7:02 A team failing to field at least 8 uniformed players within 15 minutes after the scheduled game time shall forfeit the game. No penalties shall be applied to a team with only 8 players, except that in post-season play a team with only 8 players shall be charged with an automatic out each time the 9th batting slot comes up.

9:00 Special Rules

- A. Batting. The entire roster of players present for the game shall bat in rotation.
- B. Participation Rules.
 - i. Barring injury or the need for discipline, a player may be held out of an upcoming inning only if all other players in attendance have been held out the same number of innings during that game, i.e. no player shall cheer twice before all other players have cheered once (unless that player was late to the game).
 - ii. AAA-American. Each player must be allowed to play in the infield for one inning (three outs or run limit reached) within the first three innings, and no player shall play the same position more than two innings in any game. The two-inning maximum does not apply to extra innings.
 - iii. AAA-National. All players must be allowed to play in the infield for one inning (three outs) within the first four innings, and no player shall play the same position more than three innings in any game. The three-inning maximum does not apply to extra innings.
- C. Base Running Rules. There are no lead-offs in AAA.
 - i. AAA-American. Base runners starting a play at first and second base can leave the base once the ball has reached home plate (including on a wild pitch and passed ball) and advance at his own peril. A baserunner who starts a play at third base may not advance to home unless the batter hits a pitched ball into fair territory or the batter is walked with the bases loaded.
 - ii. AAA-National. Any base runner can leave the base once the ball has reached

home plate (including on a wild pitch and passed ball) and advance at their own peril.

- D. Limited Participation, for example hitting but not fielding, by injured players must be approved prior to the start of the game by the League Director and the V. P. Upper Division. If the League Director and the V. P. Upper Division do not agree, the V. P. Upper Division will make the determination.
- E. Substitute Players. In order to reach the minimum of 8 players required to play a game, a team may play with one or more substitute players, subject to the following limitations:
- Only currently registered AAA American League players may act as substitutes in American League games
 - Only currently registered AAA National League players may act as substitutes in National League games
 - Substitute players may not pitch
 - Substitute players must bat last in the batting order
 - Substitute players play a maximum of two innings in the infield
 - Substitute players may only be used to bring the number of players on a team to 8
 - Substitutes from the opposing team are not allowed
 - No substitutes are allowed in post-season play
- F. Game Changer. All AAA teams must score all of their games on Game Changer.

10:00 Teams

10:04 AAA teams shall consist of not more than 12, nor less than 10 players. The names of these players shall be registered with the League Director.

11:00 All-Star Tournament Teams. See Dizzy Dean Rules.