

DHYS MIDDLE SCHOOL PLAYING RULES

(Unless specified below, GHSA rules apply)

Category	Rules
Bats	<p>Materials: Bats containing wood, alloy, or composite materials are allowed. All bats must contain an original manufacturer's stamp of USSSA 1.15 BPF or BBCOR.</p> <p>Size: A drop of -5 or less is required for players in 8th Grade and -9 or less is allowed for players in 6th and 7th Grade. "Drop" is defined as the length of the bat in inches subtracted from the weight of the bat in ounces (i.e., a 30 in. bat with a weight of 25 oz. is a drop -5).</p>
Pitching	<p>Pitch Count Limits: Pitchers may pitch a maximum of 85 pitches/game and 125 pitches/week (Mon–Sat). If max is reached in the middle of an at-bat, pitcher may complete that at-bat without an extra rest day charged.</p> <p>Rest: 1-24 pitches = No rest; 25-44 pitches = 1 day rest; 45-64 pitches = 2 days rest; 65+ pitches = 3 days rest. A player may pitch in consecutive games in one day if 40 or fewer pitches were delivered in the previous game.</p> <p>Recording: Pitch counts for both teams shall be recorded by the designated scorekeeper for each team and shall be reported to the LD within 24 hours of game completion. In the event of a dispute, the lower pitch count shall control. DHYS MS players are subject to these limitations during any game.</p>
Substitution/ Batting Order/ Participation	<p>Substitution: Teams may freely substitute in the field whenever "Time" is called, with the exception of pitchers. Players not in the batting order may play the field. Managers can replace players in the batter order with any legal substitute. Starting players may re-enter the batting order once.</p> <p>Batting Order: Teams must bat 10 players at any time when 10 or more players are present, or may bat in a continuous order of 10 players up to 16 players with every legal batter present batting. If only 8 or 9 players are present at the official start of a game, a team may bat 8 players (with an out recorded each time the 9th spot in the order is reached) or 9 players (with no penalty), respectively. If a player arrives after the official start of a game, a team with 8 players may bat the 9th player in the batting order with no further penalty. If a player has not arrived at the game by the time his place in the batting order has been reached, the manager may move him to the bottom of the batting order. If the player has not arrived by the bottom of the batting order, the manager may remove the player's name from the order with no penalty. If a player is removed from the game for any reason, the player's vacated position in the batting order will not be recorded as an out unless the vacancy reduces the batting roster to fewer than 9 players.</p> <p>Participation: Each player present at the official start of a game must play in at least one of the first four innings in the field, subject to disciplinary action, illness, or injury.</p>
Slides/ Avoiding Contact	<p>In the judgment of an umpire, if a play is being made at second, third, or home, the runner must slide or avoid malicious contact with the fielder or he is automatically out. Head first slides are allowed without restrictions.</p>
Courtesy Runners	<p>Courtesy runners are allowed for the current pitcher or catcher of record at any time and on any base. Courtesy runners shall be any legal substitute or, if all substitutes are in the batting order, the last batted out.</p>
Coaches	<p>Except as otherwise permitted for base coaches, coaches are not permitted out of the dugout when the head umpire has given the signal to "Play." NO BUCKET COACHES. Coaches, players, and spectators shall conduct themselves in accordance with all rules, including the MS Conduct rules and the DHYS Code of Conduct.</p>
Games	<p>Time/Inning Limits: Regulation games shall be 7 innings or 2 hours, whichever is first reached. Back-to-back weeknight games shall have a time limit of 1:50. No inning shall start after the time limit is reached. An inning is considered to have started when the third out is called in the bottom of the prior inning. 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. The game time shall be kept on a timer in the scorers stand. No time limit shall apply to post-season games.</p> <p>Curfew: No game shall begin after 9:30 p.m. No game shall be scheduled so that the time length would require use of the field lights past the 11 p.m. local ordinance curfew.</p> <p>Tie Games: Tie games in excess of 7 innings shall be played until the time limit has been reached, without regard to the number of innings played. If a regular season game is tied at the end of the inning during which time expired, the game is considered a tie. In tournament games, a game tied after 7 innings will continue in extra innings until a winner is determined. If the game is still tied at the 11 p.m. curfew, it shall be resumed as a suspended game.</p> <p>Stalling: Deliberate stalling on the part of any team is unsportsmanlike. In his discretion, the head umpire may allow an additional inning of play if, in the umpire's judgment, the other team was deprived of an opportunity to win the game because of deliberate stalling.</p> <p>Mercy Rule: Games will be considered a completed regulation game if a team is ahead by 10 runs or more after 5 innings or 15 runs or more after 4 innings.</p> <p>Interrupted Game: Regular season games suspended for any reason will be considered final if at least 4 innings have been completed. Regulation tournament games consist of a minimum 7 innings unless a mercy rule applies.</p>