

## BOYS LITTLE LEAGUE RULES AND BYLAWS

Michigan High School Rules apply except when they differ from DAYBSA adopted rules as follows:

### General:

1. The DAYBSA board of Commissioners may and will make amendments to any rules during the season or playoffs if deemed necessary.
2. If a coach or coaches cannot control themselves in a manner of “Good Sportsmanship” they may be removed or suspended from coaching for the remainder of the season (including playoff).
3. **“Hand picked”** teams are not allowed in the DAYBSA League. Teams must be selected in such a manner that leads to as much parity as possible within each community. A team may **NOT** have more than ½ of their team be travel players from the same traveling team. (Example: 12 players on your team can **NOT** have more than 6 of them from the same travel team.)

### Playoffs:

1. The home team is determined by the best regular season record.
2. The championship game home team will be determined by a coin toss. Game will be played at a neutral field with a neutral ump.
3. “2” Umpires shall be provided for the championship game.
4. Tie breakers: 1<sup>st</sup>-head to head. 2<sup>nd</sup>-runs allowed. 3<sup>rd</sup>-runs allowed vs. runs scored (greater number).

### Age Limit:

1. Little League: Must not have finished any higher than 6th grade.

### Team Roster:

1. A team roster **MUST** be given to the DAYBSA League Director **BEFORE** the first game of the season. OR your team will not be able to play until it is turned in.
2. Changes to the roster must be reported to and approved by the director.

### Scores:

1. The winning coach will post game results of the game on the league website by Saturday of every week or the game will not be counted in the standings.

### Make-Up Games:

1. The home team in conjunction with the director, will reschedule, not necessarily replay, the missed game within **24hrs**. If game hasn't been rescheduled in this time period the game will be forfeited. Once rescheduled, the game should be played, weather permitting, or it will result in a forfeit.
2. No make-up game may be rescheduled after the last game of the season with the exception of the last game; that game must be played before the playoff game dates.
3. All make-up games must be reported to the league contact person; failure to do so could result in a forfeiture of the game.

### Field and Ground Rules:

1. Home ground rules prevail at all fields but must be discussed **BEFORE** the game.
2. Dimensions: Bases 70' Pitching rubber 50'
3. Runner must slide to avoid a collision or runner may be called out at umpires discretion.

1. Seven (7) runs an inning or three outs, whichever comes first, shall be an inning.
2. Infield fly rule **DOES** apply.
3. No metal cleats are allowed.
4. Home team must supply one new ball, visiting team one "good" backup ball.
5. If game is called due to rain, we will freeze game as it stands; inning, count at bat, outs, etc.
6. Bats must be USA approved.

#### Substitutions:

1. The entire roster of players must bat whether they are in the field or not.
2. All players on the roster must play and bat in each game practiced for; regular season, playoff and championship games, including 2 innings per player. Any violation will result in a forfeit for that game. Ten (10) players on the field each inning.  
(FreeSubstitutions)
3. Little league can start a game with **Seven (7)** players.
4. If team starts with less than a full roster but has at least 7 players, NO OUTS WILL BE GIVEN WHEN EMPTY SPOTS COME AROUND IN THE BATTING ORDER. Continue batting order as normal.

#### Pitching:

1. **NEW PITCHING RULES: SEE REVISION "A" ON LAST SHEET.**
2. A pitcher can temporarily take a field position and then return as a pitcher, provided he has pitches left available to pitch.
3. There are **NO** balks.
4. A coach has the right to examine the opposing teams score book to determine the number of innings pitched by a pitcher.
5. Remember, a "hit by pitch" rule includes one that hits ground prior to hitting batter, thus "take your base".
6. **If a pitcher hits an opposing batter 3 times in 1 inning or 5 times total in a game they are no longer allowed to pitch for that game.**

#### Regulation Games:

1. 5:30 p.m. starting time, the game must start by 5:45 p.m. or forfeit. (see article 7 below)  
6:30 p.m. starting time, the game must start by 6:45 p.m. or forfeit. (see article 7 below)  
7:15 p.m. starting time, the game must start by 7:30 p.m. or forfeit. (see article 7 below)
3. Six (6) innings per game.
4. If a regulation game cannot be completed, 4 innings is a completed game.
5. If a team has a 15 run lead after 5 innings, it is a completed game.
6. Regular season games CAN end in a tie.
7. No inning will start after 1 hour and 45 minutes of the game start of the first game of a double header on unlighted fields, unless there is a tie. Umpires must declare "last inning" prior to that inning, on time limit games. NO limit on lighted fields.

8. First game of a double header sets precedence to finish in time limit (1 hr. 45 min) if delayed due to weather.

Base Running:

1. A ball is in play as long as it is in the playing field.
2. All overthrows that leave the playing field entitles the runner to one base, plus one base from the time of throw if the player is already advancing.
3. A dropped 3<sup>rd</sup> strike, the batter **becomes** a runner when (1) first base is unoccupied, or (2) first base is occupied with two out.
4. **Base Runner can get a 3 step primary lead off of base!**
5. A runner may advance, at his own risk, one base on a passed ball. A base runner who rounds a base toward another base, when pitcher has possession of the ball in the vicinity of the pitching mound, under umpire's discretion, may stop, but then must immediately, without stopping, return to previous base, or advance to next base. (Just means no hopping back and forth).
6. **Stealing is permitted once pitched ball passes home plate.**

Stealing Home:

1. A runner **may** score from third base anytime the ball is in play, including a pass ball from pitcher to catcher, or catcher to pitcher.
2. Uniforms should be numbered.

Conduct:

1. **Swearing, If a PLAYER is caught swearing by the umpire they will be ejected from the game, NO WARNINGS. If a second PLAYER from the same team is caught swearing in the same game by the ump, they too will be suspend for the game and the Head Coach will also be ejected out of that game and will be suspended for the next 2 games..**
2. Opposing managers should sign the score book.
3. The umpire will give any player or coach heckling the opposing team one warning. If there is a repeat, the heckling team will receive one bench warning. If the problem continues, the game will result in a forfeit.
4. No drinking on school property – ejection.
5. The use of tobacco in any form is prohibited on the playing fields or benches.
6. It will be the coaches responsibility to control their fans and players, otherwise rule number one may apply.
7. No player, coach or spectator may take a spot behind the backstop during a game.
8. No chanting or heckling from players or spectators during a play.

Umpires:

1. The home team is responsible for at least the home plate umpire but has the option to supply two(2) umpires.
2. Only 1 umpire required.(home plate.
3. The visiting team may supply an (1) umpire IF the home team cannot supply the 2<sup>nd</sup> umpire only if both coaches agree to said umpire.
4. No umpire shall interfere, criticize, or try to reverse the other umpires decision unless the other umpire whose decision is in question calls him into consultation.
5. Umpires must be 15 years of age or older.

Play Off Eligibilities:

1. All players must play in **AT LEAST** “3” scheduled games to be eligible.

### WEATHER:

**If there is a thunder/lightning warning, or witnessed from field, game will be stopped, and not resumed until 30 minutes of thunder/lightning free skies. This is under umpires discretion, in accordance with each teams coach.**

- 1. At 4:00 p.m. of game day, using Accuweather.com or Accuweather APP on your smartphone, once the heat index hits 100 degrees Fahrenheit in the city you are playing. Game is to be cancelled!**

### **REVISION “A”**

**Pitchers league age 14 and under must adhere to the following rest requirements:**

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.**
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.**
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.**
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.**
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.**

**If pitcher pitches 50 or less pitches on Monday he CAN pitch on Wednesday.**