

GIRLS LITTLE LEAGUE
RULES AND BYLAWS
2018

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 for 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.)
4. These rules will apply to all games including playoffs and championship.

Playoffs:

1. The home team is determined by the best regular season record.
2. The championship game home team determined by coin toss. Game will be played on a neutral field with neutral ump's.
2. "2" Umpires (if available) shall be provided for the championship game.
3. No inning will start after 2 hrs. Umpires must declare "last inning" prior to the start of that inning in a time limit game.
4. Tie breaker is determined by the International Tie Breaker Rule. For an explanation of said rule please read the International Tie Breaker Rule under the rules section on Durand Youth Baseball/Softball website.

Age Limit:

1. Little League: Must not have finished any higher than 5th 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 60' Pitching rubber 35'
3. Runner must slide to avoid a collision or runner may be called out at umpire's discretion.
4. Seven (7) runs an inning or three outs, whichever comes first, shall be an inning.
5. Infield fly rule **DOES** apply.
6. No metal cleats are allowed.
7. Home team must supply one new 11" ball, visiting team one "good" backup ball.
8. If game is called due to rain, we will freeze game as it stands; inning, count at bat, outs
9. Composite Bats are NOT allowed.

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. (Free Substitutions)
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. No pitcher may pitch more than three (3) innings per game. Any portion of an inning will be considered one inning, as long as at least one pitch has occurred. Failure to comply with the rule will result in a forfeit.
2. If there is a make-up game scheduled that would make a team have to play three (3) games in one week, the pitcher will be able to pitch an additional three (3) innings in that week.
3. A pitcher can temporarily take a field position and then return as a pitcher, provided she has innings left available to pitch.
4. There are **NO** balks. Windmill optional.
5. A coach has the right to examine the opposing teams score book to determine the number of innings pitched by a pitcher.
6. Remember, a "hit by pitch" rule includes one that hits ground prior to hitting batter, thus "take your base".
7. 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)

2. Six (6) innings per game.
3. If a regulation game cannot be completed, 4 innings is a completed game.
4. If a team has a 10 run lead after 5 innings, it is a completed game.
5. Game CAN end in a tie.
6. No inning will start after 2 hrs. Umpires must declare "last inning" prior to the start of that inning in a time limit game.
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 the start of that inning on a time limit game. No limit on lighted fields.
8. First game of a double header sets precedence to finish in time limit (1hr. 45 min) if delayed due to rain.
9. Unlimited runs in the last inning, 10 run mercy rule supersedes.

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 entitle the runner to one base.
3. NO DROPPED THIRD STRIKE RULE. Batter is out on a dropped 3rd Strike.
4. For fenced in fields, overthrows that hit the fence, the ball is considered out of play and runner is entitled one base.
5. Stealing bases is permitted – runner may leave base after the pitcher releases the ball.
6. NO leading off until ball leaves pitcher's hand.
7. A base runner may advance at her own risk one base on a passed ball with the exception of home plate. The above rules do not apply on a throw from catcher to pitcher. 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).

Stealing Home:

1. NO stealing home, unless played upon, as in a throw down to second base, runner from third may advance. "Unless played upon" defines runner at third.
2. A runner may NOT score from third base on a passed ball from the pitcher to catcher or catcher to pitcher.
3. NO bunting with a runner on third base.

Uniforms:

1. 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 coach's responsibility to control their fans and players, otherwise rule number two 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 2nd umpire only if both coaches agree to said umpire.
4. No umpire shall interfere with, criticize, or try to reverse another umpire's decision unless the 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 for the playoffs.

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 discretion of the umpire, 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!**