

# *Delco Boys Baseball League Rules*

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## **Section 1: Preliminary Provisions**

- Article1.01:**
- The official game playing rules for this League are the National League Baseball Rules, except as modified by the Delco Boys Baseball League.
- Article1.02:**
- A copy of the general and division rules shall be furnished to each team prior to the start of the season and are to be kept in the team's scorebook.
- Article1.03:**
- All rule changes must be passed by two thirds (2/3) of the eligible majority of the league members.
- Article1.04:**
- The league officers shall establish all rules pertaining to the playing of the division all-star games.
- Article1.05:**
- Baseballs are to be determined by the league members
- Article1.06:**
- League Fees are to be determined by the league officers.
    - 2018  
Team registration \$150.00 **per team.**
    - Cubs Division \$100.00 per team.  
Forfeit Deposit \$100 per organization. Umpire fees: \$45 Pony's, \$50 Rookies, \$60 Intermediates, \$60 Knee-highs, and Juniors \$60.
- Article1.07:**
- Smoking & tobacco based products are not permitted at the ballfields. All coaches, umpires, parents, and players are not permitted to have tobacco products at the baseball facility where Delco Boys Baseball Games are being played. Penalty for being caught smoking is automatic 1 game suspension for any coach.(April 14, 2010)
- Article1.08:**
- Suspensions:
    1. Players ejected for abusive language or unsportsmanlike conduct will constitute a 1 game suspension in all divisions.
      - a. 2nd offense season ending suspension for all divisions.
      - b. If an ejected in a playoff game is a 1 game suspension. That will carry over to next season if first offense.
    2. Fighting is an immediate season suspension.
    3. Any Coach ejected from a game for display of poor sportsmanship or conduct unbecoming of league official or coach is an automatic 2 game suspensions and possible season suspension after a board review.
  - All fines collected will be donated to a charity that will be chosen by the Delco Boys Baseball Board.

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## **Section 2: Rosters**

- Article2.01:**
- An official Delco Boys Baseball league roster noting the player's name, date of birth, address and telephone number must be in possession of the League Directors for certification on the Final Meeting before Opening Day in April. A birth or baptismal certificate must be presented the first time a player's name appears on the organization's roster. Failure of a team to submit the roster within the specified time shall result in a forfeit of all games scheduled or played until twenty-four (24) hours after receipt of the roster by the League President. (Amended Feb 3 2011)
- Article2.02:**
- Players participating in school, intramural or other competitive travel leagues are permitted to participate in this League unless prohibited by the school, league or coach. Delco League games will not be rescheduled to accommodate players who play in different leagues. (Amended 3-14-07)
- Article2.03:**
- All players may be added to your final roster on May 15th. Once the season starts newly acquire players that are not on your opening day roster are not allowed to play until May 15th. (Amended Feb 16 2011)
- Article2.04:**
- The recommended minimum number of players to be rostered per team is 13.  
Maximum number of players on a roster is 18.  
Opening day Roster Deadline is due at the final meeting before opening day. You can add or subtract players to your roster on May 15th. Then all rosters are final for the remainder of the season. Final playoff roster which includes your lower divisional players will be submitted on this date. (Amended Feb 3 2011)
- Article2.05:**
- In addition to the official rulebook regarding forfeits, the following conditions also will result in forfeits:
    - a.) Failure to meet a scheduled playing date, except for valid reasons. The League President will determine whether or not, based on the reasons, a forfeit will apply.
    - b.) Failure to field a team at the prescribed time (see article 5.1).
    - c.) Use of any ineligible player.
    - d.) Failure to submit a roster within the prescribed time.
- Article2.06:**
- Each club shall deposit \$100 per team with the league at the beginning of the season to cover any potential forfeit fees. In the event of a forfeit, the forfeiting team is responsible for paying the umpire unless the umpire has been cancelled in advance. If the forfeiting team is the visitor and fails to

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appear for the game, the home team is requested to pay the umpire and will be reimbursed from the forfeiture fund.

- Article2.07:**
- Any team that forfeits three times during the season shall not be eligible for post-season play. (Amended 4-8-05)

- Article2.08:**
- Any roster player may play up a division to avoid regular season forfeits. Any player that is called up to play can only play if they are the 9th player on the bench. These players must be identified at the beginning of the game at ground rules. At the conclusion of the game these players' names must be submitted to the League director when the score is submitted. A player used that is not registered on any Delco Roster then the team will forfeit the game.  
(Feb 16 2011)

- Article2.09:**
- Playoff call ups will be disallowed for any player that is not on your 18 man divisional roster.
    - a. If the rookie player is on your knee-high roster that player is playoff eligible.
    - b. If the Knee-high player is on your junior roster that player is playoff eligible.  
(FEB 16, 2011)

- Article2.10:**
- Any use of non-division roster players will result in a forfeit in the playoffs.  
(Feb 16,2011)

- Article 2.11**
- To avoid a forfeit the game may start with 8 players, the 9<sup>th</sup> spot is an automatic out. If and when the 9<sup>th</sup> player arrives he must bat in the 9<sup>th</sup> spot.  
**A team must finish with at least 8 players.**

- Article2.12:**
- Waiver Rules:
    1. Any player that was registered with one youth club and was rostered in the Delco Boys Baseball league in any division, will require a waiver from the old club releasing him to the new club.
      - a. Exception to the rule: If the player moves to another town no waiver is require.
      - b. If the prior youth club fails to have a team in that players age group, then no waiver is require for the current season.
      - c. No waiver is required if the prior youth club has exceeded the maximum roster limit of 18 players.
      - d. Any appeals of a waiver must be submitted to the Delco Boys Baseball Board.

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- e. Any player may return to the town he lives in at any time. (FEB 16, 2011)

## **Section 3: Uniforms and Equipment**

- Article3.01:** • At minimum, a baseball cap and shirt with club identification constitutes an official uniform. If uniforms are not yet available, (e.g. early season), players shall make every effort to wear team colors. Each player's uniform is to be numbered. Numbers shall be not less than six (6) inches tall. All uniforms are to be worn correctly and tucked in at all times.
- Article3.02:** • Base coaches can be players, managers or assistant managers. A player acting as a base coach must wear a batting helmet. (An injured player may not be allowed on the field of play.)
- Article3.03:** • Each catcher must wear a full mask with helmet or skullcap, throat guard, and protective cup.
- Article3.04:** • All batters and baserunners must wear double flapped batting helmets at all times.
- Article3.05:** • The home team shall furnish all baseballs and regulation field equipment, and shall try to have a first class field to play. A first class field includes baselines and outfield foul line markers (e.g. cones). All bases and home plate should be tied down if possible. Three new baseballs must be supplied at the start of the game.
- Article3.06:** • 1. Coaches uniform rule. All Coaches in this league will wear Organizational Coach's Golf/T-Shirts. No cutoff jeans or attire this is not identifiable as a coach is permitted. (Amended Feb 3 2011)

## **Section4: Cancellations**

- Article4.01:** • A game may only be canceled because of rain, wet grounds or school function. In case of rainout, the home team shall notify the Umpire Assignor or his designee, the visiting team's coach no later than one (1) hour before the scheduled game time. If the home team fails to notify the Umpire Assignor his designee as required, and the assigned umpire appears at the field, the home team shall be responsible for the assigned umpire's fee.

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- Artilce4.02:**
- It is every team's responsibility to make up cancellations. Within three (3) days of a canceled game, the home team must provide the visiting team with available dates for a makeup game. If the home team cannot provide a field for a makeup game, the visiting team shall host the makeup game. If neither team can provide a field, a neutral field may be chosen, but in no event will the start of the playoffs be delayed to accommodate makeup games.
  - a.) Rain-outs will be made up on the weekend of the cancellation. If your game is canceled between Monday-Thursday, than your make-up day is Saturday or Sunday.
  - b.) If after 3 days the game is not scheduled the division coordinator should be contacted **by the home team. After (5) days the game has not been rescheduled one or both teams may be fined and a forfeit handed out. This will be at the division coordinator's discretion.**
  - c.) Scheduling for umpires on make-up games, the umpire assignor requires 48 hours notice from the time the coordinator calls or emails him.

- Artilce4.03:**
- *Except in the case of games postponed due to weather, all changes to the league schedule must be made no later than May 15<sup>th</sup>. After May 15<sup>th</sup> there will be a fine of 10.00 to the team/organization that makes the change.*

- Artilce4.04:**
- Forfeits in the PLAYOFFS:
    1. Any team that forfeits in the playoffs are subjected to \$100 fine.
      - a. Removed from the current playoffs.
      - c. The team/organization that forfeits owes the umpires fees for that game day.  
(Feb 16, 2011)

- Artilce4.05:**
- *Each Team is restricted to a maximum of 10 blackout dates per month.*

## **Section5: Game Rules**

- Article5.01:**
- Unless otherwise noted, all games are scheduled for 6:00 PM. A team not ready to begin play within fifteen (15) minutes of game time shall forfeit unless otherwise agreed by both coaches. (Amended 4-8-05)

- Article5.01a:**
- Except as provided in Article 5.3 below (relating to tie games), for single games, no inning shall begin after two hours and fifteen minutes after the scheduled start time. *Except Cubs and Pony game are 6 innings or two*

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hours (Amended 2-26-18)

- Article5.01b:**
- Except as provided in Article 5.3a below (relating to tie games), for doubleheader games, no inning shall begin after two hours after the scheduled start time for game one; no inning shall begin after two hours after the actual start time for game two. (Amended 4-8-05)
- Article5.02:**
- Paid umpires are assigned for each game. The home team is responsible for paying the umpire. If a paid umpire does not appear, a volunteer may be used if both coaches agree. The umpire shall print his/her name in the scorebook prior to the start of the game.
- Article5.03:**
- {5.3} Except as provided in Article 5.3b below (relating to Playoff Games), league single games shall be seven (7) innings. Four (4) innings if the visiting team is ahead at the time or three and one half (3-½) innings if the home team is ahead at the time shall constitute an official game. In case of a tie at the end of seven (7) innings, play may continue by agreement of both coaches and at the discretion of the umpire until a winner is determined. Once the players leave the field, the game may not be continued at a later date. (Amended 3-6-08)
- Article5.03:**
- {5.3a} Doubleheader games shall be five (5) innings. Four (4) innings if the visiting team is ahead at the time or three and one half (3-½) innings if the home team is ahead at the time shall constitute an official game. In case of a tie at the end of five (5) innings, play may continue by agreement of both coaches and at the discretion of the umpire until a winner is determined. Once the players leave the field, the game may not be continued at a later date. (Amended 4-8-05)
- Article5.03:**
- {5.3b} Playoff games shall be seven (7) innings, the completion of (4) innings constitutes an official game or three and one half (3-½) innings if the home team is in the lead. In case of a tie at the end of seven (7) innings, play will continue until a winner is determined. All games must go a minimum of seven innings unless noted by Division Coordinators. In the case of weather or curfew the game will pick up where it left off, as long as it is an official game. If the game has not met the criteria to be an official game, it would restart as a new game. (Amended 2-23-16)
- Article5.04:**
- Game score is to be advised by the winning team within twenty-four (24) hours after the game. Game score is to be communicated by telephone and/or e-mail into the Division Coordinator.  
(email:delcoboysbaseball@delcoboysbaseball.org)
- Article5.05:**
- With two outs, a catcher who is also a baserunner may be replaced by a speed-up runner who is not in the lineup without removing that catcher

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from the game. The speed-up runner shall not be considered a substitute pursuant to the limited substitution rule and remains eligible to enter the game as a substitute.

- Article5.06:**
- "LIMITED SUBSTITUTION RULE" Any of the original starting players may leave the game and reenter one time, provided such player returns to the same batting position. A player who reenters the game under this rule may go to any fielding position. A substitute who is removed from the game may not reenter. If any player is removed from the game due to injury or ejection, substitute who has not yet been in the game shall replace him. IF no such substitutes are available, any other player not currently in the game may reenter the game as a replacement of the injured or ejected player.

- Article5.07:**
- "EXTRA HITTER RULE" Either team may insert one extra batter as an Extra Hitter anywhere in its starting lineup if a team elects to use an E.H., it must do so for the entire game. A player who has been in the game as an E.H. may enter the game in a fielding position but must remain in the same batting position as he was at the start of the game.
  - Pony, Rookie and Knee-High teams can have up to 3 Extra Hitters in their lineup, essentially making up to 12 players active for substitution in the field at will. The number of batters designated in a batting order becomes set when play begins, and if a player is injured or need to leave the game for any reason that spot becomes an automatic out unless there is an additional player to substitute in place of the starting player.

- Article5.08:**
- A baserunner may not intentionally collide with a fielder attempting to make a play on him. Violation of this rule will result in the play being called "out" and the baserunner's ejection. Flagrant violation shall be reported to the league president for possible suspension. A catcher attempting to make a play on a baserunner trying to score may not completely block the baseline and/ or home plate unless he has the baseball.

- Article5.09:**
- A pitcher who hits three (3) batters shall be removed from the mound for the remainder of the game. (Except Junior Division)

- Article5.10:**
- No attempt shall be made to deliberately prevent a game from proceeding. Only the coach, manager or assistant manager, who is in charge, shall talk to the players on the field. The umpire shall determine if an attempt is being made to delay the game.

- Article5.11:**
- Players, managers and coaches are expected to conduct themselves in a gentlemanly and sportsmanlike manner and conform to the letter and spirit

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of the rules and regulations stated herein. Willful and persistent violations of this rule shall result in forfeit and/ or expulsion of players, manager, coaches, teams or organizations.

- Article5.12:**
- Intentional throwing of equipment at any other person will result in an automatic ejection and report to the league president for possible suspension. Any other intentional throwing of equipment may result in ejection at the discretion of the umpire.

- Article5.13:**
- Managers, coaches and umpires shall report any misconduct to the league president. The league president may call a general meeting and take action in accordance with the decisions of the league members.

- Article5.14:**
- 10 Run rule in place after 5 complete innings or 4 ½ if the home team is ahead by 10 runs. All Divisions. (Except Playoffs)

## **Section6: Protests**

- Article6.01:**
- A protest can only be accepted in a rule interpretation. No protest will be accepted on an umpire's judgment.

- Article6.02:**
- In case of a protest game, the protesting coach must notify the umpire and opposing coach before play is resumed. The umpire must make announcement of the protest as provided by Rule 10, Article 2.01 of the Official Rules. The umpire must also note the point of protest and sign the scorebook of the protested game. A written protest must be submitted to the League President within seventy-two (72) hours after the game along with the organization's check for twenty-five dollars (\$25.00). The fee will be returned if the protest is upheld.

For protests, the following will apply:

- a.) League or division rules by the president and two disinterested coaches.
- b.) Baseball Rules by the Umpire Association.

- Article6.03:**
- A committee of three (3) members will decide any situations not included in the written General and Division rules. This committee will consist of the League President and two disinterested coaches.

## **Section7: Standings and Playoffs**



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**Article7.01:**

- The teams involved shall share expenses and baseballs for all playoff games. Playoff games must be started within (2) days of the last scheduled game of the division.

**Article7.02:**

- Division standings will be determined by points. A team earns two (2) points for a win and one (1) for a tie. A tie in points for standings will be resolved in the following order:
  - A.) Most Wins;
  - B.) Head-to-Head play;
  - C.) Record against common playoff opponents;
  - D.) Most home games won;
  - E.) \*One Game Playoff if determining a team who gets into the playoffs.\*\*Flip a coin to determine just a seeding in the playoffs.  
\*Runs for, runs against and differential will not be used as a tiebreaker in any division.

**Article7.03:**

- Formats:(To be Determined by Division Coordinator)

**Article7.04:**

- All teams to qualify for the playoffs are required to play a minimum of 14 Games of their 16 game schedule. Games rained-out on final week with less than 48 hours from the end of the regular season will be excluded. Games that are not rescheduled within the league rules will count as a forfeit on your schedule.  
If the schedule is more or less than 16 games you have a 2 game buffer. Each division will set the precedence on who qualifies for the post season.(For Example: Top 4,5,6,7,8, etc or All Teams) (April 5, 2010)

## **Section8: Cubs Division Rules**

**Article8.01:**

- Age eligibility:  
Cubs any player who is age Eight (8) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 9 before may 1<sup>st</sup>)
- There are no playoffs in the Cubs Division.
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**Article8.02:**

- Field Dimensions: The pitching distance shall be 42.5 feet. The base paths shall be 55 feet. Games cannot start after 6:30.
- The home team will provide an umpire.

**Article8.03:**

- Cubs no pitcher may pitch more than three (3) innings in any single game, any portion of an inning shall constitute an inning for the purpose of this rule. A pitcher who is removed from the mound may not return to the

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mound for the remainder of the game.

- Article8.04 :**
- A batter may not bunt in the Cubs Division
- Article8.05 :**
- The balk rule does not apply to this division.
- Article8.06 :**
- A baserunner must remain in contact with his base until a pitched ball passes the batter. Each team shall be entitled to one warning per game. A second or subsequent infraction shall result in the baserunner being called out.
- Article8.07 :**
- Metal spikes are not permitted in this division.
- Article8.09 :**
- The recommended baseball for this division is a Little League Approved: Wilson A-1074/ Rawlings 1072. A ball of equal or higher quality may be used.
- Article8.10 :**
- Only wooden bats approved for "Little League" play may be used. If a batter enters the batter's box with an illegal bat, the batter is called out and the bat must be removed from the field.
- Article8.11 :**
- Unlimited substitutions are allowed with the exception of the pitcher.
  - One coach will be allowed to remain on the field while on defense.
  - A base runner cannot leave the base until the pitched ball crosses home plate or is hit into play by the batter. Each team will receive one warning with the second offense resulting in an out. There is no stealing in this division.
- Article8.12 :**
- Upon pitching the 4th ball, a batter will not walk, but a coach from the team in the field will relieve the pitcher and finish the at-bat by having the coach pitch from the pitching rubber to the batter. The player pitcher will play as a pitcher in fielding any batted ball as normal and will return to pitching with the next batter. The batter count remains the same as the coach takes over, so if the batter has 2 strikes and the coach throws a strike, the batter is out.

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## **Section9: Rookie and Pony Division Rules**

- Article9.01:**
- Age eligibility:  
Pony any player who is age ten (10) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 11 before may 1<sup>st</sup>)
  - Rookie any player who is age twelve (12) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 13 before may 1<sup>st</sup>)
- Article9.02:**
- Field Dimensions: The pitching distance shall be 46 feet. The base paths shall be 65 feet. Games cannot start after 6:30 (Amended 1-4-16)
- Article9.03:**
- Pony no pitcher may pitch more than three (3) innings in any single game. Rookie no pitcher may pitch more than four (4) innings in any single game any portion of an inning shall constitute an inning for the purpose of this rule. A pitcher who is removed from the mound may not return to the mound for the remainder of the game.
- Article9.04:**
- A batter may not fake a bunt and then take a swing at a pitched ball. Penalty: batter is out; runner(s) may not advance. (Amended 3-24-09)
- Article9.05:**
- The balk rule does not apply to this division.
- Article9.06:**
- A baserunner must remain in contact with his base until a pitched ball passes the batter. Each team shall be entitled to one warning per game. A second or subsequent infraction shall result in the baserunner being called out.
- Article9.07:**
- Metal spikes are not permitted in this division.
- Article9.08:**
- The recommended baseball for this division is a Little League Approved: Wilson A-1074/ Rawlings 1072. A ball of equal or higher quality may be used.
- Article9.09:**
- A batter may not attempt to advance to first base after a dropped third strike, and shall be called out after a third strike whether or not a catcher holds the ball. Any other baserunner may attempt to advance to an unoccupied base subject to the remaining rules of the division. (Amended 4-18-01)
- Article9.09A:**
- Any other base runner except a runner on third base, may attempt to

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advance.

- Article9.09B:**
- A runner on thirst base may NOT attempt to score at home plate due to a pass ball by the catcher, overthrow back to the pitcher or an attempt to throw a runner out at first or second base.

- Article9.10:**
- Only wooden bats approved for "Little League" play may be used. If a batter enters the batter's box with an illegal bat, the batter is called out and the bat must be removed from the field. (Amended 4-1-2010)

## **Section10: Knee-High & Intermediate Division Rules**

- Article10.01**
- Age eligibility:
  - Knee-High any player who is age fourteen (14) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 15 before May 1<sup>st</sup>). (Amended 2-03-15)
  - Intermediates any player who is age sixteen (16) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 17 before may 1<sup>st</sup>) (Amended 2-03-15)

- Article10.02**
- Field dimensions: The pitching distance shall be 60 feet, 6 inches. The basepaths shall be 90 feet. (Amended 4-07-09)

- Article10.03**
- No pitcher may pitch more than seven (7) innings in any single day. Any portion of an inning shall constitute an inning for the purpose of this rule. (Amended 2-03-15)

- Article10.04**
- Metal spikes are permitted in this division. (Amended 3-24-2009)

- Article10.05**
- The recommended baseball for this division is Rawlings - 1082. A ball of equal or higher quality may be used.

- Article10.06**
- Only wooden bats with a weight-to-length differential of minus 5, or less may be used. If a batter enters the batter's box with an illegal bat, the batter is called out and the bat must be removed from the field. (Amended 4-1-2010)

- Article10.07**
- If a pitcher commits a balk, the following rules shall apply:
    - a) Prior to or on May 31st, each team shall receive one warning per game. The umpire shall inform the coach and advise the coach to visit his pitcher on the mound to advise the pitcher. This does not count as a visit to the

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mound. If any pitcher on a team that has already received its warning during the same game commits another balk, the umpire shall call the balk in accordance with the Official Rules of Major League Baseball.

b) On or after June 1st, the umpire shall call the balk in accordance with the Official Rules of Major League Baseball. (Amended 4-9-03)

- Article10.08**
- a.) For a team to qualify for the playoffs you must have 14 of 16 games played on your schedule.
  - b.) If you forfeit more than 2 times during the regular season you will be disqualified for the playoffs (4-1-2010)

## **Section11: Junior Division Rules**

- Article11.01:**
- Age Eligibility:  
Any player who is age nineteen (19) or younger as of May 1<sup>st</sup> is eligible to participate. (Can't turn 20 before may 1<sup>st</sup>) (Amended 2-03-15)

- Article11.02:**
- Field dimensions: The pitching distance shall be 60 feet, six inches. The basepaths shall be 90 feet.

- Article11.03:**
- Metal spikes are permitted in this division.

- Article11.04:**
- The recommended baseball for this division is Wilson A-1010. A ball of equal or higher quality may be used.

- Article11.05:**
- Only wooden bats with a weight-to-length differential of minus three or less may be used. Must be PIAA standard. If a batter enters the batter's box with an illegal bat, the batter is called out and the bat must be removed from the field. (Amended 4-1-2010)

## **Section12: Important Reminders**

- Article12.01:**
- For Game-day cancellations, please call at least one hour before game time.
    1. Umpire Assignor: Harry Murray (610) 405-0676.
    2. Opposing Coach.
    3. Your Division Coordinator (Prior to calling the Division Coordinator have the make-up date decided.):  
Pony's: Brad Crowe
  - Rookies: Mark Guerra,  
Knee-Highs: Jimmy Dellipriscoli  
Intermediate: Ed Bleacher

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Juniors: Wayne Bayes,

League Directory: [Click here to download:](#)

## League Directory

- Article12.02:**
- For cancellations in advance of game-day or to reschedule a game, please call:
    1. Opposing coach and have the make-up date confirmed prior to calling the Division Coordinator.
    2. Your Division Coordinator:
      - Clubs Mike Giorgio
      - Pony's: Brad Crowe
      - Rookies - Mark Guerra,
      - Knee-Highs – Jimmy Dellipriscoli
      - Intermediates – Ed Bleacher
      - Juniors – Wayne Bayes
- Article12.03:**
- The regular season will end two days prior to these start dates. The playoffs will begin:
    - Pony's TBA
    - Rookies: TBA
    - Intermediates: TBA
    - Knee-high's TBA
    - Juniors June TBA
- Article12.04:**
- **Field Courtesy**  
(We expect everyone to be a great host and honor this system)
    - a.) 1 hour prior to and up to 20 minutes prior to start: the Home Team will have their Field lined and ready to go.
    - b.) During this time the home team is to do their player warm-ups :( in-out fielding and loosening up).
    - c.) The Visiting Team will have use to the home field at 20 minutes prior to game time for 15 minutes.
    - d.) If the home team is late, they don't get the field until 5 minutes till start. (They will not do infield or outfield practice).
    - e.) If you are using another team's facility as the home team. I expect the Hosting team to act as if they are the home team.

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f.) If you are the home team coach on the visiting team's field get there early and assist in lining the field.) At 5 minutes till start time: Home team takes the field, and the ground rules are explained.

h.) Home team is to provide umpire fee and 2 balls each prior to every Game.

i.) Game is to start on-time. Game clock starts at 6pm. If you are waiting for the other team, the official start time is at 6pm not when the first pitch is thrown.

j.) Where games have a previous game on the field prior to start of your game. Both teams are to warm up equally prior to start of the game. If the first game finishes with 5 minutes till start of your game then the home team takes the field and ground rules are done. If there is 15 minutes then each team can do 5 minutes of infield only.

## **Article 12.05:**

- Home Field restrictions:
  - 1. No players or fans behind or next to Home plate/batting cage. If the fan or players are in the line of sight of the pitcher they are in violation of this rule. Should be informed of the proper area by the coaches or organizational official. Only Coaches and on deck batter are allowed in this area. Noted in the ground rules of each game.
  - a. Fans should be in designated areas.
  - b. Players are to be in the bench area and not being a distraction to the other team.
  - c. No Players are to be on the fences and using them as a distraction to the opposing team.
  - d. All Coaches/Organizational members are responsible for their fans behavior during and after all Delco boys baseball league games.
  - e. If an incident happens at the conclusion of the game the home team organization is to pull his team and fans and keep them in the home team dugout/designated area.
  - f. Allowing the visiting team to exit the recreational area and leave the premise with no further altercations.