



Des Plaines Youth Baseball

2020 Official General Playing Rules

<http://www.desplainesyouthbaseball.com>

DPYB General Playing Rules

SPIRIT OF THE RULES

Team Managers and Coaches will stress the importance of building a baseball team community, sportsmanship and skills, by instructing all kids on how to correctly play and demonstrate the skills related with every position on the baseball field. The importance of this is significant, as this single act will build the future for all kids and provide them the platform to grow as a player. This means that even in tough situations, all team members need to Catch, Pitch, Play all infield Positions and outfield Positions. At the same time, the Team Manager needs to realize that if a child on the team, simply does not have the coordination to catch a thrown ball, the team manager should not place that person at catcher or 1st base. Just because a player cannot throw all strikes does not mean that he does not deserve a shot at taking the mound, and leading his team. This is how we grow baseball players.

Penalty: To be reviewed by board, can result in forfeit

Fundamental Rules

Des Plaines Youth Baseball rules are based on the National Federation of High Schools Rule Book.

Protests

- Any violation of the General Rules or Division specific rules that involve a penalty of forfeiture should be handled through a protest.
- If a potential violation occurs the protesting manager should notify the umpire that the game is being protested and identify the rule that is being protested.
- The umpire will notify the opposing manager that the game is being played under protest.
- The game should **always** continue and be played until completion.
- After the game the umpire and Protesting Manager should notify their Division Coordinator of the protest and grounds for protest.
- Following a hearing with the Board, the Division Coordinator will inform both managers of the outcome of the protest.

Regulation Game

A Regulation Game shall be of 6 innings in duration, or 5 ½ innings if the Home team is leading. A game is considered an Official Game once 4 full innings have been completed or 3 ½ innings if the Home team is ahead.

Official Game

It is an Official Game if it is called by the Umpire on account of darkness, rain, or other causes which, in the Umpire's judgment, interferes with safe play, provided 4 or more equal innings have been played, or 3 ½ innings if the Home team is ahead. If the Home team is leading after 3 ½ innings, the Home team is declared the winner.

After it is an Official Game, but before both teams have had an equal number of bats, and the game is called by the Umpire on account of darkness, rain, or other causes which, in the Umpire's judgment, interferes with safe play – the final score will revert to the score in effect at the end of the last fully completed inning, unless the home team has tied the score or is leading at the point of interruption. If the last completed inning results in a tie score it will be

considered a suspended game and is to be rescheduled and resumed from the point of suspension.

During the regular season, if a game is called before it is an Official Game, it will not be resumed, or rescheduled.

During post season playoffs, if a game is called before it is an Official Game, it will be considered a suspended game and is to be rescheduled and resumed from the point of suspension.

Game Time Limits

No inning can start after 2 hours from the game start time. Game time limit is 2 hours, 15 minutes after the start time (this is a “drop dead” time – meaning the game stops at this point with no exceptions).

An Inning Will End When

Three outs are recorded or the inning maximum run limit is reached

Mercy Rule

Mercy Rule shall be in effect. If a team is leading its opponent by at least 15 runs after 4 or more innings (3 ½ innings if the home team is ahead), or 10 runs after 5 innings (4 ½ innings if the home team is ahead) have been played, the game is ended, and the team leading by more runs is declared the winner.

Playing Time

Every rostered player must sit out one inning by 4th inning or sit before anyone sits a second time.

All players must play at least two innings in the infield and one in the outfield by the end of the 4th inning. The infield and outfield are defined by the outside grass edge of the infield

No Player can play any one position more than 2 times in 1 game, except AAA pitchers.

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Safety Rules

- All boys must wear a protective cup.
- All players must wear a catcher’s mask when warming up a pitcher.
- A batter should not throw a bat after following through on his swing. A batter who throws his bat will be subject to a warning from the Umpire. The second time a batter throws his bat it will result in being called out.
- No fielders shall fake applying a tag without the ball. If a player does fake a tag they will be warned. If there is a second infraction they should be ejected from the game.
- No swinging of bats outside of dugouts or in dugouts at any level. No on-deck circles swings for STARS, A, or AA. AAA and Pony can have 1 player taking warmup swings to back of batter.

Avoiding Contact Rule

A baserunner must slide or avoid contact with a fielder making a tag attempt. A runner who fails to do so may be called out. A runner who doesn't slide will not automatically be called out, provided they made an attempt to avoid contact with the fielder.

Call ups

- Call ups can be used only if a team will not have enough rostered players to field all nine positions.
- If a team has nine rostered players at the beginning of a game, call ups cannot play.
- If, after the game starts, additional rostered players show up and it is possible to field a team of nine rostered players, all players, including any call ups, must sit according to the applicable Division Playing Time requirements .
- Call ups can only play the infield or outfield positions. They cannot pitch or play catcher.
- The Division Coordinator must be contacted or call someone from the official list of eligible call ups.

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Coaches

- Only three coaches are allowed in the dugout at any time.
- This includes 1 manager and 2 assistant coaches.
- A parent is allowed to fill in only if one of the regular coaches can't make it to a game.
- Parents can be rotated as substitute coaches but the limit of three coaches in the dugout applies at all times.
- Only the manager of the team will communicate with umpire on calls or rules

Zero Tolerance - Coaches Conduct

Many of our games will be umpired by kids. We all need to keep in mind that they may be learning to umpire, just as the players are learning to play the game of baseball. Any board member (whether they are personally involved in the game or visiting the field) can issue a warning to a Manager and/or Coaches who are displaying negative/confrontational behavior towards the umpire(s) or to the other teams Manager and/or Coaches. In the event that the umpire is not comfortable issuing a warning, the onsite board member would issue the warning and potentially eject the Manager/Coach. If ejected, the Manager/Coach would be required to leave the field of play (which includes the dugout). The Manager/Coach would not be allowed to coach the team for the remainder of the game. If any issues persist, the team represented by that manager/coach would forfeit the game.

Review and Administration:

Subsequently, the board would then decide if the manager/coach should be reinstated within the following week (or before the next game). If they are denied reinstatement, they can watch their son or daughter from the stands. The Rules Coordinator would be responsible for organizing the facts, presenting them to the voting members of the board, and requesting a vote of reinstatement.

Wins and Losses

Wins and losses will be tracked for A, AA and AAA games.

- The coaches will submit scores and innings pitched via the website.

- Final standings will determine playoff seedings. Win percentage will be used to seed the teams in the event every team has not played the same number of games.
- Tiebreaker. In the event two or more teams have the identical win percentage, the seedings will be determined by head to head record against the team or teams involved in the tie. If that does not determine the seeding we will determine seeding by coin flip.

Playoffs

All teams will qualify for the playoffs and participate in round robin play to determine the two teams who will advance to the championship game.

Any forfeits apply a 1-0 score.

Example: If there are 8 teams in a Division one bracket will consist of the #1, 4, 6, and 8 seeds. The other bracket will consist of the #2, 3, 5, and 7 seeds. The team with the best record from one bracket will play the team with the best record from the other bracket.

-Tie Breakers – 1. Head to Head, 2. Run differential, 3. Total runs against, 4. Total runs for, 5. Regular season record