

THE D.Y.B.A. RULEBOOK

2009 Edition



D.Y.B.A. MISSION STATEMENT

The purpose of the Deerfield Youth Baseball and Softball Association shall be to help promote and maintain high moral character as well as good mental and physical health in the young people involved in the baseball and softball programs. This objective will be attained by providing supervised athletic games. The supervisors shall bear in mind at all times that the attainments of exceptional athletic skill or winning of games is secondary to the objective herein.

Deerfield Youth Baseball and Softball Association
Deerfield, Illinois
Established 1950

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Revision History

Date	Description of Changes	Author
11/21/00	Initial Release	GDL
1/11/01	Intermediate Softball League Pitching Distance Change	GDL
3/16/01	Preface: Baseball Bat Diameter; Mustang Pitching Limit, General Wording & Formatting	GDL
4/9/01	Regulation game definition clarified in General DYBA Rules and referred to in other rules	GDL
3/10/02	Changes for 2002 Season	GDL
3/22/02	DYBA General Rules: renumbered, playing time rule added, changes to regulation game definitions, added courtesy runner for catcher with 2 outs, ground rules changes. General Softball Rules: definition of tag-up after caught fly changed to first touch	GDL
5/6/02	Baseball and Softball Rules are now based on NFHS rules. Pony and Bronco Leagues: Weekend time limit changed to 2½ hours.	GDL
5/21/02	Bronco Rules changed so only one pitcher may pitch three innings in a game.	GDL
5/27/02	5-6 Softball strike zone changed.	GDL
10/20/02	Code of Conduct changed to equalize positions for all players, Tournament games are played to completion, Baseball courtesy runner for catcher required after 1 out, Bronco base running changes, several Baseball & Softball rules combined to General rules	Baseball & Softball Committees
1/10/03	New "Lightning" rules	GDL
2/10/03	Final wording changes for 2003 season	GDL
3/4/03	Removed Blastball from T-Ball Rules	Softball Committee
1/12/04	Updates to all league specific baseball rules	Baseball Committee
2/8/04		
3/17/04	Pitching changes in Intermediate League softball rules	Softball Committee
4/28/04	Intermediate League base stealing changes	Softball Committee
3/4/05	Lightning rule modifications; Baseball: pitching guidelines introduced; T-Ball: combined girls and boys rules, Pinto: time limit shortened, added coach in the outfield, changed strikeout definition; Bronco: added rule to remove wild pitchers; Softball: playing time equalization rule added; Intermediate: remove infield fly rule, no stealing 2 nd base, define strikeout during coach pitch	Baseball & Softball Committees
3/14/05	Pony pitching limit modified to require three pitchers per complete game.	Baseball
3/17/05	Changed names of Softball leagues	Softball
3/3/06	Added Fair Play Guidelines in General DYBA Rules and for all leagues	Baseball & Softball
3/7/06	Miscellaneous Bronco and Pony Softball Changes	Softball Committee
10/9/06	Pony Baseball bat rule	Board of Directors
12/11/06	T-Ball pitching changes, Pinto Baseball strikeout changes	Baseball Committee
3/1/07	Softball Pinto, Mustang and Pony various rule changes	Softball Committee
3/8/07	Pony Baseball pitcher sit-out rule and new bat rules	Baseball Committee
3/4/08	Code of Conduct expansion of anti-alcohol rule. Definition of pre-game warm-up procedures. Pitcher uniform limitations added. Courtesy runner required after 2 outs. Added penalty for coaches who argue with umpires. Require helmet for minors guarding pitcher in the bullpen or coaching a base. Change of procedure when a coach comes in to pitch after 4 balls in Mustang and Bronco Softball. Inning termination after 5 runs instead of 7 in Softball leagues. Added 2 nd base stealing in Pony Softball. Pitcher must be at least 18 years old in Pinto Baseball. Inning and time limits changed for Mustang Baseball. Redefinition of tee rule in Mustang Baseball. Change of procedure for runner leaving early in Bronco Baseball. Definition of courtesy runner in Mustang, Bronco and Pony Baseball.	Board of Directors, Softball & Baseball Committees
4/13/09	Mustang Rule change	Baseball Committee

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PREFACE

The rules of the Deerfield Youth Baseball and Softball Association are based on the general principles of fair play and sportsmanship that are described in the *DYBA Code of Conduct* and in the *DYBA Mission Statement*. **These principles supercede all written rules and should be adhered to in the event of any apparent conflict.**

Rules for Baseball Leagues

The basic rules for all Baseball Leagues can be found in the *National Federation of State High School Associations Rules*. The *DYBA General Rules* supercede specific instances of the NFHS rules and should be followed preferentially. Likewise, the *DYBA General Baseball Rules* should be given preference. Certain rules are also modified for each Baseball League, making the rules of play more age appropriate. Any rules listed for specific Baseball Leagues should be followed in preference to any other rules, **with the exception of the general principles of fair play and sportsmanship.**

Rules for Softball Leagues

The basic rules for all Softball Leagues (including T-Ball) can be found in the *National Federation of State High School Associations Rules*. The *DYBA General Rules* supercede specific instances of the NFHS rules and should be followed preferentially. Likewise, the *DYBA General Softball Rules* should be given preference. Certain rules are also modified for each Softball League, making the rules of play more age appropriate. Any rules listed for specific Softball Leagues should be followed in preference to any other rules, **with the exception of the general principles of fair play and sportsmanship.**

D.Y.B.A MANAGERS AND COACHES CODE OF CONDUCT

As a manager or coach you are a role model to your players. If you want them to display good sportsmanship, attitudes, discipline, healthy competitive spirit, and commitment, then you must demonstrate these traits in all of your actions. With kids more than anyone, actions speak louder than words.

In accordance with this theory and its spirit, D.Y.B.A. asks its managers and coaches to subscribe to the following code of conduct:

1. I have read, understand and subscribe to the D.Y.B.A. mission statement.
2. I understand the purposes of D.Y.B.A. house leagues are recreational and instructional.
3. I understand that sportsmanship and fair play are more important than winning, at all levels.
4. I will treat all of my players fairly and with respect. Positive motivation will be used rather than negative.
5. I will reward effort and team play over results and never single out any individual for criticism in front of the team, or engage in practices such as publishing player statistics.
6. I will equalize playing time and positions as much as possible.
7. I will not argue with the umpires or opposing coaches or make negative or taunting comments, directed toward the opposing team or the umpires.
8. I will control taunting or unsportsmanlike conduct by my team and its fans.
9. I will not drink alcohol or smoke at any D.Y.B.A. house or travel event, including, but not limited to, games, practices, travel tournaments and related events such as the Deerfield Wooden Bat Tournament.
10. I will obey all rules, regulations and directives of D.Y.B.A.
11. I understand that violation of this code may lead to forfeit, ejection from a game, and/or suspension.

D.Y.B.A. GENERAL RULES

The following rules and regulations apply to all house leagues, both baseball and softball. Official Baseball rules published by the National Baseball Congress and Softball rules published by the Amateur Softball Association will be applicable, except where there is a specific exception listed in these regulations. Subsequent sections will identify additional rules that pertain to baseball only or softball only and then regulations that apply to specific leagues. Any questions regarding baseball or softball rules and regulations and their interpretations should be directed to the Director of Umpires.

1. GAME PROCEDURES

- 1.1. The home team is responsible for setting up the field prior to scheduled game time. It is also the home team's responsibility to secure field equipment in the locker after the game, unless another game follows immediately. In case of rain, it is the responsibility of both teams to prepare the field for play.
- 1.2. The home team will supply two new game balls, and other balls acceptable to the umpire, as needed.
- 1.3. The home team will occupy the third base dugout.
- 1.4. Team Pregame Warm-up schedule
 - 1.4.1. The Visiting Team will take the infield 30 minutes prior to the scheduled starting time for 10 minutes of fielding practice.
 - 1.4.2. The Home Team will have the infield for the next 10 minutes.
 - 1.4.3. Both teams must be in the dugout 5 minutes prior to the scheduled start of the game.
 - 1.4.4. At no time will live batting practice be allowed. Only whiffle-ball hitting in the outfield in a direction away from the infield is permitted.
- 1.5. Managers of both teams will exchange batting orders before the game begins. All teams will bat their entire roster as present in each game.
- 1.6. There is unlimited substitution in fielding positions. In some leagues there are limitations specified for players moving to the pitching position, however.
- 1.7. No player is allowed to sit out an inning twice before every player has sat at least one time. No player is allowed to sit out an inning for a third time before every player has sat at least two times, and so on.
- 1.8. Players who arrive after the start of the game must be inserted at the end the batting order and may or may not play a minimum number of innings. The manager may count each inning missed as a played inning.
- 1.9. Only fully uniformed players will be permitted to participate or coach. The uniform will be properly worn and will include those items issued by DYBA for that team. The uniform may also include personal jackets worn in the field.
- 1.10. A pitcher may not wear white or gray sleeves that are visible below his or her uniform sleeves, nor wear a sweatband on either arm, because it makes it harder for the batter to see the ball when it is pitched. The pitcher may not have batting gloves in the pants back pocket.
- 1.11. If another game follows on the same field, the first game will be completed before the next one starts. Umpires are directed to apply necessary provisions of the Rules and Regulations to prevent late starts or delays in the progress of the game.
- 1.12. The legal minimum number of players for a game will be eight (8). A team can play defense or offense with seven (7) players during the first inning only. At the start of the second inning, the legal minimum number of players must be ready for play, or the game is forfeited. If the legal minimum number of players starts the game, and one player is forced to leave during the game, play may continue without a forfeit.
- 1.13. Any player who arrives at a ball park with, or who during the game incurs, an injury that prevents him or her from safely participating will not be used as a player.
- 1.14. An umpire may stop play at any time for an injured player. The umpire determines placement of base runners after stopping play for the injured player.

- 1.15. A **courtesy runner** may be used as a base runner if the original base runner has incurred an injury and is unable to continue. A courtesy runner must be used to replace the next inning's catcher as a base runner when there are two outs. The courtesy runner must be the player who made the last batted out.
- 1.16. A manager's or coach's second trip to visit the same pitcher in the same inning will cause the player's automatic removal from the pitching position for the remainder of the game. An exception to this rule will be allowed in case of injury to the pitcher.
- 1.17. Fair Play Guidelines
 - 1.17.1. Each league defines the minimum number of innings per game that players must play in the infield and in the outfield.
 - 1.17.2. Infield positions are defined as 1B, 2B, SS, 3B, P, and C.
 - 1.17.3. Managers are expected to make every effort to follow the spirit of this rule despite variations such as players arriving late, players leaving early and games not being played to completion.
 - 1.17.4. Absent special circumstances, there should not be variance of more than one inning from the league's stated requirements.
 - 1.17.5. The fair play guidelines may be amended by each league for playoff games.

2. REGULATION GAME DEFINITION

- 2.1. A **regulation game** will be declared after the following numbers of innings have been completed:
 - 2.1.1. In games of 6 or 7 innings, a regulation game will be declared when 4 innings have been completed (or 3½ when the home team is ahead).
 - 2.1.2. In games of 5 innings, a regulation game will be declared when 3 innings have been completed (or 2½ when the home team is ahead).
 - 2.1.3. For some tournament games, a regulation game will only be declared when all of the scheduled innings have been played, or if the home team is ahead in the last scheduled inning.
- 2.2. When a time limit is defined, no new inning may start after the time limit has elapsed from when the first pitch was thrown to start the game. An inning is considered to have started immediately following the final out of the previous inning. Any inning that has started will be allowed to finish even if that means going over the time limit. The umpire shall be the sole determiner of when the first pitch was thrown.
- 2.3. If, for any reason, the game is stopped and the regulation number of innings has not been played, it will be a **suspended game**. A suspended game shall be continued from the exact point at which it was stopped, on the earliest possible date. Immediately upon game suspension, the managers shall compare scorebooks and agree on the amount of time left until the time limit is reached and the initial setup of the field when the continuation of the game proceeds. During the continuation of a suspended game, the time limit, batting orders, pitching limits, and substitution limits are the same as they were at the time the game was suspended. A player who is not present for the continuation will be removed from the lineup. A player who was not present in the initial innings but is at the continuation will be added to the end of the batting order. A runner who was on base at the time of game suspension but is not present at the continuation will be replaced on base by the player who made the last batted out.
- 2.4. If, for any reason, a regular season game is stopped and the regulation number of innings has been played the score reverts back to the last complete inning if the home team is not ahead. If the score is tied, it will be declared a tie game.
- 2.5. No tournament game may end with a tie score.

3. GROUND RULES AND DIAMOND DIMENSIONS

3.1. GENERAL GROUND RULES

- 3.1.1. A ball is considered to be **out of play** when, with no spectators in the playing field, the ball goes into the stands, into a bench (whether or not the ball rebounds onto the field), over or under or through a field fence, on a slanting part of the screen above the backstop, or remains in the mesh of a wire screen protecting spectators or hits a tree. The ball is dead.

- 3.1.2. Two bases are awarded when the ball is thrown out of play. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, will be governed by the position of the runners at the time of the pitch. In all other cases, the umpire will be governed by the position of the runners at the time the wild throw was made. If all runners, including the batter, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award will be governed by the position of the runners when the wild throw was made.
- 3.1.3. One base is awarded if a ball, pitched to the batter, or thrown by the pitcher from his or her position on the pitcher's plate to a base to catch a runner, goes out of play or through the backstop. The ball is dead.
- 3.1.4. No one may view a game from behind home plate (the portion of the backstop behind the umpire).

League	Home Plate to Base to Base	Home Plate to 2 nd Base	Home Plate to Pitcher's Plate
BASEBALL			
Colt Baseball	90'	127' 3 "	60' 6"
Pony Baseball	80'	113' 2 "	54'
Bronco Baseball	70'	99'	48'
Mustang Baseball	60'	84' 10 "	44'
Pinto Baseball	50'	70' 9 "	44'
T-Ball	45'	63' 7"	30'
SOFTBALL			
Pony Softball	60'	84' 10 "	40'
Bronco Softball	60'	84' 10 "	35'
Mustang Softball	55'	77' 9 "	35'
Pinto Softball	50'	70' 9 "	35'

3.2. DIAMOND 1 – JEWETT PARK

- 3.2.1. The diamond is considered a "closed ball park." If a ball hits the screen in the back of the dugout and bounces back into play, it is to be considered in the dugout and out of play. Any batted ball hit over the outfield fence in fair territory on a fly will be a home run. Any batted ball hit over the fence in fair territory on a bounce will be a ground rule double.

3.3. DIAMOND 2 – JEWETT PARK

- 3.3.1. A batted ball will be declared a home run if it goes over the Diamond 1 outfield fence on a fly or if the ball strikes any light standard in fair territory on the fly above the marked fence line. A batted ball that bounces over the Diamond 1 outfield fence or goes into the playground bushes in right field will be declared a ground rule double.

3.4. DIAMOND 1 – CLAVEY

- 3.4.1. Usual out of play boundaries apply with the addition that if a ball passes beyond a line between the ends of the front dugout fences nearest the batting cage and the end of the batting cage wings, it will be declared out of play. A home run will be declared if a batted ball strikes a light standard in fair territory on the fly.

3.5. DIAMOND 1 – WOODLAND PARK

- 3.5.1. The diamond is considered a "closed ball park." If a ball hits the screen in the back of the dugout and bounces back into play, it is to be considered in the dugout and out of play. Any batted ball hit over the outfield fence in fair territory on a fly will be a home run. Any batted ball hit over the fence in fair territory on a bounce will be a ground rule double.

3.6. DIAMOND 2 – WOODLAND PARK

- 3.6.1. The diamond is considered a “closed ball park.” If a ball hits the screen in the back of the dugout and bounces back into play, it is to be considered in the dugout and out of play. Any batted ball hit over the outfield fence in fair territory on a fly will be a home run. Any batted ball hit over the fence in fair territory on a bounce will be a ground rule double.

3.7. DIAMOND 3 – WOODLAND PARK

- 3.7.1. Usual out of play boundaries apply with the addition that a thrown ball rolling over or onto the asphalt behind first base is automatically declared out of play. A batted ball going onto this asphalt in fair territory is a ground rule double.

4. UMPIRES

- 4.1. Each umpire will wear the approved DYBA umpire shirt and display proper decorum in the performance of duties. Umpires may wear long blue jeans; frayed, soiled or cut off jeans are not acceptable.
- 4.2. The Umpire-in-Chief will determine the suitability of the field when teams are present and ready for play.
- 4.3. The Umpire-in-Chief is responsible for starting a game at the scheduled time. If a team is not ready to play within 15 minutes of the scheduled starting time, the game will be forfeited.
- 4.4. Umpire(s) must not interfere, criticize, instruct, or assist any player, manager, or team representative during the period of play.
- 4.5. Each umpire has the authority to rule on any point not specifically covered in the rules governing play.
- 4.6. There shall be no arguments over any umpire decision. Rule interpretation questions may be discussed with the umpire between innings provided both managers agree to talk to the umpire. In the event that both managers do not agree, the matter shall not be discussed with the umpire. Regardless of the discussion, the original call shall stand. Under no circumstances shall there be any discussion of a judgment call. The express purpose of this rule is to help educate the managers and umpires as to the Rules and to avoid umpire abuse or harassment. The appropriate league officials may suspend or otherwise discipline any manager or coach who acts in violation of the spirit or text of this rule.
- 4.7. Managers and umpires shall meet prior to the start of the game to review the applicable ground rules, lineups, start time, etc.

5. PROTESTS

- 5.1. There are no protests allowed for any reason. Any problems should be brought to the attention of the League President, Director of Baseball or Softball, or the Director of Umpires, as appropriate.

6. SAFETY PROCEDURES

- 6.1. It is the responsibility of the team manager to see that all players remain seated on the bench unless they are playing in the field, batting, on-deck, coaching, or warming up in a playing area well away from the field or spectators. Players will not be permitted to swing bats except when batting or in the on-deck position.
- 6.2. No equipment will be left lying on or near the playing fields. Bats and balls will be recovered and returned to the dugout before the first pitch is thrown to the following batter.
- 6.3. No equipment, clothing, or jewelry will be worn by players, managers, or coaches, which, in the opinion of the Umpire-in-Chief, constitutes a safety hazard.
- 6.4. Metal spikes are not permitted, molded rubber spikes are encouraged. Players are not permitted on the field if barefoot or attired in sandals or slipper type footwear.
- 6.5. Approved batting helmets will be worn by all batters, base runners, on-deck batters and players acting as base coaches. Any base runner that, in the umpire’s opinion, intentionally knocks or takes off his or her helmet while running the bases will be called out.
- 6.6. No player will be permitted to play the position of catcher in a game, including the warming up of a pitcher, or practice without a suitable mask, helmet, chest protector, and shin guards.
- 6.7. All male players are required to wear hard plastic cup athletic supporters both in practice and in games.

- 6.8. When a pitcher is warming up in the bullpen, a third player, who must be wearing a helmet, will be present to protect the catcher from being hit with a thrown or batted ball.
- 6.9. If a player accidentally throws a bat, the umpire will warn the player and his or her team. Any other bat-throwing incident by a player on that team will cause that player to be out. All subsequent action as a result of the hit will be nullified, and the ball will become dead.
- 6.10. At any base, the runner MUST take necessary action to avoid colliding with the defensive player if the defensive player has the ball ready to make a play or is about to receive the ball. If there is any significant contact, the runner is automatically out. If the defensive player does not have the ball or is not about to receive it, he or she should not block the base or be near enough to impede the base runner. This may be called obstruction on the defensive player, and the umpire may award additional bases, if appropriate.
- 6.11. If, in the opinion of the Umpire-in-Chief, a safety hazard exists concerning any of these rules and the offending player and manager or coach have been warned, the player and/or manager or coach may be ejected from the game.
- 6.12. Weather safety (applies to both house league and travel games):
 - 6.12.1. A game in progress will be stopped if, in the opinion of the Umpire-in-Chief or both managers, the weather causes field conditions to constitute a safety hazard. The game will be suspended or terminated as appropriate.
 - 6.12.2. In the event of audible thunder, visible lightning, or a lightning prediction system alarm indication of a continuously flashing strobe light and/or a long blast from its horn, all play must stop and all players and coaches must immediately seek shelter in cars or nearby buildings. This rule also applies if the lightning prediction system alarm is heard from any other field, even before it activates at the field of play. In the event of a lightning prediction system alarm, play may not resume until the alarm condition has passed, as indicated by three short blasts of the horn and no visible strobe light.
 - 6.12.3. No one is permitted on a field for practice or to start a new game if the lightning prediction system has a continuously flashing strobe light and/or is emitting a long blast from its horn. All players and coaches must remain sheltered in cars or nearby buildings as long as the alarm condition continues. Play may only begin when the alarm condition has passed, as indicated by three short blasts of the horn and no visible strobe light.
 - 6.12.4. Failure to adhere to these weather safety rules will result in suspension or other league action.

D.Y.B.A. GENERAL BASEBALL RULES FOR ALL HOUSE LEAGUES

1. Both teams are responsible for keeping scoring records (no score is kept in Pinto) throughout the season. For a particular game, the home team scorebook is official. The winning manager must call or email the score of the game to the appropriate League official within 24 hours of the completion of the game.
2. All scheduling of makeup games is handled online at dybaschedule.com. Please refer to instructions made available at each league's preseason manager's meeting. Priority in scheduling makeup games will be given to those games necessary to determine league or division precedence.
3. If, for any reason, a tournament game is stopped and the regulation number of innings has been played the game is suspended and will follow the guidelines detailed in Section 2.3 of the General DYBA Rules governing suspended games. The Baseball Committee will schedule the completion of the suspended game. Therefore, all tournament games will be played until completed, unless otherwise dictated by the Baseball Committee.
4. The following rules relate to players being drafted or "called up" from a lower league:
 - 4.1. He must wear his regular team's uniform.
 - 4.2. He cannot miss his regular team's game.
 - 4.3. He may not play more innings of defense than any regular member of the team.
 - 4.4. A team may only request a call up if it expects to have less than 10 players. A team, therefore, can only bring its roster up to ten players via drafting.
 - 4.5. All draftees must come from the next lower league. The League President will supply a list of eligible players.
5. Only Little League approved wood and aluminum bats are allowed. Wood bats must say "Little League Approved." No bat may have a barrel diameter greater than 2¼". Any team using an illegal bat is subject to forfeiture of the game.
6. A pitcher must pitch consecutive innings in a game. A pitcher who is removed from the pitching position may not return to that position in the same game.
7. All managers and coaches, aside from the 1st and 3rd base coaches and the Pinto outfield coaches, must remain behind the fences during the game. Anybody under the age of 18 coaching 1st or 3rd base must wear a batting helmet.

SPECIAL RULES FOR D.Y.B.A. T-BALL (Final year preschool and Kindergarten) RULES

1. This is a non-competitive league solely for the enjoyment of the players. The purpose is for the player to learn how to play the game. With this purpose in mind, all games will end in a tie.
2. All players will wear gym shoes. No jewelry is permitted.
3. Each game will last 1½ hours or until managers determine that everyone has lost interest, whichever comes first.
4. The offensive team will bat the roster. Once through the roster, a half inning will conclude and the teams will switch sides.
5. The batter will hit the ball off the tee. Coach pitching is not allowed, except as specified in Rule 6 below. Each batter will be allowed one practice swing. The player will be allowed to bat until he or she hits the ball. If the bat strikes the tee, it is a foul ball.
6. For Kindergarten Teams Only: Coach pitching will be allowed in and after the 3rd inning. Either manager (or both) may choose to pitch to his or her team. Mutual consent is not necessary.
 - 6.1. The decision to begin pitching is within the Manager's/Coach's discretion.
 - 6.2. If a player is unable to hit a pitched ball after 3 pitches, that player will be required to hit off the tee.
7. All players on the roster must play the field each inning. One player will stand at the pitcher's position, five players are in the infield, one player is catcher, and the rest are in the outfield.
8. No player may play the same position more than twice in the same game.
9. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
10. Infielders are to play outside of the base path. Outfielders play 10 feet beyond the infielders.
11. A player, at the discretion of the manager, may be excluded from playing first base if the player cannot catch the thrown ball well enough to protect himself or herself.
12. The offensive team will have a coach at first and third bases and a batting coach to line up the tee and assist the player coming to bat. Once the ball is hit, the coach removes the tee from the plate area.
13. The defensive team will be allowed coaches in the field, but they are not to interfere with play.
14. Base runners must hold their bases until the ball is batted. No base runner may advance on an overthrow.
15. Fly balls caught in the air shall be ruled out. Base runners must return and cannot be doubled off.
16. **The offensive team will be warned when a batter throws his or her bat carelessly when running to first base. On the second occasion by the same team, the batter will be declared out.**
17. Coaches of the playing teams will umpire. The coach, either offensive or defensive, nearest to the play will make the call. **There will be no arguments over any call.**
18. At the conclusion of the game, each team will give a cheer for the other team. Team members and coaches will then line-up and shake hands with the opposing team.
19. In the event of inclement weather, managers will determine whether teams play and will notify their team members accordingly. If opposing managers agree, a make-up may be scheduled accordingly. Make-ups can also be scheduled during scheduled practices, if desired.

SPECIAL RULES FOR D.Y.B.A. PINTO BASEBALL LEAGUE (1st-2nd GRADE)

1. All games last for five (5) innings unless the one and one half (1½) hour time limit has been exceeded. No inning may start after 8:00 P.M. See General DYBA Rule 2.2 governing time limits.
2. No score will be kept.
3. The side will be out when the entire roster has batted or three (3) outs have occurred.
4. Only adult pitchers will pitch in a scheduled game. An adult for this purpose is defined as a person who is at least 18 years of age and who has been designated by the manager or coach to pitch to his team. While pitching, the adult may not coach any base runner.
5. If there are less than ten (10) players on a team, the manager can determine which defensive position is left vacant.
6. The defensive team may have two adult coaches in the outfield, stationed in left and right fields, with each taking responsibility for coaches one-half of the defensive team. No defensive coach may be in the infield.
7. Coaches will umpire. Plays should be called as follows: First Base Coach-first base/right field; Third Base Coach-third base/left field; Defensive Coach-second base/center field; Pitcher-home plate/strike count.
8. No player may play the same position more than twice in the same game.
9. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
10. A batter will be allowed a total of six (6) pitches, regardless of whether they are balls or strikes, and no more, with the exception of a foul ball on the sixth pitch, in which case the batter will be allowed a seventh pitch. If a batter strikes out on or before the sixth pitch, a batting tee will be placed at home plate. Bunting is not allowed.
11. No walks are permitted. A hit batter is treated as a ball.
12. A batter can only legally attain base runner status by hitting a legally thrown pitch or by hitting the ball off the batting tee, as described in Rule 10.
13. The "Infield Fly Rule" shall not apply.
14. A defensive player will play to the side of the adult pitcher and may not move until the pitch crosses the plate or is hit by the batter.
15. A batted ball hitting the adult pitcher before passing a fielder, caught by the adult pitcher, or interfered with by the adult pitcher so that the player cannot attempt to field the ball will be declared dead. The batter will be awarded first base, and all other base runners will advance one base, if forced. If all bases are occupied, the runner advancing from third base is removed: no run is scored, and no out is charged.
16. A thrown ball caught or interfered with by the adult pitcher while in play will be declared dead. Base awards will be made according to the rules governing play.
17. Absolutely no base stealing or leadoffs will be allowed.
18. Time will be called when the ball is returned to the infield, whether or not an infielder has possession of the ball. Runners must return to their previous base if not more than half way to the next base.
19. A batter may not be thrown out at first base on a force by an outfielder.
20. A base runner may not be forced out at any base by an outfielder making the force at the base himself. Any force out at a base from the outfield must be on a throw from an outfielder to an infielder.
21. If a coach touches a base runner during a play, the base runner will be called out.
22. The outfielders must be a distance of no less than 30 feet behind the bases. Cones must be used.
23. Infielders must remain at the normal depth of their positions for all batters. Infielders will not be allowed to play in for weaker hitters.

SPECIAL RULES FOR D.Y.B.A. MUSTANG BASEBALL LEAGUE (3rd-4th GRADE)

1. All games last for six (6) innings unless the time limit has been exceeded. The time limit for a weekday game is two-hours. The time limit for a weekend game is 2½ hours. Time limits may be modified for tournament games. See General DYBA Rule 2.2 governing time limits.
2. The ten (10) run slaughter rule is in effect after 4 innings, or 3½ if the home team is ahead.
3. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16. Each manager must exchange line-ups, including inning-by-inning positions, prior to the start of the game and the line-ups must comply with the Fair Play Guidelines. A team's failure to provide a line-up or if a team's line-up does not comply with the Fair Play Guidelines, the team shall get a warning and the opportunity to create or correct the line-up. The second violation in the game will result in a forfeit. Changes to the line-up during the game must be communicated to the opposing manager and must continue to comply with the Fair Play Guidelines.
4. If there are less than nine (9) players present, the manager can determine which defensive position is left vacant.
5. A drafted player (Pinto Call-Up) may not pitch or catch.
6. A player may pitch a maximum of two (2) consecutive innings in one game. One pitch thrown in an inning counts as an entire inning. Once a pitcher is removed, he may not return later in the game as a pitcher.
7. During a full game a team must use at least four pitchers. No more than two pitchers can pitch two consecutive innings. A team can use a rotation of 2-2-1-1, or any combination there-of, during a game.
8. Curve balls are not allowed. A pitcher knowingly throwing a curve will be disqualified from pitching for the remainder of the game.
9. Pitchers should be scheduled to adhere to the maximum pitch counts and rest periods specified in the *DYBA Protection of Pitchers Guidelines*.
10. The strike zone will be from the batter's shoulders to his knees. One ball to the inside of home plate and two balls to the outside of home plate will be considered part of the strike zone.
11. The dropped third strike rule is not in effect.
12. Once a pitcher has stepped on the rubber with the ball in his possession, a runner who leaves the base before the pitched ball reaches or passes the catcher will be called out, and the pitch will be considered a dead ball. No warnings for a player leaving the base early will be issued.
13. The only way to advance to 2nd base is by contact, by a walk or by a hit batsman.
14. Only stealing of 3rd base is allowed.
15. There is a wall at 3rd base.
 - 15.1. A runner cannot score from 3rd base on an overthrow (from anywhere on the field) on a play at 3 base.
 - 15.2. A runner at 3rd base can score on an overthrow anywhere else in the field as long as a batted ball started the play.
 - 15.3. A runner may continue to advance to Home if the runner has clearly passed 3rd base prior to the ball arriving at 3rd base.
16. No balks will be called on the pitchers.
17. Once a batter, with the bases loaded, receives four (4) balls, the ball shall be placed on a tee, and the batter shall try to put the ball in play. The catcher must stay in his stance and the pitcher must stay on the rubber. The batter assumes the same strike count he had before receiving the fourth ball. Any swing not resulting in the ball being put into play (a miss, foul ball, or bat hitting the tee and ball going foul) shall result in a strike being called on the batter. If the batter gets 3 total strikes for the at-bat, he will be declared out.
18. The "Infield Fly Rule" shall not be in effect.
19. Each team's official at-bat will be completed after three outs or after scoring a maximum number of runs:
 - 19.1. **For Regular Season Games:** The maximum number of runs is 10. Any runs scored prior to the completion of the play in which the 10th run is scored (i.e., the 11th, 12th, or 13th runs) will also count.

MUSTANG BASEBALL LEAGUE RULES (continued)

- 19.2. **For Playoff and Tournament Games:** The League President will determine the maximum number of runs per inning.
20. A courtesy runner must replace the next inning's catcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out.
21. A pitcher must be removed if in the same inning he:
 - 21.1. **For Regular Season Games:**
 - 21.1.1. Walks five (5) batters (four balls with the bases loaded is considered a walk for this rule), OR
 - 21.1.2. Hits by pitch three (3) batters.
 - 21.2. **For Playoff and Tournament Games:** The League President will determine how many walks and hit batters will cause a pitcher to be removed.

SPECIAL RULES FOR D.Y.B.A. BRONCO BASEBALL LEAGUE (5th-6th GRADE)

1. All regular season games last for six (6) innings unless the time limit has been exceeded. The time limit for a weekday game is two-hours with no inning starting after 8:00 P.M. The time limit for a weekend game is 2½ hours. Time limits may be modified for tournament games. See General DYBA Rule 2.2 governing time limits.
2. A ten (10) run slaughter rule is in effect after 4 innings, or 3½ innings if the home team is ahead.
3. If there are less than nine players on a team a manager may determine which defensive position is left vacant (a catcher must be used).
4. A drafted player (Mustang call-up) may not pitch or catch.
5. All players must play a minimum of two innings in the infield and one inning in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
6. A player may pitch a maximum number of innings as follows:
 - 6.1. Three (3) innings in a game
 - 6.2. Five (5) innings in a week (given his team has 2 games)
 - 6.3. Seven (7) innings in a week (given his team has 3 games)
 - 6.4. Nine (9) innings in a week (given his team has 4 games)
 - 6.5. Under no circumstances should a pitcher throw more than 9 innings in a week. One pitch thrown in an inning constitutes an inning pitched.
 - 6.6. Pitching eligibility rules may be changed by the baseball committee for tournament games.
 - 6.7. Pitchers should be scheduled to adhere to the maximum pitch counts and rest periods specified in the *DYBA Protection of Pitchers Guidelines*.
7. Only one pitcher may pitch three (3) innings in a game. Teams will need at least three (3) pitchers in a six (6)-inning game.
8. The pitching eligibility week begins on Monday and continues through the following Sunday night. Before the game managers should exchange pitching eligibility with the other team.
9. Curve balls are not allowed. A pitcher knowingly throwing a breaking ball will be disqualified from pitching for the remainder of the game. The umpire's judgment, as in all cases, is final here.

10. The strike zone will be from the batter's shoulders to his knees and will encompass an area one ball width inside and outside of home plate.
11. There will be one balk warning per pitcher per game.
12. A player must be removed from the pitching position if over the course of one inning the pitcher walks five (5) batters OR hits by pitch three (3) batters.
13. Stealing is permitted once the ball has left the pitcher's hand. The first infraction shall be a warning. The runner must be sent back to the base he left from. The play will be called dead immediately, the pitch will not count and a warning will be given to the team. After the first warning per team, any runner leaving a base early shall be called out and the ball declared dead. Coaches and players are warned not to yell out that a runner has left the base early. This is a call that is solely at the discretion of the umpire.
14. A courtesy runner must replace the next inning's catcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out.

SPECIAL RULES FOR D.Y.B.A. PONY BASEBALL LEAGUE (7th-8th GRADE)

1. All regular season games last for seven (7) innings unless the time limit has been exceeded. The time limit for a weekday game is two-hours. The time limit for a weekend game is 2½ hours. Time limits may be modified for tournament games. See General DYBA Rule 2.2 governing time limits.
2. The ten (10) run slaughter rule is in effect after 5 innings, or 4½ if the home team is ahead.
3. If there are less than nine (9) players on a team, the manager can determine which defensive position is left vacant.
4. A drafted player may not pitch.
5. It is suggested that each player per game play at least one inning in the infield and at least one inning in the outfield, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
6. A player may pitch a maximum number of innings as follows:
 - 6.1. Four (4) innings in a game. On a team with 12 or 13 players, a pitcher that pitches four innings must sit out the two innings immediately after he pitches, any two innings before he pitches, or any inning before and the inning immediately after he pitches.
 - 6.2. Seven (7) innings in a week (given his team has 2 games)
 - 6.3. Ten (10) innings in a week (given his team has 3 games)
 - 6.4. Under no circumstances should a pitcher throw more than 10 innings in a week. One pitch thrown in an inning constitutes an inning pitched.
 - 6.5. Pitching eligibility rules may be changed by the baseball committee for tournament games.
 - 6.6. Pitchers should be scheduled to adhere to the maximum pitch counts and rest periods specified in the *DYBA Protection of Pitchers Guidelines*.
7. Only one pitcher may pitch four (4) innings in a game. Teams will need at least three (3) pitchers in a seven (7)-inning game. The third pitcher must enter the game with at least three (3) outs remaining.
8. The pitching eligibility week begins on Monday and continues through the following Sunday night. Before the game managers should exchange pitching eligibility with the other team.
9. The strike zone will be from the batter's uniform letters to his knees. The pitch must cross a portion of the plate to be considered a strike (no leeway either side of home plate).
10. There will be one (1) balk warning per team in a game.
11. A courtesy runner must replace the next inning's catcher on base if there are two (2) outs. The courtesy runner must be the player who made the last batted out.
12. In addition to any league approved 2¼" diameter bat, players in the Pony Baseball League may use the following:
 - 12.1. Any league approved wood bat with a diameter of 2¾" or less.
 - 12.2. A league approved metal bat with a diameter of 2¾" or less that is 31" long or more with a length-weight difference of -5 or less that is supplied by DYBA.
 - 12.3. A league approved metal bat with a diameter of 2¾" or less that is 30" long or less with a length-weight difference of -7 or less that is supplied by DYBA.

D.Y.B.A. GENERAL SOFTBALL RULES FOR ALL HOUSE LEAGUES

1. Bats must be marked by the manufacturer “Official Softball” or be issued by DYBA, and must have approved tape on the handle. Bats issued by DYBA that are marked “Little League” or “Official Baseball” should be returned to the shed for a trade-in.
2. When, in the opinion of an umpire, all immediate play is completed, he or she will call “Time.”
3. A runner may advance after a fair or foul fly is caught (with less than two outs) if the runner tags the base after the ball is first touched.
4. Any ASA approved form of underhand fast pitch shall be permitted, including slingshot and single-rotation windmill. The pitcher must keep two feet in contact with the rubber from the start of the windup and may take one step forward prior to the release of the ball. The pitcher shall not step backward as part of the windup or release. The pitcher shall not jump or hop forward as part of the release.
5. The strike zone is that space over any part of home plate between the batter’s armpits and the top of the batter’s knees when the batter assumes a natural batting stance. Any pitch that fails to meet this rule is automatically a ball unless offered at by the batter. If an illegal pitch is hit into play the ball shall be declared live and in-play.
6. Any pitch at which the batter has not offered, and which strikes any part of home plate on its first impact, shall be declared a ball regardless of whether or not it has passed through any part of the strike zone.
7. Double 1st bases: There shall be two bases placed at 1st base, one in fair territory and the second in foul territory. The fielder shall use the base in fair territory to make the put out. The runner shall use the base in foul territory, unless the runner is making the turn to second base and can do so in a safe manner to avoid collision with the defensive player at first base.

**SPECIAL RULES FOR D.Y.B.A.
PINTO SOFTBALL LEAGUE (1st-2nd GRADE)**

1. All players will play in the field and bat.
2. Seven infielders. All other players will play outfield, behind base path.
3. Infielders besides catcher will play behind diagonal line between first and third base.
4. Coach will pitch to own team. Coach has obligation to avoid contact with batted ball or inhibiting fielder. If contact is made, or fielder is inhibited, batter will be awarded first base and all other runners will be awarded next base.
5. Batter will get up to seven "hittable" pitches to hit a fair ball. If this does not occur, batter will be awarded first base.
6. Batting team will bat one time through the lineup or until three outs have been made.
7. Defensive team may have 2 coaches positioned in the outfield.
8. Games will last 4 innings but no inning will start after 70 minutes of play. Games will be called for darkness or if the weather turns inclement. Safety of players is paramount.
9. NO SCORE WILL BE KEPT. ALL GAMES END IN A TIE.
10. The "Infield Fly Rule" shall not apply.
11. No player will play outfield two consecutive innings. A player may only play first base or pitch once until all players have played either position.
12. Player will rotate positions every inning.
13. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
14. Bunting is prohibited.
15. Leadoffs are prohibited.
16. If the ball is hit into the infield, the batter shall go no farther than 1st base and each other runner shall advance no farther than one base.
17. If the ball is hit into the outfield, all runners may continue to run until the ball has been thrown into the infield. All runners will stop at the base to which they were on their way once the ball reaches the infield.

SPECIAL RULES FOR D.Y.B.A. MUSTANG SOFTBALL LEAGUE (3rd-4th GRADE)

1. The defensive team may field as many as 10 players. There is no minimum number of players necessary for the defensive team
2. When players are fielded in accordance with Rule 1, there shall be no more than five infielders at any time, not including the pitcher and catcher.
3. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
4. Games are 5 innings or 1½ hours, whichever occurs first. No inning shall start after 1½ hours from the first pitch.
5. The 15 run rule will prevail after 4 innings of play, or 3½ innings if the home team is ahead, or at any similar point in subsequent innings.
6. The “Infield Fly Rule” shall not apply.
7. If a batter is hit by a pitched ball, it shall constitute a ball; the batter is not automatically awarded first base.
8. After ball four, a coach from the offensive team will pitch to the batter. The batter’s strike count will be continued when the coach begins to pitch. The umpire shall continue to call balls and strikes, though balls will not be counted. The pitcher shall stand to the side of the coach-pitcher and play her normal defensive position. If the coach-pitcher comes in contact with a ball in play, or if, in the umpire's judgment, the coach-pitcher interferes with a player attempting to field the ball, the batter shall be declared out, the ball will be dead, and the runners will not advance.
9. A side will be out after three outs or after having scored 5 runs in an inning. The “five run rule” will apply in all but the last inning. If it is apparent that because of the approaching time limit (as set forth in Rule 3) or pending darkness the last inning shall be declared by mutual agreement of the managers **prior** to the start of the inning.
10. An eleven-inch ball shall be used.
11. Bunting is prohibited.
12. Runners may leave their bases once the pitched ball crosses the plate.
13. Stealing is prohibited.
14. Defensive team may have one coach in the outfield.
15. A player may not pitch more than two innings in one game. One pitch thrown in an inning counts as an entire inning. Pitcher does not have to pitch in two consecutive innings.
16. No standings shall be kept and no tournament shall be played.

SPECIAL RULES FOR D.Y.B.A. BRONCO SOFTBALL LEAGUE (5th-6th GRADE)

1. The defensive team may field as many as 9, with no official short center position. There is no minimum number of players necessary for the defensive team
2. When players are fielded in accordance with Rule 1, there shall be no more than four infielders at any time, not including the pitcher and catcher. Outfielders must play at least 15 feet behind the infielders at the time a pitch is thrown.
3. All players must play a minimum of three innings in the infield and two innings in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
4. Games are 6 innings or 1¾ hours, whichever occurs first. No inning shall start after 1¾ hours from the first pitch.
5. The 15 run slaughter rule will apply after 5 innings of play, or 4½ innings if the home team is ahead, or at any similar point in subsequent innings.
6. The “Infield Fly Rule” shall not be in effect.
7. A side will be out after three outs or after having scored 5 runs in an inning. The “five run rule” will apply in all but the last inning. If it is apparent that because of the approaching time limit (as set forth in Rule 4) or pending darkness that the last inning will be an inning other than the 6th inning, the last inning shall be declared by mutual agreement of the managers **prior** to the start of the inning.
8. A twelve-inch ball shall be used.
9. The strike zone will be from the batter’s shoulders to knees. One ball-width to the inside of home plate and one ball-width to the outside of home plate will be considered part of the strike zone.
10. If a pitched ball hits a batter, the batter shall be awarded first base, provided that the batter has made an effort to avoid being hit. A ball that hits the ground first is considered a live ball.
11. Bunting is permitted.
12. Only stealing of third base shall be permitted.
13. Runners shall not leave their bases prior to the ball crossing the plate. Pick off attempts by the catcher shall be permitted, and the runners may advance; however no runner shall be allowed to advance if on 3rd base.
14. There is a wall at 3rd base. A runner cannot score from 3rd base on an overthrow (from anywhere on the field) on a play at 3rd base. A runner at 3rd base can score on an overthrow anywhere else in the field as long as a batted ball started the play. A runner may continue to advance to Home if the runner has clearly passed 3rd base prior to the ball arriving at 3rd base.
15. A player may pitch a maximum of two innings in one game. One pitch thrown in an inning counts as an entire inning. The two innings must be consecutive.
16. A pitcher shall be removed from that position after walking (i.e. pitching 4 balls to) five (5) batters in an inning, or hitting three (3) batters, and may not return as a pitcher during the same game.
17. The pitcher will begin with both feet on the pitcher’s rubber, step towards home plate when delivering the pitch, and complete the delivery no closer to home plate than one full stride from the pitcher’s rubber. No balks will be called. Managers and coaches will be responsible for correcting their own pitcher’s delivery and should not discuss any aspect of an opposing pitcher’s approach or motion until the game is completed.
18. After ball four with the bases loaded, a coach from the offensive team will pitch to the batter. The batter’s strike count will be continued when the coach begins to pitch. The umpire shall continue to call balls and strikes. Balls will not be counted and a batter hit by a coach-pitch will not be awarded first base. The pitcher shall stand to the side of the coach-pitcher and play her normal defensive position. If the coach-pitcher comes in contact with a ball in play, or if, in the umpire’s judgment, the coach-pitcher interferes with a player attempting to field the ball, the batter shall be declared out, the ball will be dead, and the runners will not advance.
19. No standings shall be kept. The tournament shall be a non-seeded tournament.

**SPECIAL RULES FOR D.Y.B.A.
PONY SOFTBALL LEAGUE (7th-8th GRADE)**

1. The defensive team may field as many as nine (9). There is no minimum number of players necessary for the defensive team. A team may draft enough players to make a roster of nine (9).
2. When players are fielded in accordance with Rule 1, there shall be no more than four infielders at any time, not including the pitcher and catcher.
3. All players must play a minimum of two innings in the infield and one inning in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.16.
4. Games are seven (7) innings or two (2) hours, whichever occurs first.
5. The 15 run slaughter rule will apply after 5 innings of play, or 4½ innings if the home team is ahead, or at any similar point in subsequent innings.
6. The “Infield Fly Rule” shall be in effect.
7. A side will be retired after three outs or after having scored 5 runs in an inning. The “five run rule” will apply in all but the last inning. If it is apparent that because of the approaching time limit (as set forth in Rule 4) or pending darkness that the last inning will be an inning other than the seventh inning, the last inning shall be declared by mutual agreement of the managers **prior** to the start of the inning.
8. A twelve-inch ball shall be used.
9. If a batter is hit by a pitched ball, the batter shall be awarded first base, provided that the batter has not made an attempt to strike at the ball and has made an effort to avoid being hit.
10. Bunting is permitted.
11. Stealing of second and third bases are permitted.
12. Runners shall not leave their bases prior to the release of the ball by the pitcher. A runner who leads off a base prior to the release of the ball by the pitcher shall be called out and the ball declared dead.
13. Pickoff attempts by the catcher shall be permitted. All runners are free to attempt to advance one base following a pickoff attempt.
14. No dropped third strike.
15. A player may pitch a maximum of two consecutive innings in one game. One pitch thrown in an inning counts as an entire inning.
16. Standings shall be kept for the purpose of seeding the tournament at the end of the season. Both managers shall report the final score to the league president within 48 hours of the completion of the game.