

Dillsburg Youth Baseball 2008 Instructional Divisions

Supplemental Rules

These supplemental rules are to be used in conjunction with the 2008 Little League Playing Rules. Some rules listed here are directly taken from the 2008 Little League Playing Rules for clarification and amplification. Other rules have been changed by DYB to match more closely the traditions of DYB.

Managers are responsible for reading, understanding and applying the 2008 Little League Rules and these DYB supplemental rules.

Field Preparation

1. The home team must prepare the field, including proper placement of the bases, lining of the foul lines, batters boxes, safety circle out of play lines, smoothing of the infield area and pitchers mound.
2. The home team is responsible for dressing the pitchers mound and home plate area after each game.
3. Dressing (raking) the field is to be completed per the attached "raking instructions".
4. Anticipated shortages of lime or missing rakes, shovels, etc. should be brought to the attention of Kevin Zinn, DYB Maintenance Director (443-8682)
5. Do not lime the foul lines of the outfield – they will be painted by DYB.

Facilities Maintenance

1. Each team is responsible for cleaning up their bench area after each game.
2. Each team is responsible for cleaning paper and trash in the bleacher area on their side of the field after each game.

Collection

Home team takes collection. (Preferably at the end of the 2nd inning)

Game Time

1. Starting time for regularly scheduled games and make-up games during the week will be 6:00PM. Saturday regular or make-up games will be subject to field availability. If Sunday is needed, the game cannot start until 2pm.
2. In case of a rainout, the home team manager is responsible for notifying the visiting team manager at least 1 hour before game time if possible. After calling the visiting manager, call Rob Holford 982-0485 for game re-assignment.
3. The home team shall occupy the third base side bench area.
4. The home team must be off the field by 5:30PM.
5. The visiting team has the field for warm ups from 5:30PM to 5:55PM.
6. Games called for darkness are at the discretion of the managers.
7. On games called before their completion, the home team coach shall call the coach pitch VP to advise of the situation and reschedule.
8. A maximum of 4 runs can be scored per inning, except for the 4th inning, which is limited to 10. If up by more than 10 runs after three innings, game must be completed.
9. If after 4 innings, the score is still tied, extra innings will be played. A maximum of 10 runs can be scored during extra innings. If after 6 innings, the score is still tied, the game will be declared a tie.
10. Please confirm score after each inning.

Players

1. Each player must play the field every inning. All players must play at least one inning in the field and one inning in the outfield. No player shall play the same position for more than 2 total innings or two consecutive innings during a game. If the game goes extra innings, the above does not apply. Catcher counts as infield position.

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2. The batting order shall include all players present. This order shall be kept for the entire game. If a player is injured, removed for disciplinary reasons or any other reason and cannot bat his turn, the next batter in the order shall hit without penalty (no out). The removed player cannot return to the game. A late arriving player will be placed at the bottom of the batting order.
3. Once play begins, players are not allowed outside the playing area, except for collection, injury and bathroom.
4. Only the first batter of each 1/2 inning will be permitted outside the dugout area between 1/2 innings. This batter must be inside the fenced in area of the playing field, away from all other players, with his/her helmet on. A coach must be present with this batter until it is time to start the inning.
5. There is no on deck batter. Players are not allowed to have a bat in the dugout area. Once it is a player's turn to bat, he shall get up from the bench, grab his bat and take practice swings near the plate.
6. The batter shall retrieve the previous batters bat, as bat boys/girls are prohibited.
7. Use of traditional batting "doughnut" is not allowed.
8. All male players should be encouraged to wear cups.
9. Players shall not mingle with spectators during the game.
10. Players cannot slide head first into any base.
11. There must be at least 7 players on a team to play a game. If less than 9, you must play without a catcher. If you have seven players, no catcher and either no pitcher or no outfielder.
12. Avoid contact with players at all times. Keep defensive players out of base paths unless making a play.
13. Once an inning starts, you may not change defensive player positioning unless there is an injury, illness or bathroom break. All players must be escorted to the bathroom by an adult. When player returns from the bathroom, the player must return to the same position.

Pitchers

1. The team that is batting shall have their coach pitch to them.
2. The coach should pitch from a position close to the mound, making every effort not to block the view of the defensive player in the pitchers position.
3. The coach will throw overhand and after 7 pitches with out the batter hitting the ball, the player will hit off the tee. If a player hits off the tee, all runners may only advance one base. If hitting off tee, coaches are not permitted to position the batter to strategically get a hit.
4. If the coach pitching interferes with a batted ball (intentional or unintentional), the ball will be dead and the batter will bat again.

On Field Play

1. Competitive play is expected. However, managers must exercise control and restraint during games with high scores. Managers are expected to be gentlemen and work out differences of opinion.
2. Bunting is not allowed.
3. Stealing is not permitted. The runner must stay on base until ball is hit.
4. Runners may not advance on overthrows to any base made by infielders.
5. The ball is dead and play stops when the ball is thrown from the outfield to the infield and is **controlled** by an infielder. If a runner is between bases, the play may continue until the runner reaches the next base or goes back to the previous base. Runners may not advance past the base they were attempting to reach even if there is an over throw.
6. If a batted ball hits a runner, the runner is out.
7. The player who occupies the defensive position of pitcher must stay **in contact** with the pitchers rubber until the ball is hit.
8. If the batter throws their bat they will be given a warning. Any subsequent throws of the bat by the same batter during the game will be called out.

9. The batter, after hitting the ball, will be required to drop their bat in a circle (8 ft. in diameter 5 ft. from the batters box, on the first base line of the field) on their way to first base. There will be no penalty for missing the circle.
10. The defensive player in the catcher's position will occupy a position around the home plate area. That player can make any play at home plate and field batted balls. The coach of the team at bat will do the actual catching of pitched balls. For the player's own protection from foul balls, he should wear a facemask and chest protector. Catcher must stand opposite the hitter. For example, right handed batter, catcher stands on first base side of backstop.

Managers and Coaches

1. Managers and Coaches are expected to be gentlemen at ALL TIMES. One loss of self- control can ruin a season and a child's respect of a role model.
2. Managers and coaches are expected to act as professionals with each other. Questionable calls can and will occasionally happen and are part of the game, at every level of play. Discussions of such with the opposing manager are considered acceptable, arguments are not.
3. If unbecoming behavior by a manager or coach is reported, disciplinary action is possible in accordance with Article 9 of the DYB By-Laws.
4. Only 5 coaches are permitted on the field at a time.
5. Time outs must be called before approaching a player on the field.
6. There must be an adult coach in the first and third base coaching boxes. These coaches will be responsible for making safe/out calls at their respective bases. The coach pitching will make the calls at second base and the coach catching will make the calls at the plate.
7. Score keepers are not permitted on the field.
8. Coaches may stand near their defensive players to give instruction, but must not interfere with play.
9. Managers and coaches shall not mingle with spectators.

10. No one, except players, coaches (scorekeeper), and team moms are allowed in the dugout area.
11. The use of alcohol or tobacco of any type is strictly prohibited.
12. No taunting of opposing team.

Game Reporting

1. The home team manager is responsible for reporting the final score to the web site.
2. The home team manager is responsible for informing the league VP's of any incomplete games, rain outs, accidents, injuries or any other problems that occurred at their games within 24 hrs of the incident.
3. Any manager or coach that witnesses behavior that is unacceptable by another manager, coach, or spectator shall report such behavior to the league VP's.

PLAY BALL!!!

Rob Holford – VP Tee-Ball/Coach Pitch
982-0485