

# Dillsburg Youth Baseball 2010 - Minors Division Supplemental Rules

These supplemental rules are to be used in conjunction with the 2010 Little League Playing Rules. Some rules listed here are taken directly from the 2010 Little League Playing Rules for clarification and amplification. Other rules have been modified by DYB to match more closely the traditions of DYB.

Please note that during All-Star play, the rules are based solely on the 2010 Little League Tournament Rules and that forfeiture could result by not following these rules.

## **MANAGERS ARE RESPONSIBLE FOR READING, UNDERSTANDING AND APPLYING THE 2010 LITTLE LEAGUE RULES AND THESE DYB SUPPLEMENTAL RULES.**

### **Field Preparation**

#### **Before the Game:**

1. The home team must prepare the field to the satisfaction of the home plate umpire, including proper placement of the bases, lining of the foul lines, batters boxes, out of play lines, smoothing of the infield area and pitchers mound.

#### **After the Game:**

1. Home teams are responsible for:
  - a. Smoothing, filling, watering and covering the pitchers mound and home plate areas.
  - b. Smoothing and filling infield dirt areas. Use only rakes at Krall and Ryder. Tractor with drag is acceptable for Logan.
  - c. Home Team **Players** will be responsible for smoothing and filling the brick dust warning tracks at Krall and Ryder.
  - d. Raking should be done in a manner to prevent build up edges along the perimeters.
2. Anticipated shortages of lime or missing rakes, shovels, etc. should be brought to the attention of the DYB Maintenance Directors: Kevin Kozain - cell: 433-8353, Joel Culver - 991-0977.
3. Do not lime the outfield lines - they are to be painted.
4. The fields, including Gross, shall receive the same treatment after practices also.

#### **Facilities Maintenance:**

1. **Players** are responsible for cleaning out their dugout after each game.
2. The Visitor Team is responsible for cleaning paper and trash in the bleacher area on both sides of the field after each game.
3. The Visitor Team is responsible for trash disposal, if needed after each game. A dumpster is located at Wolfe, Krall and Logan Fields.
4. All Teams are responsible for providing one volunteer for each of the two scheduled maintenance days listed on the DYB calendar of events.
5. Team managers are responsible for securing the volunteers for the maintenance day.
6. The duties of the volunteers will be to ready the playing fields, and hang the advertising signs in preparation for the season opening day.
7. Failure of a team to have representation at the scheduled times could result in the loss of field usage for practice.

## **Concession Stands and Collection:**

1. The home team is responsible for manning the concession stands. Team mothers should coordinate concession stand duties with other mothers. Supplies are coordinated with Diane Nickel 432-8913 or cell 891-8588.
2. Players cannot patronize the concession stand during the game and shall remain in the dugout, unless taking the collection, medical reasons or bathroom use.
3. Home team takes collection in the bottom half of the 3rd inning.

## **Game Time:**

1. Starting time for regularly scheduled games and make-up games during the week will be 6:00 pm. Saturday regular or make-up games will be subject to field and umpire availability. If Sunday is needed, the game cannot start until 2:00 pm.
2. In case of a rainout, the Umpire listed on your schedule must be called one hour before game time to cancel by the home team manager. Otherwise, the assigned umpire will assume there is a game as scheduled. After calling the umpire, contact Bryan Nickel for game re-assignment.
3. The home team shall occupy the third base side dugout.
4. The home team must be off the field 30 minutes prior to the start of the game.
5. The visiting team has the field from the time the home team exits the field until 5 minutes before game time.
6. Games called for darkness or weather is at the discretion of the umpire. Status of the game relating to its completion is per Section 4.10 of 2010 LL Playing Rules.
7. On games called before their completion, the home team coach shall call the Minors VP Len McLaughlin to advise of the situation and reschedule.
8. The first 5 innings have a 5 run limit. The 6th inning is unlimited.
9. If after 4 innings, (3 1/2 if the home team is ahead) one team has a lead of 10 runs or more, the manager shall concede victory to the opponent. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
10. During sun delays (20-30 minutes at Ryder Field, the home team shall go to left field and the visiting team to right field (both inside the fence). At these locations, managers/coaches shall conduct games of pepper or other organized baseball activities. During sun delays, players/coaches shall not leave the field to go to the concession stand, mingle with spectators, etc.
11. Home teams must keep the electronic scoreboards (just the score, by adults only). Use of the load speaker is optional. (There will be NO coaching from the press box).

## **Players:**

1. Each player must play the field, at any position, for 9 outs (not necessarily consecutive in a full 6-inning game. Except for pitchers, players may be freely substituted.
2. Players must play for a minimum of 6 outs during games shortened by the mercy rule (10 run) is invoked and it is the manager's responsibility to do so.
3. Managers failing to provide players with the appropriate number of outs of play shall be penalized as outlined in the 2010 LL Playing Rules.
4. No penalty shall be imposed for games called for darkness or inclement weather. However, managers are encouraged to have all players play the minimum amount.
5. The batting order shall include all players present. This order shall be kept for the entire game regardless of the field substitutions made. 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.
6. Once play begins, players are not allowed outside the playing area, except for collection, injury or restroom facilities.
7. Only the first batter of each 1/2 inning will be permitted outside the dugout between ½ innings.

8. There is no on deck batter. Players are not allowed to have a bat in the dugout. Once it is a player's turn to bat, he/she shall get up from the bench, grab his bat and take practice swings near the plate.
9. The batter shall retrieve the previous batters bat, as bat boys/girls are prohibited.
10. There is no courtesy runner.
11. Use of traditional batting "doughnut" is not allowed.
12. Catchers must wear a protective cup. All male players should be encouraged to wear cups. All players are encouraged to wear a protective mouthpiece.
13. Players shall not mingle with spectators during the game (see No.6).
14. Players cannot slide head first, except for heading back to the bag.

### **Pitchers:**

*Pitching rules are adopted verbatim from 2010 LL playing Rules. Following is a brief summary:*

#### **Regular Season - Baseball Only**

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.
3. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
4. A catcher who catches four innings or more (one pitch in 4<sup>th</sup> inning) cannot enter the game as a pitcher.

### **League Age:**

11-12 - 85 pitches per day  
9-10 - 75 pitches per day  
7-8 - 50 pitches per day

**Exception:** If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out or *third out is recorded on a base*.

**\*NOTE 1.** The "No-Pitch Intentional Walk" is eliminated. The defense must once again use the conventional means of intentionally walking the batter. (By pitching four balls to him/her.) These pitches count towards the pitchers pitch count.

5. Pitchers league age 14 and under must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
6. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
7. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
8. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the

umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

9. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
10. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.
11. A player may not pitch in more than one game in a day.

#### **NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little league officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required four days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required four days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

**NOTE:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

#### **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. Runners may advance on overthrows by the pitcher, even to home.
3. The umpire will not call time unless there is a reason to do so. The play is alive until the umpire calls "time". Once the pitcher is on the rubber, the batter is ready, and the catcher is in the catchers box ready to receive a pitch, the base runner cannot leave his/her base.
4. Fake tags are not permitted. Fake tags are considered obstruction by the defensive team and the batter/runner will be awarded base(s) accordingly.

#### **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 the umpires. Rule interpretations will be discussed; judgment calls will not. Questionable calls can and will occasionally happen and are part of the game, at every level of play.
3. If unbecoming behavior by a manager or coach is reported, disciplinary action is possible in accordance with the DYB By-Laws.

4. Only (1) manager, (2) coaches and (1) scorekeeper are permitted in the dugout.
5. Adult managers or coaches shall man both the third and first base coaching boxes.
6. Managers/coaches are allowed to visit the mound.
7. Managers, coaches or any adults may not warm up pitchers on or off the field prior to game time or between innings. Players warming up pitchers must have on a helmeted facemask and wear a protective cup.
8. Managers and coaches shall not mingle with spectators.
9. No one, except players and coaches (scorekeeper) from their respective team are allowed in the dugout.
10. Managers/Coaches will NOT retrieve bats. Must be done by a player off of the bench with a helmet on.

### **Game Reporting:**

1. Game Summary Report Cards must be filled out by the Home team manager using the electronic version provided on the DYB Website. **This form should be completed immediately after each game!**
2. Each manager must keep a pitchers log that can be referred to in the event of disputes over innings pitched.

### **Players Placed On Call Up**

1. The respective Division VP and DYB Player Agent will create Player call-up lists.
2. Players on this list will be called in order from top to bottom to ensure all players receive an equal opportunity to be called up.
3. Called up players will not be starters on the teams they are called for unless they are the 9<sup>th</sup> player available. These same players will not pitch for the team they are called up for so that their pitching eligibility remains intact for their own divisions' team. This will help reduce the potential for playing time reduction for a regular team member.
4. Players called up must play in the game they are called up for. Must play rules will govern at Little League levels.

### **End of Season Playoff (a.k.a. "The Summer Classic")**

The Summer Classic Champion will be determined as follows:

- At the conclusion of the regular season, seedings for the "Summer Classic" will be determined by pick-out-of-the-hat method. Every team qualifies. Single game elimination format will determine the Champion.
- Home team will be decided by a coin toss prior to the game. Exact dates and scheduling to be determined. Playoffs may be cancelled due to scheduling conflicts and field availability.

**Len McLaughlin**  
**DYB Minor League VP**  
**March 2010**