

## 2011 DTE ENERGY FOUNDATION DETROIT YOUTH BASEBALL LEAGUE (DYBL) RULES & REGULATIONS

### I. GENERAL:

- A.** The National Federation High School Rule Book will serve as the playing rules for the Detroit Youth Baseball League (DYBL) except as amended by the American Amateur Baseball Congress (AABC) Official Handbook, the American Softball Association (ASA), the Reviving Baseball in Inner Cities (RBI) Official Handbook, or herein by DYBL's 2011 Rules & Regulations. If a rule is not covered in any of the aforementioned publications, then the Official Baseball Rules will apply.
- B.** If any DYBL team is duly organized to play as an All-Star team of another league or tournament or DYBL league-approved house league team, such rules of that league or tournament shall take precedence over the rules of DYBL.
- C.** Each DYBL team shall have at least one coach deemed as a "Certified Coach" who has passed a background check, completed the required IMPACT training session, and received a DYBL coaching badge. Badges **MUST** be displayed at all DYBL games and practices. ALL coaches must wear their badge if they want to coach from the bases or the bench. Team scorekeepers do not need a badge but they must keep score from the bleachers.
- D.** A team that starts a game without at least one coach that has a badge will start the game with a score of 0-1.
- E.** After the 3<sup>rd</sup> scheduled game of the season, **NO** team shall play a game without at least one coach that has a badge. If a team does not have a coach that has a badge, the game will be forfeited.
- F.** The "Manager's Code of Ethics" (Appendix I) will serve as a guide for the expectations for all managers and coaches having a team and/or organization in DYBL.
- G.** DYBL plays its games in the Tri-Cities area of Detroit, Highland Park, and Hamtramck. Players and/or teams from other cities are welcome to participate in DYBL provided they agree to play all games in the aforementioned cities. *EXCEPTION:* Teams outside of Detroit, Highland Park, and Hamtramck may play their home game at their site of choice **only** if the opposing team agrees to travel to their baseball field.
- H.** The DYBL may field two divisions of play for baseball – each with multiple age groups. The "Competitive" division shall field teams in the following age groups: Roberto Clemente (8U), Willie Mays (10U), Pee Wee Reese (12U), Sandy

Koufax (14U), and Connie Mack (18U). The “Recreational” division shall field teams in the following age groups: T-Ball (6U), Coach Pitch (8U), Rookie (10U), Junior (12U), and Senior (14U). There will be three softball divisions: Rookie (11U), Junior (14U), and High School (19U).

## **II. FIELD DECORUM:**

- A.** The actions of all players, coaches, managers, umpires, parents, relatives, and volunteers must be consistent with the mission and values of the DYBL. ANY PERSON, IN THE OPINION OF THE UMPIRE, BASEBALL COMMISSIONER, OR ANY DIRECTOR OF THE DYBL, NOT ACTING IN THE BEST INTEREST OF THE LEAGUE, WILL BE ASKED TO LEAVE THE PLAYING AREA. Further, the umpire may eject the player of a parent or relative described above, from the game. Failure to comply with the umpire’s ruling may result in forfeiture of the game by the team involved. The umpire and both managers shall make a full written report of any such incident available to the Commissioner of Baseball within 24 hours of the conclusion of the game. Further disciplinary actions may be taken by DYBL administrative staff, including, but not limited to, permanent dismissal of the team, coach, or player in question.
- B.** Any umpire not acting in the best interests of DYBL may, after review by the Commissioner of Baseball and the Umpire-in-Chief, be suspended from officiating for a period of time up to and including permanent suspension.
- C.** The umpire shall report any player, coach, or manager ejected from a game to the Commissioner of Baseball. Any such ejection will automatically result in a suspension in the next regularly scheduled game.
- D.** There will be no umpires for T-Ball and coach-pitch baseball in the Recreational division. Officiating, or “managing,” the games will be left to the expertise of the volunteer coaches of each team. Coaches are expected to serve in the best interest of both teams.
- E.** Only registered players, certified managers/coaches, and umpires are permitted within the confines of the playing field just prior to, and during the game. Except for the batter, the on-deck batter, base runners and base coaches, all other players must be on the bench and/or in the dugout while their team is at bat.
- F.** Only managers, coaches, and players listed on their roster are allowed to coach the bases. EXCEPTION: In the absence of enough coaches to properly coach the bases in any given game, the manager or coach may appoint a substitute CERTIFIED coach for that game. The name of the substitute coach must be reported to the umpire prior to the game.

- G.** A manager or coach may not leave the vicinity of the dugout except to confer with the umpire or one of his/her players, to serve as a base coach, or to assist with an injured player.
- H.** Any player, coach, manager, or parent ejected from a game must leave the premises immediately. They may not remain in the bleachers, behind the backstop, and may not coach the bases. It is the umpire's discretion if the ejected party is far enough away from the field of play. The umpire has the right to call the game if the ejected party refuses to remove him/herself from the premises.
- I.** Smoking and/or the use of tobacco products; alcoholic beverages; or illegal substances are prohibited at all games and practices.
- J.** Gambling of any kind is prohibited.
- K.** No swearing, taunting or ethnic slurs will be tolerated.
- L.** No gang signs, slogans or paraphernalia will be tolerated.
- M.** No jewelry is to be worn during games, with the exception of medical I.D. bracelets. This includes rubber bands and "starter" earrings. If a player is wearing jewelry during the game **AND** the umpire has gone over this during ground rules, the player will be ejected from the game. If the umpire did **NOT** go over this during ground rules, the player must remove the jewelry at that point and any subsequent offense from **ANY** player will result in ejection.
- N.** Players deliberately throwing helmets or bats will be ejected from the game. It is the sole discretion of the umpire if he/she believes the action was deliberate.
- O.** On-deck batters must remain on their side of the dugout. EXCEPTION: On-deck hitters in the 10 & under and 8 & under divisions may stand on the on-deck circle of the opposing team in the interest of safety.
- P.** Substantial emphasis will be placed on good sportsmanship. Teams cannot make any derogatory remarks or gestures to any official or member of the opposing team or attempt to distract them while making a defensive play, or while batting, by either talk or action. Umpires will have the right to eject anyone from the game not complying with these rules.
- Q.** No manager or coach shall abuse, verbally or physically, any player, spectator, opposing manager/coach, or umpire at any time. Violation may result in suspension or other disciplinary action.

- R.** All coaches and players shall shake hands upon the completion of each and every game. A coach or player that does not shake hands is subject to a one-game suspension. The second infraction will lead to a 3-game suspension. Any further infraction will result in dismissal from the DYBL.
- S.** In the event that there are fewer umpires than games at a particular site on any given day, the umpire(s) present will call the game **that they were scheduled to officiate** unless authorized by the DYBL Commissioner to officiate an alternative game. In addition, if two umpires are scheduled to call a single game and there is no umpire at another field, then one of the two umpires will go to the official-less diamond and call the game.

### **III. UNIFORMS AND EQUIPMENT:**

- A.** All players **must** be in matching jersey and pants; otherwise they cannot play. Players should also have on matching hats and socks but can play without them.
- B.** Players may not wear doo-rags during games. Players may not wear sweatbands around their neck.
- C.** Only players in the Senior Baseball, Sandy Koufax, Connie Mack, Junior Softball and the High School Softball divisions are allowed to wear metal cleats. Players in all other divisions are encouraged to wear rubber cleats. T-ball players should wear tennis shoes.
- D.** Catchers are required to wear all protective equipment while catching (i.e. mask, helmet, throat guard, shin guards, chest protector, and protective cups). This rule also applies to all players designated to warm up the pitcher on or off the field.
- E.** All batters, base runners, on-deck batters, and players who act as base coaches must wear batting helmets in accordance with National Federation High School Rules.
- F.** The umpire shall not allow a player to enter the batter's box without a batting helmet.
- G.** All players will have their jerseys tucked in at all times during the game.
- H.** All male players are **required** to wear protective cups during games: EXCEPTION: T-Ball players are not required to wear protective cups.
- I.** The High School Rule covering the weight and length of bats will be enforced in DYBL (-3, 2 5/8 maximum barrel) for the High School Division (15-18) only. Wood bats **are** allowed in DYBL.

#### **IV. PITCHING:**

- A.** For all boys divisions, see Divisional Rules.
- B.** Number of pitches thrown in a game declared no contest will be charged against the pitcher for the week.
- C.** Violations of Rules IV – A and B will result in a forfeiture of the game in which the infraction took place.
- D.** Starting and relief pitchers out for their first appearance will be allowed a maximum of 8 (eight) practice pitches. At the beginning of each subsequent inning, a pitcher will be allowed a maximum of 5 (five) practice pitches.
- E.** The balk rule shall be in effect for the following divisions: Connie Mack; Sandy Koufax; Senior Baseball; Pee Wee Reese. In the Willie Mays division, this rule will be modified to allow **each** pitcher one warning per game before the violation is called. There will be no balk rule in the following divisions: Roberto Clemente; Junior Baseball; Rookie Baseball.
- F.** The umpire has the right to remove a pitcher from the game (without ejection) if multiple batters are hit by a pitch.

#### **V. RUNNERS**

##### **A. Courtesy Rule**

1. When there are two outs, there will be a mandatory courtesy rule in effect for the catcher as soon as he/she reaches base.
  2. Any player who is not currently participating in the game, whether he/she has previously participated in the game or not, is eligible to serve as a courtesy runner for the catcher. **EXCEPTION:** If all players are currently participating in the game, the player who made the last out will act as the courtesy runner.
  3. A player may not run as a courtesy runner for the catcher and then be used as a runner or batter for another player in that inning.
  4. A coach may use a **VOLUNTARY** courtesy runner for the catcher with zero or one out.
- B.** Any time a defensive player has the ball in their possession, the runner must slide or give themselves up. A base runner deliberately running into a defensive player, including the catcher will be ejected from the game. It is the umpire's discretion whether he/she felt the collision is malicious.

- C.** In the following divisions, a runner from third base cannot score on a passed ball or a wild pitch: Roberto Clemente; Coach-Pitch Baseball; Rookie Baseball & Rookie Softball. The runner can score ONLY on a batted ball or if the runner is forced in.

**VI. PLAYING MINIMUMS:**

- A.** In the Competitive Divisions (Roberto Clemente, Willie Mays, Pee Wee Reese, Sandy Koufax, Connie Mack), player participation is at the sole discretion of the head coach.
- B.** In the Recreational Divisions (T-Ball, Coach Pitch, Rookie, Junior, Senior) and all Softball Divisions (with the exception of High School Softball), all players present on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and have at least one (1) plate appearance. Failure to meet mandatory play requirements will result in a one game suspension of the coach. *A coach willfully and knowingly disregarding this rule will result in removal from the league.*

**VII. STANDINGS, SCHEDULES, AND POST-SEASON PLAY:**

- A.** Team standings will be determined by total points. During the regular season, 2 (two) points will be awarded for each win and 1 (one) point for each tie. The team with the highest total points will be the first place team; the team with the second highest total points will be the second place team, etc. in the event of a tie between any positions, the tie will be decided in the following manner:
1. Record against each other.
  2. Total wins.
  3. Runs scored – head to head.
  4. Coin flip
- B.** DYBL will pay for the entrance fee for the first place team (in all Competitive Divisions) to participate in the AABC tournament. The exact date will be announced by the Baseball Commissioner before the regular season begins. Transportation, food, and lodging will be each individual team's responsibility.
- C.** Every effort will be made to grant all requests regarding days off needed by teams, so long as the request is put in at least one week before the schedule is completed. The schedule is typically completed and handed out to coaches 2 (two) weeks before the regular season begins.

- D.** Once the master schedule is finalized, teams are required to play at the designated day and time as scheduled. A game can only be rescheduled if:
1. Both coaches agree to reschedule the game **AND**
  2. The Baseball Commissioner is notified a minimum of 48 hours before the scheduled time.

If the criteria are not met, the game must be played at the scheduled day and time on the master schedule. One or both teams will forfeit if they do not show to the game.

**E.** All DYBL playoff games are single elimination.

**F.** The Baseball Commissioner reserves the right to drop any player, coach, or team from the league if:

1. Any team forfeits 2 (two) or more games.
2. Any head or assistant coach does not show ethical and moral conduct on and off the field (please see Appendix I and Section II of DYBL Rules & Regulations).
3. Any team is found to have used ineligible players whether knowingly or not.

## **VIII. PROTESTS:**

- A.** The proper manner for a making a protest shall be: The manager or coach will inform the umpire that the game is being played under protest. **THIS MUST BE DONE AT THE POINT THE ALLEGED VIOLATION OCCURS** and the game situation must be logged in the protesting team's score book and signed by the umpire (example: 3<sup>rd</sup> inning, 1 out, runners on 1<sup>st</sup> and 2<sup>nd</sup> base, 2-1 count on 3<sup>rd</sup> hitter John Smith). After one pitch is thrown, the protest cannot be accepted. A written summary of the protest must be submitted to the Baseball Commissioner within 24 hours of the conclusion of the game.
- B.** A \$100 deposit must accompany the written protest. The deposit will be returned only if the protest is upheld. If a protest is awarded, the game will be resumed from the point of protest.
- C.** No protest shall be considered on a decision involving an umpire's judgment.
- D.** In order to be a valid protest, the play under protest must have a direct effect on the outcome of the game.
- E.** Protests made due to the use of an ineligible player may be considered only if made to the umpire before he/she leaves the field at the end of the game.

**IX. FORFEITURES:**

- A.** There will be a 15-minute grace period from the scheduled start time before a forfeit is called.
- B.** Each team must have a minimum of 8 (eight) players to start and finish a game. EXCEPTION: At the start of the game, the visiting team may take its first at-bat with less than 8 (eight) players. If 8 (eight) players are not present by the time all visiting team players have batted or by the time the visiting team must take the field, the game will be forfeited.
- C.** There are NO forfeits in T-Ball or Coach-Pitch.
- D.** If any game is started with 8 (eight) players, outs are awarded in the normal manner (with an out recorded in the ninth spot). If a ninth batter should subsequently report to the team, that player must be inserted into the lineup in the ninth position. In addition, if a game has begun and subsequently the roster of any team is reduced to 8 (eight) for any reason, an out will be called each time the removed player was to bat.
- E.** No coach shall use a player who is ineligible. It is the coaches' responsibility to know the correct age of his/her players. If it is found that a team has been using an overage player, regardless of fault, the player will be expelled, and the team will forfeit all games in which the overage player previously played (See VII Section E).

**X. ROSTERS:**

- A.** Each team must pay registration fees set by DYBL for a minimum of 12 players and a maximum of 15 players.
- B.** The following rule applies to all teams in the Recreational and Softball Divisions: If a team loses a player for the remainder of the season, a new player may be added to the team's roster with approval of the Baseball Commissioner. The new player will pay a full registration fee.
- C.** No player may be added to the roster under any circumstances past June 15 for the Roberto Clemente, Willie Mays, Pee Wee Reese and Sandy Koufax divisions. No player may be added to the roster under any circumstances past July 1 for the High School divisions.
- D.** A manager or coach has the right to recommend to the Baseball Commissioner that any player on his/her team be removed or suspended by presenting evidence of just cause.

- E. Every player from all teams must have an official DYBL Player Registration Form on file at Think Detroit PAL before they play in their first regular season game. The Registration Form must be filled out completely and shall include the player's name, address, phone number, birth date, age, and a parental agreement and waiver stating the child is physically able to play baseball/softball. The registration form **MUST** be signed by at least one parent (or by the player if he/she is 18 years of age). Also, a copy of the player's birth certificate must be submitted for each player on a roster. If a player's eligibility comes into question, the original document, with official seal, may be requested and must be furnished. Finally, all registration fees must have been paid to DYBL prior to Opening Day. Scheduled games will be forfeited unless and until these rules are complied with.
- F. A player may elect to play in an upper division (e.g. a 10 year old may choose to play in the 12 & under division).
- G. No player can play in 2 (two) different divisions of DYBL or be on the same roster of 2 (two) teams in the same division. **EXCEPTION:** A player will be allowed to play on an All-Star team if age appropriate regardless what division he/she plays on during the regular season.

#### **XI. MISCELLANEOUS:**

- A. A decision will be made regarding rainouts no later than 2 (two) hours before a scheduled game by the Baseball Commissioner and/or the Umpire-in-Chief. E.g. if a 6:00 p.m. game is to be canceled due to weather conditions, a message will be left by 4:00 p.m. at 313-359-6105 (number subject to change). If there is no recorded message by 4:00 p.m., then all players and coaches should report to their respective field. Every effort will be made to send an email out to all coaches 2 (two) hours before game time regarding weather conditions but a call should be made to Think Detroit PAL if an email cannot be sent out. Once at the field, only the umpire can make a decision whether or not to postpone a game due to weather conditions.
- B. The home team is responsible for keeping the official scorebook. However, scorekeepers from both teams should confer after each inning to make sure the score is correct. **Both teams are responsible for alerting the Baseball Commissioner of the score no later than 24 hours from the end of the game.** The score should be e-mailed to [tdpbaseball@gmail.com](mailto:tdpbaseball@gmail.com). If a coach does not have access to email, the score should be called in to 313-833-1600 x224. Failure to notify the Baseball Commissioner of the score within 24 hours may result in a loss for both teams.
- C. The home team is responsible for laying down the bases and making sure the field is in playable condition.

- D.** Seven (7) innings shall constitute a game in the Senior Baseball, Sandy Koufax, Connie Mack, and the High School Softball Divisions. Six (6) innings shall constitute a game in the Roberto Clemente, Rookie Baseball, Willie Mays, Junior Baseball, Pee Wee Reese, Rookie Softball and Junior Softball divisions. Four (4) innings shall constitute a game in the T-Ball and Coach-Pitch divisions.
- E.** No inning shall start after 2 hours and 15 minutes from the **scheduled** game time in Senior Baseball, Sandy Koufax, and Connie Mack divisions. No inning shall start after 2 hours from the **scheduled** game time in the Roberto Clemente, Rookie Baseball, Willie Mays, Junior Baseball and Pee Wee Reese baseball divisions. No inning shall start after 1 hour and 30 minutes from the **scheduled** game time in the Rookie and Junior Softball divisions. No inning shall start after 1 hour and 20 minutes from the **scheduled** game time in the High School softball division. T-Ball & Coach-Pitch should be played by innings with no time limit. EXCEPTION: See first sentence in rule XI-G.
- F.** If both teams are present but the umpire arrives late, the official game time begins when the **first pitch is thrown** (and then rule XI-E applies). If the umpire is there on time, but one or both teams arrive late (but before forfeit time), the official time begins at the **scheduled** start time (and then rule XI-E applies).
- G.** An abbreviated game shall be counted as official if 5 (five) innings in the 14 & under, and High School divisions, or 4 (four) innings in the 8 & under, 10 & under, 11 & under (softball), and 12 & under divisions have been played. A game with less than 5 (five) innings in the 14 & under, and High School divisions, or 4 (four) innings in the 8 & under, 10 & under, and 12 & under divisions will continue from the point of suspension if called for any reason (rain, darkness, lightning, etc.). No game shall be started over from the beginning. However, a game will be counted as official if 4 ½ innings in the 14 & under and High School divisions, or 3 ½ innings in the 8 & under, 10 & under, 11 & under (softball), and 12 & under divisions.
- H.** There shall be a mercy rule in effect if a team is ahead by 15 runs after 3 (three) innings or 10 runs after 5 (five) innings for **all** divisions.

### **RECREATION DIVISIONAL RULES**

#### **T-BALL (6U):**

1. All players born on or after May 1, 2004 are eligible to play in the T-ball division.
2. The distance between the bases shall be 50 feet.
3. A circle (20 feet in diameter) shall be marked around the pitcher's rubber. The distance between the pitching rubber and the front of home plate shall be 40 feet. A 10-foot arc will be drawn from the front of home plate, and will be considered foul territory and subject to the same rules as any other foul territory.
4. A Worth RIF 1 ball, or equivalent will be used for all T-Ball games.
5. The home team is responsible for having a batting tee at the game. However, it is recommended that the visiting team have their tee available in case it is needed for emergency use.
6. **Score will not be kept in T-Ball games.**
7. **There are no forfeits in T-Ball!** Although the game may be cancelled if no one from a team shows up.
8. There will be no umpires provided in the T-Ball division.
9. Each game shall consist of four (4) innings.
10. An inning is complete when both teams have batted half their team. *Example: a team of 12 should bat batters 1-6 in innings 1 and 3, and batters 7-12 in innings 2 and 4.* Each batter shall bat twice a game.
11. The defensive team should field all of its players. A maximum of 5 players may be lined up in the infield and should be at assigned positions, which include: pitcher; first baseman; second basemen; shortstop, third basemen. All other players must play in the outfield. All of the other players must be positioned in the outfield grass (coaches shall be in the outfield working with the kids catching and throwing). Players shall rotate from infield to outfield after each inning.
12. The batter will be called out after five swings except in the case of a foul ball on the sixth and subsequent swings.
13. Players shall not throw bats (deliberately or not). Each **team** gets one warning. After that warning, any offending batter shall be called out.
14. There is no infield fly rule in T-Ball.
15. Stealing bases and leadoffs are not allowed. No runner shall advance until a ball is hit.
16. The pitcher is not allowed to leave the pitching circle to retrieve the ball.
17. On any fair hit, a defensive player has the option of fielding the ball, reaching his/her hand over his/her head with the ball and yelling "stick" or "stay." At this point, if the runner is more than half way to the next base, that runner may advance to the next base. If the runner is less than half way, the runner must go back to the last base that was touched by the runner.

#### **COACH-PITCH BASEBALL (8U):**

1. Players born on or after May 1, 2002 are eligible to play in the coach-pitch baseball division.

2. The distance between the bases shall be 50 feet. The distance between the pitching rubber and the front of home plate shall be 40 feet.
3. A Worth RIF 1 ball, or equivalent will be used for all coach-pitch baseball games.
4. There shall be no umpire assigned to the coach pitch division. Coaches shall assume responsibility to manage the game with the interest of both teams in mind.
5. The game length shall be limited to 4 innings.
6. The defensive team may field 10 players in the traditional defensive alignment except the outfield will have 4 players stationed there.
7. There is NO stick/stay rule. A player must advance the ball to the infield to call time out.
8. All players on a team shall bat in rotation throughout the game regardless of when they play in the field. The rotation should remain the same throughout the game. Players that come after the game has started must be placed at the end of the line-up.
9. A coach from the offensive team shall pitch overhand from the front rubber. The pitching coach must remain in the pitching circle at all times. The coach will pitch either 3 strikes (when the batter swings and misses or fouls off the pitch) or a grand total of 6 pitches, whichever comes first. However, a player may hit an unlimited number of foul balls. If a hit ball touches the pitching coach, the play will be called foul.
10. The batter may not advance to first base on a dropped third strike.
11. Each half-inning ends when 3 outs are recorded or all players on the offensive team have batted, whichever comes first. If one team has fewer players than another team, the team with the fewer players gets an equal number of bat opportunities. For example, if one team has 10 players, and the other team has 13 players, then each team would get 13 at-bats per half-inning provided 3 outs were not made during the half-inning.
12. There is no infield-fly rule in coach-pitch baseball.
13. Stealing and leadoffs are not allowed in coach-pitch baseball.
14. A base runner shall be declared out for leaving the base before the ball is hit.

### **ROOKIE BASEBALL (10U):**

1. Players born on or after May 1, 2000 are eligible to play in the Rookie Baseball division.

2. The distance between the bases shall be 60 feet. The distance between the pitching rubber and the front of home plate shall be 46 feet.
3. A Worth RIF 5 ball, or equivalent will be used for all Rookie Baseball games.
4. Six (6) innings shall constitute a game.
5. All players on a team shall bat in rotation throughout the game regardless of when they play in the field. The rotation should remain the same throughout the game. Players that come after the game has started must be placed at the end of the line-up.
6. The defensive team may field up to 9 players in the traditional defensive alignment.
7. The batter may not advance to first base on a dropped third strike.
8. Stealing – When a pitcher is in contact with the pitcher’s plate and in possession of the ball, base runners shall not leave their bases until the ball has been delivered and reached the catcher. Leadoffs are not allowed. If a runner leaves early and is thrown out, that runner is out. If a runner leaves early and reaches base safely, that runner must return to his/her base. *EXCEPTION: From third base, the runner may only score on a ball hit in play or forced in by a walk, HBP, etc.*
9. Pitching – For the safety and well being of the players, no player may pitch more than a total of six (6) innings within a period of two (2) consecutive days. If a pitcher’s allowance expires or he pitches any number of innings in two (2) consecutive days, he may not pitch at all the next day. ***Please note that the throwing of one pitch constitutes an appearance.***
10. A coach may make unlimited defensive substitutions.
11. All players must play at least 1 (one) inning in the field and have at least one plate appearance.

### **JUNIOR BASEBALL (12U):**

1. Players born on or after May 1, 1998 are eligible to play in the Junior Baseball division.
2. The distance between the bases shall be 60 feet. The distance between the pitching rubber and the front of home plate shall be 46 feet.
3. A Worth 1074 ball, or equivalent will be used for all Junior Baseball games.
4. Six (6) innings shall constitute a game.
5. Stealing – When a pitcher is in contact with the pitcher’s plate and in possession of the ball, base runners shall not leave their bases until the ball has been delivered and reached the catcher. Leadoffs are not allowed. If a runner leaves early and is thrown out, that runner is out. If a runner leaves early and reaches base safely, that runner must return to his/her base.
6. Pitching – For the safety and well being of the players, no player may pitch more than a total of seven (7) innings within a period of two (2) consecutive days. If a pitcher’s allowance expires or he pitches any

number of innings in two (2) consecutive days, he may not pitch at all the next day. ***Please note that the throwing of one pitch constitutes an appearance.***

7. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.

### **SENIOR BASEBALL (14U):**

1. Players born on or after May 1, 1996 are eligible to play in the Senior Baseball division.
2. The distance between the bases shall be 90 feet. The distance between the pitching rubber and the front of home plate shall be 60 feet, 6 inches.
3. A Worth 1074 ball, or equivalent will be used for all Senior Baseball games.
4. Seven (7) innings shall constitute a game.
5. Pitching – For the safety and well being of the players, no player may pitch more than a total of ten (10) innings within a period of two (2) consecutive days, **UNLESS:** he is pitching at a time when the game goes into extra innings; in which case he may continue to pitch until the conclusion of the game or until relieved. When a pitcher “appears” on two (2) consecutive days as a pitcher, he may not pitch on the third consecutive day. ***Please note that the throwing of one pitch constitutes an appearance.***
6. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.

### **COMPETITIVE DIVISIONAL RULES**

#### **ROBERTO CLEMENTE BASEBALL (8U):**

1. Players born on or after May 1, 2002 are eligible to play in the Roberto Clemente division.
2. The distance between the bases shall be 50 feet. The distance between the pitching rubber and the front of home plate shall be 40 feet.
3. A Worth RIF 5 ball or equivalent shall be used.
4. No inning shall start after 2 hours. Once the first pitch is thrown at the start of an inning, the rest of the inning **MUST** be played even if it goes over the time limit.
5. Nine (9) players on the field.
6. Nine (9) players bat. The DH is in affect but there is no EH.
7. Pitching – For the safety and well being of the players, no player may pitch more than a total of three (3) innings in one (1) day. If a pitcher’s

allowance expires or he pitches any number of innings in two (2) consecutive days, he may not pitch at all the next day. ***Please note that the throwing of one pitch constitutes an appearance.***

8. The batter may not advance to first base on a dropped third strike.
9. There is no infield-fly rule in coach-pitch baseball.
10. The balk rule does NOT apply.
11. There are no leadoffs. The base runner must wait for the ball to cross the plate before attempting to steal the base.
12. Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.

### **WILLIE MAYS BASEBALL (10U):**

1. Players born on or after May 1, 2000 are eligible to play in the Willie Mays Baseball division.
2. The distance between the bases shall be 65 feet. The distance between the pitching rubber and the front of home plate shall be 46 feet.
3. The ball shall be a Wilson 1074 or 1075, Riddell42213, or Diamond DOL-1 MC.
4. Six (6) innings shall constitute a game .
5. The defensive team may field up to 9 players in the traditional defensive alignment.
6. The batter CAN advance to first base on a dropped third strike.
7. Stealing – Base stealing shall be permitted in accordance with AABC rules for the division.
8. Pitching – For the safety and well being of the players, no player may pitch more than a total of six (6) innings within a period of two (2) consecutive days. If a pitcher's allowance expires or he pitches any number of innings in two (2) consecutive days, he may not pitch at all the next day. ***Please note that the throwing of one pitch constitutes an appearance.***
9. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.
10. The DH or EH is not allowed in the Willie Mays division.

### **PEE WEE REESE BASEBALL (12U):**

1. Players born on or after May 1, 1998 are eligible to play in the Pee Wee Reese division.

2. The distance between the bases shall be 70 feet. The distance between the pitching rubber and the front of home plate shall be 50 feet six inches.
3. The ball shall be a Wilson 1074 or 1075, Riddell 42213, or Diamond DOL-1 MC.
4. Seven (7) innings shall constitute a game.
5. Stealing – Base stealing shall be permitted in accordance with AABC divisional rules.
6. Pitching – For the safety and well being of the players, no player may pitch more than a total of seven (7) innings within a period of two (2) consecutive days. If a pitcher's allowance expires or he pitches any number of innings in two (2) consecutive days, he may not pitch at all the next day. ***Please note that the throwing of one pitch constitutes an appearance.***
7. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.
8. The DH or EH is not allowed.

#### **SANDY KOUFAX BASEBALL (14U):**

1. Players born on or after May 1, 1996 are eligible to play in the Sandy Koufax Baseball division.
2. The distance between the bases shall be 90 feet. The distance between the pitching rubber and the front of home plate shall be 60 feet 6 inches.
3. A Wilson 1074 or 1075, Riddell 42213, or Diamond D1-MVP.
4. Seven (7) innings shall constitute a game.
5. Stealing - Base stealing shall be permitted in accordance with AABC divisional rules.
6. Pitching – For the safety and well being of the players, no player may pitch more than a total of ten (10) innings within a period of two (2) consecutive days, **UNLESS**: he is pitching at a time when the game goes into extra innings; in which case he may continue to pitch until the conclusion of the game or until relieved. When a pitcher “appears” on two (2) consecutive days as a pitcher, he may not pitch on the third consecutive day. ***Please note that the throwing of one pitch constitutes an appearance.***
7. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.
8. The DH is not allowed.

#### **CONNIE MACK BASEBALL (18U):**

1. Players born on or after May 1, 1992 are eligible to play in the Connie Mack Baseball division.
2. The distance between the bases shall be 90 feet. The distance between the pitching rubber and the front of home plate shall be 60 feet 6 inches.
3. A Wilson 1074 or 1075, Riddell 42213, or Diamond D1-MVP.
4. Seven (7) innings shall constitute a game.
5. Stealing - Base stealing shall be permitted in accordance with AABC divisional rules.
6. Pitching – For the safety and well being of the players, no player may pitch more than a total of twelve (12) innings within a period of two (2) consecutive days, **UNLESS** he is pitching at a time when the game goes into extra innings; in which case he may continue to pitch until the conclusion of the game or until relieved. When a pitcher “appears” on two (2) consecutive days as a pitcher, he may not pitch on the third consecutive day, **UNLESS** he pitched no more than three (3) innings on each of the first two (2) days; in which case he may pitch no more than three (3) innings on day three. ***Please note that a pitcher may not pitch any number of pitches past three (3) innings in any of the three days, and the throwing of one pitch constitutes an appearance.***
7. Re-Entry – Any of the starting players may be withdrawn and re-entered one time, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter.
8. The DH is not allowed.

### ROOKIE SOFTBALL:

1. Girls born on or after January 1, 1999 are eligible to play in the Rookie Softball division.
2. The distance between the bases shall be 50 feet. The distance between the pitching rubber and the front of home plate shall be 35 feet.
3. An 11” yellow softball will be used for all Rookie Softball games.
4. Rookie Softball is a Fast-Pitch division. A “Windmill” type pitch with a complete revolution in the delivery is legal. A modified “Sling shot” type pitch is also legal. A pitcher may throw a slow-pitch if she chooses.
5. The defensive team may field 10 players in the traditional defensive alignment except the outfield will have 4 players stationed there. All outfielders must be at least 10 feet behind the base path.
6. All players on a team shall bat in rotation throughout the game regardless of when they play in the field. The rotation should remain the same throughout the game. Players that come after the game has started must be placed at the end of the line-up.
7. The batter may not advance to first base on a dropped third strike.
8. Each half-inning ends when 3 outs are recorded or all players on the offensive team have batted, whichever comes first. If one team has fewer

players than another team, the team with the fewer players gets an equal number of bat opportunities. For example, if one team has 10 players, and the other team has 13 players, then each team would get 13 at-bats per half-inning provided 3 outs were not made during the half-inning.

9. Bunting is allowed.
10. There is no infield-fly rule in Rookie Softball.
11. Leadoffs are not allowed in Rookie Softball.
12. Stealing is allowed after **the ball crosses home plate.**
13. Players CAN steal home but the ball must cross home plate first.
14. A base runner shall be declared out for leaving the base before the ball is hit.
15. All players must play at least one inning in the field and have one plate appearance.

### **JUNIOR SOFTBALL:**

1. Girls born on or after January 1, 1996 are eligible to play in the Junior Softball division.
2. The distance between the bases shall be 60 feet. The distance between the pitching rubber and the front of home plate shall be 40 feet.
3. A 12" yellow softball will be used for all Junior Softball games.
4. Junior Softball is a Fast-Pitch division. A "Windmill" type pitch with a complete revolution in the delivery is legal. A modified "Sling shot" type pitch is also legal.
5. The batter CAN advance to first base on a dropped third strike.
6. Leadoffs are not allowed. A runner may attempt to steal a base only after **the ball has left the pitcher's hand.**
7. A base runner shall be declared out for leaving the base before the ball has left the pitcher's hand.
8. All players must play at least one inning in the field and have one plate appearance.

### **HIGH SCHOOL SOFTBALL:**

1. Girls born on or after January 1, 1992 are eligible to play in the High School Softball division.
2. The distance between the bases shall be 60 feet. The distance between the pitching rubber and the front of home plate shall be 43 feet (NEW for 2011).
3. A 12" yellow softball will be used for all Senior Softball games.
4. Junior Softball is a Fast-Pitch division. A "Windmill" type pitch with a complete revolution in the delivery is legal. A modified "Sling shot" type pitch is also legal.
5. The batter may advance to first base on a dropped third strike.

6. Leadoffs are not allowed. A runner may attempt to steal a base only after **the ball has left the pitcher's hand.**
7. A base runner shall be declared out for leaving the base before the ball has left the pitcher's hand.
8. All players must play at least one inning in the field and have one plate appearance.

**2011 DTE ENERGY FOUNDATION DETROIT YOUTH BASEBALL LEAGUE (DYBL) RESERVES THE RIGHT TO CHANGE, MODIFY, ADD, OR DELETE ANY RULES AND REGULATIONS AT ANY TIME.**

## **APPENDIX I**

### **2011 DTE ENERGY FOUNDATION DETROIT YOUTH BASEBALL LEAGUE (DYBL) COACHES CODE OF ETHICS**

DYBL expects adherence to the following code of ethics from all its coaches and managers. Since we play an important part in building a young person's character, it is imperative that we lead by example and follow a standard of ethics that is beyond reproach.

- Ethical and moral conduct on and off the field is expected from you and your entire coaching staff.
- Players already on a team should never be approached about changing teams during the season. After the season, the player's current coach should be notified that he/she is going to be asked to play on another team.
- Specific promises regarding such things as playing time, particular playing positions, travel tournaments, etc., should not be made unless they will be kept.
- A player's current coach should be asked before a player is invited to join another team for a tournament. During the season, if permission is not given, the player should not be approached.