



Dracut Baseball Association

Minor League Rules and Regulations

General Rules

1. Before each game, all players' names must be submitted to the opposing coach and entered in their scorebooks. This includes the names of all substitute player(s) to be used later in the game.
2. Every coach is responsible for insuring that their catcher wears the proper protective equipment as supplied by the DBA (e.g. helmet, face mask, throat protector, chest protector, shin guards, and protective cup (male only) at all times. This includes when warming up a pitcher before and during the game.
3. Metal spikes will not be worn by any player, manager, coach, or umpire.
4. All defensive team members must remain in the dugout or on the bench at all times, with the exception of the coaches, the on-deck batter, and the batboy. **All equipment not in use must be kept within the dugout or behind the bench.**
5. No game maybe started more than fifteen (15) minutes after the designated game time. If the team cannot field the designated number of players, eight (8) in Minor/Junior Leagues and nine (9) in the Senior League, the game will be declared a forfeit.
6. If no umpire is present at game time, either both head coaches must agree to accept a substitute umpire, or the game must be made up.
7. If a player refuses to play for the team which drafts them, he/she will automatically forfeit their right to play for any team in the DBA program for the remainder of the current playing season.
8. Players selected to play on a team representing the DBA in Bambino, Babe Ruth, or Summer Travel Team competition, must have played at least one-half of the games in which they were eligible to play.
9. The official national league rules of Baseball, Bambino Division/Babe Ruth League rule books, will be adhered to by the membership of the DBA unless otherwise noted below.

MINOR LEAGUE

1. AGE REQUIREMENTS

Minor National League: Must be nine (9) years old, but not ten (10) years old before May 1st of the playing Season.

Minor American League: Must be ten (10) years old, but not eleven (11) years old before May 1st of the playing Season.

Exceptions: See the DBA Move Up policy for exceptions to this rule.

2. **PLAYING TIME**

All players must play three (3) innings. Players must be rotated in and out of the defensive lineup. Coaches are encouraged to share playing time equally amongst all the players.

3. **TOP TO BOTTOM BATTING**

The batting lineup shall include all eligible players, and start with the first batter through to the last batter.

4. **BALKS**

The balk rule does not apply in the Minor League. If a pitcher balks, either the coach or the umpire should take the time to explain the balk to the pitcher. This will teach the players the proper rule, but without penalty.

5. **INFIELD FLY**

The infield fly rule does not apply in the Minor League.

6. **BUNTING**

Bunting is allowed.

7. **STEALING**

Stealing of bases is allowed subject to the following restrictions.

- a. Runner will be allowed to steal one base (2nd base or 3rd base) on any steal attempt. Stealing of home is not allowed. Given this, if two runners are on base, the general rule of thumb will be that the runner can only steal the base that is unoccupied before the pitch is made.
- b. Double steals are not allowed.
- c. Delayed steals are not allowed (i.e. runner attempts steal when catcher is throwing ball back to the pitcher).
- d. If an attempt is made to throw the runner out and an overthrow occurs, no runners may advance due to the overthrow. If any play is made to throw the runner out during the steal attempt, no other runners can advance (i.e. play made at 2nd base and is fielded cleanly; runner on 3rd can not advance on the play at all – even after the catch/tag at 2nd base).
- e. Runner is allowed to leave the base as soon as the ball reaches the batter. If the pitch is a wild pitch or passed ball, the runner is still allowed to complete the steal attempt. Only one runner can advance on a passed ball or wild pitch (see item (a) above).
- f. No player, coach or parent will be allowed to act as a backup for the catcher.
- g. Leaving the base early - if a runner leaves a base before the pitch reaches the batter and the batter does not hit the ball, the runner shall return to the base. If the batter does hit the ball, the runner can only advance one base beyond that of the batter-runner.

8. **MERCY RULE**

A game is considered a regulation game after four (4) complete innings (3 1/2 innings if the home team is winning). A game will be terminated once becoming regulation when one team is ahead by 12 runs (or more) and both teams have had equal times at bat, or the home team is leading.

Note: Minor was increased to 12 runs due to the implementation of stealing.

9. **HIDDEN BALL**

The hidden ball is not allowed in the Minor League.

10. FIVE RUN RULE

A team can score a maximum of five (5) runs in any half inning. When a team scores five runs, the half inning will be over (just as if three outs had occurred). Any additional runs that may have scored after the fifth run will not be counted. The Five Run Rule is NOT in effect for the last (6th) inning of a game. If the length of a game is shortened and the 5th inning (or any inning other than the 6th) becomes the last inning, the Five Run rule is STILL in effect (to ensure that if an inning is started, it can be completed).

11. SLIDE RULE

Any runner is out when the runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make a tag.

Explanation:

There is no "must slide" rule, however, all coaches should encourage their players to slide into every base (except 1st base) if a play may be made at that base.

The key phrases here are: "**or attempt to get around**" and "**has the ball waiting to make the tag.**"

The runner may slide or attempt to get around the fielder. He **does not have to slide**. Plus, unless the fielder **has the ball**, the runner doesn't have to do either.

The purpose of the rule is to prohibit the runner from **deliberately** crashing into a defender who has the ball, for the sole purpose of knocking the ball loose, because the runner knows he is going to be out otherwise.

The fielder should not be in the base path without possession of the ball. Anytime a runner deliberately and maliciously crashes into a fielder he should be ejected for unsportsmanlike conduct. However, if a close play occurs and the runner does not slide and makes incidental contact with the defender before he has the ball, no call should be made. If the defender has the ball, the umpire should judge as to whether the runner made an attempt to get around the fielder. If he did, he should not be called out simply because he did not slide or made contact.

In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he does, he is out running out of the baseline in order to avoid a tag.

If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious.

12. CURVE BALL

Any time a pitcher throws a curveball, the umpire shall call the pitch a ball.

13. THROWING THE BAT

Young players often let go of the bat during or after a swing and sometimes hit another player. There is no rule that covers this situation. It is a safety issue and may be handled under the authority of rule 9.01(c) which gives the umpire authority to rule on anything not specifically covered in the rules.

The batter should only be called out if the throwing of the bat interfered with an attempted play by the defense.

14. NIGHT GAMES

The Minor League will be allowed to play their games at Hovey Field under the lights, providing no inning starts after 9:00 PM. This rule applies only to games being played at Hovey Field. Teams may not leave the field where their game is being played to finish a game at Hovey Field.

15. STRIKE ZONE

The strike zone for Minor League is "Chin to Shins", meaning from the bottom of the chin to the middle of the shin.

MINOR LEAGUE PITCHING RULES

1. The calendar week runs from Monday through Sunday.
2. Minor League pitchers are limited to six (6) innings per calendar week.
3. Minor League pitchers are limited to four (4) innings per game.
4. The delivery of one (1) pitch in an inning constitutes an inning, and the pitcher shall be charged for one (1) inning pitched.
5. A pitcher must have two (2) calendar days rest between pitching assignments, if he/she pitches in more than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment.

<u>Day Pitched</u>	<u>2 Innings or less may pitch again on:</u>	<u>More than 2 innings may pitch again on:</u>
Monday	Tuesday	Thursday
Tuesday	Wednesday	Friday
Wednesday	Thursday	Saturday
Thursday	Friday	Sunday
Friday	Saturday	Monday
Saturday	Sunday	Tuesday
Sunday	Monday	Wednesday

6. Games in which an ineligible player has been used shall be declared a forfeit. Pitchers are deemed ineligible if they pitch more than six (6) innings per week or pitch on a day when they are not eligible as outlined in article 5.9.2.4 above.
7. Once a player has been removed from the pitching position (for ANY reason), that player may not return to the pitching position for the remainder of the game.

PLAYOFF/CHAMPIONSHIP SERIES

1. The regular season records will determine playoff teams.
2. Three (3) games a week will be played. If inclement weather forces postponement of a game, it will be played as soon as possible, with at least a one-day (1) break between games.
3. All teams will play in single elimination rounds to determine the Championship team. The team with the best record will play the team with the worst record. The team with the second best record will play the team with the second worst record and so on, until all teams have played. (Example: Team 1 plays Team 12, Team 2 plays Team 11, and Team 3 plays Team 10, and so on.) The winners of the first round will play in the same order in the second round and so on. The final game will determine the Championship Team.

The team with the best record will be the Home Team with the exception of the Championship Game, where a coin flip will determine the Home Team.

4. All playoff games in all leagues must be played to completion. Games suspended due to weather or darkness will resume at the point where the game was suspended, and must be completed before the next game can be played or a series is determined. The Executive Board will make rulings regarding finishing a suspended game and starting the next game on the same day if necessary. (Example: If bad weather causes suspension in the 5th or 6th inning, the Executive Board may authorize the completion of the suspended game, and allow the next game to be played on the same day.)
5. The same rules that govern play during the regular season will be in effect during the playoffs.

INTERFERENCE RULE FOR CARRICK FIELDS

The adjacent baseball fields at Carrick can affect play on occasion. The official call is spectator interference, the ball is dead and the award is two bases (batter/runner stops at 2nd base). In an effort not to take away an apparent homerun from a child on a well-hit ball, the rule will be as follows: If interference has occurred from the other field (ball is touched by someone other than a player in the game), the ball will be dead and the batter-runner will be awarded two additional bases from his/her position (when the interference occurred). If the umpire judges that the batter-runner had reached or passed 2nd base when the interference occurred, the batter-runner will be awarded 3rd and Home. If the batter-runner had not yet reached 2nd base, then the batter-runner will be awarded 2nd and 3rd. This is judgment call by the umpire.

UMPIRES

1. Each umpire shall have the power to make decisions on violations committed at any time, or during suspension of play, until the game is over.
2. Umpires will inspect the playing field before the game, familiarize themselves with the ground rules of each field, and inspect equipment prior to each game.
3. Umpires will introduce themselves to both Head Coaches or their representatives prior to the game, and go over the rules at Home Plate.
4. Umpires will be responsible for interpreting the rules of baseball as modified by these by-laws and the Bambino/Babe Ruth rulebooks. Judgment calls by umpires will not be used as the grounds for protest.
5. Umpires will warn players and the Head Coach the first time a player or coach makes a disparaging or insulting remark to or about an opposing player, umpire, or spectator. For the second offense, the player or coach will be removed from the game. The offender will leave the grounds immediately. If the offender leaves the field but remains close enough to harass the umpire or opposing team, the umpire will declare a forfeit.
6. Umpires can eject any player, coach, or spectator from the game or ballpark, **without warning**, if in the umpire's judgment, the situation warrants such an action.
7. No umpire shall be required to subject himself to any verbal or physical abuse from any player, coach, or spectator, and may declare a game a forfeit if after one warning, the abuse continues.
8. Any umpire, who is harassed to the point where they consider themselves in danger, has the authority to call the game immediately. All umpires have the authority to call the Police Department to break up a disturbance or to restore order.
9. The umpire alone will have the authority to call the game due to darkness or inclement weather. Umpires will immediately suspend games at the first sign of lightning.