

## 2020 DCLL Hybrid Division Mission Statement

The mission of the DCLL Hybrid baseball division is to provide the initiation of, or contribute to, the transitional development of skills and knowledge for our youth baseball players.

### I. Game Definition(s):

- A. Complete Game will be defined as (6) innings
- B. Regulation Game will be defined as completed after (4) innings (3 1/2 if home team leads)
  - 1. 3 innings will be played with kid pitch only; 4<sup>th</sup> inning will be tee only\*\*
  - 2. If both teams can supply a pitcher for 4<sup>th</sup> inning, the inning may be played as such\*\*
    - i. If last pitcher reaches pitch count limit, the tee will be used moving forth\*\*
- C. Innings 5 and 6 will be optional
  - 1. Decided upon, agreed by both coach
  - 2. Determined by time limit [see section I.E.1]
- D. If at least one inning has been completed (6 outs), the game will be suspended
  - 1. If a game is suspended after 4 innings due to weather, unforeseeable circumstances, the score will be finalized [see section I.B]
  - 2. Prior to game start or 4 innings completed, game will not be required to be made up
    - i. Game may be made up if (1) schedule allows *and* (2) teams agree
- E. Time Limit: Set time limit must be agreed upon prior to game, understood by both managers
  - 1. No new inning shall start after 2 hours
- F. Inning Definition:
  - 1. Three (3) outs per half-inning; six (6) outs per full inning
  - 2. Inning may be considered completed prior to above if run rule is reached [see section I. G. 1, 2]
- G. Run Rule:
  - 1. If after (4) innings, (three and one-half innings if the home team is ahead), one team has a lead by (15) runs or more, the manager of the team with the lesser runs will concede a victory to the winning team
    - i. Note: If the visiting team has the (15) run lead, as defined above, the home team must bat in its half inning before conceding the loss.
  - 2. Each inning will have a 5-run limit
  - 3. A game will still be defined as complete per rule pertaining to regulation game (4 innings, 3 1/2 if home team leads)
  - 4. First 4 innings will be combination of pitcher/tee; the 5th and 6th innings will be facilitated by use of the tee only

### II. Batting:

- A. Entire game roster will bat continuously
- B. Hit by Pitch (HBP): Player will take a base if struck by pitched ball; runners will advance [see II.F.(2)]
- C. If a batter is not able to hit, he/she will be considered out
  - 1. If player is unable to bat due to injury, the player will **NOT** be considered an out
- D. If a batter hits out of order, he/she will be considered out

\**approved* volunteer (coach, parent, etc), as defined by DCLL, is any individual who has been permitted to take part, and interact with, the youth player(s) by completing all required documentation of DASD, Little League Baseball and DCLL

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1. Runners will return to previous base, no scored runs shall be counted
2. This will be the responsibility of all coaches and scorekeepers
- E. Roster will continue to hit until 3 outs or 5 runs/inning is met [see I.G.2]
- F. Batter will remain hitting until: (1) three strikes (called or swinging; see section II.F) or (2) he/she reaches by HBP or (3) reaches base via base hit or (4) is retired in the field
- G. Strikes will be called; batter may strike out; strike count will include (2) foul balls (from pitch or tee)
  1. Balls and strikes will be called by a coach or an approved\* parent volunteer; the designated 'umpire' will be an agreed upon arrangement prior to start of the game.
  2. If an individual cannot be agreed upon, it will be the defensive coach's responsibility to call ball and strikes.
  3. Designated umpire may call balls and strikes from behind defensive catcher or pitcher.
- H. After 4 balls, batter will then hit from a tee
  1. The strike count from pitched balls will remain.
  2. Player may strike out while using tee; all foul balls from tee will be counted as strikes (up to 2 strikes); will be considered an out if caught in the air
  3. Any ball that lands in fair territory, that was struck intentionally by a batter's bat, is live
  4. If batter strikes tee, but not ball, this will be considered a strike—including strike three.
  5. Tee will be placed in front of plate
    - i. Back of Tanner tee base will be placed along front side of plate
      1. This reinforces contact out in front of plate

### III. Base Running

- A. 60' Base paths
- B. Stealing: stealing will NOT be allowed
- C. No secondary leads are permitted
- D. No runner, including the batter, may advance to the next base once the ball is: (1) **in the infield AND** (2) in **POSSESSION** by **ANY INFIELDER**
  1. Infield parameters will be agreed upon by coaches prior to the start of the game
- E. **Hitter may NOT advance to second base on an overthrow to first base**
  2. No runner(s) may advance to an additional base after an overthrow has occurred during attempt to make an out or returning ball back to pitcher
    - i. (Example: player approaches 2nd base during groundball, if they have not started towards 3rd base, they cannot advance to 3rd after the overthrow; if they have started towards 3rd base during play, they will be awarded 3rd base)
- F. Coaches must avoid contact with, and may not physically assist, runner during live play.
- G. No pinch runners will be permitted ONLY for:
  1. If a player is injured and must be removed while he/she is on base, the runner will be substituted by the last recorded out including from the last inning.
  2. If catcher is on base with two outs
    - i. This will provide for extra time to get catcher gear on and help avoid delays

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**IV. Pitching:**

- A. Distance: 38' measured from front of rubber to back tip of home plate--this will be measured and marked prior to game if pitching rubber does not exist
- B. Hit by pitch: Pitcher will be required to be replaced after 2 batters hit/inning; 3 total per game

**V. Pitcher Eligibility (Pitch Count OR Innings Pitched; whichever comes first):**

- Pitcher eligibility will be determined based upon innings, total pitches thrown per week
- Pitches/Innings will be required to be conveyed to Divisional GM after each game no more than 4 hours after completion of game.
- Divisional GM will be required to keep record of this statistic; information will be relayed to Justin Stewart
- If a player has played  $\geq 4$  innings as a catcher, he/she is not eligible to pitch on that calendar day
- One calendar day will be required for rest in between games pitched

**A. Pitch Count: 35 per game:**

- 1. Exception: once limit has been reached but pitcher is in the middle of batter, they may finish that batter as defined by reaching base or being retired [see Rule II.E]
- 2. Manager is REQUIRED to be aware of current pitch count
- 3. Pitch count is to be communicated, without an opposing team's request, to the other manager once the player has reached his/her limit
- 4. Conveying pitch counts will be expected by scorekeeper at the end of each half-inning [see VIII. B]

--OR--

**B. Innings Pitched:**

- 1. A total of 3 innings will be allowed (9 outs)
- 2. A total of (6) innings will be allowed per week

**VI. Equipment:**

- A. Baseball: DCLL Hybrid division will use DCLL approved/supplied baseballs
- B. Helmet: Every player must provide and possess his/her own helmet
  - 1. Helmets are recommended to have a NOCSAE stamp
- C. Bat: Bats are recommended to abide by USABat standards adopted by Little League in 2018
- D. Catchers are required to wear a cup when behind the plate
  - a. DCLL recommends that all players wear a protective cup during game including warm-ups
- E. Any player warming up fielders, or on the field during play, must wear a batting helmet

**VII. Coaches:**

- A. There is not a maximum amount of coaches/parent volunteers\* at the hybrid level
- B. All coaches and volunteers MUST have all clearances submitted to DCLL prior to involvement
  - 1. This will be the responsibility of the Head Coach

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- C. A coach, representing the offensive team, will be permitted in both the first and third base coach's box, as well as, the home plate area within the backstop. This coach may call balls and strikes [see Batting section II.F.1]
- D. A coach, representing the defense, will be permitted behind the pitcher to receive balls thrown back to pitcher to improve speed of play; this coach may also call balls and strikes [see Batting section II.F.1]
- E. Substitutions:
  - 1. A coach may use free substitutions
  - 2. If a player arrives late, player will be added to the lineup below the last hitter
    - i. If all players have hit, player may be added to bottom of lineup only
- F. Player Participation
  - 1. Each player must play a minimum of nine (9) defensive outs within a full 6 inning game.

### **VIII. Scorekeeping:**

- A. Scorekeeping will be required to record/maintain below items:
  - 1. Score by inning
  - 2. Pitch count
  - 3. Batters in appropriate order (see section Batting II.A, B, C)
- B. Scores/pitches must be compared at the end of each 1/2 inning in accordance to Little League recommendations
- C. Scorekeeper can be a coach or an approved volunteer\*

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