



# Delta Baseball & Softball League



## Peanut Baseball Rules (Revised & Reformatted 2016)

### 1. Introduction

- a. This document contains the rules of play for the Delta Baseball League. No other set of rules are sanctioned or should be used as a reference.

### 2. Fundamental Principals

- a. The Delta Baseball League rules exist to promote safety and fair play.
- b. Managers and coaches should know and play by the rules.
- c. Parents should familiarize themselves with the rules.
- d. Players will be taught the rules by their coaches.
- e. The rules are in effect for all divisions. Exceptions by division are noted.
- f. Always use common sense and good judgment.

### 3. League Structure

- a. The Delta Baseball League is grouped by age and sport into divisions: T-Ball, Peanut Softball, Peanut Baseball, Junior Softball, Junior Baseball, Senior Softball, Senior Baseball, Ripken Minors, Ripken Majors and Girls Big League.

### 4. Authority

- a. During the game the Head umpire, stationed behind home plate, has the final authority on interpretation of these rules.
- b. The Board of Directors may provide clarification to rules or in an emergency case may change a rule during the season. Notification will be made during a coaches meeting and via the website.

### 5. Umpires & Conduct

- a. The manager is responsible for the behavior of their team's coaches, players and fans.
- b. A minimum of two umpires per team MUST be available for a game to begin.
- c. Defensive Coaches shall be the designated umpires; only certified coaches can act as umpires.
- d. One of the two umpires shall stand behind home plate; the other shall be the base umpire. A team may provide a 3rd umpire who will umpire 3rd base.
- e. Although not required, DBSL may elect to provide a designated Head Umpire for Peanut Baseball Games. If provided, the Head Umpire does not replace the requirement for teams to provide a minimum of two coach-umpires. (4/2016)
  - 1) The League-Provided Head Umpire (if present) may remove a coach, player, or fan for behavior against The Code of Conduct. A warning may be issued but is not required.
  - 2) After multiple removals, the Head umpire may declare the game a forfeit.
  - 3) Only the manager may speak to the Head Umpire
  - 4) The head umpire will issue a warning to any player deemed to be playing excessively rough. The manager must be informed of all player warnings. A second offense in the same game will result in an ejection for the remainder of the game.
  - 5) The Head umpire must complete an incident report if they perform a removal or ejection.
- f. An umpire/coach must wear their badge in a visible location on the playing field.



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- g. Umpire/Coaches are allowed to coach their players, but are umpires first.
- h. At no time should an umpire/coach impede the flow of the game.
- i. The Home team maintains the official scorebook.
- j. The Head Umpire (if present) and each team scorekeeper must agree upon the score at each half inning in order for play to continue.

## 6. Coaches

- a. Only certified coaches are allowed to be in the dugout or dugout area.
- b. The manager has the final say as to who his assistant coaches are.
- c. If dugout coaches are being disruptive the head umpire (if provided) may require only 1 coach remain in the dugout during play.
- d. In the event there aren't enough coaches to cover the bases, umpiring, and supervise the dugout the Team Mom or Scorekeeper may be in the dugout.
- e. Teams are permitted to provide base coaches. The base coaches must remain in the outlined coach's box.
- f. Coaching from behind the backstop by coaches, parents, and spectators is not permitted.

## 7. Pitchers

- a. One offensive coach shall be allowed on the field to pitch to their own team and is designated the pitching coach.
- b. The pitching Coach shall complete one half-inning, pitching to all batters in that half-inning, unless he is injured.
- c. The pitching Coach can instruct the player at bat only prior to each pitch. They may continue coaching once they've left the field of play.
- d. The pitching Coach must make every effort to avoid the ball in play and to exit the playing field. After the pitching coach has exited the field, they may resume coaching the team.
- e. The Pitching Coach will not obstruct the fielding pitcher's view of the batter before the ball is pitched.
- f. The Pitching coach must stand in line with second base and home plate but can be no closer than 15' to home plate.
- g. The pitching coach may choose to pitch either underhand or overhand, however, once established, must pitch the same method to that batter.
- h. The pitcher must have one foot inside the pitching circle.
- i. There are no walks.

## 8. Players

- a. Peanut teams field 11 players. A maximum of 6 players are allowed in the infield cutout. Both teams must field a minimum of 8 players from their roster within 5 minutes of the scheduled game start time or the game will be declared a forfeit.
- b. If a team is fielded with less than 11 players, they may request a courtesy catcher, which the opposing team will provide. The coach must designate a player to make the initial play at home prior to the start of the game.
- c. No player, except the catcher and the batter, may be closer than 30 feet to the batters' box.
- d. All outfielders must be in the grass or behind the outfield cutoff line before the ball is put in play.
- e. All players present for the game will be included in the batting order. A player arriving late will be placed at the end of the batting order.



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- f. No player can sit more than 2 innings per game, except due to lateness or injury.
- g. A player cannot sit on the bench more than 1 consecutive inning.
- h. No player may sit a second inning before all players have sat one inning.
- i. A player previously removed from the game may be reinstated in the defensive lineup.
- j. A player who is removed from the game, due to an injury may be returned to the game at any time at the discretion of the coach and Head Umpire. The opposing team's scorekeeper must be notified.

## 9. The Playing field

- a. The Peanut infield is a 45-foot square
- b. The outfield is demarked by grass or an arced white painted line.
- c. For Peanut games played on grass fields (rather than on a standard baseball/softball diamond), the following applies:
  - 1) Peanut shall have a secondary line 10 feet from the fair line indicating an out of play area.
  - 2) Peanut shall have a 20-foot line 5 feet behind the secondary line indicating the dugout.
- d. A ball going beyond the fence line or painted secondary line, including balls going in to dugouts, is out of play.
- e. A ball hitting the fence on the secondary line at the Antioch Youth Sports Complex is still in play.
- f. Peanut fields shall have a 6-foot circle denoting the pitching area. The closest point of the circle shall be 30 feet from home plate.
- g. Peanut shall have halfway lines between first and second, second and third, and third and home to be used to indicate which base a player is closest to.
- h. Peanut shall have a commit line 12 feet from home plate on the third base line.
- i. All bases are in fair territory.
- j. The Foul lines, actually fair lines, are in fair territory.
- k. The base path is 6 feet wide and 3 feet in each direction from the center of the base line.
- l. The third base dugout shall be the home team dugout.
- m. If available, a secondary base will be placed against first base in foul territory. Any ball hitting this base is a foul ball. The purpose of this secondary base is to avoid any contact between a defensive player and the base runner after he/she hits the ball. The batter has their option to touch either base on any ball hit. The secondary base is no longer in play after the batter reaches it safely. All first base defensive plays must be made at the base in fair territory.

## 10. Equipment

- a. The league shall approve and provide balls for practice and games.
- b. Peanut baseball will use a 9 inch safety ball
- c. All bats shall have a tape or rubber wrap for grip.
- d. The bat may not exceed 28 inches in length or 2.25 inches in diameter.
- e. Each fielder must use or wear a glove.
- f. Each batter/base runner must wear a batting helmet. (2/2015)
- g. No jewelry may be worn during league activity. The Board of Directors is sensitive to the situation where a player has just gotten their ears pierced and cannot remove the earrings. If such a situation occurs, the player should wear flat backed safety earrings that should be secured to the ear with tape. Should a



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player have newly pierced earrings the player's parent or guardian must supply a release to the head umpire stating the player can play and the parent assumes all responsibility for injury, or the player can't play.

- h. Metal cleats are not permitted.
- i. Sunglasses must be OSHA #Z87, or later specification, approved for wear in league play.
- j. The league provided pants, shirt, and hat must be worn or the player cannot participate in the game
- k. The league provided uniform must be worn correctly, for example, hat on forwards, shirt tucked in.
- l. A sweatshirt or jacket may be worn over the uniform shirt as weather conditions require.

## 11. Pre-Game Requirements

- a. The Manager of each team will introduce his/her assistant coaches and scorekeeper to the Head Umpire and indicate that these are the coaches responsible for the team.
- b. A complete batting lineup will be made by each team and exchanged by the opposing teams prior to the beginning of each game. The lineup will include each player's name and number. This lineup cannot be changed once the game has started, except for players arriving late. A copy will be given to the umpire. During the game, coaches must notify the opposing team's scorekeeper of insertions and/or removal of any player(s).

## 12. Objectives of The Game

- a. The objective of each team is to have fun and learn the game of baseball.
- b. A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order. The order of the bases is in a counter-clockwise direction around the square from home to first, etc.
- c. A BATTER is an offensive player who takes his position in the batter's box and attempts to hit a ball thrown to him by the pitcher.
  - 1) All players present are in the batting order.
- d. A PITCHER is the fielder designated to deliver the pitch to the batter. The pitcher pitches the ball to the batter and the batter attempts to hit the pitch and become a runner. The defense attempts to catch the ball after it is hit and put the batter and/or runners out.
- e. A PITCH is a ball delivered to the batter by the pitcher.
- f. The CATCHER is the fielder who takes his position back of the home base and catches the pitcher's pitch when the batter does not hit the pitch.
- g. A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.
- h. A regulation game consists of a specified number of INNINGS, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the last inning or only a fraction of it.
  - 1) Peanut games are seven innings long. No inning may start after 90 minutes of play.
  - 2) Play will not continue beyond 8:30pm. Except for games played under lights.
  - 3) Games may exceed the specified innings if tied and time permits. A game



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of 3 innings will constitute an official game.

- i. When the sun's disc has moved below the horizon and is no longer visible to the umpire and both managers, the game will be called at the end of the current inning.
- j. Mira Vista Hills is exempt from the sun's disc rule. The darkness test shall be used.
- k. Fields with operational playing lights are exempt from the darkness and sun's disc rules.
- l. At any time, an umpire or manager may request a darkness test. The test will consist of a player standing on the pitcher mound holding the ball out to his or her left or right side and both managers and the head umpire standing on or near home plate. If the game ball's two colored seams are not clearly visible to the Head Umpire then the game will be called due to darkness.
- m. An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three OUTS for each team. Each team's time at bat is a half-inning.
  - 1) No more than 11 batters will bat in any half inning (if a team only has 9 players available for example, they will be permitted to "bat-around" until 11 batters have come to the plate.)
  - 2) Each batter is allowed a maximum of seven pitches. The batter is retired at three swings or will automatically be out on the seventh pitch, unless the ball is hit foul. The Head Umpire will call swinging strikes only.
- n. When three offensive players are legally put out, or 11 batters have batted, that team takes the field and the opposing team becomes the offensive team.

## 13. How a Team Scores

- a. One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning. EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter- runner before he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases.

## 14. How the Game Is Played

- a. The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.
- b. When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.
- c. The batting order shall be followed throughout the game unless a player is removed for injury. In that case, the next batter shall bat.
  - 1) Batting out of order: The umpire's copy of the batting order is the official batting order. An out of order batter is defined as a batter who has taken at least one pitch out of turn. An offensive coach can call time and replace the out of order batter with the correct batter. The correct batter assumes the current count. A defensive coach can call time and have the out of order batter called out by the head umpire. If an out of order batter (or batters) is discovered after they get on base, the batting order will resume with the correct batter. The Batter or batters on base remain



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- on base. The out of order batters on base or that have scored will be skipped should they come up again in the order.
- d. Each player of the offensive team shall bat in the order that his name appears in his team's batting order.
  - e. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
  - f. A batter has legally completed his time at bat when he is put out or becomes a runner.
  - g. A batter may be put out, and must return to the bench, in any of the following ways -
    - 1) The batter is out if they attempt a bunt;
    - 2) The batter is out if the batter releases the bat during the swing. All runners must return to the bases they occupied before the batter was called out;
    - 3) The batter is out if their fair or foul FLY BALL is legally caught by a fielder (catch);
      - a) A foul ball that strikes the backstop is immediately a dead ball and no play may be made.
      - b) No play may be made on a ball after it crosses the secondary line.
    - 4) The batter is out if, after he hits a fair ball, he or first base is tagged before he touches first base;
    - 5) Third strike is called
      - a) A called or swinging strike is a strike no matter if the catcher catches the ball or not.
  - h. The batter becomes a runner and is liable to be put out when –
    - 1) He hits a FAIR BALL;
      - a) If a batted ball strikes a player or umpire and crosses the secondary line, play will immediately be stopped and runners awarded the next closest base in relation to the halfway mark between bases.
  - i. The Runner: A runner acquires the right to an unoccupied base when he touches it before he is put out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base.
    - 1) In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to his original base.
    - 2) Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, and the following runner shall be out when tagged. The preceding runner is entitled to the base.
    - 3) Each runner including the batter-runner may, without liability to be put out, advance –
      - a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; This is called a HOMERUN
      - b) Runners may not lead off.
  - j. Any runner is out when –
    - 1) They slide.
    - 2) They steal.
    - 3) They interfere with a batted ball, or obstruct a fielder from fielding a batted ball. The play will be called dead.



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- 4) They are touched by a base coach during live play.
  - 5) They are tagged, when the ball is alive, while off their base. EXCEPTION: A batter- runner cannot be tagged out after overrunning first base if he returns immediately to the base and makes no attempt towards second base.
  - 6) He fails to retouch his base after a fair or foul fly ball is legally caught before he or his base is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play;
  - 7) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance due to the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he over-slides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced; EXAMPLE of when a runner is forced to run: When the batter hits a fair ball he must run to first base. If a runner is on first base, that runner is forced to run to second. If a runner is on second and no runner is on first, the runner at second is NOT forced to run when the batter hits a fair ball, because first base is vacant.
  - 8) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.
  - 9) He passes a preceding runner before such runner is out;
  - 10) He fails to return at once to first base after overrunning that base. If he attempts to run to second he is out when tagged. If, after overrunning first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged;
  - 11) In running for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.
  - 12) If a base runner misses a base (except home plate, see 15.d), the umpire will not comment on the play until the missed base is appealed by the opposing team, at which time he/she will call the runner safe or out. All appeals must be done after play is dead and prior to the next pitch.
  - 13) The base runner must be identified and the missed base must be named. A defensive player must touch the missed base with the ball in hand to complete the appeal.
  - 14) First base and home may be overrun, second and third may not.
- k. A play is over when:
- 1) Play will be stopped and runners awarded the closest base when the fielding team controls the ball to the infield. The halfway marks between the bases will determine the closest base. DEFINITION: a player will have crossed the halfway line if a foot crosses the line. (Runners will not be allowed to advance to a base occupied by a lead runner.) A player may



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run through the circle when attempting to make a play. The pitcher may make play when they field the ball in the circle.

## 15. Secondary Line and Overthrows

- a. In the event of an unintentional overthrow past the secondary line, play will be stopped immediately and runners awarded the next base.
  - 1) An overthrow is a ball unintentionally thrown out of play. Play will be stopped if the umpire rules that the ball was intentionally thrown out of play. Advancement of one base by each runner will be awarded.
- b. In the event a batted ball in the outfield rolls put of play untouched by a defensive player, the play is dead. If touched by a defensive player and unintentionally thrown or pushed out of play the play is dead.
- c. In the event a batted ball hit anywhere in the infield strikes an umpire or player and then rolls out of play, the play is immediately dead. A player will be allowed to advance to the next base.
- d. Once a runner has crossed home plate and has gone out of play, they may not return to the playing field to tag a base. The umpire will call the runner out.
- e. If offensive players in the dugout area or coaches in the baseline touch a live ball before it crosses the secondary line, the batter up last will be called out, the ball called dead, and runners return to their bases.
- f. An umpire will call out an offensive player crossing any secondary line.

## 16. Additional Rules

- a. All chatter must stop when the pitcher is ready to pitch.
- b. All coaching instruction and cheering must stop when the pitcher steps on the rubber.
- c. The fielding players will not stand in the baseline or interfere with a base runner at any time unless they have the ball in their possession or are making a play for the ball. If interference occurs, the umpire will award an extra base to the base runner.
- d. If a player is injured, the umpire will stop play immediately and runners will be awarded the closest base. Peanut - The halfway marks between the bases will be used to determine the closest base.
- e. Any game with a team trailing by 20 runs after 5 innings must be called.
- f. Forced outs at home will occur when a base runner has crossed the commit line before home plate. Once a player has crossed this line, they are committed to home plate and cannot stop and return to third base.
- g. Players are to remain in the dugout at all times. There is no on-deck batter.
- h. Each team will be allowed one coach's time out per inning, excluding emergency time outs, i.e., player injured, shoe tying, debris removal, bathroom breaks, etc. Players may be temporarily substituted for and may return to the game at any time.
- i. Appeal plays can be made only after play has stopped and prior to the next pitch to a batter.
- j. The infield fly rule does not apply.
- k. Scorebooks must contain: Team Names, Date, Field, Start Time, List of player's names and numbers, score (per inning and accumulative) and when a player sat. The home team scorebook is the official scorebook.
- l. Defensive coaches may not call timeout for group meetings.
- m. The last scheduled home team will secure the field upon completion of the





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game, i.e. put away bases, etc.

- n. If the catcher interferes with the batters ability to hit the ball the batter will be awarded first base and all other runners will advance if forced.
- o. If a runner leaves before the ball has crossed the plate:
  - 1) If the ball is put in play, the runner may only advance 1 base.
  - 2) If the ball is not put into play the play is called dead and the runner may return to the original base.

## 17. Additional definitions & Information

- a. A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.
  - 1) A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.
  - 2) If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.
- b. A STRIKE is a legal pitch when so called by the umpire, which –
  - 1) Is struck at by the batter and is missed;
  - 2) Is not struck at, but any part of the ball passes through any part of the STRIKE ZONE;
  - 3) The STRIKE ZONE is that area over home plate and one ball width on either side of home plate from the batters armpits to the bottom the kneecap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.
- c. A BALL is a pitch that does not enter the strike zone in flight and is not struck at by the batter.
- d. A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.
- e. A FLY BALL is a batted ball that goes high in the air in-flight straight from the bat without first touching the ground.
- f. A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.
- g. A BLOW OUT is scoring 15 runs more than your opponent. A BLOW OUT is considered unsportsmanlike conduct. Consistently BLOWING OUT your opponents will result in disciplinary action.
- h. A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball with his hand or glove holding the ball while holding the ball securely.
- i. FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field



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- fence and perpendicularly upwards. All foul lines are in fair territory.
- j. The BATTER'S BOX is the area within which the batter shall stand during his time at bat.
  - k. The BATTERY is the pitcher and catcher.
  - l. A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.
  - m. The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.
  - n. A FORCE PLAY is a play in which a runner legally loses his right to occupy a base due to the batter becoming a runner.
  - o. A GROUND BALL is a batted ball that rolls or bounces close to the ground.
  - p. An INFIELDER is a fielder who occupies a position in the infield.
  - q. A FIELDER is any defensive player.
  - r. IN FLIGHT describes a batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.
  - s. OFFENSE is the team, or any player of the team, at bat.
  - t. An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.
  - u. "SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.
    - 1) After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.