

UPDATED FEBURARY 21, 2012
Delta Baseball & Softball League
2012 Playing Rules
Junior Boys Division

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 sex into divisions: Coed T-Ball, Peanut Girls, Peanut Boys, Junior Girls, Junior Boys, Senior Girls, Senior Boys, Ripken Minor, Major 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. Conduct

- a. The manager is responsible for the behavior of their team's coaches, players and fans.
- b. The Head Umpire may remove a coach, player, or fan for behavior against the Code of Conduct. A warning may be issued but is not required.
- c. After multiple removals the Head umpire may declare the game a forfeit.
- d. Only the manager may speak to the head Umpire
- e. There will be no arguing judgment calls especially balls and strikes.
- f. 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.
- g. Head umpire must complete an incident report if they perform a removal or ejection.

6. Umpires

- a. Only certified coaches can umpire.
- b. An Umpire/Coach must wear their badge in a visible location in order to be on the playing field.
- c. The league shall provide a Head Umpire behind the plate for Junior Games.
- d. First and third base umpires will be defensive coaches.
- e. Umpire/Coaches are allowed to coach their players but are umpires first.
- f. At no time should an umpire/coach impede the flow of the game.
- g. A minimum of 2 umpires MUST be available for play to begin. A team may provide a 3rd umpire who will umpire 3rd base.
- h. Umpires will be at the field one half hour prior to game time for field preparation (i.e., chalk, place bases, check field for safety issues, etc).
- i. Home team maintains the official score.
- j. Head Umpire and each team scorekeeper must agree upon the score at each half inning in order for play to continue.

7. Coaches

- a. Only four (4) certified coaches are allowed on the playing field including the Dugout.
- b. During games the Step Up coach role is to replace league assigned coaches who are unavailable. If the coaches and Step up coaches wish to take turns coaching during games it's OK with the League. The manager has the final say as to who coaches. If dugout coaches are being disruptive the umpire may require only 1 coach remain in the dugout during play.
- c. 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.
- d. Teams are permitted to provide base coaches. The base coaches must remain in the outlined coach's box.
 - i. a player may serve as the base coach. The player must wear a batting helmet.
- e. Coaching from behind the backstop by coaches, parents, and spectators is not permitted.

8. Pitchers

- a. The Pitching Coach shall complete one half inning unless injured.
- b. 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.

- c. 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.
- d. The Pitching Coach will not obstruct the fielding pitcher's view of the batter before the ball is pitched.
- e. Junior Boys shall pitch from a distance of 40 feet
- f. Managers may call three (3) timeouts per pitcher. Upon the third timeout the pitcher must be replaced.
- g. A pitcher removed for injury may not return as a pitcher.
- h. The Manager is required to inform the Head Umpire and scorekeepers of pitching changes.
- i. Players will pitch to opposing batters: A pitcher throwing a curve ball will receive a warning from the umpire. A second warning will result in the pitcher being replaced.
- j. Upon the called 4th ball an offensive coach will replace the pitcher. The pitcher will remain on the field. Every pitch thrown by the Pitching Coach will be called a strike. The Pitching Coach may have 1 warm up pitch. The batter may foul an unlimited number of third strike pitches. Junior Boys – the pitching coach must pitch overhand from anywhere between the 30 foot and 40 foot pitching rubbers.
- k. After the midseason date (date established by league prior to beginning of games) "Coach Pitch" will be discontinued. Beyond this point in season Batters will "walk" upon fourth ball thrown by youth pitcher.
- l. There is "No Stealing" while the Pitching Coach is pitching.
- m. A pitcher is allowed to pitch a maximum of 6 innings in a 7-day period (Sunday to Saturday). A pitcher must have at least 1 day of rest between pitching assignments. No pitcher may pitch more than 3 innings in a game. A manager may request an exception from the coaching committee. Make up games do not count for the 6 inning per week rule.
- n. Each pitcher will be allowed a maximum of 8 warm-up pitches **or** 1 minute of warm-up at the beginning of each half inning. The minute begins after the end of the previous half inning. When a pitching change is made during an inning, the new pitcher will receive a minimum of 8 pitches and may be allowed to take as many warm-up pitches as needed, subject to the Head Umpire's discretion.
- o. A pitcher who is removed from the game prior to their maximum 3 innings pitched may not return to pitch. They may return to any other position.
- p. The pitcher must have a foot in contact with the rubber when they start their pitching wind-up and they can not re-plant the trailing foot.
- q. There is no BALK rule in the D.B.L. non Ripken divisions.
- r. Upon hitting the third batter who is awarded First base the pitcher must be replaced.

9. Players

- a. Teams field 10 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. All outfielders must be on the grass area or behind the outfield cutoff line before the ball is put into play.
- c. 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.
- d. Junior - No player can sit more than 2 innings per game, except due to lateness or injury.
- e. Junior - A player cannot sit on the bench more than 1 consecutive inning.
- f. A player previously removed from the game may be reinstated in the defensive lineup.
- g. A player who is removed from the game, due to an injury may be returned to the game at anytime at the discretion of the coach and Head Umpire. The opposing team's scorekeeper must be notified.
- h. No player may sit a second inning before all players have sat one inning.
- i. An injured runner must be replaced by the player who made the last out.

10. The Playing field

- a. The Junior infield is a 60-foot square.
- b. The outfield is demarked by grass or an arced white painted line.
- c. All bases are in fair territory.
- d. The Foul lines, actually fair lines, are in fair territory.
- e. The base path is 6 feet wide and 3 feet in each direction from the center of the base line.
- f. The third base dugout shall be demeaned the home team dugout.
- g. A ball hitting the fence on the secondary line at the Antioch Youth Sports Complex is still in play.

11. Equipment

- a. The league shall approve and provide balls for practice and games.
- b. Junior Boys shall use a 9 inch safety ball
- c. All bats shall have a tape or rubber wrap for grip.
- d. Junior - the bat may not exceed 33 inches in length or 2.25 inches in diameter.
- e. Each fielder, must use or wear a glove.
- f. 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 which should be secured to the ear with tape. Should a 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.

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

12. 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. Junior - 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).

13. 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.
 - i. All players present are in the batting order.
 - ii. Junior – The batters feet must be at least 6" away from home plate.
- 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.
 - i. Junior – Games are 6 innings in length with a maximum of 2 ½ hours.
 - ii. No inning may start after 2 hours of the scheduled start time.
 - iii. Games MAY exceed the specified innings if tied and time permits.
 - iv. A game of 3 innings or 2 hours 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 which the teams alternate on offense and defense and in which there are three OUTS or 5 runs scored for each team. Each team's time at bat is a half-inning.
 - i. Juniors - No team may score more than 5 runs per inning. When the 5th run is scored the play continues but any subsequent runs scored will not count and when the ball is called dead the teams will alternate.
- n. When three offensive players are legally put out, or the maximum number of runs has scored, that team takes the field and the opposing team becomes the offensive team.

14. How a Team Scores

- a. One run shall be scored each time a runner legally advances to and touches first, second, third bases and home plate before three players are put out to end the inning. EXCEPTION: A run is not scored if the runner advances to home plate 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.

15. 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 "Batter UP" 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.
- i. 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 are discovered after they get on base the batting order will resume with the correct batter. The Batter or batters on base remain 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 –
- i. The batter releases the bat during the swing (Throwing the Bat). All runners must return to the bases they occupied before the batter was called out.
 - ii. His fair or foul FLY BALL is legally caught by a fielder (catch);
 1. A foul ball that strikes the backstop is immediately a dead ball and no play may be made.
 - iii. After he hits a fair ball, he or first base is tagged before he touches first base;
 - iv. Third strike is called
 1. A called or swinging strike is a strike no matter if the catcher catches the ball or not.
 2. When a foul tip is legally caught by the catcher with two strikes.
- h. The Batter becomes a Runner and is entitled to First base without liability to be put out when –
- i. Four "balls" have been called by the Head Umpire.
 - ii. The Batter is touched by a pitched ball which the Batter is not attempting to hit unless (1) The Batter is in the strike zone when it touches the batter, or (2) The Batter makes no attempt to avoid being touched by the ball (Any body movement is an attempt).
- i. The Batter becomes a Runner and is liable to be put out when –
- i. He hits a FAIR BALL;
- j. The Runner: A runner acquires the right to an unoccupied base when the Runner touches it before the Runner is put out. The Runner is then entitled to it until the Runner is put out, or forced to vacate it for another Runner who is legally entitled to that base.
- i. In advancing, a runner shall touch first, second, third bases and home plate in order. If forced to return, the Runner shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to the untouched base.
- ii. Two runners may not occupy the same base, but if, while the ball is in play, two runners are touching the same base, the trailing runner shall be out when tagged. The Leading runner is entitled to the base.
 - iii. Each Runner including the Batter-Runner may, without liability to be put out, advance –
 1. To home plate, 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.
 - iv. Runners may not Lead Off.
- k. Any Runner is out when –
- i. Junior – a Runner attempts to "Take-Out" the catcher or makes no attempt to avoid contact. will be Called-Out.
 - ii. Any Runner who slides head first.
 - iii. Runner interferes with a batted ball, or obstructs a fielder from fielding a batted ball. The play will be called dead.
 - iv. Runner is touched by a Base Coach while the ball is live.
 - v. Runner is tagged with the ball, when the ball is live, while not on a base. EXCEPTION: A Batter-Runner can not be tagged out after over running or over sliding first base if the Runner returns immediately to the base and makes "No Attempt" for second base.
 - vi. The Runner fails to re-touch their base after a "fair or foul" fly ball is legally caught and before the Runner, or thier base, is tagged by a fielder. The Runner shall not be called out for failure to re-touch their base after the first following pitch, or any play or attempted play. This is an "Appeal play";
 - vii. The Runner fails to reach the next base before a fielder tags The Runner or the base, after The Runner has been forced to advance by reason of 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 over runs 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 the Runner had last occupied, the force play is re-instated, and the Runner can again be put out if the defense tags the base to which the Runner is forced; EXAMPLE of when a Runner is forced to run: When the Batter hits a fair ball the Runner must run to First base. If a Runner is on First base, that Runner is forced to run to Second base. If a Runner is on Second base and No Runner is on first base, the Runner at second base is NOT forced to run when the Batter hits a fair ball, because first base is vacant.

- viii. The Runner 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 may Runners advance, except Runners forced to advance.
- ix. The Runner passes the Runner in front of them before such Runner is out.
- x. The Runner fails to return to First base after over-sliding that base.
- xi. The Runner "Attempts" to run to second base, the Runner is out when tagged.
- xii. When "Running or Sliding" into Home plate, the Runner fails to touch Home Plate and makes "No Attempt" to return to the plate, and a fielder holds the ball in their hand, while touching home plate, and appeals to the umpire for the decision.
- xiii. If the Runner misses a base (except home plate, see 16.d), the umpire will not comment on the play until the missed base is appealed by the opposing team, at which time the Umpire will call the Runner safe or out. All appeals must be done after play is dead and prior to the next pitch.
The 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.
- xiv. First base and Home Plate may be overrun, Second base and Third base may not.

I. A play is over when:

- i. Junior – The home plate umpire will call time when the play is over.

16. Secondary Line and Overthrows

- a. In the event of an unintentional overthrow beyond the secondary line, play will be stopped immediately and runners awarded the next base.
- i. 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 dug out 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.

17. 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 anytime 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.
- e. Any game with a team trailing by 20 runs after 5 innings must be called.
- f. Players and Non fielded Coaches are to remain in the dugout at all times. There is no ON-DECK batter.
- g. Appeal plays can be made only after play has stopped and prior to the next pitch to a batter.
- h. The infield fly rule does not apply.
- i. Scorebooks must contain: Team Names, Date, Field, Start Time, List of player's names and numbers, score: per inning and accumulative, when a player sat, and when players pitch and how many innings. The home team score book is the official scorebook.
- j. Defensive coaches may not call timeout for player meetings.
- k. The last scheduled home team will secure the field upon completion of the game, i.e. put away bases, etc.
- l. Junior – Bunting is allowed.
- m. Junior – stealing is allowed except for Home Plate. Batters becoming runners may not immediately seal second base. They may only advance following first pitch to following batter.
- n. A player may only steal one base per pitch. A player who attempts to steal an additional base may be tagged out.
- o. 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.
- p. If a runner leaves before the ball has crossed the plate:
 - i. If the ball is put in play said runner may only advance 1 base.
 - ii. If the ball is not put into play the play is called dead and the said runner will return to the original base.

18. Additional definitions & Information

- a. A FAIR BALL is a batted ball that settles on fair ground between home plate and first base, or between home plate and third base, or that is on or over fair territory when bounding to the outfield past first or third bases, 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 –
- i. Is struck at by the batter and is missed;
 - ii. Is not struck at, but any part of the ball passes through any part of the STRIKE ZONE;
 - iii. The STRIKE ZONE is that area over home plate and one ball width on either side of home plate from the batters arm pits to the bottom the knee cap. 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 which does not enter the strike zone in flight and is not struck at by the batter.
- d. A FLY BALL is a batted ball that goes high in the air in-flight straight from the bat without first touching the ground.
- e. 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.
- f. A BLOW OUT is scoring 15 runs more than your opponent. A BLOW OUT is considered un-sportsmanlike conduct. Consistently BLOWING OUT your opponents will result in disciplinary action.
- g. 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.
- h. 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 fence and perpendicularly upwards. All foul lines are in fair territory.
- i. The BATTER'S BOX is the area within which the batter shall stand during his time at bat. The Home Plate side of the Batters Box starts 6" away from Home Plate.
- j. The BATTERY is the pitcher and catcher.
- k. A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.
- l. The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.
- m. A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.
- n. A GROUND BALL is a batted ball that rolls or bounces close to the ground.
- o. An INFIELDER is a fielder who occupies a position in the infield.
- p. A FIELDER is any defensive player.
- q. IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.
- r. OFFENSE is the team, or any player of the team, at bat.
- s. 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.
- t. "SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.
- i. 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.