

Delaware County Baseball League 2018 RULES

PRESIDENT:

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PLAY BALL

1) **DIVISIONS:**

The league shall be governed by the current Iowa High School Baseball rules, with the

exception of the following rules stated in the league rules. The league shall consist of following towns: Delhi, Dundee, Earlville, Hopkinton, Ryan, Edgewood, Winthrop, Quasky, and Strawberry Point.

2) GROUPS:

The league shall be divided into three age groups- "Rookies" K-2, "Peanuts"3-4, and "Pee-Wees"5-6.

3) "ROOKIES" and "PEANUTS"

- a) Rookies games will consist of three innings. Peanuts games will consist of four innings. No extra innings will be played to break a tie. During tournaments Rookies are guaranteed a complete 2 inning game and Peanuts guaranteed a 3inning game if behind schedule. Length of game must be determined at coin toss.
- b) Will play ten players on the field on defense and bat ten on offense only if ten players available. Must only bat the number of players in field. No player is allowed to bat more than once in any particular inning.
- c) Umpire discretion on whether runners may advance if ball is thrown back to pitcher once the play is over. **Rookies-ball is dead at the attempt to the pitcher from an infielder. If throw is being made from the outfield, then it's the attempt to the pitcher from the cut-off or ball controlled by the pitcher in the circle. Pitcher must be IN the circle in order for the attempt to be made to the circle.** Peanuts-pitcher has to have control of the ball in the circle.
- d) Any batted ball hitting an umpire is dead.
- f) The inning is over at the conclusion of the tenth batter. The inning ends on an out of the tenth batter or any runner on base at that time being played as the third out of the inning, as long as the out is a natural out: A force out, a pop fly out, or by the pitcher or catcher stepping on home. **No tagging runners out is allowed unless a force out.** Any run(s) scoring ahead of the out at home will be counted. **On the last batter any ball that goes out of play we will follow the Highschool rule of 1 base from the infield and 2 bases from the outfield.**
- g) When there is a play at home plate with the ball, the player on offense must slide. Failure to do so will result in an automatic out. The last batter play at home plate must be made by the catcher, pitcher, NOT the first baseman. In case of injury, another player may be allowed to make the play.
- h) Each team will use a pitching machine. Speed will be set at whatever the coaches agree on (40mph for rookies and 45mph for peanuts on a digital machine). Adjustments to the machine can only be made at the top of every inning unless agreed upon by both coaches. Use best discretion for both teams.
- i) Pitching machine will be set at 46 feet, with a ten-foot radius circle drawn around the machine. Bases are to be set at 60 feet.
- j) Each team will use their own parent/coach to feed the pitching machine when their team is at bat. In the event that a batted ball directly hits the pitching machine or the person feeding the machine it is a dead ball and a re-pitch of that ball. Machine should be checked and needed adjusted do so immediately.
- k). The pitcher must be inside to the circle when every pitch is thrown, but may come out to field ball. Only one player to be positioned in circle.
- l). Each batter will be allowed five pitches to hit the ball. No walks allowed.
- m) Base runners cannot leave the base until after the ball crosses the plate.

- n) Official 2 ¼" barrel for both the Rookies and the Peanuts, with the Rookies and Peanuts length to ounce ratio -13 baseball bat or less. Ratio markings must be legible and original on barrel of bat. 2 5/8 barrel with new USA stamp will be eligible to the same ratio marks.
- o) Throwing bat or failure to wear helmets at all times while on the field will result in a warning for the first offense and ejection from the game after the second.
- p) Re-entry rule in effect which states: the original 10 players may re-enter the game once after being taken
- q) Once a player leaves the roster when a continuous batting order is being used, he cannot return to play in that game. When batting a continuous lineup players can sub freely on defense. In the case of an injury, that player is allowed to leave the game without any ramifications in the continuous batting order.
- r) A maximum of four fielders on the grass or outfield at any time, until the ball is put in play.
- s) NO bunting or stealing will be allowed in Rookies
- t) Peanuts can bunt. If the hitter squares around to bunt, he must do so. If he steps back and swings, after squaring around, the batter is automatically out. Then it is a dead ball.
- u) In the event of rain the team batting has the call on whether to continue if balls aren't feeding through correctly.
- v) In Peanuts the catcher must be in normal catcher squat behind the plate until the ball is contacted by the batter
- w) In rookies we will be implying a 1base on an overthrow. All batters will only be allowed to advance 1 base unless another play is being made on them.

4) "PEE-WEE" GROUP

- a) Consists of any child that has just completed Fifth or Sixth grade
- b) Pitching mound will be set at 50 feet and bases set at 70 feet
- c) Games consist of five innings with a time limit of the last inning will be the inning that begins after 1 hour and 5 minutes from start time. Normal league nights will be played to end. No ties or time limit will be used during regular league games. Extra innings are played to break a tie with international rules in effect. **Game will be stopped during the school year once there is a 10 run differncial no matter where at in the inning.** (Last batting spot in the lineup from the previous inning starts on 2nd base). If 1:15 time limit has been reached and 1 team is leading by 10 or more runs game is called to keep tournament on schedule.
- d) The ten run rule is in effect after three innings
- e) Innings consist of three outs.
- f) If 1st base is unoccupied at the time of the pitch and batter strikes out with catcher dropping the pitch, 1st base is open for the batter to advance. With two outs and a dropped third strike the batter may advance to first even if occupied. If the dropped 3rd strike is picked up by the catcher in foul territory the first baseman may use the orange portion of the bag for making this out. This is the only time that the first baseman may use the orange bag to make an out.
- g) Pee-Wees will play ten players on defense with four of them in the outfield or grass.

- h) Pitchers are allowed to only throw three innings per game and a total of 7 innings in the tournament. It is the tournament hosts responsibility to keep track of the innings pitched.
- i) One pitch thrown in any inning constitutes a full inning.
- j) Any pitcher hitting a batter four times in one game has to move to another position and cannot pitch anymore that game.
- k) Official 2 5/8" barrel. -10 length to ounce ratio allowed. 2 1/4" unlimited bat ratio. Ratio markings must be legible an or USA baseball.
- l) Bunting is allowed. If batter squares around to bunt, he must do so. If batter pulls back and swings after squaring around, the batter is automatically out. Dead ball at that point.
- m) Throwing bats or failure to wear helmets at all times while on the field will result in a warning for the first offense and ejection from the game after the second.
- n) When there is a play at home plate with the ball, the player on offense must slide.
- o) Re-entry rule in effect which states: the original ten players may re-enter the game once after being taken out. This applies to league rules as well as tournament games. Coach can put all players on roster with continuous batting order and free substitution. Unless a player is injured using a continuous batting order, he cannot be removed from the lineup. All players must be attempted to bat by the end of the 2nd time around the batting order. If a team has gotten completely through the order twice and a player has not batted the opposing team may protest and the team at fault will be forced to forfeit the game.
- p) Once a player leaves the roster when a continuous rotation is used, he cannot return to play anymore that game.
- q) Eligible players can play on Pee-Wee Division. Younger graders may play up in the Pee-Wee Division, if players are needed.
- r) Courtesy runner for the catcher and pitcher is an option. That runner must be the last out. If no outs have been recorded in the game, then it must be the last batter in the lineup. Courtesy runner with regards to a pitching change: As long as a new pitcher has not started pitching, the previous pitcher can have a courtesy runner.
- s) Stealing is allowed according to the rules.
- t) If any ball gets away from the catcher, runner may advance only one base unless played upon.
- u) Runner may leave after ball has crossed home plate.
- v) Runner can be called out if he leaves before pitch crosses plate.
- w) Runner may only steal one base at a time.
- x) Home plate is ALWAYS open.
- y) Runner may advance one base if throw from catcher to pitcher is overthrown.
- z) When own team is on defense, coaches are to remain within the dugouts.
- aa) Portable mounds must be purchased by all towns by the first game 2019. Mounds can be between 8 to 10 inches in height and must be 10 foot in length so the pitcher is able to have the land foot on the mound. Mounds can be used immediately for both league games and tournaments at the home teams discretion.

5) ROSTERS:

Team rosters and team coaches need to be turned into league secretary by April

23rd, 2018. Teams must submit a separate list for each age group and each team, including player's name and grade completed. New players may be added to the roster after league play starts, but no later than June 1. Coaches must submit name and grade of this player to the president. Names of players being submitted will not be eligible for 7 days after the name has been received by the league president. If a player moves into a town, he can play immediately. A list of rosters and team coaches can be received via league president.

6) UMPIRES:

Two umpires are to be furnished for each game. It is recommended to use adults for umpires. A high school student may umpire as long as an adult is helping. The umpire of the Pee-Wee game behind the plate should wear a facemask and a chest protector. Shin guards are optional. The umpire's call is final. It is each town's responsibility to make sure umpires know all our league rules.

7) EQUIPMENT:

- a) The home team is to furnish 5 new baseballs for the Rookies and Peanuts games and 2 new baseballs for the Pee-Wees game. Ball requirements: League approved—A1030 Wilson
- b) Batting helmets must be worn while batting, on bases, or in the on-deck circle at all times. A batter or base-runner will be called out for not wearing a helmet.
- c) Rubber and plastic spikes are acceptable, along with studded football cleats.
- d) A catcher must always wear a mask with throat guard.
- f) No player is to be caught swinging a bat unless he is in the on-deck circle or in the batter box.

8) UNIFORMS:

Teams are encouraged to secure uniforms if possible, however this will not be mandatory. It is suggested that players dress as near alike as possible. Shirts are to be tucked in at all times.

9) GAME TIMES:

Games will be scheduled for Tuesday and Thursday nights unless otherwise decided by the coaches. Rookies games start at 5:30. The Peanuts game follows at 6:45. The Pee-Wees then play at 8:00. If the game in progress is not over when the next game is to start, they can finish the current inning, but shall not start a new inning. Once a game is mathematically over, the game shall be done if the next game is at or over their start time. In case of inclement weather, losing team's coach has right to end game which will result in a win or loss for each team. Forfeit results from any coach wanting to end game. League starts May 8, 2018.

10) COACHES:

No more than one adult coach on the base line or in the coaching box at one time. If a player coach is used, he must wear a helmet. Only time coaches are allowed out of the dugout are when coaching first and third base while hitting or during time outs. At the start of the game each team must communicate with the umpire which coach will be the one discussing situations with ump or coach. Any one not the designated coach that is arguing call with either ump will be removed from the dugout. There will be no warnings. Promote GOOD SPORTSMANSHIP!!

11) TEAM INSURANCE:

This shall be an option for each team. Coaches shall not be responsible for injuries or accidents to the player. It is recommended that teams secure their own insurance.

12) LEAGUE GAMES:

It will be the responsibility of the TOWN CONTACT to keep track of records for all 3 age groups of there town and report to vice president final week of season for seeding for the league tournament. This can be done via email or phone. Rainouts should also be reported by following the same procedure.

13) LEAGUE TOURNAMENT GAMES:

There is no coin flip. The higher seeded team based on league performance has choice to elect whether they wish to be home or visitor in all league tournament games.

14) ENTRY FEE:

\$20 per town. Which is to be paid to the league Vice President:

Andy Schuster

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15) ELIGIBILITY:

Any person living within corporate limits of a town that is named in this little league program will not be eligible for another town unless agreed upon by both towns involved.

A person living outside of the corporate limits and between towns involved is recommended to play for the closest program or the school program that he attends.