



Danbury Youth Baseball Rules and Regulations

Danbury Youth Baseball's mission is to create an environment where children of all ages can learn fundamental baseball skills and develop a lifelong love for the game.

DYB is governed by a Board of Directors ("the Board"). The all-volunteer board is nominated at the September meeting, elected in October and takes office in November. A full list of current board members is available on our website: <https://www.danburyyouthbaseball.com/page/show/901601-list-of-board-member-and-contact-information>

The rules contained herein are modifications, additions, or addendums to the official Babe Ruth League rules. Any discrepancies between the DYB rules, and the official Babe Ruth League rules are intentional and in the event of any such discrepancies, the DYB rules herein shall apply. An official Babe Ruth League rule book is made available to all coaches across all divisions at the start of every in-house season.

These rules and regulations may be added to, amended or rescinded by a 2/3 majority vote of board members present at any board meeting during the OFF SEASON ONLY. The off season is defined as the period from November 1st through March 31st. Safety issues (either with regards to the fields and/or facilities, or with regards to the rules and regulations) may be addressed at any time during the year.

Any Websites and/or social media pages depicting DYB activities, including but not limited to pictures, events, news articles, etc. are not authorized unless approved in advance by the Board.

In-house managers are appointed by the league commissioners. Managers and coaches are required by DYB to be certified through Cal Ripken. To become certified, please visit <http://www.baberuthcoaching.org>. Once you pass the test you will need to fill out a DYB coach application on our website. Managers and assistant coaches are also required by federal law to pass a background check and complete the Abuse Awareness and Prevention training provided by Abuse Prevention Systems (APS). The background check and APS training requirements need to be fulfilled every two years. Failure to complete the background check or the APS training will result in not being allowed to coach a team (as Manager or as assistant coach). More information on these requirements can be found on our website:

<https://www.danburyyouthbaseball.com/page/show/4797959-safe-sport-act-information-and-resources>

No one over the age of 18 can be on the field, in the dugout or in any other way assist the team, until they have passed the national background check and completed and passed the APS training.

Players, managers, coaches, officials and spectators are prohibited from inappropriate language, sign language, or gestures. Throwing of baseball equipment during practices or games is also prohibited. **There is a zero-tolerance policy in place for these actions.** The above-mentioned actions during a game may result in ejection from the game. If a player is ejected during a game as a result of any of the actions above, the result will be an automatic one game suspension, enforced the following scheduled game. This suspension is in addition to the remainder of the game the player was ejected from, regardless of when the ejection occurred. If a manager or coach is ejected from a game as a result of any of the actions above, the result is an automatic three game suspension, in addition to the remainder of the game he/she was ejected from. Managers or coaches who are ejected from a game for any reason will be subject to a Discipline Review Board (see below) hearing. If spectators become unruly or out of control, they will be asked to leave the facility by the umpire, Manager(s) or league official(s). If they refuse to leave, the police will be called. If any of the above occurs, an incident report must be submitted by the appropriate league commissioner to the President of the Board.

The Discipline Review Board ("DRB") consists of five general board members, and is designed to review written, signed complaints. Upon receiving a written and signed complaint, the DRB will vote to either reject the claim or to interview all parties involved. All decisions reached by the DRB are final and are not subject to appeal.

Field Maintenance

The coaching staff of the Home team is responsible for raking and tarping the home plate area if playing the last game of the day. The home team shall also rake the base paths between home plate and first base, and between first base and second base.

The coaching staff of the Away team is responsible for raking and tarping the pitcher's mound area if playing the last game of the day. The visiting team shall also rake the base paths between second base and third base, and between third base and home plate.

Field 1 has been renovated and it is very important to follow certain raking procedures to maintain the quality of the playing surface. Coaches are responsible for using a soft metal rake or push broom to rake the dirt away from the edges of the grass, back into the infield dirt. This should be done along every border where grass contacts the dirt (which includes the infield and outfield arch, the 1st and 3rd base baselines, the pitching tunnel, around the pitcher's mound, and around home plate). This should be done at least once per week. The pitcher's mound, in particular where the pitcher plants against the pitching rubber, and the landing area should also be maintained at least once per week by using a dirt tamp and some water to help re-solidify the areas that have been softened during game play. If you are unsure about how to properly rake the edges or use the dirt tamp, please see an Executive Board member for further instructions.

On weekends during inclement weather the night before or the morning of their scheduled game, a coach or representative from each team for the first game of the day (regardless of first game start time) **must** arrive to the field **2 hours** prior to the scheduled start time to help prepare the field for play. If the first scheduled game for the day is cancelled, the second scheduled game defaults to and becomes the first game. If a coach or representative does not show up to the field 2 hours prior to the start of the game, the game will be forfeited by that team.

Divisions

Our Cal Ripken divisions are comprised of the following age groups:

A ("Single A") – Ages 5-6

AA ("Double A") – Ages 7-8

AAA ("Triple A") – Ages 9-10

Majors – Ages 11-12

A player's age is determined as of May 1 per the official Babe Ruth age chart, which can be found on our website, or by visiting <https://www.baberuthleague.org/league->

<resources/baseball-age-chart.aspx>. During our fall season, if a player(s) will meet the age requirements before May 1 of the next year, that player(s) will be moved up to the next higher division. For example, if a child is 10 years old in September 2019, but will reach his/her 11th birthday before May 1, 2020, that child will play in the Majors division during the Fall 2019 season. **In the league's discretion a player may be assigned to a division above or below their age, depending upon certain extenuating circumstances.**

Rules by Division

Single A Division (ages 5-6)

Our Single A division is designed to introduce the game to our youngest players. The game at this age is played with a real baseball and pitches are delivered by the coach of the batting team, either front toss or side toss, to allow for more balls to be put in play. The season schedule will consist of 1 mandatory team practice, 1 mandatory divisional clinic, and at least 1 game every weekend. Depending on the number of teams that make up the division in each season, there may be 2 games on the weekends. Teams will be determined by members of the Executive Board, not a player draft.

- Games in this division will consist of 30 minutes of clinic time, followed by an hour of game time. The total time will not exceed 1 hour and 30 minutes from the actual (not scheduled) start of clinic time.
 - The time limit must be strictly adhered to. If the time limit is reached during the half inning, the game must be stopped regardless of if both teams have had an equal number of turns at bat.
- Each player will get 5 swings to put the ball in play. After 5 swings, the player is out, and the next player will come to bat.
 - A strikeout will be considered ½ an out
- An inning will end when there are 3 outs made in the field, or when every player in the lineup has taken one at-bat.
- There is no leading and no stealing.
- Base runners cannot advance on throwing errors. Base runners may only advance as the result of a batted ball.
- Base runners may only advance one base on batted balls kept in the infield. For balls hit into the outfield, base runners may advance as many bases as possible. If a play is made and the runner or runners are put out, the out or outs will stand. If the runner or runners reach safely the base or bases to which they are advancing, and in the umpire's judgment, the runner or runners were less than halfway to the base at the time the ball crossed into the infield dirt, the runner or runners must return to the previous base.

- Every player on the defensive team will play the field, regardless of the number of players on the team.
- The defensive lineup will include a player standing at the pitcher's mound, a 3rd baseman, Short Stop, 2nd baseman, 1st baseman, and a catcher. The remaining players will be evenly spaced in the outfield.
- The coaches must rotate players between positions every inning, no exceptions.
- There will be no score kept during the game.
- A maximum of 5 coaches are allowed in the dugout and on the field at any time.
 - Coaches are allowed on the field when their team is in the field to help teach, but not to become a director or a distraction or to make calls or influence umpire decisions.
 - The Manager and 2 base coaches are allowed outside the dugout door when their team is batting, in addition to a coach who will deliver pitches to the batters
 - An additional coach may be positioned off to the side near home plate to help teach batters where to stand

Double A Division (ages 7-8) – Youth Umpires

The Double A division is designed to introduce players to live pitching. At the beginning of the season for the first four games a coach of the batting team will deliver pitches to the batters. After the first four games, we will move to a modified player pitch format (described in the bullet points below). The pitcher's mound will be adjustable between 46 feet and 40 feet from home plate depending on each youth pitcher's ability. The bases are 60 feet apart. The season schedule will consist of 1 mandatory team practice, 1 mandatory divisional clinic and at least 1 game every weekend. Depending on the number of teams that make up the division in each season, there may be 2 games on the weekends. The season will conclude with double-elimination playoffs. There will be no standings kept during the season, playoff seeding will be a random draw by the Cal Ripken commissioner. Additionally, teams are determined by members of the Executive Board, not a player draft.

- A complete game in this division will be 6 innings or 2 hours from the actual (not scheduled) start of the game, whichever comes first.
 - If 2 hours has passed and the Home team is losing, they will be allowed to bat in the bottom of the inning.
- Teams will be allowed to start the game with 9 players and to play and finish with 8 players.
 - Any team that is unable to field 9 players, 10 minutes after the scheduled start time of a game will forfeit the game.

- A player may remain pitcher until either of the following occurs, at which time a new pitcher must be brought in.
 - 3 walks in a row
 - 2 batters get hit by a pitch in a single inning
 - The Manager of the team may choose to not bring in a second pitcher and have one of the coaches of the batting team finish the inning instead.
 - If two pitchers are removed due to the above in a single inning, a coach from the batting team will come in to finish the inning.
- Pitchers may not pitch more than 2 innings in a game.
 - If a pitcher is removed during his/her first inning of pitching due to the 3 walks or 2 hit by pitch rule above, that player may be brought back in as pitcher in the next consecutive inning, at the coaches' discretion.
 - Except for the above exception, a player removed from the position of pitcher may not be brought back in as a pitcher, regardless of how many innings that player had already pitched.
- One pitch delivered in an inning shall count as a full inning for the purpose of inning limitations described above.
- A pitcher may not pitch more than 6 innings in a week, with a week being defined as Monday through Sunday.
- The Manager of each team must email the pitcher inning count to the division commissioner within 24 hours of the completion of each game. Failure to do so may result in the game being entered as a forfeit.
- Any coach found to be violating the rules for the maximum number of innings pitched per game or per week shall be subject to disciplinary action by the Board and the games in which an ineligible pitcher pitched shall be declared a forfeit.
- When a batter is walked, the stealing of second base immediately by the batter is not permitted. The batter, now base runner on first, shall not be allowed to steal second base until after the next pitch is delivered to the following batter.
- There is no leading but stealing after the ball crosses home plate is permitted.
 - There is no stealing home.
 - A player cannot advance more than 1 base on a steal, in the event of an overthrow
- When a ball is hit to the outfield, the batter and any runners may advance as many bases as they can **until the ball is in the possession of the pitcher**. If a play is made and the runner or runners are put out, the out or outs will stand. If the runner or runners reach safely the base or bases to which they are advancing, and in the umpire's judgment, the runner or runners were less than halfway to the base at the time the ball crossed into the infield dirt, the runner or runners must return to the previous base.

- **When a coach is pitching the ball must be in the possession of the player in the pitcher's position, not the coach.**
- There is no infield fly rule.
- The defense will have 4 outfielders, for a maximum of 10 players on the field each inning.
 - When a coach is pitching a player from the defensive team will stand near the coach and play the position of pitcher on balls put in play.
- There will be a 5 run limit per inning, except for the last inning where there will be no limit on the number of runs scored.
 - Last inning includes any instances where the umpire and coaches agree to shorten the game due to time constraints. For example, if the last inning is the 5th inning, the 5th inning will be unlimited runs for both teams (if the home team needs to bat).
- There is a 10-run mercy rule. If a team is winning by 10 or more runs at the end of 4 complete innings (or 3½ innings in the home team is ahead), the game is over.
- Head-first sliding going into or heading back to any base is illegal. The runner will be called out.
- **A maximum of 4 coaches are allowed in the dugout and on the field at any time.**
 - No coaches are allowed outside the dugout while their team is in the field.
 - 2 base coaches are allowed outside the dugout door while their team is batting.

Triple A Division (ages 9-10) – Patched Umpires

In the Triple A division, we will continue to build upon a foundation of fundamental baseball and general athletic skills. Coaches at this level are encouraged to continue moving players into as many different positions as possible throughout the season. The pitcher's mound will be 46 feet from home plate and the bases will be 60 feet apart. Pitchers are now limited by a pitch count, instead of the 2 innings per game maximum. The season schedule will consist of 1 mandatory team practice, and at least 1 game every weekend. Depending on the number of teams that make up the division in each season, there may be 2 games on the weekends. The league will attempt to coordinate specialty clinics throughout the season for pitching, catching, position play, hitting, etc. Teams are determined by a player draft comprised of all registered players for the Triple A division.

- A complete game in this division will be 6 innings.
- There is no time limit for Triple A division games.

- In the event of a tie at the end of 6 complete innings, the extra inning may not begin after 2 hours from the actual (not scheduled) start time of the game and the game will end in a tie.
- Teams will be allowed to start the game with 9 players and to play and finish with 8 players.
 - Any team that is unable to field 9 players, 10 minutes after the scheduled start time of a game will forfeit the game.
- Pitchers will adhere to the official Babe Ruth Tournament pitch count rules (see chart on the next page).

TOURNAMENT PITCHING REST REQUIREMENTS

| AGE | DAILY MAX (PITCHES IN A DAY) | REST PERIOD | | |
|-------------|------------------------------|-------------|--------------|------------|
| | | 0 Days | 1 Day | 2 Days |
| 9-10 | 75 | 1-40 | 41-65 | 66+ |

- A pitcher hitting 3 batters in a single game must be removed from the position of Pitcher, regardless of the number of pitches thrown.
- Once a player is removed from the position of Pitcher, he or she may not return to the position of Pitcher.
- Balks will not be called.
- The Manager of each team must email the pitcher inning count to the division commissioner within 24 hours of the completion of each game. Failure to do so may result in the game being entered as a forfeit.
 - Any coach found to be violating the rules for the maximum number of pitches thrown in a day, or the minimum number of calendar days rest between pitching assignments, shall be subject to disciplinary action by the Board (including a DRB hearing) and the games in which an ineligible pitcher pitched shall be declared a forfeit.
- There is no leading but stealing after the ball crosses home plate is permitted, including stealing home.
- When a batter is walked, the stealing of second base immediately by the batter is not permitted. The batter, now base runner on first, shall not be allowed to steal second base until after the next pitch is delivered to the following batter.
 - If the catcher attempts to throw out another base runner stealing a base and the ball is overthrown, all runners may advance at their own risk, including the batter/runner just walked.
- The defense will have 4 outfielders, for a maximum of 10 players on the field each inning.
- Infield fly rule shall be discussed between the two managers and the umpire before the start of each game.

- There is a 10-run mercy rule. If a team is winning by 10 or more runs at the end of 4 complete innings (or 3½ innings in the home team is ahead), the game is over.
- Head-first sliding going into a base is permitted but should be discouraged.
 - Head-first sliding going back to a base is permitted.
 - Head-first sliding into Home is NOT permitted.
 - If the runner misses home plate he/she may dive head-first back into Home in an attempt to touch home plate before being tagged out.
- **A maximum of 4 coaches are allowed in the dugout and on the field at any time.**
 - No coaches are allowed outside the dugout while their team is in the field.
 - 2 base coaches are allowed outside the dugout door while their team is batting.

Majors Division (ages 11-12) – Patched Umpires

The Majors division is where players begin to make the adjustment to a more advanced game. Leading, pick off moves, balks, the infield fly rule, and the dropped 3rd strike rule are all introduced at this age. This is also when players begin their transition to a larger field. The pitcher’s mound is 50 feet from home plate, and the bases are 70 feet apart. We will continue to build upon a foundation of fundamental baseball and general athletic skills and may also begin to find specific positions where players can succeed. The season schedule will consist of 1 mandatory team practice, and at least 1 game every weekend. Depending on the number of teams that make up the division in each season, there may be 2 games on the weekends. The league will attempt to coordinate specialty clinics throughout the season for pitching, catching, position play, hitting, etc. Teams are determined by a player draft comprised of all registered players for Majors division.

- A complete game in the Majors division will be 6 innings.
- There is no time limit.
- Teams **must** start the game with 9 players but will be allowed to play and finish with 8 players.
 - Any team that is unable to field 9 players, 10 minutes after the scheduled start time of a game will forfeit the game.
- Pitchers will adhere to the official Babe Ruth Tournament pitch count rules (see chart below).

TOURNAMENT PITCHING REST REQUIREMENTS

| AGE | DAILY MAX (PITCHES IN A DAY) | REST PERIOD |
|-----|------------------------------|-------------|
|-----|------------------------------|-------------|

| | | 0 Days | 1 Day | 2 Days |
|--------------|-----------|-------------|--------------|------------|
| 11-12 | 85 | 1-40 | 41-65 | 66+ |

- A pitcher hitting 3 batters in a game must be removed from the position of Pitcher, regardless of the number of pitches thrown.
- Once a player is removed from the position of Pitcher, he or she may not return to the position of Pitcher.
- The first balk by a pitcher will not be enforced by the umpire. The umpire or manager shall instruct the pitcher on why a balk was called. Any additional balks for the same pitcher shall be enforced in the umpire's discretion.
 - This rule will be discussed by both Managers and the Umpire prior to the start of each game.
- The Manager of each team must email the pitcher inning count to the division commissioner within 24 hours of the completion of each game. Failure to do so may result in the game being entered as a forfeit.
 - Any coach found to be violating the rules for the maximum number of pitches thrown in a day, or the minimum number of calendar days rest between pitching assignments, shall be subject to disciplinary action by the Board (including a DRB hearing) and the games in which an ineligible pitcher pitched shall be declared a forfeit.
- The defense will have 3 outfielders, for a maximum of 9 players on the field each inning.
- There is a 10-run mercy rule. If a team is winning by 10 or more runs at the end of 4 complete innings (or 3½ innings in the home team is ahead), the game is over.
- Head-first sliding into Home is permitted but should not be encouraged.
- **A maximum of 4 coaches are allowed in the dugout and on the field at any time.**
 - No coaches are allowed outside the dugout while their team is in the field.
 - 2 base coaches are allowed outside the dugout door while their team is batting.

General Rules (applicable to all Cal Ripken Divisions)

Slash Bunting

- Slash Bunting is not permitted whatsoever in any division. Slash bunting is when a batter shows intent to bunt, drawing the infielders in towards the plate then draws his bat back and takes a full swing at the pitch. If the batter should hit the ball while the infielders are looking for a bunt, one of the infielders could get hurt. This has the potential to be a very dangerous play. A batter who shows the intent to bunt must either bunt the ball or take the pitch. If in the umpire's judgment, a batter attempts to slash bunt, the ball will be declared dead and the batter will be called out with a warning issued to the head coach of that team by the umpire. If a second batter on the same team attempts the slash bunt, the ball will be declared dead, the batter will be called out and the Manager will be ejected from the game by the umpire. If the same player attempts to slash bunt a second time, that player shall be ejected from the game as well by the umpire.

Replacement Player Participation

- Replacement players may only be used to supplement missing rostered team players to increase the number of players at the start of a game to a maximum of 11 in A, AA and AAA divisions, and to a maximum of 10 in Majors division. If missing rostered team player(s) show up late for a game, the replacement player(s) shall remain in the game and the rostered players are inserted at the bottom of the batting order behind the replacement player(s).
- Replacement players are called up from the next division below (replacement players for Majors are pulled from AAA division, etc.) except for the Single A division who are pulled from other Single A division teams.
 - **In Majors, AAA and AA divisions under no circumstances shall a replacement player be pulled from the same division.**
- Any player selected to play up a level as a replacement player **must** play the whole game.
- Replacement players may **only** play the position of Outfield and **must** be placed at the bottom of the batting order. Replacement players **cannot** play any infield position including Catcher or Pitcher.
- No replacement players shall be inserted into a game after the start of a game.
- The coach of any team requiring the need of a replacement player shall make such a request to the Division Coordinator or Commissioner with a minimum of 24 hours' notice of the scheduled start of a game. In the event of a last-minute need for a replacement player, the coach shall find the Board Member(s) on duty to assist in possibly finding a replacement player to avoid a forfeit.
 - **Coaches may not call or pull replacement players on their own. Discovery of such may result in disciplinary action by the Board.**

Player Participation

- Free Substitution: Players can rotate in and out of the game freely, subject to the minimum number of innings per game rule below.
 - **No player shall be allowed to sit for 2 consecutive innings.**
- Continuous Batting Order: The batting lineups for each team shall consist of all members present at the start of the game. Coaches must report the lineup to the opposing coach prior to the start of the game and should also notify the opposing coach of any player that he/she knows of at that time who must leave early at which time the batting order will be decreased to the number of remaining players. Coaches **must** notify the opposing coach of a player that must leave early prior to that departing player's at-bat. Failure to report departing players prior to the departing player's next at-bat will result in an automatic out for that at-bat only. No replacement players shall be inserted into a game after the start of a game.
- Players who arrive late for a game shall be inserted at the bottom of the batting order and still must play a minimum of 3 innings. However, no player will be permitted to play if they arrive after the first pitch of the top of the 4th inning.
- ALL PLAYERS MUST PLAY A MINIMUM OF **4 COMPLETE INNINGS** ON THE FIELD FOR A 6 INNING GAME.

Miscellaneous

- Infield practice prior to the game shall begin with the visiting team starting 20 minutes prior to the start of the game for 10 minutes followed by the home team taking infield practice for 10 minutes. Any team that does not use their scheduled time will not be allotted additional time for infield practice to ensure that the game starts on time.
- **No siblings or parents are allowed in the dugout or on the field at any time.**
- Players must be properly equipped and dressed in their team uniforms (cups (for boys), team hat, team shirt, plain grey baseball pants with no stripes and team socks). Players not in proper uniform will not be permitted to play.
 - **Players are not permitted to wear "travel team" attire. This means no travel hats, pants, or jerseys may be worn during an in-house game.**
- Coaches must be appropriately dressed. No sleeveless shirts and tank tops will be allowed on the field and all hats (if worn) must be worn with the bill facing forward.
- No food is permitted on the field by the coaching staff during the game.
- Only the Manager may discuss any calls with the umpire during the game or ask for a rule clarification.