

DOWNEY JUNIOR ATHLETIC ASSOCIATION, INC.

DJAA BASEBALL RULES

The official Major League Baseball Rules will prevail except as noted herein. DJAA General Rules to prevail in all sports.

I GROUND RULES:

A. GAME TIMES:

1. All games must start (first pitch of game) at their scheduled time (Official time is umpire's watch). There will be no grace period allowed.
2. The home team will occupy the dugout on the third base side of the field. They will take their infield practice during the final ten (10) minutes (game start time permitting) prior to the start of the game.
3. Visiting team will occupy the first base dugout. They will have their infield practice in the ten (10) minute (game start time permitting) period immediately preceding the home team.
 - a. There is to be no batting practice taken on any playing field once the bases have been put down and the field is marked for play.
4. A game that is halted by the umpire after lasting one (1) hour or four completed (4) innings due to rain, darkness, or any other unsafe condition, shall constitute a complete game.
 - a. After the fourth inning, all scores of any DJAA games will revert back to the last complete inning played. There will be no exceptions.
5. "T" Ball, T.I., Mitey Mite, Mustang, and Pioneer Divisions will play six (6) inning games. All upper divisions will play seven (7) inning games. No extra innings will be played under any circumstances.
 - a. No new inning to start later than one (1) hour and forty-five (45) minutes after the actual start of the game. NOTE: An inning shall be officially started upon the completion of the previous inning. Innings started prior to one (1) hour and forty (45) minutes after actual start time of game will be completed if light conditions and weather permits.
 - b. The second game on the lighted fields shall start fifteen (15) minutes after the first game is completed and no earlier than official game time.
6. Any player not present at the game at the time of his first at-bat shall be moved to the bottom of the batting order.
 - a. If that player is still not present when reaching the final spot in the order, his name shall be scratched off and he will not be eligible to play for the remainder of the game should he arrive later.
 - b. IN NO EVENT WILL AN OUT BE RECORDED.

B. THE PLAYING FIELD:

The area enclosed by the backstop and a line extending from the backstop parallel to the foul lines is considered the playing field. This line shall be considered a vertical plane of at least ten (10) feet in height that extends parallel to the first and third base lines for the full length of the playing field. Any batted or thrown ball that crosses over or through this plane is to be considered as having gone into the stands and ball is dead.

1. The dugout area will be off the playing field. All equipment will be kept in the dugout area when not in use.

2. Infield Distances:

<u>DIVISION</u>	<u>PITCHING DISTANCE</u>	<u>BASE DISTANCE</u>
1st Grade "T" Ball	35'	50'
T.I.	35'	50'
Mitey Mite	38'	60'
Mustang	44'	65'
Pioneer	44'	65'
Midget	46'	70'
Frosh	54'	80'
Soph	54'	80'

II GENERAL PLAYING RULES:

A. SCORE SHEET:

Each manager or his representative shall present to the opposing manager or his representative a starting lineup and substitutions on the bench at game time. On the score sheet, the remainder of the team roster will be entered with notations to describe any absences: Vacation (VAC), Absent (ABS), Sick or Injured (INJ). All players' names that appear on the roster must appear on the line-up. All substitutions shall be reported to the opposing scorekeepers.

It is recommended that scorekeepers sit together behind backstop whenever possible. If this recommendation is not abided by, the official score sheet (home team) shall be assumed to be correct and the visiting team shall have no recourse.

It is also recommended that the scorekeepers be adults. The umpire and either managers or coaches attesting to the final score must sign score sheets.

B. BATTING ORDER/BATTING:

Batting order will be completely through the line-up as listed in the scorebook for that game (No player on a team shall bat a second time before every player that is eligible and present at the game has had his time at bat). The line-up may be listed in the scorebook in any order that the manager chooses.

1. In the T-Ball, T.I. Mitey Mite, Mustang, and Pioneer Divisions a team will bat until three (3) players are out or until ten (10) players have batted in any one inning. At no time will more than ten (10) boys be allowed to come to bat in 1/2 inning.
2. In Midget, Frosh and Soph Divisions, batting order shall be through the complete roster as listed in the scorebook for that game, until three outs occur.
4. If for any reason a player does not bat or complete an at bat, unless due to an injury, an out will be recorded and then the name shall be crossed out of the batting order if he is no longer to participate.

Once a batter steps into the box and the pitcher is on the pitching rubber, the batter may not step out without requesting and being granted a timeout. One foot out of the box is allowed. If he/she steps out of the box (both feet) without being granted a timeout, the batter will be given a strike. Hit balls, and avoiding wild pitches do not require a time out. This rule will be in effective from Pioneer division through Soph division.

C. PLAYING ORDER:

1. In all divisions an eligible player that is on the bench in one inning while his teammates are on defense will play the next complete inning in the field on defense.

PENALTY: Forfeiture of game.

2. A player removed from a game because of an injury may continue when able.

D. PITCHER:

Once a pitcher is relieved, he cannot return to the mound as a pitcher, but he may play at any other position, providing all other rules are abided by.

If the pitcher gets hurt and a new pitcher comes in, the umpire shall determine how many pitches he can take.

1. A pitcher shall not be allowed more than two (2) minutes to warm up on the mound, five (5) pitches between innings and eight (8) pitches on his first trip to the mound, but he must always take his allotted number of pitches.
2. A pitcher will be considered as having pitched one (1) inning if:
 - a. He delivers one (1) pitch to a batter, or
 - b. An out is made by the offensive team after he assumes his position on the mound.
3. The maximum number of innings that a pitcher may pitch within any forty (40) hour period is:
 - a. Mitey Mite, Mustang, or Pioneer Division pitcher shall not pitch in more than three (3) innings.
 - b. A Midget or Frosh pitcher shall not pitch in more than four (4) innings.
 - c. In the Soph Division, if the pitcher pitches in five (5) or more innings in any one game, he cannot pitch again for sixty (60) hours.

* NOTE: The forty (40) and sixty (60) hours will be measured between game start times.

FAILURE TO COMPLY WITH RULE 3 a, b, OR c ABOVE IS AN AUTOMATIC FOREFIT. IF THE RULE VIOLATION OCCURS WITHIN THE SAME GAME, THEN THE UMPIRE WILL STOP PLAY AT THE TIME OF THE INFRACTION AND GAME IS OVER.

4. There will be no balk rule for the Mitey Mite and Mustang.
5. After the 1st batter of the inning enters the batter's box, a manager and/or coach may not make more than one trip to the playing field in any one inning to converse with any member of his defensive team while the same pitcher is on the mound. A second trip will cause automatic removal of the pitcher.

EXCEPTION: Trips for injuries or rule interpretation.

6. If a pitcher hits a batter unintentionally and is awarded 1st base three times during the course of the game, he will be removed from the game prior to the next pitch as pitcher. Three hit batters are not cumulative between different pitchers. If intently hit batter occurs (Officials judgment call) refer to Section VI in Playing Rules and Regulation.

E. TIES:

Games that end in a tie: Each team will receive credit for 1/2 win and 1/2 loss.

1. If there is a tie for first, second or third place in the final league standings and awarding of trophies is involved; the tie is to be decided by a play-off game in which extra innings are played. If more than two teams are involved, a drawing will be held to determine opponents and byes.

F. BASE RUNNING, ALL DIVISIONS

1. Any player throwing a bat can be called out. This is an umpire's decision. The umpire may issue a team warning upon the first thrown bat.
2. A runner is out when he/she does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag or if he maliciously runs into a fielder, (malicious contact supersedes obstruction). Hurdling is prohibited. Stepping over or jumping over the outstretched glove of a fielder holding the ball on or near the ground waiting to make the tag is legal. If, in the opinion of the umpire, malicious contact occurred, the player shall be ejected from the game. A written report of the incident will be submitted to the Head of Officials within 24 hours of the incident. An additional one- game suspension will be mandatory. (See DJAA Playing Rules and Regulations, Section 7, Part E., Article 4). Note: The words "flagrant" and "malicious" are interchangeable.
3. There are no swinging suicides, squeeze bunts are allowed.

PENALTY: Runner is out; unless there are two outs then the batter is out.

4. HIDDEN BALL PLAYS ARE NOT ALLOWED

G. MERCY RULE, Midget, Frosh, and Soph

1. Any team having a lead of 12 or more runs after the completion of 4 (four) innings will be declared the winner of that game. Games terminated on the Mercy Rule must be done at the completion of the inning. The official will be informed and the present score will become official.
2. After a 10 run lead, the leading team may no longer steal bases. Runners may still advance on passed balls or wild throws to either the plate or bases by the pitcher. Runners may not lead off until the ball is hit

III Uniforms:

Jerseys:	Refer Playing Rules & Regulations, Section IIA
Shoes:	Refer Playing Rules & Regulations, Section IIB.
Baseball Accessories:	Refer Playing Rules & Regulations, Section IIC
Equipment:	Refer Playing Rules & Regulations, Section IIIC
Safety Equipment:	Refer Playing Rules & Regulations, Section IVA and IVB2.

IV SPECIAL RULES GOVERNING LOWER DIVISION TEAMS IN DJAA BASEBALL -T-BALL THROUGH PIONEER:

A. BASE RUNNING:

1. In T-Ball through Mitey Mite there is no stealing or leading off from any base. Premature leadoff constitutes an automatic out. Runners may only advance if forced to do so (i.e. hit, walk, hit batter, etc.).
2. The batter may not advance to first base on a dropped third strike in the Mitey Mite Division.
3. There is no infield fly rule in the T-Ball through Mustang Divisions.
5. In the Mustang Division, runners may steal or lead off after ball crosses home plate (wild pitch and pass ball included). Once the ball crosses the plate, runners may advance until an out occurs or the ball is returned to the pitcher who must be on the pitching rubber to stop play. Timeout may also be requested to umpire (and granted) to stop play.
4. There is full stealing in the Pioneer Division through Soph.

B MERCY RULE, Mitey Mite, Mustang, Pioneer

1. Any team having a lead of 12 or more runs after the completion of 4 (four) innings may be declared the winner of that game.
2. After a 10 run lead, the leading team may no longer steal bases. Runners may still advance on pass balls or wild throws to either the plate or bases by the pitcher. Runners may not lead off till the ball is hit.

C. EQUIPMENT

1. The T-Ball, T.I. and Mitey Mite Divisions will use the safety ball instead of an official baseball.
2. Catchers - no restriction on the catcher's glove.
3. T-Ball and T.I. bats shall not be over 28" in length. Mitey Mite through Soph, there is not a restriction on the bat's size or weigh but it must not be wooden. T-Ball through T.I. may use wood bat if desired.
4. Uniform shall consist of a shirt, baseball cap, and long jeans or baseball pants in T Ball.

D. SPECIAL NOTE FOR T-BALL THROUGH PIONEER DIVISION:

"When the last batter" comes to the plate, regardless of actual number of outs, it is assumed there are two outs. Any out ends the inning; in addition, any forced out would stop a run from scoring. A walked batter ends the inning after runners have been forced appropriate bases.

E. Note for Mustang and Pioneer Division concerning 10th Batter:

On 10th batter with runner(s) on base, catcher must stay in crouch in catcher's box until pitch has crossed home plate. At no time may he call for Intentional ball and stand outside of catcher's box area. (Umpire's judgment)

Penalty is no pitch and runner(s) advance one base

V SPECIAL RULES FOR T-BALL AND T.I. DIVISIONS - BASEBALL ONLY:

A. PLAYING FIELD:

1. Managers and/or coaches must keep their players in the dugout areas during the games. It is mandatory that the coaches keep the players seated in their batting order and in the specified area when their team is on offense.
2. The batting tee shall be placed four (4) feet, rubber to rubber, behind home plate.
3. There will be a ten (10) foot diameter circle around the pitcher's plate.
 - a. Once the ball is returned to the pitcher in the circle, all runners who have advanced more than halfway proceed to next base, all others return to previous base.
 - b. The pitcher need only make an attempt to touch the ball (Referee's Judgment Call) while in the circle to stop play.
 - c. On the last batter, if there is a play on first base, it must be made; then the ball may be returned to the circle to stop play.
 - d. If the player fields the ball and while making a play runs through the circle, play does not stop.
 - e. In T.I., if a player hits a ball and hits an on the field coach, the batter is awarded 1st base and all base runners are awarded (1) one base. The ball is dead.

B. BATTING ORDER:

1. In the T-Ball Division each player will receive five (5) swings to hit the ball into fair territory. The ball must travel at least 10 feet from the plate to be called a fair ball (no bunting).
2. In the T.I. Division the coach will pitch five (5) balls to their own player. The batter will either put the ball in play, or strike out (3 missed pitches). No tee will be used in a game. After five (5) pitches, the batter will be out if one of the above fails to happen. (A tee may be used in practice).
3. Any player throwing a bat can be called out. This is an umpire's decision. The umpire will issue a team warning upon first thrown bat.

C. FIELDERS:

1. Nine (9) players on the playing field at normal positions with the exception of the catcher who shall stand off to the side, with batter helmet on, and face-to-face with the batter.
2. T-Ball and T.I., two (2) defensive coaches are allowed playing field.
3. In T-Ball and T.I. any additional players (over 9) will be played in the outfield.

D. TIME LIMIT OF T BALL AND TI GAMES

1. All T ball and TI games shall not start a new inning after one hour 15 minutes after start of game.