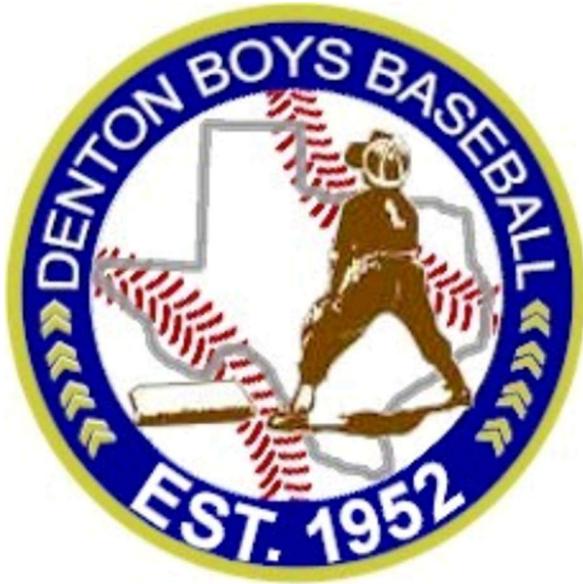


Denton Boy's Baseball



General Rules and Exceptions

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Introduction

It is the intent of the Denton Boys' Baseball (DBBI) to provide as much enjoyment to the players as possible and practical. Therefore, the rule exceptions below reflect that goal. A great deal of consideration has been given to the overall skill levels of the players involved.

The DBBI Board of Directors has approved all rules and reserves the right to change or amend any rule with sufficient notice to the coaches.

All rules and changes must be approved by the DBBI Board of Directors.

Rules described in this document govern DBBI Premier Baseball, Recreational Baseball, and Softball Leagues.

I. CONDUCT

Any official, member or guest of DBBI using profane language, demonstrating unsportsmanlike conduct, and/or under the influence of intoxicating beverages/substances at the ballpark (practice fields, playing field or in the stands) will be subject to immediate ejection and disciplinary action from the DBBI Board.

II. REGISTRATION

1. No individual will be allowed to register after registration closes with the exception being any division that is short of players.
2. DBBI does not limit participants in its leagues on the basis of disability.
3. DBBI is a non-discriminatory organization, which prohibits actions against an individual or league on the basis of race, sex, creed, religion or national origin.
4. Registrants may participate in DBBI leagues regardless of sex/gender expression. When a league/division, event, or activity stipulates divisions by sex/gender, DBBI recognizes the sex/gender recorded at birth.

Teams in violation will forfeit any game in which the player in question played

- a. from the time of protest.
- b. From the time an official head or assistant coach had knowledge of the violation and failed to take remedial actions.

5. DBBI permits boys and girls to register for Premier Baseball and Recreational Baseball leagues.
6. In the event a team falls below the required number of players, the DBBI Board will attempt to find an equitable and satisfactory solution if necessary.

At the time of registration and up until 48 hours before the draft, a parent or player may designate up to 25% of the head coaches to which the player does not wish to be assigned. Requests are to be submitted in writing to the commissioner or DBBI Board of Directors. This option is not available if there are fewer than four teams.

III. BASEBALL LEAGUES/DIVISIONS

League	Age	Base Paths	Pitching
BlastBall	4*	50 Feet	N/A
5U Tee Ball	5	50 Feet	N/A
6U Modified Tee Ball	5-6	50 Feet	N/A
7U & 8U Coach Pitch	7-8	60 Feet	42 Feet
9U & 10U Kid Pitch	9-10	65 Feet	46 Feet
11U & 12U Kid Pitch	11-12	70 Feet	50 Feet
14U Kid Pitch)	13-14	80 Feet	54 Feet
HS Div. (15-18yrs, Kid Pitch)	15-16	90 Feet	60 Feet

1. League Division Ages. Ages for divisions is determined by the following:

Spring Season - the player's age prior to May 1 of the current Spring season year.

Fall Season – the player’s age prior to May 1 of the forthcoming Spring season year.

Fall is considered a developmental season to prepare players for the upcoming year Spring season.

Exceptions: Players with a summer birthday between May 1 and September 1 may move up to the next age division to play with their classmates. BlastBall participants are NOT eligible for this exception.

2. **Combining Divisions.** Based on the number of registrants in 5U, 6U, 7U, 8U, 9U, 10U, 11U, & 12U divisions, age divisions may be combined. (8U would contain both 7U & 8U etc.) BlastBall is combined 3-4 yrs. olds.

IV. EQUIPMENT

1. **Cleats.** Metal cleats will not be allowed in any divisions 12U and under.
2. **Bats.** Bats must be manufactured specifically for baseball play.

BlastBall bats are strictly for BlastBall use only.

T-Ball bats are strictly for T-ball use only. T-ball bats shall be used only in 5U and/or 6U T-ball practice/games. If used in a 7U or older game, the BlastBall or T-Ball bat will be taken out of play with no penalty.

Any bat that says Coach Pitch is strictly for Coach Pitch only and shall not be used at any other level of play.

14U and HS division bats must conform to current high school bat rules. 15 -18-year-olds must use a drop 3 bat. 13 & 14 year olds may use a drop 8 bat or lower.

Composition: Wooden, metal, graphite, or ceramic bats are acceptable. Foam bats manufactured specifically for use in BlastBall shall be used only in BlastBall.

Size and shape: Base must be round and not more than 2 ¾ inches. (7.0 cm) in diameter at the thickest part, nor more that 42 inches (106.7 cm) in length.

3. **Pants.** All players must wear gray pants unless the entire team is in agreement to purchase another color.
4. **Soft Toss.** Soft toss is not allowed against any fences at Evers or Mack Park.

V. HEAD COACHES

1. **Accountability.** Each Head coach is accountable to the DBBI Board and shall maintain a positive rapport between the DBBI Board and his team.

Each coach shall agree to abide by the decisions of the DBBI Board and shall cooperate with them in providing a wholesome recreational program for players. Failure to comply with the rules set forth may be subject to disciplinary action.

2. **Selections.** Prospective coaches must complete a registration reflecting their interest in serving as the team’s coach and agree to a background check. The DBBI Board shall approve all Head coaches and Assistant coaches. The DBBI Board shall select a sole Head coach (not assistants).
3. Each Head coach will be responsible for selecting and utilizing his/her coaches.

Each Head Coach must notify their respective DBBI Division commissioner or the DBBI Board of Directors of their Primary Assistant Coach. This notification must occur the day of the draft (if known at that time) unless other arrangements approved by the Board of Directors. The Primary Assistant Coach will be responsible for the team in the absence of the Head Coach.

4. Each Head coach shall appoint a parent representative to assist with the relationship between his team and the parents.
5. All prospective coaches will participate in the coach look.

6. **Conduct.** Any Head coach or Asst. coach ejected from a ball game will submit a written report explaining the ejection to the DBBI Board of Directors within 48 hours of the ejection. Failure to file the written report will result in an additional one game suspension. If the offense is of a serious nature, the DBBI Board may suspend the offender for as many games, as they deem appropriate or one (1) year. The DBBI Board of directors' decision will be final.

Each Head coach is responsible for their team's coaches', players', parents', and fans' behavior and conduct; Behavior deemed unacceptable by an umpire will merit the umpire issuing one warning. On the second offense by the coach, player, parent or fan, the Head coach is ejected for the remainder of that game and the next scheduled game.

VI. UMPIRES

1. Games can begin with at least one umpire present.
2. Umpire's judgments and decisions will be final.
3. BlastBall and 5U will not have an umpire. The 6U t-ball will have only one umpire.
4. **Scoring 6U.** Score will be kept but no standings.
5. If 5U and 6U are combined, then 6U rules apply.
6. Coaches must review and sign score cards, verifying runs totaled and entered in the total-runs boxes, along with team name, and visitor/home designations before the umpire leaves the fields.
7. **Score appeals.** If a coach reports an incorrectly posted score, they have till the end of the following day to report it. The umpire cards will be reviewed and a determination made. If the umpire cards are agreed by both coaches to be incorrect, the score may be corrected. If the coaches are disagreed, the umpire's card, regardless of the coaches signatures, stands. If no umpire cards can be presented, the coaches must agree for the score to be updated, else the posted score stands.

Exception. When standings matter and games are scheduled next day subject to the protested games' score, scores can be protested 12 hours before the game. Once the subsequent games begin, no protests will be considered.

VII. PLAYER SELECTION

1. All individuals who participate in 7U, 8U, 9U, 10U, 11U, 12U, 14U & 16U Divisions will be selected by the draft process.

5U & 6U Divisions will be assigned by school and other appropriate factors.
2. **Coach Look.** A panel shall be designated to rank the skill level of prospective players at the Coach Look. The ranking panel will consist of prospective coaches and Board members. Distribution of the panel's results will be made available to all selected coaches. Player ratings will be distributed prior to the player draft and collected following the draft. The purpose of the ratings is to help ensure a fair and equitable draft.

VIII. DRAFT RULES

Drafts apply to 7U through High School (HS) division.

Complete Draft Procedure will be available at draft.

Protections

1. Each team will be allowed only three protections. The head coach's child (and child's age-relevant sibling, if applicable), any pre-designated asst. coach's player(s) and/or any other player(s) being accounted for in the maximum 3 protected player limit.

The protections must participate in Coach Looks or they will automatically be designated as first round picks at the draft.

If a coach protects 3 players, those players are the coach's 1st, 2nd, and 3rd round picks regardless of the player draft ranking. Also, the coach will lose their 4th round pick.
2. There will be no "rideshare" consideration if you protect two or three players.

3. Protected Player Parent Consent (PPPC) forms from the parents must be emailed to the DBBI office the day prior to Draft Day. At draft, Head Coaches must indicate their protected players. The Commissioner will confirm if PPPC form signed by the parent/guardian has been received.
4. Based on the results of the Coach Look and the player ratings, league officials will establish the appropriate number of groupings of those players that would qualify as first, second, third, etc... draft rounds. The number of players per round is based on the number of teams in each age division.
5. The protected players (and sibling, if applicable) must be selected in the round that the player was classified. (See VIII 1. exception above) If ratings for siblings are the same, selections of the siblings must be made in the next available round.
6. On draft day, if the head coach learns that his/her child is a first-round pick and the assistant coach's child is also a first-round pick, the head coach would then lose a second and third round pick for obtaining the second protection. The third-round pick would actually be selected in the last round of the draft.

Draft

7. Draft position will be based on a random draw. This position will be held the entire draft. Team name will be chosen in reverse order of the draft position.
8. The draft will start with the first position in the draft order making the first selection in odd numbered rounds. The last position in the draft will make the first selection in even numbered rounds. A team will not participate in a draft round in which a player has already been chosen through protecting of the player or the sibling or through drafting of a sibling. This procedure will continue until all players are selected.
9. At the conclusion of the draft, coaches may trade any drafted player (excluding blind draw or protected players) for any other drafted player regardless of what round they are drafted in.

IX. GAME SCHEDULES AND TIMES

1. The official time is kept by the umpire. If the umpire's time conflicts with the scoreboard, the umpire's time stands.
2. The length of games for each division will be the lesser of:

Division	Innings	Regulation Time
15 – 18 (HS)	7 Innings or	1 hr. 45 min.
13U - 14U (14U)	7 innings or	1 hr. 30 min.
11U & 12U	6 Innings or	1 hr. 30 min.
9U & 10U	6 Innings or	1 hr. 30 min.
7U & 8U	6 Innings or	1 hr. 15 min.
5U & 6U	4 Innings or	1 hr.
BlastBall (4U)	3 Innings or	45 min.

- a. No new inning shall begin after time has expired. The bottom half of the inning will not be played if the HOME team is ahead after time has expired.
- b. When time expires in the top half of the inning, the bottom half of the inning may be played if the visiting team is not otherwise eliminated.
- c. A new inning begins immediately after the third out is recorded in the bottom half of the current inning. If there is any time left on the game clock when the third out is recorded in the bottom half of the inning, the next inning will be played. This EXCLUDES games the maximum number of innings have been played or games that have ended because of the run rule.

Doubleheaders exception: No new inning shall begin when playing doubleheaders and 5:00 minutes or less remain on the clock at the time the third out is recorded.

- d. 7U-12U. When time expires, and a team has been mathematically eliminated the game will end without additional at bats.
- 3. Complete Game. A complete game will be considered as 1hr or 3 innings of play.

In the event that a regular season game is tied after the completion of the maximum number of innings, extra innings will not be played - even if time remains on the game clock.
- 4. In the event of inclement weather and affected games rain out, DBBI officials are authorized to reduce the time limit of games to facilitate completion of the game schedule.
- 5. All games will start as scheduled. No infield warm-up is permitted prior to the start of the scheduled games

GENERAL PLAYING RULES AND EXCEPTIONS

X. GENERAL PLAYING RULES

All playing rules will come from the DBBI exceptions and National Federation baseball rules. This is also the order of authority

1. Music and excessive noise. DBBI cannot monitor media content during games and encourages a family friendly environment. Therefore, music played from loud speakers should be kept at a reasonable level, be free of explicit/content, and not be a distraction to gameplay. "Walk up music" should be turned off by the time the batter enters the box.
 - a. Airhorns and noise makers producing an inordinate level of noise are prohibited.
2. All participants must comply with the DBBI Severe Weather Policy without exception.

Protested Plays

3. A protest, based on a play, which involves an umpire's judgement, shall not be permitted.
4. When protest is based on interpretation of the rules, the objecting manager shall, AT THE TIME THE PLAY OCCURS, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or office manager within 48 hours of the completion of the game. email: info@dbbi.org
5. No protests are allowed in the Fall season.
 - a. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.

- b. Umpires should make a public announcement to the crowd when a game is being played under protest.
6. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit the game and all rights to protest.

Game Rules

7. Home team will occupy the third base dugout.
8. The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each game. The scorekeeper can come from the visiting team if the home team approves.
9. The visiting team will be responsible for operating the scoreboard.
10. All games will be played with a minimum of 6 players; however, any team that cannot field at least 8 players will be required to take an out for each spot in the lineup that is vacant, up to the 8th spot.
11. An official line-up will be given to the official scorekeeper and opposing Head coach before game time, listing all eligible players. All eligible players must bat and the batting order must remain the same for that entire game.

Any player arriving late shall be added to the batting order in the last position (coaches are exempt from the minimum required playing time for any player arriving after the scheduled start time). Any player who is unable to continue play can be removed from the game without penalty to his/her team. If physically able, the player is entitled to reenter the game in the same position in the batting order. For defensive purposes, the returning player cannot reenter the game in the middle of an inning.
12. Free substitution will be in effect for all regular season games. Any player may be removed and re-enter the game. However, once a player is removed from pitching, that player cannot return to the mound.

13. Defensive changes during the course of an inning can only be made as follows:
 - a. Beginning with the half inning the defensive team takes the field, or
 - b. Multiple position changes associated with a pitcher substitution.
 - c. associated with an injury.
14. The batter must keep one foot in the batter’s box at all times in order to speed up play.
Penalty: Each team will receive one team warning; all subsequent infractions will result in a strike being called on the batter.
15. To conserve time, there shall be no infield practice on the game field prior to the game starting.
16. During the season, all participating players in the 7U - HS Divisions shall play at least one complete inning and/or three defensive outs in an infield position in each game. Any player not playing this minimum playing time in a game shall start and play two complete innings in an infield position in the next scheduled game. Every effort should be made to provide equitable playing time for every player.
17. No player is allowed to sit on the bench for consecutive innings.
18. A player may not start two games in a row on the bench, barring that player being tardy to the game.
19. **Thrown Bats:** Any player ruled not in control of their bat after a swing by the umpire
 - a. 1st incident, will be a WARNNG to the team and individual. Additionally, all runners on base return to the base occupied at time of pitch.
 - b. 2nd incident by the same team will result in an out, and all runners on base return to the base occupied at time of pitch unless resulting in third out.

c. 3rd incident in one game, will result in the player being ejected from the game.

20. Slashing is not permitted. Slashing is when a batter fakes a bunt, only to execute a full swing. This is considered dangerous to other platers. This play is prohibited.

Penalty: The batter is out, and base runner(s) returns to base previously occupied.

XI. LEAGUE/DIVISION EXCEPTIONS

BlastBall 3*-4 yr. olds Exceptions

Emphasis is on participation, player development, and SAFETY of the athletes.

Age Requirements. All players must be 4* yrs. old by the league set age determination date and must not be older than 4 using the same date.

Spring Season - age 4 prior to May 1 of the current year.

Fall Season – age 4 prior to May 1 of the upcoming year

Additional Clarification - A player can be 3yrs old as long as they turn 4yrs old BEFORE May 1 of the current year Spring season for Spring or 3yrs old in Fall if they turn 4yrs old BEFORE May 1 of the forthcoming Spring season.

(Reference: III – 1. LEAGUES/DIVISIONS)

Exceptions Continued

1. . DBBI will not keep scores or team standings.
2. The foam baseballs, foam bats, helmets and the BlastBall base are provided by DBBI shall be used for BlastBall Division.
3. The Home team will be responsible for setting up the field for a game.
4. Playing field will consist of 1st base loaded with a horn, home plate where batter will hit from a tee and all defensive players will line up at least 40 feet away from home plate.

5. The distance marker should be set at 10 feet from home plate. Any ball hit past the distance marker and inside the foul lines will be considered a fair ball and the batter shall advance to 1st base.
6. Base paths will be set 50 feet.
7. BlastBall players have the option to wear a baseball glove. The game ball and bats are foam rubber. Batters must wear batting helmets while in the on-deck circle when batting and not removed until back inside the dugout.
8. Completion of an inning happens when both teams have batted their entire lineup. Each team's turn at bat the batting order will be reversed. (Example: if a player batted last in the 1st inning, they bat first in the next inning.)
9. The season consists of eight games. Games are 3 innings or 45 minutes whichever comes first. If the game is called due to darkness or inclement weather, it will be declared a complete game if 25 minutes have been completed prior to stopping play.
10. Each BlastBall team must have two coaches on the field at all times.
11. When at bat, the object is to hit a fair ball, reach the base, sounding the horn. The defensive player will hold the ball above their head and yell "Blast", then throw the ball to the coach. Each batter will return to the dugout after running to 1st base for games 1 and 2.
12. Each batter receives up to 4 swing attempts to hit a fair ball, and then will be assisted by the coach. A batted ball is deemed fair when batted between the foul lines and past the 10-foot distance marker in front of home plate.
13. Defensive players will play a defensive position at least 40 feet from home plate. No player will play catcher.
14. Coaches will serve as umpires while on the field.
15. At game 3 - 2nd base is added, and the players will run to 2nd (then leave the field). At game 5 - 3rd base is added, and the players will run to 3rd (then leave the field). At game 7 - Home

base will be added, and the players will run all the bases before returning to the dugout.

5U & 6U Exceptions

Emphasis is on participation, player development, and SAFETY of the athletes.

1. 6U games will keep score so as to prepare these kids for the competitiveness of Coach Pitch and help train our young umpires. DBBI will not keep team standings for either age group. Baseballs approved by DBBI shall be used for Tee Ball Division during league play.
2. 5U and 6U games do not have umpires. The 6U Home team coach will report scores to the 5U/6U Commissioners. Rules have been adjusted accordingly if there are umpires present.
3. The Home team shall play defense first.

Coach Pitching.

4. Players are not permitted to pitch.
5. Coaches will be allowed to pitch 3 balls.
6. The pitcher should throw from within the Pitching Circle.

If no protest is raised by the opposing team's coach or if not contrary to umpire discretion (when present), appropriate adjustments can be made to the coach's pitching location in order to accommodate player development and current skill level.

If the batter is unsuccessful after 3 pitched balls, they will hit off the tee. The batter will advance the first time a ball is hit fair and travels the minimum distance.

Defensive principles:

7. Entire rosters will play defense; no more than six players will be allowed to position themselves in the infield prior to the ball being hit.

8. No player will be allowed to play in the pitcher position or the first base position more than one inning during a game.
9. Coaches must encourage players to attempt outs in the appropriate fashion whenever possible. For example, outfield players should relay the ball to infielders; while tags are appropriate, pitchers should avoid chasing players down when a throw should be made.
 - a. 6U fielders will be playing actual rules and attempting outs.
 - b. 5U will attempt standard outs, though not recorded.
10. Only one base is permitted on overthrows.
11. Each player must play at least one complete inning in an infield defensive position.
12. Infield players cannot position themselves more than three feet in front of the base line prior to the ball being hit. They must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 10 feet beyond the base-paths prior to the ball being hit.
13. Defensive should be fielded so as to not block the base path.

Offensive principles:

14. Players may only use bats specified for tee ball.
15. Only players at bat, on deck or on base will be permitted on the field of play. Each team shall develop a batting order at the beginning of the game.
16. A batted ball fair must travel the minimum distance in order to the advancement of 1st base.

Minimum distance

- a. Batted from a thrown pitch: if the ball is batted forward past home plate.
 - b. Batted from a tee: clearing the dirt in front of home plate.
17. Completion of an inning will happen differently for the 5U and 6U.¹
 - a. 5U - innings are complete when the batting team has batted the entire line up.
 - b. 6U - innings will be complete after any of the following criteria have been met:
 - i. 3 outs are recorded.
 - ii. 5 runs are scored.
 18. No batter will ever strike out or walk away from the tee without hitting the ball (exception will be if injury or illness occurs). When it is obvious the batter is struggling at the plate, the home plate coach may assist the batter in striking the ball.
 19. On a batted ball, the play ceases and runners are required to stop advancing when the ball is returned to the infield and is in a player's possession.
 20. Base runners are ONLY allowed to advance 2 bases per batted ball.
 21. The game will end after 1 hr. or 4 innings, whichever occurs first. The home team will always finish their last at bat, even if they cannot catch up to the visiting team's score.
 22. **Tight bases** will be maintained (no leading off). Runners may advance only on a hit ball.

Coaching:

23. When at bat, three adult coaches may be positioned with the hitting team as follows: One shall be positioned at the tee in foul territory and two additional coaches may be positioned in foul

¹ If 5U and 6U are combined, then 6U rule apply.

territory inside each respective coach's box, while their team is at bat.

24. At least one adult shall be positioned in the offensive team's dugout to monitor Exception #12.
25. Three defensive coaches will be permitted on the field of play. They shall be positioned behind the outfielders prior to the ball being hit.
26. There will be no protests allowed. All completed games are final.

6U Semi-Competitive Add-ons

27. If a batted ball hits the coach-pitcher, the ball is dead, the pitch shall count as a foul ball, and runners cannot advance.
28. If a coach-pitcher interferes with a defensive player's ability to field a batted ball, the batter is out and runners must return to base occupied at time of pitch.

7U & 8U Exceptions

1. When at bat, the offensive team may position three adult coaches on the field. One coach shall occupy the third base coach's box another coach shall occupy the first base coach's box. The third coach will act as the coach-pitcher.
2. A coach must pitch over-hand in a standing position and must be in contact with the rubber. The coach-pitcher must leave the field once the ball is put in play.
3. Catchers shall be placed in a safe position behind the plate.
Penalty: 1st offense – warning, all subsequent offenses will result in coach-pitcher being removed for the duration of the game.
4. Coach-pitchers should not place extra balls for pitching on the field of play. If a batted ball strikes a non-live ball, the hit shall count as a foul ball and runners cannot advance.
5. If a batted ball hits the coach-pitcher, the ball is dead, the pitch shall count as a foul ball and runners cannot advance.

6. If in the umpire's judgment, a coach-pitcher interferes with a defensive player's ability to field a batted ball, the batter is out, and runners must return to base occupied at time of pitch.
7. A defensive coach shall be stationed behind the catcher to help field pitched balls in order to expedite the game. The defensive coach may verbally coach ONLY the catcher while his team is playing defense.
Penalty: 1st offense – warning, all subsequent offenses will result in coach being removed from that position for the duration of the game.
8. A maximum of four coaches and/or volunteers will be allowed in the dugout or on the playing field.
9. All infield players must play in normal defensive baseball positions. 10 players will be used defensively. 10th player shall be considered a roving outfielder. Outfield players shall be positioned a minimum of 20 feet beyond the base-paths.
10. The catcher shall play behind home plate in a normal catcher position with full protective gear on, including an athletic cup.
11. No player may play the pitcher position more than two innings during a game.
12. The pitcher shall position himself/herself behind the back rubber to the left or right with at least one foot on the dirt portion of the mound.
13. 7U & 8U games will end by the run rule when a team is ahead by:
 - a. 15 Runs after 3 innings,
 - b. 8 Runs after 4 innings
 - c. or if a team has been mathematically eliminated as time expires there will be no additional at bats.
14. **Tight bases** will be enforced. Any runner leaving the base before the ball is put in play shall be called out by the umpire. Runners may advance only on a hit ball.

15. **Inning Run Rule/Limit.** Half-innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
16. 7U & 8U batters are not permitted to bunt or soft swing at the ball.
Penalty: Pitch is a strike, and the ball is dead.
17. Each batter will receive only 6 pitches or 3 swinging strikes. If the batter has not put the ball in play in six pitches, he or she will be called out. If the batter fouls the 6th pitch, they will be given additional pitch or pitches, no batter can end their at bat with a foul ball.
18. Time will be called when, in the umpire's judgment, the ball is in the pitcher's possession inside the pitcher's mound area and said player is not attempting to make any further defensive play. *The umpire is allowed to call time if no runners are advancing, and the play is deemed dead.
19. Coaches are to encourage players NOT to hold the ball in the air.
20. Base runners will be directed to the appropriate bases by the umpire, based on the position of the runners at that time. Base runners that are more than halfway to the base they are running towards will be awarded that base. Base runners that are less than halfway to the base they are running towards will be awarded the base they last occupied.
21. There is no infield fly rule for 7U/8U age division.
22. In all circumstances, independent of the number of players available, a defensive team must field a pitcher.
23. If a team has less than 8 players, it will be allowed to play without a catcher.
24. No player may be allowed to sit the bench in consecutive innings.
25. Two overthrows to pitcher are allowed with runners advancing. The ball is dead and play stops on a third overthrow.

9U - HS Exceptions

1. Courtesy runners will be allowed only in the event of an injured player, or the catcher is on base. The player who made the last out will run for the injured player or the catcher.
2. A batter may advance on a dropped third strike 10U age div and older. (does not apply if 9U & 10U age divisions are combined).
3. 9U-12U. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
4. 9U-12U games will end by the run rule when a team is ahead:
 - a. 15 runs after 3 innings
 - b. 8 runs after 4 innings.
 - c. Or if a team has been mathematically eliminated as time expires there will be no additional at bats.
5. 14U Innings will end with 3 outs or the scoring of 7 runs in that inning, whichever occurs first.
6. HS games have unlimited runs per inning.
7. 14U & HS games will end when a team is leading:
 - a. 15 runs after 3 innings
 - b. 12 runs after 4 innings
 - c. 8 runs after 5 innings.
8. **Tight bases** will be enforced on both 9U & 10U, runners will be called out if leaving before the ball crosses the plate.
9. 12U - HS, Stealing of home is permitted; however, any base runner attempting to steal home on a swing is automatically called out. A bunt is not a swing. If a runner is called out for attempting to steal home, the ball is dead, and the pitch does not count. This does not include a wild pitch or a passed ball.
10. No player may be allowed to sit on the bench in consecutive innings.

11. A player may NOT start 2 games in a row on the bench (barring that player being tardy to the game).
12. Throwing around the horn is not permitted following an out.
13. Players hit-by-pitch are awarded first base with all runners advancing one base. Balls skipping off the ground and striking the batter are considered hit-by-pitches.

9U – HS Pitching:

1. Pitchers shall be limited per pitch counts.
 - a. 9U & 10U pitchers shall not pitch more than 50 pitches in one calendar day – no more than 75 pitches in a calendar week. (week begins on Sunday)
 - b. 11U & 12U pitchers shall not pitch more than 60 pitches in one calendar day – no more than 90 pitches in any one calendar week (week begins on Sunday).
 - c. 14U & 16U pitchers shall not pitch more than 75 pitches in one calendar day – no more than 110 pitches in any one calendar week (week begins on Sunday)

Penalty for pitching more than the allotted number of pitches will result in a forfeiture of game.

2. Pitch counts are reset with the beginning of tournament play.
3. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the above maximum number of pitches in a calendar day.
4. Pitchers MAY finish pitching to the batter if they reach the maximum number of pitches during an at bat. Umpires shall announce when it is the pitchers' last batter.
5. **Intentional Walks.** During any games at the 9U-14U levels, no player shall be intentionally walked more than one time per game. As stated in the NFHS rule book, a coach may make a request to put the batter on base without throwing any pitches. No pitches will be charged to the pitcher for the intentional walk.

6. There are no penalties for balks for 9U & 10U. 9U-10U coaches will meet and discuss at pregame plate meeting if they agree for the umpire to call attention to balks without penalty.
7. Coaches, players, and fans must exercise decorum, not distracting a pitcher once he comes set. Excessive distracting behavior is not permitted and may warrant an umpire's warning before removal from the game.
8. Catchers must use a catcher's mitt and wear full, protective catcher's gear, including an athletic cup.
9. A maximum of four coaches and/or volunteers will be allowed in the dugout or on the playing field.

XII. TOURNAMENT RULES

DBBI will hold an end-of-season-tournament, formatted as single or double elimination in order to determine a champion for each age division (7U – 14U).

1. Each team will be ranked (seeded) based on their regular season standings. Tie breakers in standings will be as follows:
 - a. Runs Allowed
 - b. Runs Scored
 - c. Head-to-Head
2. The highest seed of each game will be designated home team and occupy the 3rd base dugout.

Exception: The home team for the Championship game will be the team in the winner's bracket; the home and visiting team shall be swapped if forced to a 2nd Championship game.
3. Tournament games may not end in ties. If a game is tied when the time expires, or all innings have been completed the following tie breaker process will take place.
 - a. The inning begins with the bases loaded -- the last hitter, second-last hitter and third-last hitter that are scheduled

for that inning are to take up positions on first, second and third bases, respectively.

- b. The offensive team will start with the batter due up for that inning and with one out.
 - c. These innings are played until one team finishes with more runs than its opponents.
4. Championship game times will remain the same as stipulated for that age division – no extended time. Run limits and run rules will also stay in effect as season play.

XIII. ALL STARS

1. Each age division's team(s) is selected by a predetermined process.
2. These teams will play in at least one DBBI sponsored recreation away tournament.
3. Each selected player's All-Star registration fee will cover a hat, jersey, and one tournament entry fee.

DBBI SEVERE WEATHER POLICY

WEATHER MONITORING

FIELD CONDITION UPDATE NUMBER 940-349-8276.

This line is updated weekdays by 4pm – weekends by 8:30am. Please check with your age division commissioner if update line indicates at league discretion.

Prior to a game, Parents/Coaches should to call the City of Denton Rain-out / Field Condition Hotline.

Beyond these time frames, the umpires and commissioners assigned will determine if the fields are playable or in the event the City recording indicates “at league discretion”.

DBBI Commissioners/coaches/umpires should listen to current weather forecasts on the day of any game and be alerted to changing weather conditions. If inclement weather is forecasted, it is recommended that prior to starting the game an adult be appointed to monitor the weather conditions as they appear on the horizon. Do not be afraid to voice concerns about the weather with a league official. The City of Denton has severe weather sirens in place at all the baseball complexes.

INCLEMENT WEATHER

Rain

If it begins to rain, evaluate the strength of the rain. Is it a light drizzle or is it pouring? Determine the direction the storm is moving. Periodically evaluate the condition of the playing field. Stop play if conditions become

unsafe or the weather sirens sound. Coaches are to consult with the umpire, of which the umpire makes the final decision.

If the umpire and coaches decide to postpone, they will wait 20 minutes from this point before making the final decision to cancel the game. Everyone needs to wait in their vehicles during this time until the final field condition decision is made.

Lightning

When lightning is observed or thunder is audible, all outdoor activities will be suspended. NO EXCEPTIONS. Do not rely solely on lightning detectors and severe weather sirens.

When league officials/coaches/umpires declare a lightning threat, all fields must be cleared immediately. For the safety of the players, parents, and spectators - NO LOITERING, grouping, or hanging out around the fields or concession areas will be tolerated. All people must evacuate the area. All parties should wait in their vehicles during this time until the final decision.

Concession areas are to be temporarily closed until the “all clear” is given by a DBBI commissioner; this is to discourage accumulation of people around the high metal light poles in the area. Stay away from metal including fencing and bleachers and do not hold metal bats.

All players, parents, spectators, and coaches will return to their vehicles for this period of time.

The final decision is determined by DBBI commissioners only and only they can authorize the “all clear” regarding continued play. This will be based on the 30 min safety period ending following the sounding of the “all-clear” lightening detector signal (all clear = one siren blast followed by 3 horn beeps). This is also contingent on the field condition. Parents will receive a notification from their coach for further instruction and decision updates during this time.