



2019

Downers Grove Youth Baseball A/AA/AAA League Rules

COPIES OF THESE RULES HAVE BEEN RE-CIRCULATED TO ALL LEAGUE DIRECTORS AND MUST BE PASSED ON and ON HAND (OR on the clipboard) of EVERY Team Manager for both North and South Leagues. DGYB also encourages the "24-hour" RULE - a 1-day COOL OFF period before things get out of hand from anyone to allow clear thinking to prevail involving any disputes which should be immediately directed to League Directors first.

THESE SPECIAL RULES IN DGYB HAVE BEEN CAREFULLY PREPARED AND APPROVED BY YOUR LEAGUE PRESIDENTS (both North & South) AND ARE NOT TO BE CHANGED OR ALTERED BY ANYONE AT ANYTIME.

TABLE OF CONTENTS

- A. Rules Interpretation
- B. League Description
- C. Field Dimensions
- D. Pitching
- E. Equipment
- F. Games Specific Rules

A. Rule Interpretations-All Leagues

1. Rules will be interpreted using Pony League Rules (http://www.pony.org/files/baseball_rules.pdf) except where there are differences with the specifics within this document. Where there are differences, this document will supersede.
2. Rules should be interpreted by the presiding umpire during the game.
3. Disputes on Rules beyond the umpires' call must be part of a protest; submitted to the umpire and opposing coach during the game.
4. Protests must be made and documented by the umpire prior to the start of the next play of the game.
5. Protests should be submitted to the respective League Director and should be ruled on within 24 hours of the completion of a game.

B. League Description

Geographic Divisions

- North League Addresses North of 55th Street, Downers Grove
- South League – Addresses South of 55th Street, Downers Grove

Playing Levels

- AAA: players ages 11-12 with birth dates by August 31st of the current season
- AA: Players ages 10-11 with birth dates by August 31st of the current season
- A: Players ages 9- with birth dates by August 31st of the current season

C. Field Dimensions

- AAA:
 - Basepaths are 70 feet.
 - Pitchers' Mound is 48 feet.
- AA:
 - Basepaths are 65 feet.
 - Pitchers' Mound is 46 feet.
- A:
 - Basepaths are 60 feet.
 - Pitchers' Mound is 46 feet.

D. Pitching

AAA

- Pitchers may pitch 3 innings per game.
- Only 1 Pitcher may pitch 3 innings in a game (keeping in mind 1 pitch in any inning constitutes an inning pitched).
- 2 Pitchers can combine for no more than 5 innings in a game.
- Pitchers may pitch 6 innings per week.
- A minimum of 3 Pitchers must be used by each team per game, assuming a 6 inning game.
- Balks will be called based on the umpire's judgment that the pitcher is attempting to deceive or gain advantage. Between the AAA league opening day and May 31st, the umpire will issue one warning to a Pitcher for a balk prior to awarding bases. Starting on June 1st the umpire will award each baserunner one base without a warning. Balk rules are based on Pony League rules, not MLB. The difference is Pony League allows fakes to 3rd base.

AA

- Pitchers may pitch 2 innings per game.
- Pitchers may pitch 4 innings per week.
- A minimum of 3 Pitchers must be used by each team per game, assuming a 6 inning game

A

- Pitchers may pitch 2 innings per game.
- Pitchers may pitch 3 innings per week.

All Leagues

1. A Pitching week is Sunday thru Saturday, including Playoffs.
2. Same pitching rules will apply during playoffs as during the regular season with regular season emphasis on developing pitchers. Pitchers must sit out one (1) calendar day after pitching one (1) inning in a day during regular season and playoffs.
3. One (1) pitch is considered a full inning pitched.
4. Managers should provide opposing manager with pitching availability of its players along with their batting order at the beginning of every game.
5. *Any violations of pitching rules results in an automatic game forfeit by the violating team. Procedure: BOTH Managers meet at home plate with the umpire and the pitcher is removed. Complete the game in accordance with the above rules. The game will be forfeited by the violating team. The violating team MUST notify the League Director within 24 hours.*
6. Pitchers may not pitch more than one game per day.

E. Equipment: All Leagues (Manager's responsibilities to enforce).

- Beginning in 2019 all new bats that bear the USABat licensing mark will be permissible for play in the DGYB Youth Leagues (A, AA, AAA). Barrels may have a diameter of 2 1/4 inches to 2 5/8 inches.
- Bats that were previously allowable in DGYB Youth Leagues with diameters limited to 2 1/4 inches will still be permissible in 2019.
- Bats used in DGYB games MUST be clearly marked with the length, weight and barrel size.
- *If a bat is identified as illegal in DGYB, the bat should immediately be removed from the game. Each violation is removal of the bat from the game and the batter is out. Continual infractions will result in league involvement.*
- ALL batting helmets MUST be equipped with face protective cages.

F. Game Level Specific Rules

AAA

- Maximum 6 runs scored per team per inning.
- The slaughter rule is 7 runs after 5 full innings. Upon agreement of both managers, the game may continue for instructional purposes.
- Infield Fly will be enforced
 - Infield fly will be called if in the judgment of the umpire, an infielder with reasonable effort, can make a catch of a fly ball;
 - Runners must be on 1st and 2nd or the bases may be loaded and there must be less than 2 outs.
 - Runners, however, can attempt to advance, but at their own risk.
- Balks will be enforced. Balk rules are based on Pony League rules, not MLB. The difference is Pony League allows fakes to 3rd base.
- Strike Zone: Armpits to Bottom of Knees and 1 Ball either side of Home Plate
- Stealing is allowed without limitations.
- Courtesy runner should be used for the next half inning catcher once there are 2 outs to speed up game.
- Drop 3rd Strike will be enforced.
 - A batter may advance to 1st base if on the 3rd strike the ball is not caught by the catcher on the fly and 1st base is not occupied (OR WITH 2 OUTS, the batter may advance even if 1st base is occupied).
 - The fielding team may either make an out by forcing the runner at first or by any other standard method, including a force out at home plate.
- Pitcher will be removed after hitting 3 batters in a game.
- The Ball is "live" at all times that it is "in play".
- Bunting is allowed, but for safety sake, no fake bunt and then swinging away.
- NO intentional walks.

- NO headfirst sliding will be permitted except when traveling back to a base on a pickoff attempt. Any other headfirst slides will result in an out.
- On deck Batters are allowed

AA

- Maximum 5 runs scored per team per inning.
- Infield fly will be enforced.
 - Infield fly will be called if in the judgment of the umpire, an infielder with reasonable effort, can make a catch of a fly ball;
 - Runners must be on 1st and 2nd or the bases may be loaded and there must be less than 2 outs.
 - Runners, however, can attempt to advance, but at their own risk.
- Bunting is allowed, but for safety sake, no fake bunt and then swinging away.
- Strike Zone: Armpits to Bottom of Knees and 1 Ball either side of Home Plate
- NO Balks,
- NO dropped 3rd strikes
- NO intentional walks.
- Pitcher will be removed after hitting 3 batters in a game.
- NO head first sliding in any situation. A runner that slides head first is out.
- NO Lead-offs, but Stealing is allowed with the following limitations:
 - Players may advance only if the ball has passed the plate; players may advance 1 base, and no more than 1 base, on a passed ball or stolen base; players may advance to home on passed balls or on double steal (on throw to 2nd for runner from 1st stealing 2nd) but no straight steal of home
 - Players may not advance on an overthrow by the catcher when stealing 2nd or 3rd. Players will be awarded a base on overthrows that leave the field of play (out of bounds); Players may not advance on an overthrow from the Catcher to the Pitcher. All other throws are live and players may advance at their own risk.
- NO on deck batters allowed; any hitting aids will need to be behind the fence and away from fans and players and supervised by an adult.

A:

- Maximum 4 runs scored per team per inning.
- NO Infield Fly will be enforced
- NO Balks.
- NO Lead-offs ; but Stealing is allowed with the following limitations
 - Players may advance only if the ball has passed the plate; players may advance 1 base on a passed ball; players may not advance to home on a passed ball and may not steal home at any time.
 - Players may not advance on an overthrow by the catcher when stealing 2nd or 3rd. Players will be awarded a base on overthrows that leave the field of play (out of bounds); Players may not advance on an overthrow from the Catcher to the Pitcher. All other throws are live and players may advance at their own risk.
 - May only advance to home on a batted ball or base on balls or hit by pitch.
- NO dropped 3rd Strike.
- NO Bunting
- NO Intentional Walks.
- Pitcher will be removed after hitting 3 batters in an inning.
- *NO head first sliding in any situation. A runner that slides head first is out.*
- Players may not advance on a passed ball or an overthrow. An overthrow includes both throws that remain in play and throws that are out of play.
- Strike Zone: Armpits to Bottom of the Knee and 2 Balls either side of Home Plate
- All play ends, when, in the judgment of an umpire, a batted ball returns to the infield (example - crosses the "line" of outfield grass to infield dirt) from the outfield. Runners may advance to the base they were attempting (in the judgment of an Umpire).
- NO on deck batters allowed; any hitting aids will need to be behind the fence and away from fans and players and supervised by an adult.

All Leagues

1. Regular Season Games will be 6 innings long MAXIMUM.
 - a. No extra innings for Regular Season Games.
 - b. Regular Season Games may end in a tie.
2. A Complete Game requires the Home team to complete 4 at bats unless the Home team is winning after 3 ½ innings.
3. A game will be cancelled if 2 innings have not yet been played.
4. A game will be considered suspended when 2 or more complete innings but less than 4 complete innings have been played. Suspended games will be resumed at the next available date that does not conflict with the existing schedule and can be attended by both teams.

5. Duration/Game Time limits:
 - a. Umpires are the Official Time Keepers for Game Time
 - b. During the regular season, NO inning may begin after the previous inning ends after 2 hours from the scheduled start time
 - c. NO inning may begin if the previous inning ends after 9:45 pm during school nights
 - d. PLAYOFF GAMES must result in a winner regardless of the time required to complete the game.
 - e. TEAM MANAGERS TOGETHER WITH YOUTH UMPIRES SHOULD BE DILIGENT IN MOVING GAMES ALONG QUICKLY BETWEEN INNINGS; ESPECIALLY EARLY IN THE SEASON AS IT GETS DARK EARLY.
6. Continuous batting orders will be enforced.
 - a. Batting order may only be changed at the beginning of each month and the first game of Playoffs.
 - b. A line-up will be created by the Manager/Coach with all available players scheduled to bat; this same order of batters will be used as the batting order for the next game starting with the next batter to have batted from the previous game. This allows all batters to bat in different positions in the order during the season.
7. All players must play at least 2 innings in the infield per game (catching and pitching are included as infield positions). And a player may not play more than 4 innings per game at one position.
8. A player should not sit out consecutive innings. All players must be scheduled to play an equal number of innings.
9. A team may play with 8 players; 7 Players or less is a forfeit
 - a. Should a team lose a player(s) during the course of a game, the game will continue as long as that team still has a minimum of 8 players. The missing player's position in the batting order will be recorded as an out when it is that players turn to bat.
 - b. Upon agreement of both managers a game may proceed if a team can field 8 or 9 players, including moving players from the opposing team. *With 8 players an out gets recorded for the 9th players' batting position*
10. A runner must slide to avoid contact. (NOTE: this does not mean he must slide every time).
11. Players may only advance 1 base on any injury stop in play if, in the umpires' judgment, the play is affected.
12. A delay or a stop in the action, in the judgment of an umpire, caused by a coach visiting with a pitcher will be counted as a visit. On the 2nd visit to a pitcher in an inning, that pitcher must be replaced.
13. A Pitcher is entitled to 6 warm-up pitches each inning, if the pitcher wants them.
14. There will be NO practice hitting into fences at any time. This is to protect the structure of the fences.
15. The manager, or appointed manager for that game, is the only one that should have discussions with the umpire regarding umpire calls or rules.

16. Line up exchanges at pre-game should include player name, number, and pitching availability.
17. Substitutions
 - a. There are an unlimited number of substitutions allowed per game.
 - b. Pitchers may not return to pitch once they have been removed from pitching and pitchers may be allowed to enter the game from the bench.
15. Callups may be used to provide a full team of 10 players.
 - a. Callups are players from the League below the current League that have been authorized by the lower level League Director to be used as substitutes in games where the current team has 9 or less rostered players available
 - b. Callups will be granted to field a team of no more than 10 players
 - c. League Directors must assign callups in a rotating order.
 - d. Lower Level League directors must provide the names of available callups on request; it is intended that a different callup will be selected on each occurrence.
 - e. Callups are supplemental players and cannot pitch or catch.
 - f. Callups must be the last batter in the lineup.
 - g. Callups must conform to the 2 inning minimum played in the infield.
 - h. If not enough time available to contact a league director for callups, manager can directly contact a player but must notify the opposing manager of who the player is prior to the game. This is to help monitor the callups. The intent is to rotate call ups, not continuously use the same callup.