

DBYS Division Specific Rules

Rookie Division - Baseball

Revised 2026

The Official Babe Ruth League, Cal Ripken Division rules apply with the following rules adopted by DBYS. The Rookie league program is a developmental league. The purpose is to teach the fundamentals of hitting, fielding, running bases and knowledge of the game in an encouraging and fun environment.

PLAYERS:

- Players may not turn 9 years of age before May 1. Special exceptions may apply.
- Appropriate players may be called up from Quickball to fill a team roster. A player called up from the Quickball division may not play more innings than a rostered Rookie division player and must bat in the lowest possible position in the order.
- All players “called up” from Quickball to play, must be announced to the opposing team prior to the start of the game. The board and/or league commissioner will provide each team with a list of age eligible players available for call up from Quickball. Coaches must attempt to use all players on the Quickball call up list prior to calling up a player for the second time.
- A player called up from the Quickball division may not play more innings than a rostered Rookie Division player and must bat in the lowest possible position in the order.
- Each team must submit to the board a list of players who are age eligible to be called up to the Minors division.

EQUIPMENT:

- Each team will be supplied with official DBYS equipment, as necessary.
- Metal spikes are not permitted to be worn, at any time by coaches or players.
- Safety helmets must be worn by batters and runners while they are in the field of play.
- If a player is playing the position of catcher, they ARE REQUIRED to wear a cup.
- Only USA Baseball Marking Bats must be used
- Barrel size must not exceed 2 5/8 inches

UNIFORMS:

- During every game, players should wear a complete uniform with a jersey, pants, socks and hat. Shorts are not allowed. All shirts should be worn tucked inside of pants. DBYS will provide all players with a hat and jersey for the season.

CONDUCT:

- No fighting, abusive language or harassment of any kind will be tolerated.
- No littering or climbing on the backstops or fences is allowed.
- No dogs are allowed at or on any of the ball fields. You will be fined for this.
- No smoking is allowed on any fields. You will be fined for this.
- No team manager, coach, player or fan shall at any time, whether from the bench or elsewhere, use abusive language or visible signs that will in any manner refer negatively to their own team or the opposing team.
- Players may not eat food or drink soda on the bench during a game. Water, Gatorade, etc., are allowed.
- Only official team members, coaches and assistant coaches are permitted on the team bench. No siblings.
- No one is permitted to damage or abuse other player's belongings, team equipment, the field of play, portable toilets, sheds or any other buildings or property.
- Both teams must pick up all litter before leaving the field area.
- All coaches representing DBYS are subject to article IV, section 5, of the DBYS by-laws.
- The coaches, commissioners and board members will strictly enforce these rules. Please help enforce these rules so we do not lose our privileges of using school or municipal property.
- The Commissioner and the Board are to be notified immediately of any rules infractions.

PRE-GAME RESPONSIBILITIES:

- Prior to starting each game all rules will be discussed among coaches.
- The Head Coaches from both teams will be responsible for calling a game due to inclement weather before the start of the game. If the game is postponed one of the
- Coaches are responsible for notifying the 12U Director.
- Games, if cancelled, should be rescheduled within 48 hours and played upon field availability.

FIELD PREPARATION:

- All coaches should evaluate field conditions and provide a safe playing environment.
- No one under 18 years of age is permitted to drive or ride the Kabota or other specialty equipment as designated by the Board.
- The base paths shall be 60' in length.
- A circle, with a radius of 6', will encompass the pitching machine or coach pitcher area.
- The Home Team is responsible for the lining of the field, putting the bases out and being ready to start at game time.
- The Visiting Team is responsible for the dragging and raking (pitcher's mound, home plate and the base paths) of the field at the end of the game.
- Other arrangements may be made by the two coaching staffs to ensure that all duties are completed in a timely and efficient manner.

UMPIRES:

- There are no umpires for Rookie Division games. Safe and Out calls will be handled amicably between the two coaching staffs. The defensive coach, the offensive pitching/machine coach or the two base coaches are all eligible to make umpiring decisions. The coach nearest to the play or the coach with the best view of the play shall make the call. His decision is final.
- The Rookie Division program is a developmental league. The purpose is to teach the fundamentals of hitting, fielding, running bases and knowledge of the game in an encouraging and fun environment.

OFFICIAL GAME:

- Each game will last six (6) innings unless called due to darkness or inclement weather.
- Games tied after six innings shall be ruled as a tie. No extra innings are to be played.
- No game will start later than 6:00 p.m. with the exception of lighted fields.
- The top of a new inning may not start after an hour and forty-five minutes (1:45) after the start of the game.
- The game will be official upon the completion of the 4th inning.
- The 10 run rule may be applied after four innings. The score at the end of 4 innings will remain the official result. The coaches have the option to continue the game to allow all players to continue to play and learn the game.

- Five runs or three outs will constitute ½ inning. Play will halt after the 5th run crosses the plate. If the 5th run is driven in on a ball that clears or bounces over the fence, all runs that score on that play will count, including those in excess of the 5th run.
- The sixth inning must be completed with the defensive team getting 3 outs, no run limit is applicable to both teams for the entire inning.

PITCHING PROCEDURE:

- The following will be in effect for the entire season:
 - A pitching machine may be used for the first three innings.
 - If using a pitching match, at the start of the 4th inning through the remainder of the game, a coach from the offensive team will pitch.
 - Thus, with this format will be 3 innings machine pitch; 3 innings coach pitch.
 - During coach pitch, the coach must start his/her motion near the rubber and complete his/her throw within the pitching circle.
 - Ten (10) will be the maximum number of pitches to each batter (coach or machine pitch) with a warning given after seven (7) pitches. At the discretion of both coaches, a reasonable amount of extra pitches may be allowed to account for too many bad pitches by coach or machine.

DEFENSIVE TEAM PLAYERS (TEAM IN THE FIELD):

- A defensive coach will be allowed in the field to give instruction.
- No league player will be permitted to be a defensive coach on the field.
- No player on any team shall sit on the bench for more than two innings in a single game.
- A player may not sit two consecutive innings.
- All players must sit one inning before any player may sit for a second inning in a single game.
- Over the course of consecutive games, all players must sit one inning before another player sits for more than one inning.
- Coaches can sit a player for reasons of discipline, injury or illness.
- All players must play a minimum of 2 innings in the infield and a minimum of 1 inning in the outfield in each game. Note: infield is defined as P, 1B, 2B, SS, 3B.
- No player may play the same position in the field for more than two (2) consecutive innings.
- Free substitution will be in effect.
- Teams will be allowed to field four outfielders each inning, without regard to the number of outfielders the opposing team is playing.

- Players must not block bases or baselines from runners unless they are involved in a play.
- The player at the position of pitcher must play with at least one foot inside the circle.
- He/she can play on either side, or behind the machine or coach who is pitching, as long as one foot is in the circle.
- During each pitch to a batter, all outfielders must be positioned at least 6 feet into the outfield grass.
- Outfielders are not allowed to tag a base to force out a runner. The runner shall be ruled safe. (This is to encourage outfielders to throw the ball into the infield.)
- Play will be called dead and the runners may not advance upon the following circumstances: a player making a play on a runner throws the ball into foul territory. an infielder has control of a ball hit to the infield; a ball strikes the pitching machine or pitching coach. (In this case the batter is awarded first base and all runners advance one base.) a pop-up lands within the pitching circle. (In this case the batter is awarded first base and all runners advance one base.)
- **FIRST HALF OF THE SEASON:** On a ball hit to the outfield, an outfielder has control of the ball and has released the ball during the act of throwing it into the infield.
- **SECOND HALF OF THE SEASON ONLY:** On a ball hit to the outfield, the ball has been returned to the infield dirt or into the possession of an infielder.

OFFENSIVE TEAM (TEAM AT BAT):

- Each team will bat the entire roster in order. Players arriving late will be placed at the end of the batting order.
- A coach from the offensive team will be positioned inside the pitching circle to operate the machine or pitch during the first 3 innings and to pitch during the final 3 innings.
- An out will consist of 4 strikes (swings) while the machine is in use and 3 strikes (swings) during coach pitch for the entire game. Foul balls count as strikes, except for the last strike.
- A runner must avoid hard contact with the player receiving the throw. The runner **MUST** slide feet first (head first slides are not allowed). The runner may be called out, at the discretion of both coaches, if sliding did not occur.
- No walks.
- If a batter is hit by a pitch he has the option to continue with the at bat or go to first base.
- No bunting.

- No stealing. Runners may take a lead off the bag after the ball crosses home plate. Runners may not leave the base early.
- No league player will be permitted to be an offensive coach on the field or as a base coach