



2024 RULES FOR DYBA STALLION (2ND GRADE)

Please note that if there is any conflict between this document and any other DYBA Handbooks or document, the league-specific rules in this document will supersede all other documents.

Reminder, it's recommended that coaches convene prior to all games to confirm key rules and alignment (pitch count, position rotations, fair play, # of innings, etc.).

1. **HAVE FUN!!** This is a non-competitive league solely for the enjoyment of the players. The purpose is for the players to have fun and develop baseball skills while learning how to play the game. **Score will be kept each game, but no standings will be kept throughout the season. A Randomly generated playoff will be created for the last 2-3 games. All eliminated teams will continue to play other eliminated teams to ensure all teams have the same number of games in the season.**
2. The time listed on the Master Schedule is the **START** time for the game. Have the players arrive at least **30 minutes early** in order to warm up and be ready for an on-time start. All games last for five (5) innings unless the one and one half (1½) hour time limit has been exceeded. No inning may start after 1 ½ hours. All innings should be completed in full, even if the 90-minute game limit has been breached, as both teams should equally play.
3. The side will be out when either 5 runs are scored or three (3) outs have occurred, whichever occurs first.
4. The first 3 innings will be adult pitch. An adult for this purpose is defined as a person who is at least 18 years of age and who has been designated by the manager or coach to pitch to his team. While pitching, the adult may not coach any base runner. The adult to pitch is chosen by the team batting.
5. The last 2 innings will be player pitch. The mound distance for Stallion will be 40' or 42' depending on where the permanent mound is installed on the field. We don't want to install a 42' temporary mound at a field where there is a 40' permanent mound because of the risk of a player tripping on the 40' permanent mound in the follow through.

- Subject to the pitcher rest day rules below, a player may pitch the lesser of (a) a maximum of one (1) inning in one game, (b) the player's corresponding maximum pitch count maximum of 45 pitches across all leagues in which the player participates, or (c) if they walk or hit four batters in one inning. One pitch thrown in an inning counts as an entire inning. Once a pitcher is removed, the player may not return later in the game as a pitcher. A new pitcher will come in to pitch.

REST REQUIRMENTS

PITCHES THROWN	CALENDAR DAYS REST REQUIRED
1 TO 20	NONE
21 – 35	ONE
36 - 50	TWO

We use MLB Youth pitching rest guidelines. A CALENDAR DAY is a FULL calendar day, NOT 24 hours. Example: A pitcher who throws 30 pitches on Friday is NOT eligible to pitch again until Sunday.

PITCHING RECORD RULE: IT IS THE RESPONSIBILITY OF THE PLAYER AND THEIR PARENT TO MAINTAIN ANY PITCHING RECORD TO DOCUMENT THEIR PITCHING RESULTS FOR EACH GAME AND TO COMMUNICATE THE NUMBER OF PITCHES/DAYS REST WHEN APPLICABLE. COACHES, PLEASE ASK THE PARENT TO VERIFY THAT THE PLAYER IS ELIGIBLE TO PITCH. PLAYER SAFETY IS OUR UTMOST CONCERN AND WE DON'T WANT TO INJURE ANYONE.

- There are NO BALKS. One mound visit is allowed per pitcher. On the second mound visit the pitcher must be removed.
- Pitchers may not deliberately throw a breaking ball. A violation will result in a dead ball and counted as an automatic ball. THE UMPIRE SHALL BE THE SOLE DETERMINER OF WHETHER A PITCH IS A DELIBERATE BREAKING BALL OR NOT.
- Violation of the Pitching Rules (Pitch Counts and Rest Requirements) above will be viewed as a violation of DYBSA's code of conduct policy and subject to disciplinary action.
- For players playing multiple games per week, each pitcher should maintain a logbook of pitches thrown in both house league and travel games. The logbook should be checked by the manager before each game and should be filled in and signed by the manager following each game in

which the player pitches.

11. Whether adult (coach) or kid pitch, three strikes and the batter is out. During adult (coach) pitch at bats innings, there are no called third strikes. When a coach is pitching the batter can only strike out swinging. There are no walks.
12. The strike zone will be from the batter's shoulders to his knees. One ball to the inside of home plate and two balls to the outside of home plate will be considered part of the strike zone.
13. For player pitch, at ball 4, the at-bat would convert to adult pitch and keep the same count. At that point, the batter may hit it or strike out if the adult throws it. There are no walks. For example, during kid pitch the batter has 2 strikes and then gets ball 4. At that point the coach comes in and the batter starts with 2 strikes.
14. A hit batter is treated as ball 4. The player can decide if they want to take first base or continue the at bat with the coach.
15. If there are less than ten (10) players on a team, the manager can determine which defensive position is left vacant. A team may field up to 4 outfielders to minimize players sitting on the bench. A team must field a catcher before they field a 4th outfielder.
16. The defensive team may not have any coaches on the field of play.
17. If an umpire is not available for the game the coaches will umpire. The coach of the hitting team will umpire behind the plate. The coach of the fielding team will make the calls in the field.
18. No player may play the same position more than once in the same game.
19. All players must play an equal number of innings in the infield and in the outfield per game, as described in the Fair Play Guidelines in the General DYBA Rules, Section 1.17.
20. Bunting is not allowed.
21. The "Infield Fly Rule" shall not apply.
22. If the ball is hit to the outfield, the player who hit the ball may continue running the bases until the ball is thrown back into the infield. COACHES, PLEASE USE SOME DISCRETION WITH THIS RULE.
23. During adult (coach) pitch, a defensive player playing the "pitcher" position will play to the side of the adult pitcher and may not move until the pitch crosses the plate or is hit by the batter.

24. A batted ball hitting the adult pitcher before passing a fielder, caught by the adult pitcher, or interfered with by the adult pitcher so that the player cannot attempt to field the ball will be declared dead. The batter will be awarded first base, and all other base runners will advance one base, if forced. If all bases are occupied, the runner advancing from third base is removed: no run is scored, and no out is charged.
25. A thrown ball caught or interfered with by the adult pitcher while in play will be declared dead. Base awards will be made according to the rules governing play.
26. Absolutely no base stealing or leadoffs will be allowed. If a player leads off, they will be called out.
27. Time will be called when the ball is returned to the infield, whether or not an infielder has possession of the ball. Runners must return to their previous base if not more than halfway to the next base.
28. The runner shall make a reasonable effort to avoid contact with the fielder. Sliding into a base shall be considered a reasonable effort to avoid contact. The umpire, in his sole discretion, may eject a player for what is interpreted to be an egregious violation of this rule.
29. Headfirst slides are not allowed. Players are allowed to dive back to a base or if they should miss home on the first slide attempt. **AN ILLEGAL HEAD FIRST SLIDE WILL RESULT IN THE RUNNER BEING CALLED OUT.**
30. A base runner may be forced out by the outfielder throwing the ball into the base.
31. If an offensive coach touches a base runner during a play, the base runner will be called out.
32. The outfielders must be a distance of no less than 30 feet behind the bases (intended to be in the grass of the outfield). Cones must be used.
33. Infielders must remain at the normal depth of their positions for all batters. Infielders will not be allowed to play in for weaker hitters or use a shift.
34. **SPEED UP RULE (NOTE THAT THESE RULES DIFFER FROM THE IHSA RULES)**
 - a) If a catcher scheduled to play the next inning is on base with two outs, he may be replaced with a runner who made the last batted out. He must catch the entire following inning unless there is a serious injury.
 - c) Pitchers are not allowed courtesy runners.

d) It is recommended that there be a FIVE PITCH MAX warm up for each inning and for new pitchers entering the game.

Equipment:

- a. **Bats must have the USA baseball stamp. If it is discovered that a player uses a non-regulation bat they are ruled out and all runners move back to their original bases.**
 - b. Metal cleats are prohibited.
 - c. Batters, base runners, and on-deck hitters are required to wear protective headgear.
 - d. **CATCHERS MUST WEAR / USE A COMPLETE SET OF CATCHERS EQUIPMENT AT ALL TIMES. THIS INCLUDES SHIN GUARDS, PROTECTIVE CUP, CHEST PROTECTOR AND MASK**
35. Fielders may not fake a tag on a base runner, doing so will warrant one team warning. A subsequent fake tag after a warning will result in the player's ejection.
36. Obstruction includes when a fielder, without possessing the ball, denies access to the base the runner is attempting to achieve – **WITH A FOCUS ON CATCHERS**. Obstruction is solely a judgment call and cannot occur until the runner is actually forced to change or alter direction; if, in the umpire's judgment, the runner ultimately achieves the base or bases he/she would have gained had the obstruction not occurred then the obstruction is ignored, and play continues. An obstruction call results in a delayed dead ball and the umpire's authority to award runners the bases he/she feels they would have gained had the obstruction not occurred.
37. The inning is over at 3 outs or after 5 runs are scored (whichever comes first).
38. HAVE FUN!!!