



2024 Downers Grove Youth Baseball AA/AAA League Rules

COPIES OF THESE RULES HAVE BEEN RE-CIRCULATED TO ALL LEAGUE MANAGERS
AND MUST BE ON HAND (OR on the clipboard) for every game.

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 Director first.

**THESE SPECIAL RULES IN DGYB HAVE BEEN CAREFULLY PREPARED AND APPROVED BY THE
LEAGUE DIRECTOR AND ARE NOT TO BE CHANGED OR ALTERED BY ANYONE AT ANYTIME.**

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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.
 - a. Protests should be submitted to the respective League Director and should be ruled on within 24 hours of the completion of a game.

b. Managers, coaches and parents are subject to removal from a game for inappropriate behavior according to our code of conduct (<https://www.dgyb.org/page/show/1068691-DGYB-code-of-conduct>). This is done at the umpire's discretion.

c. Only managers and coaches who have passed background checks may be in the dugout during games. The target per team is one manager and two assistant coaches.

B. League Description

2024 Playing Levels

- AAA: players ages 11-12 with birth dates by August 31-April 30 of the current season
- AA: Players ages 9-10 with birth dates by August 31-April 30 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.

D. Pitching

AAA

- Pitchers may pitch 3 innings per game.
- Only 1 Pitcher may start 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 per 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 inning per week
- During the regular season, one 9 year old must pitch one inning per game. This rule will not be enforced in the playoffs.

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 is 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 or back to back days..

E. Equipment:

All Leagues (Manager's responsibility to enforce).

- All **bats** that bear the "USA Baseball" licensing mark will be permissible for play in the DGYB Youth Leagues (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 2024.
- Bats used in DGYB games **MUST** be clearly marked with the length, weight and barrel size.
- A bat may be challenged by the opposing team's manager prior to the next batter. There will then be a meeting with the umpire and both managers to discuss. If a bat is identified as illegal in DGYB, the bat should immediately be removed from the dugout. If the bat is determined to be illegal the batter may continue their at bat with a legal bat. If it is determined that the batter had achieved a base using a bat challenged and determined to be illegal, the batter is out. 1st violation is removal of the bat from the game. Continual infractions will result in league discipline from the league.
- ALL **batting helmets** **MUST** be equipped with face protective cages or C-Flaps. Helmets without these safety items will be considered illegal. A player may be offered another helmet for the at bat. If refused, the batter is automatically called out.
- All players are encouraged to wear an athletic supporter (aka cup), but this is at the family's discretion.

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 the 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. **Balks will be enforced starting on June 1st.**
- 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.
- Dropped 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”. A runner may advance on any error, including when the ball is considered dead. A timeout can be called by players on the field to halt play, however, the umpire may/may not allow the timeout depending on the game situation.
- 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. All other headfirst slides will result in the runner being called out.
- On deck batters are allowed behind 1st or 3rd base depending on handedness of the hitter. On deck circle for righties at 3rd and lefties at 1st.
- Upon a walk with first base open, the batter who was walked must stop on first base and occupy the base until the first pitch is made to the next batter. The walked runner would continue to 2nd base under the 2023 rules, and is no longer allowed.

AA

- Maximum 4 runs scored per team per inning.
- Infield fly will not be enforced.
- Bunting is not allowed.
- Strike Zone: Armpits to bottom of knees and 2 balls 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 headfirst sliding will be permitted. All headfirst slides will result in the runner being called out.
- 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.
- Overthrows will result in the player being awarded the next base if the ball goes out of bounds. This is the judgment of the umpire.
 - All other overthrows in the field of play during action are considered live. However, when the ball is controlled in the infield by a player, all runners must stop at the next base. This would be only for players who are halfway to the next base at the time of the ball being controlled. The umpire can stop play and return runners to previous base if needed. (for example the 2B throws the pitcher the ball after play has stopped and it rolls away toward the catcher).
- NO Lead-offs
- 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 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 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.
 - **Beginning June 1st stealing home will be allowed**-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;

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.
- c. A Complete Game requires the Home team to complete 4 at bats unless the home team is winning after 3 ½ innings.
- d. A game will be cancelled if 2 innings have not yet been played.
- e. A game will be considered suspended when 2 or more complete innings but less than 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.

2. 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 ON FIELDS WITHOUT LIGHTS. ALSO THERE COULD BE A GAME SCHEDULED AFTER THE PREVIOUS GAME.

3. 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.

4. 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.

- a. A player should not sit out a consecutive innings. All players must be scheduled to play an equal number of innings.

5. 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.
6. A runner must slide to avoid contact. (NOTE: this does not mean he must slide every time). This play is the umpire's discretion.
7. Players may only advance one base on any injury stop in play if, in the umpires' judgment, the play is affected.
8. 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.
9. A Pitcher is entitled to 6 warm-up pitches each inning, if the pitcher wants them.
10. There will be NO practice hitting into fences at any time. This is to protect the structure of the fences.
11. The manager, or appointed manager for that game, is the only one that should have discussions with the umpire regarding umpire calls or rules.
12. Line up exchanges at pre-game should include player name, number, and pitching availability. This may also be done using an app such as Gamechanger.
13. 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.
14. 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. For example, a player from AA may be called up to play AAA or a Rookie 8 year old can be called up to play in AA. Callups will be granted to field a team of no more than 10 players.
 - b. League Director must assign callups in a rotating order.
 - c. Lower Level League director must provide the names of available callups on request; it is intended that a different callup will be selected on each occurrence. This means a single team may not consistently call up the same player.

- d. Callups are supplemental players and cannot pitch or catch.
- e. Callups must be the last batter in the lineup.
- f. Callups must conform to the 2 inning minimum played in the infield.
- g. 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.