



Dracut Baseball Association

Major 70 League Rules and Regulations

General Rules

1. Before each game, all players' names must be submitted to the opposing coach and entered in their scorebooks. This includes the names of all substitute player(s) to be used later in the game.
2. Every coach is responsible for insuring that their catcher wears the proper protective equipment as supplied by the DBA (e.g. helmet, face mask, throat protector, chest protector, shin guards, and protective cup (male only) at all times. This includes when warming up a pitcher before and during the game.
3. All defensive team members must remain in the dugout or on the bench at all times, with the exception of the coaches, the on-deck batter, and the batboy. **All equipment not in use must be kept within the dugout or behind the bench.**
4. No game may be started more than fifteen (15) minutes after the designated game time. If the team cannot field the designated number of players eight (8) in the Major 70 League, the game will be declared a forfeit. No inning can start after 9:00 p.m. on Sunday thru Thursday night. For Friday and Saturday night games, no inning can start after 9:20 p.m. A game can result in a tie.
5. If no umpire is present at game time, either both head coaches must agree to accept a substitute umpire, or the game must be made up.
6. If a player refuses to play for the team which drafts them, he/she will automatically forfeit their right to play for any team in the DBA program for the remainder of the current playing season.
7. The official national league rules of Baseball, Cal Ripken/Major 70 League rule books, will be adhered to by the membership of the DBA unless otherwise noted below.
8. No Spiked Cleats allowed
9. Bats must be USA stamped/certified.

MAJOR 70 LEAGUE

1. **AGE REQUIREMENTS**
Must be eleven (11) or twelve (12) years old on or before May 1st of the playing season.
Exceptions: See the DBA Move Up policy for exceptions to this rule.
2. **GAME LENGTH**
The length of Major 70 League games will be six (6) innings.

3. **PLAYING TIME**

All players must play a minimum of three (3) innings. Players must be rotated in and out of the defensive lineup. It's strongly recommended NOT to defensively sit a player for 2 consecutive innings.

4. **DESIGNATED HITTER RULE**

The Designated Hitter rule is not allowed in the Major 70 League.

5. **TOP TO BOTTOM HITTING**

The batting lineup shall include all eligible players, and start with the first batter through to the last batter.

6. **MERCY RULE**

In a six inning game, the game is considered a regulation game after four (4) complete innings (3 1/2 innings if the home team is winning). A game will be terminated once becoming regulation when one team is ahead by 10 runs (or more) and both teams have had equal times at bat, or the home team is leading.

7. **HIDDEN BALL**

The hidden ball is not allowed in the Major 70 League.

8. **SLIDE RULE**

Any runner is out when the runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make a tag.

Explanation:

There is no "must slide" rule, however, all coaches should encourage their players to slide into every base (except 1st base) if a play may be made at that base.

The key phrases here are: "**or attempt to get around**" and "**has the ball waiting to make the tag.**" Remember to instruct players - "**SLIDE**" or **„AVOID**".

The runner may slide or attempt to get around the fielder. He **does not have to slide**. Plus, unless the fielder **has the ball**, the runner doesn't have to do either.

The purpose of the rule is to prohibit the runner from **deliberately** crashing into a defender who has the ball, for the sole purpose of knocking the ball loose, because the runner knows he is going to be out otherwise.

The fielder should not be in the base path without possession of the ball. Anytime a runner deliberately and maliciously crashes into a fielder he should be ejected for unsportsmanlike conduct. However, if a close play occurs and the runner does not slide and makes incidental contact with the defender before he has the ball, no call should be made. If the defender has the ball, the umpire should judge as to whether the runner made an attempt to get around the fielder. If he did, he should not be called out simply because he did not slide or made contact.

In attempting to get around a fielder who has the ball waiting to make the tag, the runner must not run more than 3 feet to either side of a line that goes between him and the base he is advancing to. If he does, he is out running out of the baseline in order to avoid a tag.

If the defender does not have possession of the ball, and a collision occurs as he steps into the path of the runner as he attempts to catch a thrown ball, there is no penalty, unless the umpire judges the collision to be deliberate and malicious.

9. STEALING

When a team is up by 10 or more runs, there is no stealing or base advancement (due to a wild pitch or pass ball). Stealing rules go back into effect during the game *if / when* the score differential goes below 10 runs.

10. **Dropped 3rd strike** rule applies to this league.

11. No Slash Bunting

Batter is immediately out. A Dead Ball is called and no base runner advancement is allowed.

12. Infield Fly Rule

Infield fly rule applies to this league.

MAJOR 70 LEAGUE PITCHING RULES

1. The calendar week runs from Monday through Sunday.
2. A *maximum* of four (4) innings may be pitched in any single game, with a *maximum* of six (6) innings in any calendar week.
3. The delivery of one (1) pitch in an inning constitutes an inning, and the pitcher shall be charged for one (1) inning pitched.
4. Once a player has been removed from the pitching position (for ANY reason), that player may not return to the pitching position for the remainder of the game.
5. A pitcher must have two (2) calendar days rest between pitching assignments, if he/she pitches in more than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment.

<u>Day Pitched</u>	<u>2 Innings or less may pitch again on:</u>	<u>More than 2 innings may pitch again on:</u>
Monday	Tuesday	Thursday
Tuesday	Wednesday	Friday
Wednesday	Thursday	Saturday
Thursday	Friday	Sunday
Friday	Saturday	Monday
Saturday	Sunday	Tuesday
Sunday	Monday	Wednesday

6. Games in which an ineligible player has been used shall be declared a forfeit. Pitchers are deemed ineligible if they pitch more than six (6) innings per calendar week or pitch on a day when they are not eligible as outlined above.

8. **Balks**

A balk is one of the lesser-known rules in the sport of baseball. A balk restricts the actions of the pitcher when there are runners on base. In general, a balk is called whenever a pitcher interrupts the pitching motion. Umpires will coach kids up on the majority of balks. However, balks can be called by the umpire.

PLAYOFF/CHAMPIONSHIP SERIES

1. The regular season records will determine playoff teams.
2. If possible, three (3) games a week will be played. If inclement weather forces postponement of a game, it will be played as soon as possible, with at least a one-day (1) break between games.
3. All teams will play in single elimination rounds to determine the Championship team. The team with the best record will play the team with the worst record. The team with the second best record will play the team with the second worst record and so on, until all teams have played. (Example: Team 1 plays Team 12, Team 2 plays Team 11, and Team 3 plays Team 10, and so on.) The winners of the first round will play in the same order in the second round and so on. The final game will determine the Championship Team.

The team with the best record will be the Home Team.

4. All playoff games in all leagues must be played to completion and cannot be called final due to weather conditions. However, the Mercy Rule does apply to playoff games. Games suspended due to weather or darkness will resume at the point where the game was suspended, and must be completed before the next game can be played or a series is determined. The Executive Board will make rulings regarding finishing a suspended game and starting the next game on the same day if necessary. (Example: If bad weather causes suspension in the 5th or 6th inning, the Executive Board may authorize the completion of the suspended game, and allow the next game to be played on the same day.)
5. The same rules that govern play during the regular season will be in effect during the playoffs.

UMPIRES

1. Each umpire shall have the power to make decisions on violations committed at any time, or during suspension of play, until the game is over.
2. Umpires will inspect the playing field before the game, familiarize themselves with the ground rules of each field, and inspect equipment prior to each game.

3. Umpires will introduce themselves to both Head Coaches or their representatives prior to the game, and go over the rules at Home Plate.
4. Umpires will be responsible for interpreting the rules of baseball as modified by these by-laws and the Cal Ripken/Major 70 rulebooks. Judgment calls by umpires will not be used as the grounds for protest.
5. Umpires will warn players and the Head Coach the first time a player or coach makes a disparaging or insulting remark to or about an opposing player, umpire, or spectator. For the second offense, the player or coach will be removed from the game. The offender will leave the grounds immediately. If the offender leaves the field but remains close enough to harass the umpire or opposing team, the umpire will declare a forfeit.
6. Umpires can eject any player, coach, or spectator from the game or ballpark, **without warning**, if in the umpire's judgment, the situation warrants such an action.
7. No umpire shall be required to subject himself to any verbal or physical abuse from any player, coach, or spectator, and may declare a game a forfeit if after one warning, the abuse continues.
8. Any umpire who is harassed to the point where they consider themselves in danger, has the authority to call the game immediately. All umpires have the authority to call the Police Department to break up a disturbance or to restore order.
9. The umpire alone will have the authority to call the game due to darkness or inclement weather. Umpires will immediately suspend games at the first sign of lightning.