

DVAA Minors Baseball Rules

Run Rule

- A 5 run rule will be in effect. Once the 5th run has scored in innings 1 thru 5 that inning is over. 6th inning is played until 3rd out is recorded, time permitting.

Hitting

- Every player present will make up the batting order for that game.
- Batting order will remain unchanged throughout that game.
- If there is an injury that players spot will be skipped, if they return they will be inserted in their original spot.
- A player arriving after the start of the game will be inserted at the end of the lineup.
- **Once a player squares to bunt they must bunt or take the pitch. No swinging away.**

Defense

- Free substitution at all positions.
- **Each player attending all practices that week must play 4 innings per 6 inning game. No player to sit out consecutive innings.**
- **Each player attending all practices that week must play 1 inning in the infield per 6 inning game. Players who do not want to play the infield do not have to but this should be communicated to the parents and other coaches.**

Pitching

- Maximum 2 innings per game, 6 innings per week. Innings need not be consecutive.
- All pitchers pitch from the rubber.
- No curveballs allowed.
- One pitch in any inning counts as an inning pitched.
- Pitching in the resumption of a suspended or make-up game COUNTS against the 6 inning pitching week.
- Pitcher must be removed if they hit 2 batters in 1 inning or 3 batters in the same game.
- No curve or breaking balls.
- A coach is allowed 2 trips to the mound per inning/ per pitcher. The pitcher must be removed from the game on the second trip in the same inning.
- One (1) new ball to be supplied by each team for each game.

Stealing

- No leading. Runners may not leave the base until the ball crosses the plate.
- **No stealing home. Runners can advance home only if forced by a walk, hit batter, catcher interference or batted ball. Runners cannot advance home on an overthrow on a steal attempt from any base.**
- **One base on an overthrow. No runner can score on an overthrow.**

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Sliding

- Base runners must slide feet first or avoid contact at all bases. Failure to do so will result in an automatic out.
- No head first sliding is allowed except to return to a base. Headfirst sliding will result in an automatic out.

Infield Fly

- Infield Fly Rule is not in effect.

Dropped 3rd Strike

- Batter may not advance on dropped 3RD strike.

Game Time Limits

- 6 innings per game.
- 2 hour time limit per game. No inning can start 1 hour and 45 minutes after the start of the game if there is a game following on the same field. In the event there is no game following no inning can start 2 hours after the game has started
- No delay tactics will be tolerated.
- Games must start on time. Start time takes precedence over Pre-game warm-ups
- There is a 15 minute forfeit time for all games. The clock starts at the official starting time or 15 minutes from the end of the preceding game.
- Teams can start and play with a minimum of 8 players.

Protests

- There are no protests. The umpire's call is final.

THESE RULES ARE IN EFFECT BEGINNING WITH THE FIRST GAME OF THE SEASON AND ARE NOT OPEN TO CHANGE OR MODIFICATION BETWEEN MANAGERS PRIOR TO THE GAME.