

2025 DCEYB AAA League Playing Rules

GAMES

1. Six inning game length.
2. 3 ½ innings (if the home team is winning) will constitute a complete game if there is a rain out.
3. All games start at 6:00 pm unless noted. Time limit of 1 hour and 30 minutes per game.
4. **Do not START an inning AFTER 7:30. (this is so games end before, or very shortly after 8:00)**
 - a. **Even if the game starts late!**
5. If because of rescheduling and a double-header is created, the double-header will start at 5:30 pm and 7:00 pm.
 - a. 1 hour 15 minute TIME LIMIT with HARD STOP:
 - i.) Game 1: Hard stop at 6:45 pm
 - ii.) Game 2: Hard stop at 8:15 pm
 - b. *If at hard stop, the inning is not completed, score reverts to previous inning.*
6. **The definition of the start of inning is when the 3rd out is made in the previous inning.**
7. Home Team reports game scores to commissioner. We hope Crossbar will keep track of this for us but it's still new to us.
8. Both teams send Pitching statistics (# of pitches) to commissioner.

FIELDS

1. Game Fields used are...
 - a. River Street Park (Rothschild)
 - b. Kennedy Park – Jones Fields
 - c. George St. (Rothschild)
2. Practice Fields used are...
 - a. All fields above, Machmueller Park, Robinwood Park (Weston), Gaska Park, and Mayoral Park (Schofield).
 - b. Any other green space you can find
3. Home team is responsible for field set-up and tear-down.
 - a. Liming baselines (infield dirt only). Do not lime grass on the infield or outfield.
 - b. Placing bases (plugs should be placed out of field of play).
 - c. Raking base paths, pitcher's mound, and home plate area.

- i. (Note...Always rake **parallel** to edge of grass.)
4. Once Home team arrives, please stay off infield so that the field can be prepped.
 - a. Practice in outfield.

UMPIRES

1. **Home team pays the plate umpire before the game starts.**
 - a. \$35/game
 - b. If game is called before becoming official game, umpire still gets paid.
 - c. If game is resumed at a different Date, no need to pay Umpire again. (League will try to reschedule using the same ump)
 - d. If game is cancelled and no longer played, ump does not have to return money
2. Away team provides base umpire.
3. DCEYB will appoint home plate umpires.
 - a. Umpires call is final decision, no exceptions. DO NOT ARGUE with League Appointed Umpires.
 - b. If you have an issue, contact AAA Commissioner.
4. **If there is no league appointed umpire, each team shall provide one umpire (1 plate, 1 field)**
 - a. **Both Umpires can NOT be from the same team!**
 - b. **Close calls will then be decided between the 2 head coaches from each team.**
5. Plate umpires are encouraged to call a slightly wider strike zone.
 - a. The strike zone ranges, vertically, from the knee to the armpits and a ball wider than the plate.

PITCHING

1. A pitcher may pitch until his pitch count limit has been reached.
 - a. (Note...ONLY on the Pitch Count Limit for the day...a pitcher may continue to pitch until the current batter completes his at-bat if his pitch count limit has been reached during the at-bat.)
2. Pitch count limits...

League Age	# of Pitches Per Day
8	50
9-10	75
11-12	85

- a. **Try to cap pitchers to 2 innings if possible.**

3. Mandatory resting periods for pitchers are required depending on the number of pitches thrown... (Note...Resting Period counts are strict amounts. Try not to change pitchers in the middle of a batter. Be pro-active if you need a pitcher to minimize rest time.

# of Pitches	Calendar Days Rest Needed
1 to 40	No Rest Required
41 to 65	1
66+	2

4. If you substitute for a pitcher, that original pitcher may not pitch again in the same game.
5. Warm up Pitch MAX = 5
 - Try to keep the pace of the game moving

Note – For improved game play, it is recommended that teams use their best pitcher the first two to three innings of a game. Rotate players in and out of pitcher and catcher positions more frequently during hot weather conditions. In addition, not all kids will be capable of pitching. Be clear with players and parents at the beginning of the season that an effort will be made to teach and rotate the kids through every position but some kids may not likely play pitcher or catcher as their skill or comfort levels haven't developed to the necessary level. This improves the safety of the game so kids are not getting hit by pitches, improves the pace of the game, and keeps the rest of the players engaged. Every effort should be made to teach every position to every player during practice however and your goal as a coach should be to have every player regularly and consistently rotate through every position during the season.

BATTING

1. A continuous batting order is to be used.
 - a. If a player cannot continue due to injury, their at-bat is NOT counted as an out. Just skip batter. They may return to same spot in batting order at any time.
 - b. If a player cannot finish their at-bat due to injury, the player is NOT out. Just skip to next batter.
 - c. If the batter is hit by a pitch and cannot make it to first base, player that made the last out will pinch run.
2. A half inning ends when three outs are recorded **or team bats through their complete order.**
3. Four balls = walk
4. Bunting is allowed. During a pitch, if a batter shows bunt then they may not swing away.
5. If a batter is hit by pitch with a ball that hit the dirt first, it is still considered a HBP and the batter is awarded first base.
6. Catcher's interference allows the batter to take first base. (Please make sure catchers are not too close, or too far that there are too many past balls).

BASE-RUNNING

1. Stealing is allowed from first to second and second to third but not from third to home.
 - a. Base runners may not lead-off base.
 - b. Runners can advance as soon as the ball crosses the plate.
2. Runners can advance on a wild pitch.
3. Runners on 3rd base may not advance on a passed ball from catcher to pitcher.
 - a. Runners can advance to home if the catcher makes an attempt to 3rd base only.
 - i. If runner is stealing 3rd base and catcher throws ball into left field, runner CAN advance home.
 - ii. If runner is stealing 2nd base and catcher throws ball into center field, runner can advance home as ball is still in play. This is not considered stealing.
 - iii. Runner from 3rd base CANNOT advance home if catcher makes an attempt to 2nd base or 1st base.
4. Runners must stop once the pitcher has possession of the ball on the mound.
 - a. No running to 2nd base on a walk.
5. On a called third strike and the catcher misses the ball the batter is still out.
6. Stealing - Runners must slide on all close plays. If a runner does not slide on a close play they will be called out. All close plays will be at the umpire's discretion.
7. Sliding head first is legal at all bases.
 - a. Teach kids, when in doubt, slide. It's good practice and can't hurt if there is no play.
8. A courtesy runner can be used for the catcher, with a player that made the last out, on the bases when there are 2 outs.
 - a. In an effort to minimize down time between innings.
9. When running to first base, runner can be tagged out...ONLY if clearly trying to advance to 2nd. Runner can turn to the right OR left after successfully claiming first base.

PLAYERS

- Play all kids as equally as possible.
- Teach and rotate players through every position consistently throughout the season. Your goal as coach is to rotate all kids through all positions during the season. Teach the game. Do not coach to win but rather focus on skill and knowledge development for all players.
- Play 9 players defensively but feel free to use 10 defensive players – four outfielders – at your discretion. At this level it is better to have the kids in the outfield engaged and learning - than on the bench.
- If one team is short players, share your extra players with the opposing team to provide a fun night of baseball for all. Ask your players for volunteers to help the other team. Most kids are eager to help and be sure to praise those that do.
 - a. MUST have minimum of 8 players to play official game.

- b. If playing with 8 players, an out will be recorded during the 9th player's spot in the batting order.
 - c. Encourage sharing players to other teams if short and decide BEFORE game starts if it will be counted as official game or forfeit.
- Open substitution is allowed.
- **Bat a continuous batting order (each player shall bat regardless if they are playing in the field that inning.)**
 - a. **Each team is allowed to bat the same number of batters if rosters numbers are different that game (i.e. Bees have 10 players, Bulls have 11 players. Bees can bat 11 players in the inning)**
- **No player should sit more than two innings per game (they can be consecutive.)**
- **The sitting of players should be equal amongst the entire team during regular season play. (DO NOT just keep sitting the same few players)**
- **If the commissioner receives parental complaints there may be a review of the books.**

PLAYOFFS

1. All teams will make playoffs regardless of how many teams are in the league.
2. Single elimination tournament
 - a. Champions and Runner-ups will receive trophies
 - b. No trophies for #1 seeding
3. Commissioner will develop playoff schedule
 - a. Seeding will be based on final standings based on win %
 - b. If teams play unequal schedule, seeding will still be based on win %
 - i. Ties in Win% will be determined by
 1. Head-to-Head matchup
 2. Head-to-Head Runs Scored vs. Runs Against differential
 3. Total Runs Scored vs. Runs Against differential
 4. Flip of a coin
4. Home Plate Umpires will be provided for playoff games just like regular season.
 - a. Championship game will **have 2 paid umpires assigned from commissioner**

COACHES CODE OF CONDUCT

1. Remember to always be positive with kids. Set a good example and be a good role model.
2. Your goal is to teach the fundamentals of the game while creating a respectful and fun atmosphere.
 - a. **As coaches, we represent the League and your community.**
 - b. **WORK together!!! Let the kids compete, but as coaches, we are one team!!**
3. Absolutely no foul language to players or umpires or anyone (this will not be tolerated!).

4. Respect the fields we are playing on.
5. Respect the opposing team and fans.
6. Get parent involvement (assistant coaches).
7. Exude sportsmanship.
8. Do not violate the village sportsmanship ordinances. Violations will be dealt with swiftly and severely.
9. Above all, be a Teacher of the game. Consider yourself 99% teacher and 1% coach and you'll be far more effective at achieving good players
10. It is strongly suggested that you have fundamental skill development and overall level of fun for the kids.
11. A team meeting at the first practice during which you cover your rules and expectations of the kids (discipline, behavior expectations, sportsmanship, teamwork, respect, etc.), your expectations of the parents (support, handling conflict in a proper manner, positive role model), as well as what the players and parents can expect of you as team manager/coach.

REMEMBER TO KEEP IT POSITIVE AND FUN AT ALL TIMES!!!

SAFETY ITEMS

1. Lightning – plan to cancel the game at any sighting of lightning, or sound of thunder.
2. On deck batters must stand on side behind the batter's back.
3. It is required that those kids playing catcher wear a cup and supporter.
4. No metal cleats are allowed.
- 5. Per Cal Ripken/Babe Ruth Standards, only USA stamped bats are allowed.**
6. Remind the kids to drop their bat after making a hit – not throw it.
7. Remind the kids to make sure the person they are throwing to is looking at them and for the ball.
8. Feet first or head first sliding is OK.
9. Children must wear a mask to warm up the pitcher.

HOUSEKEEPING ITEMS

1. Ensure the equipment storage closets are kept in order.
2. Ensure the equipment storage closets are locked when games/practices are complete.
3. Fields must be raked after the games. Try to keep the batter's box, the areas near the bases, and the mound free from large depressions. Fill and tamp them down as necessary.
4. Try to keep the kids from digging holes while they are in the field.
5. Try to keep the base plugs organized so they make it through the entire season.

6. Ensure the dugouts are clean when games/practices are complete.

RAIN OUTS

1. While the decision to cancel a game due to a rain out (or field conditions) is the responsibility of the HOME team manager, it is recommended that both managers collaborate on the decision.
2. Plan to decide on the game cancellation **1.5 hours before game** time to allow ample time for notification of all players/parents. It is recommended that you decide ahead of time how you would get notification out quickly (dividing between coaches and/or team parent, etc.).
3. Keep in mind that playing on a field that is saturated or with standing water will make a mess of the field as well as the kids.
4. Makeup games can be played when there is field availability. The commissioner must be notified to verify the field is available to prevent 4 teams from showing up at the same field on the same night. We may run into situations with multiple nights of rainouts and fields may be at a premium.
5. Make up games are at the coaching staff's discretion but make up games are mandatory so we can seed for the playoffs. It is often difficult to field an entire team on a Friday or Saturday so keep that in mind when making your decision. It is often helpful to ask the parents' opinion as to whether they will be available (and willing) for bringing their kids on off nights.