



2025 DYS Policy & Rule Changes

I. TOURNAMENT PLAY

Add these provisions to read:

- (e) No team shall be required to play more than three (3) games in the same day.
- (f) In the case of an “if needed” game to determine a tournament champion, there shall be at least one (1) hour rest between games.
- (g) The Commissioner shall be empowered to waive any tournament rule deemed necessary to ensure the completion of any tournament where there have been delays caused by inclement weather or other reasons.

V. TOURNAMENT TEAM ROSTER AFFIDAVIT

Change to read:

- (c) i. Tournament Rosters – 6U, 8U, 10U and 12U DYS tournament team affidavits must consist of a minimum of 11 players and a maximum of 12 players, manager and 2 coaches (except 6U and 8U must have 4 coaches) on a roster to start any level of tournament play.
- (c) ii. Tournament Rosters – 15U and 18U DYS tournament team affidavits must consist of a minimum of nine (9) players and a maximum of 12 players, a manager and 2 coaches.

RUN RULE CHART *page 12*

Change to read:

10U Run Rule - 12 after 3 innings, 10 after 4 innings or 8 after 5 innings.

Add to read:

6U-12U play – The 12-run rule after 3 innings does not apply unless all players have batted.

1.00 6U RULES and 2.00 8U RULES

Add to read:

1.18, 2.16 - Infielders may not be closer than 40 feet (40') to home plate prior to the ball being hit. Violation of this rule will result in the offensive team having the option to accept the results of the play or, nullify the play with a no pitch.

Add to read:

1.23, 2.21 - Player Pitcher –The defensive team will place a player in the designated pitching circle at the pitcher position. There will be a chalked or painted line in the center of the pitching circle at 35 feet, drawn completely across the circle. The player pitcher must have one foot inside the circle, either on the left or right side of the coach pitcher, or behind the coach pitcher, must not interfere with the coach pitcher and not be closer to the batter than the 35-foot line until the ball is hit. The player pitcher cannot leave the designated pitching circle until the ball is hit. **PENALTY:** The offensive coach has the option of accepting the play or nullify the play with a no pitch.

3.00 10U RULES

Change to read:

3.05 The runner may steal after the pitch has left the pitcher's hand.

4.00 12U RULES

Change to read:

4.10 State Option: A state organization may adopt a rule in the 12U division to allow a team to score a maximum of seven (7) runs per half inning, except in the sixth (6th) inning, in District and/or State Tournament play. After the sixth (6th) inning, the seven (7) run rule is in force for the remainder of the game. NOTE: Leagues may adopt this rule for league play.

6.00 Player Participation (12U-6U)

Change to read:

6.01 Offensive Participation Requirements - At the start of the game, all players on each tournament team's roster will be listed in the starting offensive batting lineup and will bat in this order continuously throughout the game. Should the offensive team have less than 11 players available, at any time, an OUT will be recorded the first time at bat for player(s), who are absent from a game and are not injured, ill, disqualified, attending a church service or has an excused emergency or family death.

10.00 BASERUNNING

Add to read:

10.02 6U & 8U play: Baserunners must be in contact with the base until the ball is put in play. **PENALTY:** If a runner leaves the base before the ball is put in play, the defensive team shall have the option of nullifying any portion of the play that occurred after the violation occurred. Exceptions: The batter hits a ground rule double, all runners advance two bases without the liability to be put out. The batter hits a fly ball over the fence, all runners will be allowed to score.

Add to read:

10.03 10U Play: A baserunner may attempt to steal once the ball has left the pitcher's hand, on release. **PENALTY:** If a runner leaves the base before a ball has left the pitcher's hand, the defensive team shall have the option of nullifying any portion of the play that occurred after the violation occurred. Exceptions: The batter hits a ground rule double, all runners advance two bases without the liability to be put out. The batter hits a fly ball over the fence, all runners will be allowed to score. The batter is hit by a pitch, the ball is dead. All runners will not advance unless forced to do so by another runner legally entitled to that base.

Add to read:

10.07 NFHS Rule 8.7 "Look Back Rule" shall not apply in 6U and 8U DYS play. The "Look Back Rule" shall apply in 10U and 12U DYS play after a team warning is given upon the first occurrence.

11.00 EQUIPMENT

Add to read:

11.03 Choke up rings on bats are allowed for use in 6U, 8U, 10U and 12U age divisions.

Change to read:

11.15 No metal cleats are allowed in any age group (molded or plastic cleats only)