

LOCAL RULES

2024

LONGVIEW BOYS BASEBALL ASSOCIATION, INC.

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SPORT MAN'S CREED

A PLAYER WILL SEEK TO WIN BY FAIR AND LAWFUL MEANS ACCORDING TO THE RULES OF THE GAME.

A PLAYER WINS WITHOUT BOASTING.

A PLAYER LOSES WITHOUT EXCUSE.

A PLAYER NEVER QUILTS.

A PLAYER ACCEPTS DEFEAT AS A CHALLENGE.

A PLAYER RESPECTS OFFICIALS AND ACCEPTS THEIR DECISIONS WITHOUT QUESTION.

A PLAYER PLAYS FOR THE LOVE OF THE GAME.

A PLAYER LIVES BY THE GOLDEN RULE: "DO UNTO OTHERS AS YOU WOULD HAVE THEM DO UNTO YOU".

LONGVIEW BOYS BASEBALL ASSOCIATION, INC.

SECTION I

BY-LAWS

IT IS THE PRIMARY PURPOSE OF THE ORGANIZATION TO PROVIDE A SUPERVISED BASEBALL PROGRAM FOR APPROVED PLAYERS AGES FOUR THRU FOURTEEN.

LEAGUE PLEDGE

I TRUST IN GOD.

I LOVE MY COUNTRY AND WILL RESPECT ITS LAWS.

I WILL PLAY FAIR AND STRIVE TO WIN.

BUT WIN OR LOSE I WILL ALWAYS DO MY BEST.

SPECTATORS AND COACHES CREED

A SPECTATOR OR COACH NEVER BOOS A PLAYER OR AN OFFICIAL.

A SPECTATOR OR COACH KNOWS A GOOD PLAY NO MATTER WHO MAKES IT.

A SPECTATOR OR COACH KNOWS THAT THEIR TEAM GETS THE BLAME OR CREDIT FOR THEIR CONDUCT.

A SPECTATOR OR COACH RECOGNIZES THE NEED FOR MORE REAL SPORTSMANSHIP.

A SPECTATOR OR COACH CONSIDERS THE OPPONENT, THEIR FANS, AND THE OFFICIALS AS THEIR PERSONAL GUEST.

A SPECTATOR OR COACH ALWAYS STRIVES TO PRESENT THEMSELVES AS A GENTLEMAN OR LADY.

ARTICLE I NAME

LONGVIEW BOYS BASEBALL ASSOCIATION, INC.

ARTICLE II ORGANIZATION

THE PROGRAM SHALL BE COMPRISED OF TWO DIVISIONS.

A. DYB

B. DBB - RANGER YOUTH

THE DIVISIONS ARE MADE ACCORDING TO AGE GROUPS AND THE PLAYERS SHALL PLAY WITHIN THESE AGE GROUPS:

A. DYB

O-ZONE - AGES 11 & 12

AAA - AGES 9 & 10

AA - AGES 7 & 8

T-BALL - AGES 5 & 6

WEE-BALL - AGE 4

B. DBB - RANGER YOUTH

AGES 13 - 14

"LEAGUE AGE" IS THAT AGE ATTAINED BY A PLAYER PRIOR TO MAY 1 IN ANY GIVEN SEASON.

ALL PLAYERS, EXCEPT AGE 4, MAY PLAY UP ONE YEAR IF THEY SO CHOOSE.

ARTICLE III GOVERNMENT

THE BOARD SHALL CONSIST OF:

- A. THE PRESIDENT OF EACH LEAGUE.
- B. AT LARGE MEMBERS EQUAL TO 3 TIMES THE NUMBER OF LEAGUE PRESIDENTS FROM THE PREVIOUS YEAR.

HOW SELECTED:

- A. AT THE OCTOBER MEETING THE MEMBERS SHALL RECOMMEND BOARD MEMBERS FOR NEXT YEAR.
- B. AT THE NOVEMBER MEETING THE MEMBERS SHALL ELECT THE BOARD FOR NEXT YEAR.
- C. NEW MEMBERS SHALL BE INSTALLED AT THE JANUARY MEETING.

THE BOARD SHALL ELECT A CHAIRMAN FROM THEIR NUMBER AT THE NOVEMBER MEETING. HE SHALL PRESIDE AT ALL MEETINGS, APPOINT ALL COMMITTEES SERVE ON THE PROTEST COMMITTEE AND OTHER DUTIES THE BOARD MAY SUGGEST.

THE BOARD SHALL ELECT A COMMISSIONER AT THE NOVEMBER MEETING TO SERVE THE NEXT YEAR. HE WILL BE AN EX OFFICIO MEMBER OF THE BOARD AND SHALL BE COMPENSATED FOR HIS WORK.

A SECRETARY AND TREASURER SHALL BE ELECTED AT THE NOVEMBER MEETING.

FAILURE OF A BOARD MEMBER TO ATTEND THREE CONSECUTIVE BOARD MEETINGS WITHOUT AN ACCEPTABLE REASON SHALL CREATE A VACANCY AT THAT POSITION.

VACANCIES ON THE BOARD SHALL BE FILLED BY APPOINTMENT OF A NEW MEMBER BY THE CHAIRMAN AND APPROVAL BY THE BOARD.

ARTICLE IV DUTIES OF THE COMMISSIONER

HE OR SHE SHALL:

- A. CARRY OUT THE RULES, REGULATIONS AND BY-LAWS OF THE BOARD.
- B. SHALL PREPARE AGENDA FOR MEETING.
- C. HELP ORGANIZE COMMITTEES.
- D. SECURE AND SUPERVISE ALL PERSONNEL PAID BY THE ASSOCIATION.
- E. DO ALL PAPERWORK NECESSARY FOR SCHEDULES, ROSTER, ETC. FOR ALL PHASES OF THE PROGRAM.

**ARTICLE V
MEETING**

THERE SHALL BE A REGULAR MEETING OF THE BOARD THE THIRD WEDNESDAY OF EACH MONTH JANUARY THRU DECEMBER.

THERE SHALL BE A CALLED MEETING AT ANY TIME BY THE CHAIRMAN OR COMMISSIONER.

**ARTICLE VI
RULE CHANGES**

ANY CHANGE IN THIS CONSTITUTION SHALL BE MADE BY:

- A. MOTION OF SUCH CHANGE AT ANY REGULAR MEETING.
- B. PASSAGE OF SUCH MOTION AT THE NEXT REGULAR MEETING BY A MAJORITY OF THE MEMBERS PRESENT.
- C. A CHANGE CAN BE MADE AT ANY REGULAR OR CALLED MEETING PROVIDED A TWO-THIRDS MAJORITY OF THE MEMBERS ARE PRESENT. ANY SUCH RULE CHANGE CAN BE VETOED BY THE CHAIRMAN OR COMMISSIONER.

**ARTICLE VII
THE ACTIVITIES OF THE ASSOCIATION SHALL BE FINANCED BY:**

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| A. PLAYERS FEES | D. CONCESSIONS |
| B. DONATIONS | E. OTHER ACTIVITIES APPROVED |
| C. TEAM SPONSORS | BY THE BOARD OF DIRECTORS |

**SECTION II
RULES AND REGULATIONS**

THOSE CONCERNED HEREIN SHALL FOLLOW RULES AND REGULATIONS. THESE RULES AND REGULATIONS SHALL BE SUPPLEMENTED BY DIRECTIVES OF THE BOARD AS NECESSARY.

ARTICLE I GENERAL

OFFICIAL START OF LBBA SEASON WILL BE THE FIRST ALLOWABLE DAY FOR PRACTICE AS SET DOWN BY THE BOARD OF DIRECTORS. OFFICIAL END OF LBBA SEASON WILL BE WHEN THE TEAM PLAYER IS ON PLAYS THEIR LAST SCHEDULED GAME OR IS ELIMINATED FROM CITY TOURNAMENT PLAY.

LONGVIEW BOYS BASEBALL ASSOCIATION HAS THE AUTHORITY, AS PERMITTED BY LOCAL AND STATE LAW, TO REMOVE OR BAN FROM THE LEAGUE'S PLAYING FACILITIES ANY SPECTATOR WHO IS FLAGRANTLY DISPLAYING UN-SPORTSMAN LIKE CONDUCT, USING PROFANITY, OR WHO THREATENS PHYSICAL HARM TO UMPIRES, PLAYERS, MANAGERS, COACHES OR LEAGUE OFFICIALS. THIS AUTHORITY EXTENDS TO ALL SCHEDULED GAMES OR TOURNAMENT GAMES PLAYED AT ITS PLAYING FACILITIES.

ANY PARENT WHO CRITICIZES A PLAYER, COACH OR UMPIRE MAY CAUSE THAT PARENT'S CHILD TO BE WITHDRAWN FROM THE PROGRAM. SUCH WITHDRAWAL MAY BE MADE UPON RECOMMENDATION OF ANY UMPIRE OR MANAGER WITH THE APPROVAL OF THE LEAGUE PRESIDENT.

ANY PLAYER FAILING TO ATTEND AT LEAST FIFTY PERCENT OF THE WEEKLY PRACTICE SESSIONS, EXCLUDING GAMES, SHALL FORFEIT HIS ELIGIBILITY. UNLESS HE PRESENTS A REASON ACCEPTED BY THE MANAGER AND LEAGUE PRESIDENT.

PLAYERS WILL NOT THROW ANY EQUIPMENT AT PRACTICE OR GAMES. UMPIRE WILL REMOVE FROM GAME ANY PLAYER WHO INTENTIONALLY THROWS EQUIPMENT,

THE ACTIONS OF PLAYERS, COACHES, UMPIRES, SCOREKEEPERS AND LEAGUE OFFICIALS MUST BE ABOVE REPROACH.

PROPER UNIFORM (INCLUDING CAP) SHALL BE THOSE ISSUED BY THE ASSOCIATION AND PLAYERS SHALL NOT ALTER THE APPEARANCE OF THE UNIFORM. IF THE UNIFORM IS NOT THE ONE ISSUED BY THE ASSOCIATION OR IT HAS BEEN ALTERED THE PLAYER CANNOT PLAY.

A BAT PERSON IS NOT ALLOWED.

NO TEAM SHALL PLAY OUTSIDE THIS ORGANIZATION WITHOUT BOARD APPROVAL.

PLAYER ELIGIBILITY & SELECTION

- A. THE LBBA WILL NOT RELEASE ANY PLAYER TO PLAY OUTSIDE ON THE LONGVIEW OR PINE TREE DISTRICT.
- B. PARENTS MUST SIGN REGISTRATION CARD AND PAY FEE BY THE TIME AND DATE SET BY THE BOARD. THERE SHALL BE NO REFUND OF REGISTRATION FEES UNLESS THE PLAYER MOVES OR IS INJURED PRIOR TO SEVENTY-TWO HOURS AFTER THE LAST SCHEDULED SIGNUP DATE. THEREAFTER, THERE SHALL BE ON REFUND OF FEES.
- C. ALL PLAYERS WHO REGISTER MUST FURNISH THE ASSOCIATION A COPY A COPY OF THEIR BIRTH CERTIFICATE.
- D. A PLAYER REMOVED FROM THE GAME BY AN UMPIRE SHALL BE SUSPENDED FOR THE FOLLOWING GAME AND IF REMOVED FROM A SECOND GAME, MAY BE SUSPENDED FOR THE SEASON.
- E. PLAYERS WHO REGISTER AND TRYOUT IN EACH DIVISION AGE 5-14 SHALL BE SELECTED AT A PLAYER DRAFT HELD BY THE LEAGUE PRESIDENT.
- F. PLAYERS JOINING A LEAGUE AT AGE 4 WILL BE PLACED ON A TEAM BY THE LEAGUE PRESIDENT.
- G. ALL PLAYERS WHO COMPLETE REGISTRATION PROCESS WILL BE PLACED ON TEAM REGARDLESS OF EVALUATION.

MANAGERS

- A. ONLY MANAGERS OR COACHES WHO HAVE SUBMITTED AND PASSED A CRIMINAL BACKGROUND CHECK REPORT TO THE BOARD MAY BE ON THE FIELD DURING WARM-UPS OR PLAY.
- B. MAXIMUM NUMBER OF MANAGERS AND COACHES ON THE FIELD IS 3. MAY HAVE 4 IN AGE 4-8.
- C. MANAGER OF THE TEAM WILL HAVE FULL RESPONSIBILITY FOR THE ACTIONS OF ALL CONCERNED WITH HIS TEAM. VIOLATION OF RULES OF LBBA CAN RESULT IN THE SUSPENSION OF SAID MANAGER BY THE LEAGUE PRESIDENT. THE MANAGER WOULD THEN HAVE FIVE DAYS TO APPEAL HIS SUSPENSION BY REQUESTING A HEARING BEFORE THE BOARD.
- D. A MANAGER OR COACH MAY NOT LEAVE HIS BENCH OR DUGOUT TO CONFER WITH A PLAYER OR UMPIRE WITHOUT PERMISSION GRANTED BY AN UMPIRE. VIOLATION COULD CAUSE EXPULSION FROM THE GAME.
- E. NO BUCKETS, CHAIRS ETC., WILL BE ALLOWED ON THE FIELD DURING THE COURSE OF THE GAME.
- F. MANAGER SHALL BE RESPONSIBLE FOR CLEANING THE DUGOUT AFTER EACH GAME.
- G. ANY MANAGER OR COACH EJECTED FROM A GAME BY AN UMPIRE SHALL BE SUSPENDED FOR THE FOLLOWING GAME AND SHALL NOT PARTICIPATE IN SUCH GAME. IF REMOVED FROM A SECOND GAME, THEY MAY SUSPENDED FOR THE SEASON.

- H. MANAGER ON THE TEAM SHALL FURNISH LINE-UP SHEETS (LISTING FIRST NAME, LAST NAME, NUMBER AND POSITION OF EACH PLAYER) TO THE OPPOSING MANAGER AND SCOREKEEPER TEN MINUTES BEFORE GAME TIME. SUBSTITUTIONS MUST BE VERBALLY REPORTED TO THE SCOREKEEPER WHEN MADE.

UMPIRES

- A. HEAD UMPIRE SHALL ANSWER ONLY TO THE COMMISSIONER.
- B. SHALL BE ASSIGNED TO GAMES BY THE HEAD UMPIRE AND CANNOT BE REJECTED BY ANY MANAGER, COACH OR LEAGUE PRESIDENT.
- C. SHALL NOT UMPIRE A GAME IN WHICH HE HAS A RELATIVE PLAYING.
- D. SHALL NOT WEAR STEEL SPIKES.
- E. DOES NOT HAVE THE AUTHORITY TO FORFEIT A GAME BECAUSE OF RULE VIOLATIONS OR INELIGIBLE PLAYER. GAME SHALL BE PLAYED UNDER PROTEST.

SCOREKEEPERS

- A. WILL CONSIST OF ONE ADULT FROM THE HOME AND ONE ADULT FROM THE VISITING TEAM AND SHALL BE THE OFFICIAL RECORD OF EACH GAME.
- B. SHALL FOLLOW ALL GUIDELINES AS SET DOWN BY THE BOARD OF DIRECTORS.
- C. SHALL HAVE THE AUTHORITY TO STOP ANY GAME WHEN A VIOLATION OF ANY RULE OCCURS.
- D. SHALL KEEP THE OFFICIAL TIME, SCORE AND PITCH COUNT FOR ALL GAMES.
- E. TIME WILL START WHEN THE UMPIRE IN CHIEF SAYS, "START CLOCK".
- F. ONLY OFFICIAL LBBA SCORE SHEET SHALL BE KEPT.

WORKOUTS

- A. WORKOUTS SHALL BE LIMITED TO FOUR PER WEEK AT ALL AGE GROUPS.
- B. A GAME IS CONSIDERED A PRACTICE.
- C. PRACTICE MORE THAN THIRTY MINUTES BEFORE A GAME IS CONSIDERED A SEPARATE PRACTICE.
- D. THERE SHALL BE NO PRACTICE PRIOR TO DATE AS SET BY THE BOARD.

GAMES

A. TIME LIMITS

1. WEE-BALL - 45 MINUTES - GAME ENDS
2. T-BALL - ONE HOUR
3. AA LEAGUE - ONE HOUR FIFTEEN MINUTES
4. AAA LEAGUE - ONE HOUR AND THIRTY MINUTES
5. O-ZONE LEAGUE - ONE HOUR AND THIRTY MINUTES
6. RANGER/BOYS - ONE HOUR AND THIRTY MINUTES

- B. GAMES START AS INDICATED ON THE PLAYING SCHEDULE. IF THE SECOND GAME DOES START LATE, THE TIME LIMIT WILL NOT BE SHORTENED.
- C. NO INNING SHALL BE STARTED AFTER TIME HAS EXPIRED. IF A INNING HAS STARTED, IT SHALL BE COMPLETED.
- D. THE NUMBER OF INNINGS COMPLETED SHALL BE CONSIDERED A REGULAR GAME. IF THE SCORE IS TIED AT THE END OF THE GAME SHALL BE RECORDED AS A TIE GAME WITH EACH TEAM RECEIVING ONE HALF GAME IN THE WIN COLUMN AND ONE HALF GAME IN THE LOSS COLUMN.
- E. GAMES TIED AFTER SIX OR SEVEN INNINGS SHALL NOT BE STOPPED IF THE TIME HAS NOT RUN OUT.
- F. SHOULD A GAME BE HALTED FOR ANY REASON BEFORE IT IS A COMPLETE GAME, IT WILL BE CONTINUED FROM THE POINT OF TERMINATION WHEN RESCHEDULED.
- G. NO GAME SHALL BE SHORTENED BY RUN RULE UNLESS ALL PLAYERS HAVE COMPLETED ONE AT BAT.
- H. TEAMS WILL BE ALLOWED 15 MINUTES BETWEEN THE LAST OUT AND THE START OF THE SECOND GAME.
- I. THERE SHALL BE NO INFIELD TAKEN BEFORE ANY GAME.

FORFEITURE AND PROTEST

- A. A TEAM FAILING TO FIELD AT LEAST SEVEN UNIFORMED PLAYERS AT SCHEDULED GAME TIME SHALL FORFEIT THE GAME. A TEAM PLAYING WITH SEVEN BATTERS SHALL BE CHARGED AN OUT EVERY TIME THE EIGHTH BATTER COMES AROUND IN THE BATTING ORDER. IF A TEAM ONLY HAS 8 UNIFORMED PLAYERS AN OUT WILL BE CALL EVERY TIME NINTH BATTER COMES AROUND IN THE BATTING ORDER.
- B. IF A TEAM FIELDS SEVEN UNIFORMED PLAYERS AT SCHEDULED GAME TIME AND FOR ANY REASON ONE PLAYER IS REMOVED FROM THE GAME, SUCH TEAM SHALL NOT BE ALLOWED TO COMPLETE THE GAME WITH SIX PLAYERS.
- C. PLAYING INELIGIBLE PLAYERS SHALL RESULT IN FORFEITURE OF GAME IN WHICH PLAYERS PARTICIPATED IF PROTESTED BY ANY LEAGUE MANAGER WITHIN TWENTY-FOUR HOURS.

- D. A PROTEST SHALL BE CONSIDERED ONLY IF PLACED IN WRITING AND SUBMITTED TO THE LEAGUE PRESIDENT WITHIN TWENTY-FOUR HOURS AFTER THE GAME IS PROTESTED.
- E. AFTER A PROTEST IS RECEIVED, THE FOLLOWING ACTION WILL BE TAKEN.
1. THE LEAGUE PRESIDENT WILL REVIEW THE PROTEST. IF HE THINKS IT IS NOT VALID, HE SHALL RETURN IT TO THE COACH. IF THE COACH WANTS TO SEND IT TO THE COMMITTEE, HE MUST INCLUDE A FIFTY DOLLAR FEE, WHICH IS RETURNED IF THE PROTEST IS UPHELD. IF THE PROTEST IS TURNED DOWN, THE FEE WILL GO IN THE GENERAL FUND.
 2. THE LEAGUE PRESIDENT WILL GET A WRITTEN STATEMENT FROM THE OPPOSING COACH.
 3. THE CHIEF UMPIRE WILL GET A WRITTEN STATEMENT FROM BOTH UMPIRES.
 4. A PROTEST COMMITTEE COMPOSED OF THE COMMISSIONER, CHIEF UMPIRE AND CHAIRMAN WILL RULE ON THE PROTEST FROM THE MATERIAL SUBMITTED AND RULE ON IT IN WRITING WITHIN TEN DAYS FROM THE DAY ALL MATERIAL HAS BEEN SECURED.
 5. A TEAM MANAGER OR OTHER ADULT LEADER WHO WITHDRAWS A TEAM FROM THE PLAYING FIELD UNDER ANY CIRCUMSTANCES PRIOR TO OFFICIAL COMPLETION OF THE GAME SHALL FORFEIT ALL RIGHTS TO PROTEST AS PRESCRIBED IN THIS SECTION. HE SHALL ALSO FORFEIT THE GAME.

POST SEASON PLAY

DISTRICT, REGIONAL, STATE AND NATIONAL PLAYOFFS

PLAYOFF GAMES CONNECTED WITH ANY PLAY-OFF WILL BE CONDUCTED ACCORDING TO THE RULES OF THE ORGANIZATION.

ALL-STAR TEAMS WILL BE SELECTED FROM EACH LEAGUE AS DETERMINED BY THE BOARD AND THE GUIDELINES BELOW.

1. THE LEAGUE PRESIDENT WILL SELECT THE MANAGER OF THE TOURNAMENT TEAM IN ALL AGE GROUPS. THE LEAGUE PRESIDENT AND MANAGER WILL TOGETHER SELECT THE OTHER TWO OR THREE COACHES FOR THE TEAM.
2. EACH MANAGER SHALL NOMINATE THE PLAYERS FROM HIS TEAM THAT DESERVE TO BE ON THE ALL-STAR TEAM. EACH MANAGER SELECT IN WRITING THE ELEVEN PLAYERS PERMITTED ON THE TEAM. UNANIMOUS SELECTIONS IN THE FIRST TWO ROUNDS SHALL BE ON THE TEAM. MANAGER WILL THEN SELECT UP TO TWO PLAYERS FOR THE TEAM IF SPACE IS AVAILABLE. IF SPACE IS STILL AVAILABLE LEAGUE PRESIDENT AND MANAGER WILL SELECT PLAYERS TO FILL THE ROSTER.

AN ATTEMPT SHOULD BE MADE TO HAVE AT LEAST ONE PLAYER FROM EACH TEAM IN THE LEAGUE ON THE TOURNAMENT TEAM.

IF A PLAYER CHOOSES TO PLAY UP DURING THE REGULAR SEASON, THAT PLAYER SHALL NOT BE ALLOWED TO PLAY DOWN FOR ALL-STAR PLAY.

SCHEDULES

- A. GAMES WILL BE SCHEDULED ACCORDING TO THE SIZE OF THE LEAGUE AND TIME PERMITTED TO PLAY.
- B. MAKE UP GAMES CAN BE PLAYED ON WEDNESDAY.
- C. THE REGULAR SEASON SHALL NOT BE EXTENDED TO MAKE UP GAMES RAINED OUT. TEAM RECORDS AT THE END OF THE REGULAR SEASON SHALL STAND.

TIME LIMITS

- A. THERE WILL BE A TIME LIMIT OF TWO MINUTES BETWEEN INNINGS. FROM THE TIME THE LAST OUT IS CALLED, THE TEAMS HAVE TWO MINUTES TO BE READY TO START THE NEXT INNING.
IF BATTER IS NOT READY, A STRIKE WILL BE CALLED. ANOTHER STRIKE WILL BE CALLED EVERY TWENTY SECONDS.
IF DEFENSIVE TEAM IS NOT READY, A BALL WILL BE CALLED. ANOTHER BALL WILL BE CALLED EVERY TWENTY SECONDS.
- B. TIME OUTS ARE LIMITED TO ONE MINUTE. IF TIME OUT IS ABUSED THE PLAYER THE COACH IS TALKING TO MAY BE REMOVED FROM THE GAME.

TIME OUTS

- A. A MANAGER SHALL BE ALLOWED THREE DEFENSIVE AND THREE OFFENSIVE CONFERENCES PER GAME.
- B. OFFENSIVE CONFERENCE SHALL BE ANY TIME OUT CALLED BY THE MANAGER TO TALK TO THE BATTER OR BASE RUNNER.
- C. DEFENSIVE CONFERENCE SHALL BE ANY TIME OUT CALLED BY THE MANAGER TO TALK TO ANY DEFENSIVE PLAYER.
- D. AFTER THE THIRD CONFERENCE ON OFFENSE, THE BATTER MUST BE REMOVED FROM THE GAME AND IS OUT.
- E. AFTER THE THIRD CONFERENCE ON DEFENSE, THE PITCHER MUST BE REMOVED. (A TIME OUT TO REPLACE A PITCHER SHALL NOT BE CHARGED AS A CONFERENCE.)

ARTICLE II

DYB DIVISION

THE LEAGUE

- A. THE DYB DIVISION SHALL BE DIVIDED INTO LEAGUES WITH THE NUMBER OF TEAMS NECESSARY TO ACCOMMODATE ALL PLAYERS WHO APPLY TO PLAY.
- B. EACH LEAGUE WILL HAVE A SET OF AAA AND O-ZONE TEAMS.
- C. LEAGUES FOR T-BALL AND AA WILL BE MADE AS NECESSARY.
- D. THE BOARD OF DIRECTORS SHALL SET LEAGUE BOUNDARIES AS POPULATION CHANGES DICTATE.

TEAMS

- A. SHALL CONSIST OF NOT MORE THAN THIRTEEN OR LESS THAN TEN PLAYERS.

PLAYERS AGES

RANGER/DBB	AGES 13 & 14
O-ZONE	AGES 11 & 12
YOUTH AAA	AGES 9 & 10
YOUTH AA	AGES 7 & 8
YOUTH A OR T-BALL	AGES 5 & 6
WEE-BALL	AGE 4

OFFICIAL PLAYING RULES

THE CURRENT DYB & DBB BASEBALL OFFICIAL RULES AND REGULATIONS WILL BE THE BASIC SET OF RULES EXCEPT WHERE CHANGES BY THE LBBA CONSTITUTION AND BY-LAWS.

ALL PLAYERS PRESENT AT EACH GAME SHALL BE PLACED IN THE BATTING ORDER AND THIS BATTING ORDER SHALL BE FOLLOWED THE ENTIRE GAME. ALL PLAYERS NOT IN THE STARTING LINE-UP SHALL ENTER THE GAME AT THE TOP OF THE THIRD INNING.

A PLAYER MAY REENTER THE GAME PROVIDED THE PLAYER HE IS REPLACING HAS PLAYED A MINIMUM OF TWO CONSECUTIVE INNINGS (SIX OFFENSIVE AND SIX DEFENSIVE OUTS).

VIOLATION OF ANY SECTION OF THIS RULE WILL RESULT IN THE SUSPENSION OF THE OFFENDING MANAGER FOR THE NEXT GAME AND WILL RESULT IN FORFEITURE OF THE GAME.

PLAYER CAN ENTER THE GAME ON DEFENSE ONLY AT THE BEGINNING OF THE INNING OR A PITCHING CHANGE.

WEE BALL LEAGUE

TEAMS WILL BE COMPRISED OF 6 - 8 PLAYERS

OFFENSIVE

1. BATTERS WILL HIT FROM A TEE.
2. ALL PLAYERS WILL BAT EACH INNING.
3. ALL PLAYERS WILL RECEIVE 5 SWINGS AT THE BALL. IF AFTER 5 SWINGS THE BALL IS NOT PUT IN PLAY THIS TURN AT BAT IS OVER AND THE BATTER SHALL RETURN TO DUGOUT.
4. PLAYERS MAY ADVANCE ONLY ONE BASE AT A TIME.

DEFENSE

1. PLAYERS WILL STATION THEMSELVES AROUND INFIELD AT LEAST 40 FEET FROM HOME PLATE, EXCEPT PITCHER.
2. PITCHER WILL STATION HIMSELF WITHIN A 12 FOOT DIAMETER CIRCLE WHOSE CENTER WILL BE 40 FEET FROM HOME PLATE.
3. PITCHER MUST WEAR A BATTING HELMET WITH FACE SHIELD OR SOFTBALL LIKE FACE SHIELD THAT DOES NOT REQUIRE A HELMET.
4. PLAYERS SHALL NOT CHASE DOWN A BASE RUNNER. ANYONE MAKING AN ATTEMPT ON A RUNNER MUST DO SO BY THROWING THE BALL TO THE BASE OR STEPPING ON THE BASE TO CREATE A FORCE. IF THIS HAPPENS SUCCESSFULLY THE RUNNER INVOLVED MUST RETURN TO THE DUGOUT.

GENERAL RULES

1. BASES WILL BE 50 FEET.
2. NO SCORE WILL BE KEPT

3. NO OFFICIAL OUT OR SAFE CALL WILL BE MADE.
4. NO CATCHER.
5. GAMES WILL BE 45 MINUTES, DROP DEAD.

COACHES

1. EACH TEAM WILL BE ALLOWED 4 COACHES.
2. ON OFFENSE THERE SHOULD BE ONE COACH AT HOME ASSISTING THE BATTER AND ONE COACH AT FIRST AND THIRD ASSISTING RUNNERS. 4TH COACH SHALL BE IN DUGOUT.
3. ON DEFENSE THERE SHOULD BE TWO COACHES ON THE FIELD. ONE BEHIND 1ST & 2ND AND ONE BEHIND 2ND & 3RD BASE.

REMEMBER THE INTENT OF THIS LEAGUE IS TO TEACH KIDS AS MUCH AS POSSIBLE ABOUT THE GAME WHILE STILL MAKING THE GAME FUN!

T-BALL GENERAL PLAYING RULES

ALL RULES GOVERNING T-BALL ARE IN THE TEXAS DYB BOOK EXCEPT AS MODIFIED HEREIN:

THE BALL IS DEAD WHEN IT IS IN THE POSSESSION OF THE PLAYER ON THE PITCHER'S PLATE OR ON HOME PLATE. THE BALL IS ALSO DEAD WHEN THE UMPIRE DETERMINES THAT THE PLAY HAS COME TO A NATURAL END AND NO RUNNERS ARE ATTEMPTING TO ADVANCE.

PITCHER MUST WEAR A BATTING HELMET WITH A FACE MASK OR A SOFTBALL LIKE FACE SHIELD.

CATCHERS MUST STAND IN A MARKED BOX BEHIND THE PLATE OUTSIDE THE NINE-FOOT CIRCLE AND MUST WEAR A BATTING HELMET WITH MASK.

ALL PLAYERS WILL PLAY ON DEFENSE.

INFIELD - ONLY FOUR PLAYERS MAY BE STATIONED AROUND THE INFIELD. NO INFIELDER MAY STATION HIMSELF INSIDE A LINE CONNECTING THE BASES. IF THIS SHOULD OCCUR, THE OFFENSE SHALL HAVE CHOICE OF TAKING THE PLAY OR ALLOW THE BATTER TO REPLAY.

OUTFIELD - ALL OTHER PLAYERS NOT PLAYING IN THE INFELD WILL BE STATIONED EVENLY AROUND THE OUTFIELD GRASS. OUTFIELDERS MUST THROW THE BALL TO THE INFELD AND WILL NOT BE ALLOWED TO RUN THE BALL IN.

A DEAD BALL WILL BE DECLARED AND RUNNERS AWARDED ONE BASE WHEN THE FOLLOWING OCCURS: A INFELDER FIELDS A BATTED BALL AND WHEN MAKING THE THROW TO A BASE THE BALL CROSSES INTO FOUL TERRITORY DUE TO A BAD THROW OR THE THROW NOT BEING CAUGHT.

COACHES

FOUR COACHES ARE ALLOWED.

WHEN THE TEAM IS ON OFFENSE THE EXTRA COACH WILL ASSIST THE BATTER IN GETTING READY AT THE PLATE.

WHEN THE TEAM IS ON DEFENSE ONE COACH MAY STATION HIMSELF IN AN AREA BEHIND SECOND BASE TO INSTRUCT THE FIELDER IN WHAT IS BEST TO DO.

AA & AAA LOCAL LEAGUE OPTION

A TEAM MAY SCORE A MAXIMUM OF SEVEN (7) RUNS PER INNING IN LOCAL LEAGUE REGULAR SEASON PLAY. A TEAM MAY SCORE MORE THAN SEVEN (7) ON A GROUND RULE DOUBLE OR AN OVER THE FENCE HOME RUN.

DYB PITCHING REQUIREMENTS

PITCHING REQUIREMENTS WILL BE THE SAME RULES AS SET DOWN IN THE DYB RULE BOOK SECTION 8.07. **VERY IMPORTANT. READ THEM ALL.**

- A. A PITCHER IN AAA (9-10) SHALL NOT THROW MORE THAN 75 PITCHES IN A GAME OR IN A CALENDAR DAY. EXCEPTION: IF THE PITCHER REACHES THE DAILY PITCH COUNT LIMIT WHILE FACING A BATTER, HE MAY CONTINUE TO PITCH UNTIL THE BATTER REACHES BASE SAFELY, OR IS OUT OR, A THIRD OUT IS MADE ON A BASE-RUNNER TO END THE HALF INNING.
- B. A PITCHER IN O-ZONE (11/12) SHALL NOT THROW MORE THAN 85 PITCHES IN A GAME OR IN A CALENDAR DAY. EXCEPTION: SAME AS "A" ABOVE.

C. DAILY PITCH COUNT REST REQUIREMENT FOR AAA & O-ZONE.

1-30 PITCHES	-	NO REST
31-45 PITCHES	-	1 CALENDAR DAY
46-65 PITCHES	-	2 CALENDAR DAYS
66 +	-	3 CALENDAR DAYS

CALENDAR DAY EXAMPLE. 31-45 PITCHES THROWN ON MONDAY. REST ON TUESDAY. CAN PITCH ON WEDNESDAY. 46-65 PITCHES THROWN ON MONDAY. REST TUESDAY & WEDNESDAY. CAN PITCH ON THURSDAY.

- D. A PITCHER SHALL NOT PITCH MORE SIX INNINGS IN THE CALENDAR WEEK. THE PITCHING OF ONE (1) PITCH SHALL BE COUNTED AS THE PITCHING OF ONE INNING.
- E. VIOLATION OF ANY PITCHING RULE SHALL RESULT IN THE GAME BEING A FORFEIT

RANGER YOUTH AND DBB

A. AT THE START OF THE GAME ALL AVAILABLE PLAYERS WILL BE LISTED IN THE STARTING OFFENSIVE LINEUP AND WILL BAT IN THIS ORDER THROUGH OUT THE GAME.

B. ALL PLAYERS WILL PLAY SIX DEFENSE OUTS DURING A GAME.

C. PITCHING SHALL FOLLOW DBB RULES 8:90-8:96 WITH SOME EXCEPTIONS.

1. A PITCHER SHALL NOT BE ALLOWED TO PITCH IN MORE THAN EIGHT (8) INNINGS A WEEK.
2. THE THROWING OF ONE (1) PITCH SHALL CONSTITUTE HAVING PITCHED ONE INNING.
3. A PITCHER SHALL NOT THROW MORE THAN 95 PITCHES IN THE SAME GAME.

4. DAILY PITCH COUNT REST REQUIREMENT FOR 13/14. EXCEPTIONS

1-30 PITCHES	-	NO REST
31-60 PITCHES	-	1 CALENDAR DAY
61-95 PITCHES	-	2 CALENDAR DAY

CALENDAR DAY EXAMPLE. 31-60 PITCHES THROWN ON MONDAY. REST ON TUESDAY. CAN PITCH ON WEDNESDAY. 61-95 PITCHES THROWN ON MONDAY. REST TUESDAY & WEDNESDAY. CAN PITCH ON THURSDAY.

D. VIOLATION OF ANY PITCHING RULE SHALL RESULT IN THE GAME BEING A FORFEIT.