

**DYKER HEIGHTS ATHLETIC ASSOCIATION / ST. BERNADETTE “THE KNIGHTS”**



In-house Baseball Rulebook 2016  
for the (7-8 years old)



The “Official Rules of Major League Baseball” will be the rulebook used for the Dyker Heights Athletic Association / St. Bernadette In-house Baseball Programs. The supplemental rules stated below govern where they may differ from those in The “Official Rules of Major League Baseball.”

**SECTION 1: EQUIPMENT**

- 1.1 All players must wear their complete team uniform (shirt, hat and pants) to all games.
- 1.2 Wooden and aluminum bats shall be permissible for use in games.
- 1.3 For safety reasons, the “Easton White Incrediball Softstitch Baseball” shall be the official game ball.
- 1.3 All male players are required to wear athletic protectors.
- 1.4 a. No metal cleats are permitted to be used by a player. Inspections will be made.  
b. Rubber soled athletic shoes with or without rubber cleats are permitted.
- 1.5 Catchers must wear a mask, throat guard, helmet, chest protector, athletic protector, and shin guards.
- 1.6 a. All batters and base runners must wear batting helmets.  
b. If the helmet falls off while in the course of play, a base runner may advance until the play stops.  
c. Intentionally removing the helmet, in the umpire's judgment, will result in the player being declared out. Umpires will give one warning to each team prior to declaring an out.
- 1.7 Players will not be able to participate in a game while wearing any jewelry deemed dangerous by the umpire.
- 1.8 All equipment must be behind the bench in an orderly manner and not on the field of play.

**SECTION 2: THE PLAYING FIELD**

- 2.1 The home team shall be responsible for supplying and measuring the bases.
- 2.2 The field dimensions will be the following:
  - a. **Bases:** 60 feet. Bases are measured from the back corner of home plate out to the front edge of each base.
  - b. **Pitcher’s Plate:** 40 feet (Exception: See rule 5.2). The pitcher plate is measured from the back corner of home plate to the front edge of the pitcher’s plate. Coaches will pitch for the first few weeks of the season.
  - c. **Home Plate to Second Base:** 77 feet, 9 inches. Bases are measured from the back corner of home plate out to the front edge of each base.
- 2.3 Drugs, alcoholic beverages, and smoking are not permitted on the playing field at any time.
- 2.4 a. A safety first base shall be used.  
b. The base in fair territory shall be used by the fielder and the base in foul territory shall be used by the batter running from home plate to first base.

- c. If a fielder uses the runner's base to make any play it shall be as if he did not touch any base.
- d. If a batter-runner uses the fielder's base it shall be as if he did not touch any base. (Exception: Rule 2.3 e.)
- e. If a batter-runner is attempting to advance to second, he may round first base using the fielder's base and be considered as touching first base.
- 2.5 a.** For safety reasons, bases are not to be fixed to the ground.
- b.** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached base safely.
- c.** If, in the opinion of the umpire, no further action will take place during the play, time may be called at the moment of dislodgement.
- d.** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the original point of the dislodged base.
- 2.6 a.** The managers of both teams and the umpire(s) will meet at home plate before each game to go over the ground rules of each field.
- b.** One agreed upon, ground rules are in effect for that game only.
- c.** Ground rules may vary from game to game.
- 2.7 a.** League officials determine if the scheduled field is playable.
- b.** In the absence of a league official, the umpire(s) will determine if the scheduled field is playable.

### **SECTION 3: CANCELLATIONS, FORFEITS AND SUSPENSIONS OF GAMES**

- 3.1 a.** If play will not commence on a particular day, a league official will inform all team managers of a cancellation.
- b.** Once a league official has informed all team managers of a cancellation, team managers are then responsible for notifying their respective team's individual players.
- c.** Notice of all game cancellations will be posted on the organization's official website: <http://www.knightsaa.org>
- d.** If you do not receive any word that the game is cancelled you are required to show up at the scheduled field and time ready to play.
- e.** If no prior decision has been made, the umpire, with both teams present, will make a "game-time" decision at the field as to whether a game will be played.
- 3.2** A team may field no less than eight (7).
- 3.3** If coaches, parents, players or spectators become abusive and/or hinder the playing of the game the umpire has the power to end a game thus causing the offending team to forfeit.
- 3.4** Once the game has started and an accident, injury or ejection causes a team to be able to field only seven (7) players or less the game may continue.
- 3.5 a.** A regulation game consists of (6) innings or one (1) hour and fifty (50) minutes of playing time, whichever comes first, provided each team has had an equal number of offensive opportunities.
- b.** No new inning may start after one (1) hour and fifty (50) minutes has been reached.
- c.** Once an inning starts it must be completed, regardless of the duration of the game.

- 3.6 a.** A team may score no more than five (5) runs per half inning.
- b.** If at some point in the game it becomes mathematically impossible for a team to win a game the umpire will declare a winner. At this point the game is over.
- 3.7** If a game must be shortened because of such conditions as rain, lightning or darkness it will be considered a regulation game if it has gone three and a half (3½) innings with the home team ahead or four (4) innings with the visiting team ahead.
- 3.8** If a game must be suspended, before it has become regulation, play will be resumed from the point of interruption at a later date.

#### **SECTION 4: THE LINEUP AND PLAYER POSITIONS**

- 4.1** A team's defense will consist of ten (10) players including a pitcher, catcher, first baseman, second baseman, third baseman, shortstop and four (4) outfielders.
- 4.2** The batting order is continuous and will consist of the total number of players in attendance.
- 4.3** Players arriving late to the game will be placed at the end of the batting order.
- 4.4** Each lineup card will be filled out properly. It will include
1. both teams' names
  2. division
  3. date
  4. first and last name of each starting player with their respective positions and uniform numbers
  5. a list of all assistant coaches in attendance
  6. the team manager's, coach's or representative's signature
- 4.5 a.** Managers of both teams and the umpire(s) will meet at home plate before each game to exchange batting orders.
- b.** Once the batting order has been exchanged, both managers will copy the opposing team's batting order in their score book.
- c.** Once both managers copy the opposing team's batting order in their score book both lineups will be returned to the umpire and will remain in his possession for the duration of the game.
- d.** Umpires will hand in all lineups to the Baseball Committee.
- 4.6 a.** There will be no penalties incurred for interruption in the batting order.
- b.** If a player leaves the game early, regardless of circumstance, or a player becomes injured, their place in the batting order will be skipped.
- c.** If a player, because of injury or ejection, must leave the game during his/her at bat, the next player in the batting order, without penalty, shall assume the injured/ejected player's turn at bat and shall also assume any ball-strike count the injured/ejected batter may have had against him/her.
- d.** If any player is to leave the lineup and at some point return, they will return to their original place in the batting order.
- e.** The umpire(s) and the opposing team shall be notified if and when any player leaves and/or returns to the lineup.

## **SECTION 5: THE PITCHER**

- 5.1 a.** The pitcher may only surrender three (3) base on balls (walks) per inning.
- b.** For the purpose of this rule, a hit batter will be considered a base on ball (walk) and will be counted toward the three (3) allowed per inning.
- c.** After the third batter has been walked, the next batter must either strike out or put the ball into play.
- d.** If after the third batter has been walked any subsequent player is hit by a pitch, the hit batsman shall not be awarded first base and must continue his/her at bat. If a player is unable to continue his/her at bat, the next player in the batting order shall assume the injured player turn at bat. (For further explanation see rule 4.5 c.)
- 5.2** If, in the opinion of the umpire, the pitcher is failing to reach home plate, the pitcher's plate may be moved up an additional one (1) to three (3) feet.
- 5.3 a.** The pitcher will only be permitted to throw (3) innings per game.
- b.** The act of removing a player from the pitching position to a fielding position and returning the player to the pitcher position may only occur once per player during a game. In a player's two (2) turns at the pitcher position, his innings pitched still may not exceed three (3).
- 5.4** There shall be no limit in either an inning or in the game in regard to a coach's trips to the mound.
- 5.5** Balks will not be called. However, coaches are encouraged to call time and correct the pitcher when he/she is making an illegal motion.
- 5.6** The pitcher will be awarded a strikeout and an out will be recorded regardless of whether or not the catcher catches the third strike.

## **SECTION 6: BASE RUNNING**

- 6.1** The infield fly rule will not be enforced.
- 6.2** A batter-runner who reaches first base safely and then overruns or over slides the base may immediately return to first base without liability of being put out provided he does not feint any attempt to advance to second base.
- 6.3** A courtesy runner must be the player who made the last out.
- 6.4** Should a base runner become ill or injured, a courtesy runner will be allowed to replace him/her.
- 6.5 a.** With two (2) outs a courtesy runner may replace the catcher if he/she is on base.
- b.** In the opinion of the umpire, if this rule is failing to conserve time, it will be suspended for the duration of the game for both teams.
- 6.6 a.** A runner may not leave the base until the ball is batted. Therefore, all leading off and stealing is prohibited.
- b.** After one warning, a runner will be declared out for leaving the base before the ball is batted
- 6.7 a.** Base runners may not tag up.
- b.** In the event a base runner leaves any base prior to a fly ball being caught the fielding team may attempt to throw out the base-runner.
- c.** In this event a base-runner may not advance if a play attempted on him or her and the throw is wild.
- 6.8 a.** If, at any base (including home plate), a fielder who is possession of the ball, is waiting to make a tag, the base runner must attempt to slide, give up, go around a

- fielder or go back.
- b. A base runner will be declared out if he/she fails to attempt to slide, give up, go around a fielder or go back
  - c. A base runner that flagrantly and intentionally runs into a fielder can be ejected from the game.
- 6.9 a.** Head first sliding is prohibited at any base.
- b. Any runner sliding head first will immediately be declared out.
  - c. The umpire will decide whether a runner has accidentally stumbled head first (safe) or slid head first (out).
  - d. A base runner is permitted to dive back to the base only if it is within a reasonably short distance

### **SECTION 7: ADVANCING BASES, OVERTHROWS, AND DEAD BALL AREAS**

- 7.1 a.** When a batted ball which reaches the outfield is returned to the infield, all runners on base (including the batter-runner) can advance no further than the base to which they were in route at the time the infielder, in the judgment of the umpire, assumes complete control of the ball.
- b. However, all runners will still be considered to be advancing at their own risk and a defensive player may still attempt a play on any advancing runner but regardless of the outcome of such an attempt, the runner(s) may not advance any further than the base to which they were in route when the infielder assumed control of the ball.
  - c. Runners may continue to advance at their own risk as long as the ball is not, in the judgment of the umpire, in the complete control of an infielder.
- 7.2 a.** On an overthrow to any base in the infield, all runners (including the batter runner) can advance no further than the base to which they were in route at the time of the overthrow, plus one additional base.
- b. All runners will still be considered to be advancing at their own risk and a defensive player may still attempt a play on any advancing runner, but regardless of the outcome of such an attempt, the runners may not advance any further than the base to which they were in route at the time of the over throw, plus one additional base.
- 7.3 a.** All dead ball areas will be established as part of the ground rules prior to the game. (For further explanation see rule 2.5)
- b. If, on an overthrow, the ball enters a pre-established “dead ball” area, the ball shall be declared dead and all runners will be awarded the base to which they were in route at the time of the over throw, plus one additional base without liability to be put out.
  - c. A pass ball/wild pitch that enters a dead ball area will not result in the advancement of any runners.

### **SECTION 8: CONDUCT**

- 8.1** Any Dyker Heights Athletic Association / St. Bernadette member in attendance at a game has the authority to enforce the following conduct rules.
- 8.2** Fighting warrants an automatic ejection from a game for all parties involved.
- 8.3 a.** When a dispute or question arises, only the manager coach or acting manager may

- confer with the umpire(s).
- b.** Coaches may only question calls that involve the interpretation of rules.
- 8.4 a.** The manager is responsible for the conduct of assistants, players, and spectators.
- b.** Upon request of the umpires(s), he will take whatever action is necessary to allow the game to continue. (For further explanation see rule 3.3)
- 8.5 a.** Harassment of umpires is not tolerated in any form.
- b.** No parent is ever permitted on the field of play to dispute a play.
- c.** Players or spectators who violate this rule will be asked to leave the area.
- d.** Failure to comply will result in forfeiture of the game by the team with which the offender is associated. (For further explanation see rule 3.3)
- 8.6 a.** There will be no harassment of batters or pitchers in the performance of their duties.
- b.** Catchers are not allowed to talk to the batter in any way which may be taken as harassment.
- c.** Penalty for harassment by a player may result in ejection from the game for that player.
- d.** In compliance with this rule, spectators, players and coaches are not allowed behind the backstop during the course of the game.
- 8.7 a.** Bats and helmets must not be thrown.
- b.** Repeated or intentional actions of this nature are cause for ejection from the game.
- 8.8** All players, when not on the field or at bat, must be on the bench.
- 8.9** Players and coaches must shake hands in an organized manner at the immediate conclusion of each game.

## **SECTION 9: PROTESTS**

- 9.1** A manager may protest a game when he/she feels that an umpire's decision is in the violation of the "Official Rules of Major League Baseball 2005" and/or the supplemental rules of the Dyker Heights Athletic Association / St. Bernadette In-house Baseball Program stated herein.
- 9.2** No protest shall ever be permitted on judgment decisions by the umpire.
- 9.3 a.** The allotted time for a protest to be filed with the umpire shall be after the play under protest occurred and before the next pitch is made or a runner is retired. No exceptions will be made.
- b.** A protest arising on a game ending play must still be filed with the umpire.
- c.** A protest will only be recognized by the Baseball Committee if it has been previously filed with the umpire in the allotted time during the game in question.
- 9.4 a.** All protests must also be submitted in writing to the Baseball Committee by the next meeting following the game being protested
- b.** The protest must include the time and place of the game, the game situation, the rule being protested, and a copy of the scorecard for that game.
- c.** A twenty-five (25) dollar protest fee must accompany all protests. This fee will be refunded if the Baseball Committee upholds the protest.
- 9.5** Even if it is decided that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Baseball Committee, the violation adversely affected the protesting team's chances of winning the game.