

Southwest Dearborn Heights Baseball League

GENERAL RULES

1. THE LEAGUE

- A. The League was founded in 1959 and chartered in 1963. It was made up of residents from Dearborn Heights and the Westwood School District. In 1994 the league was opened to all who wished to join (open boundaries). Its sole purpose is for the betterment of the youth in the Community. It is governed by those who are elected by you and supports the theme **“FOR THE KIDS”**.
- B. Managers, Coaches and team players within the League may be dismissed for reasons the Board, or League president term appropriate. Such a decision will be reached by a vote of the League’s Board. The individual being considered shall be available if called upon or if he/she desires.

2. TEAMS AND MANAGERS

- A. One manager and two coaches will be recognized for each team. Managers must be assigned before the first game. Should a team manager or coaches fail to appear for a game, alternate coaches will be allowed.
- B. The child of a manager or coach will be assigned to the same team his/her parent is associated with, if agreeable to both parents and child.
- C. The League draft will be conducted prior to the beginning of team practice sessions. After the draft any player registering will be placed on a team by the Vice-president of Personnel.
- D. When a new player who has a younger or older brother/sister in the League comes into the League, player will become a member of the same team system as their brother/sister. If two or more brothers/sisters enter the League as new players the same year and they have no brothers/sisters already within the League, they are determined in the draft, with the first player drafted determining which team system his/her brother/sister shall be placed.
- E. All teams in each respective division shall hopefully try to have the same number of players, with hopefully one team’s total player count not exceeding one more than another team’s at the commencement of the season. A maximum number will be established before the draft begins.

If there are not enough players to bring all teams to within one of each other, the teams with the maximum number of players will not be allowed to draft, except for the previous year's last place team, which will draft only in the first round.

Subsequent losses during the season will be replaced when new players become available. Teams with more returning players than another will be allowed to draft only to the point where it is apparent that all teams will be equally represented except in the first round. In the first round of the draft, teams will select new players as determined by the previous years' final standings. In a six team League, the sixth place team will select first, fifth place team second, and so on. The major Division will draft first, followed by the Minor, the Midget, and the T-Ball Divisions.

- F. All team players must be in uniforms issued, with numbers attached to each shirt, plus hats or they will not be allowed to play. This rule may be waived ONLY when players from a farm team system are brought up to play for a parent team, for reasons explained in Rule 2(G) or if the parents are at fault for the negligence of the uniform. All players must have their shirts tucked in unless the umpire deems it proper to leave them out.
- G. A team must field nine players at game time or the game will be forfeited by the insufficiently represented team. In the event a team can field at least six of its regular players, it may subs from the same division or lower, but not more than four. In such instances, total team members can not exceed ten. Forfeits shall be declared by umpires regardless of sentiments of either manager. All called up players are subject to the division rules player is playing in, and managers will play such players accordingly. At game time each manager must submit his roster. It cannot be amended at anytime. Players on the roster must be present at game time.
- H. If a team manager loses one of his/her players during the course of the season due to justifiable reasons, he/she may obtain another player through a board decision. Loss of a player for any reason should be immediately reported to the Vice-President of Personnel. The playing ability of a boy/girl is **NOT** justifiable reason for replacement. Disagreements on player replacement will be ruled upon by the League Board.
- I. Managers may request removal of a team player from his/her team should such player miss more than two games for reasons not considered justifiable. A written request, with specific details, should be submitted to the Vice-President of Personnel for submission and consideration before the League Board. If removal is authorized for this reason, the losing team WILL NOT be compensated for the loss unless otherwise dictated by the League Board

3. REGISTRATION / LEAGUE BOUNDARIES

- A. All players will be required to be registered with the League and will be assessed a registration fee, as set by the Board, to help off-set expenses of the League. Any child registering by the last day of registration, as determined by the Board, shall be granted permission to play and assigned a team.
- B. Players registering subsequent to that day will be put on a waiting list.**
- C. Boys and girls may register to play in this League provided, at the time of registration, they are residing within the boundaries set forth herein, or having prior played at least one full year in this League.

4. PLAYERS

- A. The player's age shall be their age on April 30th of the year the player is registered to play.
- B. Upon request, each player must present acceptable proof of age to the Board of Directors.
- C. If a player is proven to be ineligible, the game in which he/she has participated may be declared a forfeit if such action is believed to have been intentional on the part of the manager or one of his/her staff. This will be determined by the Vice-President of Rules.
- D. No child will be allowed to play or practice unless his/her registration fee has been paid or payment arrangements have been made with Vice-President of Personnel or Treasure.
- E. If a player moves outside the set League boundaries after registration he/she may continue to play for the team assigned to.
- F. Players will not be allowed to wear jewelry of any kind.
NO EXCEPTIONS!!**

5. GAMES

- A. The schedule of games for the regular season shall be prepared by the League's Board. No changes may be made to that schedule unless approved by the League's Board. Game changes must be agreeable to both managers and presented to the Vice-President of Rules at least 72 hours prior to game time.
- B. Make-up games will be played on the first open date, or Friday of that week at 6:30 P.M., unless Vice-President of Rules is notified by both

managers on an agreeable time for that date. These games are to be considered as part of the week they are rescheduled for. Games postponed on that Saturday will be rescheduled for the following Saturday or first open date.

- C. Playoff and Championship games are to be considered as separate weeks and are not to be included in the team's overall record.
- D. CURFEW—No inning shall start after 8:45 PM, and the Vice-President of Rules or the umpire's clock is official. Suspended games will be completed before the start of then next regularly scheduled game between the teams involved, unless one team is ahead by 10 runs or more, that team will be declared the winner. The Vice-President of Rules and the two managers involved will make the necessary time arrangements.
- E. HEAT—No game shall be played when the temperature reaches 95 or a heat index of 100 degrees or more. The Vice-President of Rules shall make such a determination. If he/she is not available, then the highest ranking Board Member shall make the decision.
- F. RAIN—Before the start of the game, The Vice-President of Rules shall make the decision to cancel a game due to rain or poor field conditions caused by rain. If the Vice-President of Rules isn't there, the highest ranking Board Member available shall make the decision. After the game starts, the umpire is in charge of such decisions.
- G. **NO FOOD ON BENCHES DURING GAME.**

6. PROTESTING GAMES

- A. A protest shall be considered only when based on the violation or interpretation of a playing rule, or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.
- B. The managers or acting managers of contesting teams only, shall have the right to protest game, stats, or roster problems.
- C. **PROTEST SHALL BE MADE AS FOLLOWS:**
 - a) **The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that he/she is playing the game under protest.**

- b) Following such notice, the umpire shall consult with his associate umpires or the Vice-President of Rules. If he is convinced that his decision is in conflict with the rules, he shall reverse his decision. If however, after consultation he is convinced that his decision is not in conflict with the rules, he shall announce the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- c) If it is found that an ineligible player is being used, said team forfeits the game.
- d) **After the game, write “PROTEST” on the score sheet and have the umpire sign it. Submit within 24 hours, in writing, with details and the umpire’s name, your protest to the Vice-President of Rules or President, or Vice-President of Personnel.**

7. UMPIRES

- A. The Vice President of Rules is in charge of the umpires and his/her decisions pertaining to the umpires can only be overturned by the Board’s majority vote.
- B. If no official umpire is present at game time, the game shall be postponed and rescheduled. The home team manager shall notify the Vice-President of Rules immediately of the postponement.
- C. Once a game begins, it is in the hands of the umpire. Umpire has the authority to forfeit a game in accordance with set rules, call a game because of poor weather conditions, field conditions, or darkness and to eject managers, players, coaches and parents from the game and field. **He shall not have the power to change set regulations and rules or to call or forfeit a game other than for reasons dictated herein.**
- D. Any decision by an umpire other than in actual calling of the game, shall be accomplished by first informing both managers. Game termination’s prior to official completion, shall be reported to Vice-President of Rules by the home team manager and subsequently rescheduled in accordance with Rule 5 (B) or 5 (D).
- E. The game must start with at least nine players. If a player is ejected the team may finish the game with eight players, but the ejected player’s turn at bat is considered an out. In the event more than one player is ejected

from the game and the team is left with less than eight players, that team becomes subject to RULE 2(G), and the umpire shall act accordingly.

- F. Suspension of umpires from further League Officiating will be ruled on by the League Board. Only team managers and Board Members may submit such a request, this request being in writing and submitted to the Vice-President of Rules, for presentation before the Board. Grounds for such a request DO NOT include what a team manager may interpret as “BAD CALLS”
- G. **NO APPEALING EJECTION.**

8. PLAYING EQUIPMENT

- A. Players are responsible for the uniforms issued to them and must turn them in clean and ready for storage with the size indicated. Managers are responsible for their collection and return at the end of the season.
- B. The uniforms (pants) are the property of the League and are to be loaned to the players for such period as the League may determine.
- C. **All playing equipment taken from the equipment box (bases, etc.), must be returned upon completion of the game and the box locked up. The home team manager and coaches will bear this responsibility.**
- D. A list of equipment issued to each team will be kept on record by the Vice-President of Equipment and his/her assistants. All equipment must be returned to the Vice-President of Equipment or his/her assistants within 30 days of the season’s completion.
- E. It is the manager’s responsibility to ensure that all equipment issued be handled properly. There is no excuse for lost equipment or equipment damaged by carelessness. Any loss of equipment must be immediately reported to the Vice-President of Equipment, with reason. If not he/she will be held responsible and must reimburse the League for such articles not properly reported.

9. FIELD DECORUM

- A. The actions of managers, coaches and players, and any other officials affiliated with this League, must be above reproach.
- B. Only players, managers, coaches and umpires shall be allowed within the confines of the playing field just prior to and during the game in which they are to participate. The manager shall not leave his bench or coaching box, except to confer with the umpire, opposing manager, or his own

players. Only managers, or acting managers, shall be allowed to address umpires during the play of the game. All team players will be on their own benches or in the bullpen, except when on deck, batting, on base, or playing in the field. Any player not abiding by this rule shall be given a warning by the umpire. If he/she breaks this rule a second time during the same game, that player is ejected. Uniformed players may be used as alternate coaches, but ONLY to their team, and must wear a helmet in the coach's box.

- C. The managers, coaches, players and parents cannot make discouraging or contradicting statements to the players on the opposing team.
- D. Managers are encouraged to have their players address adults with the proper respect, i.e., Mr., Mrs., Ms., etc.
- E. **This League is designed primarily for the benefit of the players within it, to improve not only their baseball abilities, but also to develop team spirit, discipline, and respect. It is the manager's and coach's responsibility to ensure that these standards are not lowered or abused. Adult representatives of this League are supposed to act accordingly and to set a pattern for the boys and girls they associate with.**

10. PLAYING RULES

- A. The Dearborn Heights Baseball League is divided into four divisions; Major, Minor, Midget, and T-Ball Divisions. Major League Professional Baseball Rules shall apply except as otherwise indicated herein. The playing rules listed in this Rule shall be applicable to all Divisions unless otherwise indicated, with individual Division specifications outlined in Rule 11 (Major Division), Rule 12 (Minor Division), Rule 13 (Midget Division), and Rule 14 (T-Ball Division).
- B. **There shall be no barreling in any division. If an umpire in his judgment calls barreling, said player will be called out, ball will be dead, said player ejected from the game and the next official full game played.**
- C. **The first team number on the schedule is the Home team and will occupy the third base dug out. The Home team is responsible for properly chalking the diamonds and placing the bases. It is also responsible for locking up all the field equipment at game's conclusion. The visiting team is responsible for policing the fields at game's conclusion. Each team is responsible for cleaning their own dugouts. Winning manager must call the Vice-President of Rules (Tim - 734-502-1306) and notify him/her of the score.**

- D. Protective batting helmets must be worn by all batters and runners. Players in the on-deck circle will wear one if one is available. Players stepping into the batting box without their helmet will be penalized one strike. Runners who intentionally, or without calling time as determined by the umpire, remove their helmet will be declared out.
- E. Bats must be League bats. Any bat that is not a League bat and is used by any player must be made available to any other player, including those on the opposing team. League bats are those supplied by the Dearborn Heights Baseball League or meet Little League standard requirements.
- F. Any Manager, Coach, or Player ejected from a game must leave the playing field and must be completely out of sight of the playing field. The manager or coach, who was ejected, must also not be present at the next official full game of his/her team or at the playing field. The player who was ejected WILL NOT be permitted to play in his/her next official full game, but he/she must be present in complete uniform and set on the bench. The opposing team and Umpire must be notified and specified on the game score sheet. If player is not present, he/she will be ineligible for the next official full game played.
- G. Any Manager, Coach, or Player ejected twice during the year is suspended immediately until further notice subject to the League's Board approval for reinstatement.
- H. Any player throwing his/her equipment shall be given one warning. A second such reaction within the same game will constitute the player's automatic ejection. While batting, if bat is thrown, first time player will be given a warning, second time player will be removed from the game, but not subject to the ejection rule.

11. MAJOR DIVISION RULES AGES 15 – 16

- A. In weeks where one or two games are played, a pitcher may pitch 10 regular innings and any number of extra innings, provided the total number of innings pitched does not exceed 13. In weeks three or more games are to be played, a pitcher may pitch a total of 15 innings, but not more than 13 regular innings. Pitchers shall be credited with a full inning pitched for each inning they pitch in, regardless of the number of pitches thrown. For pitching purposes, weeks begin on Monday and conclude on Sunday, except for playoff or championship games, as explained in Rule 5 (C).
- B. Baseball shoes with rubber cleats ONLY may be worn, or rubber soled shoes. Metal spiked shoes are NOT allowed.

- C. All players in the Major Division must play at least three full consecutive innings of each game. In the even the home team is ahead and does not bat in the bottom if it's final inning, the final inning is considered a full inning.
- D. Pinch runners may be used only in cases of injury to the player to be ran for. The player who made the last out must pinch run.
- E. Substitute players may be used, but must come from their color coded farm team. In cases of injury during the playing of a game, any Minor Division player at the field may be used as a substitute
- F. Designated pinch hitter rule will not apply in this League.
- G. You must notify opposing managers of any change of players.
- H. This rule applies to make-up extra innings. Each manager shall record his/her line-up, the number of innings his/her pitcher has pitched, as well as the number of innings the opposing pitcher has pitched. Any part of an inning shall constitute a complete inning against a pitcher. Each manager shall strictly enforce and abide by this rule or Team may be forced to forfeit the game.

12. MINOR DIVISION RULES AGES 11 - 14

- A. The following rules are Minor Division rules only, in addition to those listed in Rule 10.
- B. Playing field dimensions: base to base 70 feet; pitcher's mound to home plate 51 feet.
- C. Baseball shoes with rubber cleats ONLY may be worn, or rubber soled shoes. Metal spiked shoes are NOT allowed.
- D. All players in the Minor Division must play at least three full consecutive innings of each game. In the even the home team is ahead and does not bat in the bottom if it's final inning, the final inning is considered a full inning.
- E. A player in the Minor Division can not make a straight steal of home plate.
- F. No penalty for a called Balk, (dead ball).
- G. Minor Division teams can use a ten-man defensive and Roster Line Up.
- H. Any time a team is losing by 10 runs or more after their fourth at bat, the game will be stopped and awarded to the winning team.

- I. Pinch runners may be used only in cases of injury to the player to be run for. The player who made the last out must pinch run. Catcher with two outs has to have a courtesy runner.
- J. In weeks where one or two games are played, a pitcher may pitch 8 regular innings and any number of extra innings, provided the total number of innings pitched does not exceed 10. In weeks three or more games are to be played, a pitcher may pitch a total of 12 innings, but not more than 10 regular innings. Pitchers shall be credited with a full inning pitched for each inning they pitch in, regardless of the number of pitches thrown. For pitching purposes, weeks begin on Monday and conclude on Sunday, except for playoff or championship games, as explained in Rule 5 (C).
- K. Substitute players may be used. Substitutes cannot pitch or catch, but can bat. Substitutes names will be put in a hat and drawn on the field as needed. The picking of names from the hat will occur before the start of the game. Managers discretion as to the use of 9 or 10 players, but must indicate his/her choice before names are drawn.
- L. Designated pinch hitter rule will not apply in this League.
- M. You must notify opposing managers of any change of players.
- N. This rule applies to make-up extra innings. Each manager shall record his/her line-up, the number of innings his/her pitcher has pitched, as well as the number of innings the opposing pitcher has pitched. Any part of an inning shall constitute a complete inning against a pitcher. Each manager shall strictly enforce and abide by this rule or Team may be forced to forfeit the game.

13. MIDGET DIVISION RULES AGES 7 – 10

- A. The following rules are Midget Division rules only, in addition to those listed in Rule 10.
- B. Each Midget player must play at least three consecutive innings in the field each game.
- C. The Midget Division will use a roster batting order and a ten player defensive alignment in the field. Definition of roster batting order every player present bats in a continuous batting order. If a player cannot bat because of injury or illness, the Vice-President Rules or the next highest ranking board member present will make the decision whether the batter is an out every time he/she fails to come to bat. No manager or coach within this division who is a board member, is allowed to make this decision.

- D. No game shall be played unless a minimum of nine players for team can be fielded.
- E. The batter is out on the third strike. The catcher does not have to catch the ball.
- F. Baseball shoes with rubber cleats ONLY may be worn, or rubber soled shoes. Metal spiked shoes are NOT allowed.
- G. The infield fly rule will NOT be in effect in this division.
- H. Playing field dimensions: base to base 60 feet; pitcher's mound to home plate 40 feet.
- I. There will be no stealing or leading off while on the bases. Runners may advance only when the ball is hit. If a runner leaves the base early, he/she will be issued a warning (one warning per game). The second time this occurs, the runner will be called out. **Exception:** If the ball is hit and the runner leaves his/her base early, the runner is out and no warning will be issued. If the out is the third out, no runs can score.
- J. All Midget League games are scheduled for six innings, but extra innings will be played if required. Called games are games of record if losing team bats at least four complete innings, but are behind by 15 runs or more.
- K. In weeks where one or two games are played, a pitcher may pitch six regular innings and any number of extra innings, provided the total number of innings pitched does not exceed 10. In weeks three or more games are to be played, a pitcher may pitch a total of 12 innings, but not more than 10 regular innings. Pitchers shall be credited with a full inning pitched for each inning they pitch in, regardless of the number of pitches thrown. For pitching purposes, weeks begin on Monday and conclude on Sunday, except for playoff or championship games, as explained in Rule 5 (C).
- L. Substitute players may be used. Substitutes cannot pitch or catch, but can bat. Substitutes names will be put in a hat and drawn on the field as needed. The picking of names from the hat will occur before the start of the game. Managers discretion as to the use of 9 or 10 players, but must indicate his/her choice before names are drawn.
- M. Designated pinch hitter will not apply to this League.
- N. You must notify opposing managers of any change of players.

- O. This rule applies to make-up extra innings. Each manager shall record his/her line-up, the number of innings his/her pitcher has pitched, as well as the number of innings the opposing pitcher has pitched. Any part of an inning shall constitute a complete inning against a pitcher. Each manager shall strictly enforce and abide by this rule or Team may be forced to forfeit the game.

14. T-BALL DIVISION RULES AGES 4 – 6

- A. A child is eligible to play T-Ball if their age is 4 - 6 as of April 30.
- B. Teams will play three inning games.
- C. All players will play the field; a different position each inning.
- D. There will be no score kept for outs or runs. An inning is over once every player has batted once. The sole purpose of this division is to have fun with no competitiveness what so ever.
- E. Bases will be 40 feet. The pitching rubber will be 30 feet from home plate. A player must play at a normal pitcher's location and must have one foot on the rubber until the ball is hit.
- F. A line will be placed across the infield from a point 15 feet from home plate down the first and third base lines. The area on the home plate side of this line and any area outside the foul lines will be a foul ball. No one is allowed to go into the arc, only the umpire. If a player goes into the arc, the batter will awarded first base.
- G. The batting tee must be placed at least two feet behind home plate and it's the umpire's responsibility to move it if there is a play at home plate.
- H. All players on defense must start off 30 feet from home plate until the ball is hit.
- I. During the last six games, a player will have the option of hitting a thrown pitch or hitting it off the tee. Both player and parent must agree. Pitch is thrown by a manager or coach.
- J. Catchers must wear normal catcher's mask.
- K. The strike zone will be from the lower hips to the letters.
- L. Only the catcher will place the ball on the tee for the batter, adjust tee in batter's strike zone, one time per batter.

- M. Only full swings at the ball are permitted. Any attempts to bunt and the batter will be called out.
- N. A strike will be called if the batter misses or fouls the ball while batting. The second foul on a third strike is an out. All fairly hit balls and foul fly balls should be played in a normal manner.
- O. A ball hit to the outfield is a play until it is returned to inside the base line and is in a fielder's possession. All runners may continue to the bases they are running to, but are subject to be put out. All further play will stop. Infield hit ball is alive until the runner either stops at a base or a play is made to get the runner out.
- P. All base runners are subject to fly ball rules, except the infield fly rule which will not apply.
- Q. If a batter throws the bat, he/she will be given one warning. On the same infraction occurring in the same game, the batter will be called out.
- R. The batter is not allowed to touch the tee or the ball. If he/she does a strike will be called.
- S. A base runner will be called out if:
 - a. He/she slides into a base or leaves his/her feet to obtain a base.
 - b. He/she steals a base.
 - c. He/she leaves a base before the ball leaves the tee and after one warning is issued for the same infraction.
 - d. He/she is touched by the manager, coach or team assistant in an effort to assist or restrain the child while the ball is in play.
 - e. He/she occupies a base already occupied.
 - f. He/she takes their helmet off before time is called out.
- T. A strike will be called if the batter and the on-deck batter are not wearing their helmets.

15. IN CONCLUSION

- A. The League regulations and rules set forth in this document may not be altered, abbreviated or changed by any party other than the Southwest

Dearborn Heights Baseball League. Changes may be submitted in writing to the Vice-President of Rules for presentation and consideration.

- B. Team managers, coaches, and players are directed to comply with these rules and regulations
- C. Violations by League representatives of any one, or more, of these rules and regulations will result in appropriate action by the League Board. It is important that managers be aware that such violations could result in suspension, game replays, or even forfeiture of games.
- D. Any questions on interpretation of rules should immediately be directed to the Vice-President of Rules.
- E. **Alcoholic beverages or drugs are prohibited at all times, on or at the fields.**