



## DELHI TOWNSHIP PARKS & RECREATION BOYS MINOR BASEBALL (Grades 3/4)

### LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis on a low competitive atmosphere. The primary focus should be on individual development, Fundamentals, and teamwork. The main emphasis is on having fun, involving the family, and developing a positive self-image. Good sportsmanship is always expected from the players, coaches, and parents.

The Delhi youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

### GENERAL PROGRAM GUIDELINES

#### COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded. Coaches are responsible for their own conduct as well as the conduct of their players and spectators. Any coach who is ejected by a volunteer umpire for misconduct shall be ineligible for the next game. The Delhi Parks & Recreation office retains the right to further disciplinary action if the infraction warrants it. All ejections need to be reported to the Parks & Recreation office the next day after the incident.

#### SPORTSMANSHIP

To keep up with our recreation philosophy and sportsmanship, remember to shake hands with your opponents at the conclusion of the game.

#### EQUIPMENT

The Delhi Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. The team equipment will need to be returned promptly at the conclusion of the season, so we can keep our inventory updated.

#### PLAYING THE GAME

PITCHING/BASE DISTANCE: Pitcher's mound to home plate = 35ft. Base distance = 50ft.

#### HOME TEAM RESPONSIBILITIES:

The home team shall be responsible for keeping score. Home team uses first base bench.

VISITING TEAM RESPONSIBILITIES:

The visiting team shall be responsible for providing a volunteer base umpire. Visiting team uses the third base bench.

HOME PLATE UMPIRE: Will be the coach of the batting team and they will set up behind the pitcher who's on the mound. They will call balls and strikes from that position. When the pitcher throws ball four the coach steps in and pitches until they hit it or strike out.

TIME LIMIT: One hour (1) and 15 minutes to One hour (1) and 30 minutes depending on last at bat for home team.

# OF PLAYERS ON DEFENSE: Boys Major shall field 10 players, 4 must be outfielders.

POSITIONING OF OUTFIELDERS: All outfielders must position themselves at least 10 feet beyond the base paths.

SUBSTITUTIONS: There are free substitutions for all players and positions.

KEEPING SCORE: Home team is the official scorekeeper. Coaches are encouraged to confirm the score each inning.

BATTING ORDER/ LINE-UP CARDS: A batting order comprised of all players present will be exchanged by the coaches prior to the start of the game. This order shall not be altered during the game. ALL PLAYERS PRESENT AT THE GAME WILL BAT.

PLAYING TIME REQUIREMENT: Equal playtime for participants is required. Coaches must play all players at least two innings in the field.

PROTESTS: There will be no protests allowed. Home plate umpire will settle all disputes. Coaches, players, and spectators are reminded that this is a recreation league and should conduct themselves accordingly.

RUN AHEAD RULE / INCLUDING THE LAST INNING: Total runs scored per half inning will be limited to five (5) unless team is trailing by more than five runs. On the play in which the fifth run is scored, play will continue, and additional runs will be allowed to score until play has stopped with a dead ball. At the end of the play, teams will switch from offense to defense and vice-versa.

EXAMPLE: Team has scored 4 runs in an inning and has a runner on first base. The batter hits a home run. Both players can score, giving that team a total of 6 runs for the inning. Teams then switch from offense to defense and vice-versa.

**IF A TEAM IS TRAILING BY MORE THAN 5 RUNS:** Team trailing can tie the score. Total runs per half inning will be limited to the number of runs behind. On the play in which the tying run is scored, play will continue, and additional runs will be allowed to score until play has stopped with a dead ball. At the end of the play, teams will switch sides.

**EXAMPLE:** A team is behind by 7 runs. Team has scored 4 runs in the inning. Bases are loaded. Batter hits a homerun. All four base runners can score, giving that team a total of eight (8) runs in the inning.

**PITCHING:** Pitcher may not pitch more than 3 innings per game and no more than 6 innings per week. The delivery of 1 pitch to a batter will constitute a full inning. No forced or intended curve may be thrown. The pitcher will be issued a warning. After the initial warning, any pitcher throwing a curve ball will be removed from the pitching position. If a pitch hits a batter, they shall be awarded first base.

**HELMETS:** Batter and base runners shall wear Protective helmets.

**OVERTHROWN BALLS:** A batted ball in play, base runners may advance to the base in which they were going to and then 1 extra base for the overthrow. Example: Batter hits ground ball to 3<sup>rd</sup>, fielder overthrows first, runner may go to second at their own risk. Once they get to 2<sup>nd</sup> they must stop regardless of where the ball is at the time. Defense will get the ball back to the pitcher and resume the game.

**LEADING OFF & STEALING:** Runners may leave the bag by two (2) steps when the ball leaves the pitcher's hand. If a play is made on the runner, he may try for the next base. If no play is made on the runner, the player must return to the base. If the player leaves the bag before the ball leaves the pitcher's hand, they are out. There is NO STEALING!

**WALKS:** There are no walks in Boys Minor Baseball. After the fourth ball, the coach of the batting team will pitch until the batter hits the ball or strikes out. A batter may be out on a called third strike. The pitcher must stay within a 6-foot radius of the pitching rubber until the ball has left the coach's hand. Coach must pitch with a normal delivery from the rubber.

**SLIDING:** Sliding is mandatory. If a play is being made on the baserunner they must slide or avoid contact with the fielder.

**BUNTING:** Bunting is allowed in Boys Minor Baseball.

**INFIELD FLY RULE:** Does not apply.

**CATCHER MISSING A THIRD STRIKE:** A batter is out immediately after they have three strikes, regardless if the catcher catches the ball.

**BACKSTOP:** No parents, spectators or coaches are allowed behind the backstop during play.

## UMPIRES

- A) The volunteer umpires have the authority to eject any player, coach or spectator from the playing area. If the umpire encounters a lack of cooperation after an attempted ejection, they have the authority to award the victory to the appropriate team.
- B) Home plate umpire will keep the official time of the start of the game and determine ground rules (out of play lines).
- C) The home plate umpire will be encouraged to warn batters about throwing their bats and take disciplinary action when necessary. Disciplinary action will include calling the batter out after the first warning.

## INCLEMENT WEATHER / RAINOUTS

All games must be played on their scheduled dates unless weather or conditions of the playing field warrant postponement. If the Parks & Recreation Department cancel games, teams will not be allowed to play anyway, regardless if the weather changes.

Coaches may call the Delhi Township Parks & Recreation Sports Information Number at 694-3433 at 4:30 p.m. or visit [www.cancellations.com](http://www.cancellations.com) to find out the status of the games.

## RESCHEDULING

The Parks & Recreation Department may reschedule all postponed games based on availability. The Parks & Recreation Department will notify coaches regarding the make-up date. As of now, games will be made up on the Saturday of the week of the postponed game.

## UNIFORMS/ATTIRE

Home team listed first on schedule wears white, visiting team wears green. Shorts are permitted, however Delhi Parks & Rec. department strongly encourages long pants for safety.

FOOTWEAR: Players allowed to wear rubber cleats only. Steel / metal spikes not permitted.