

Delaware Valley Baseball Conference 2009 Rules

16U Mickey Mantle Division

PLAYING RULES

Play will be governed by American League playing rules with the following exceptions;

BATS

Only Wood Bats are permitted, they may be composite, however no combination wood/metal bats

BASEBALLS

Each team will be required to supply 2 *quality (Wilson 1010 or higher) baseballs to each game

*Full grain leather; raised seam; and composite cork and rubber center

UMPIRE FEES

Each team is required to pay half the cost of the umpire fees. Umpire fees must be paid prior to start of the game.

LINEUP

Each team will have the discretion to select one of the following options for their team that must be declared prior to the start of the game.

Further, this option must be utilized for the entire game.

- **Bat the entire lineup** with unlimited defensive substitutions. If a player is injured and is removed from the game there will be no penalty when it becomes his turn in the batting order. That position will be skipped and the player will be scratched from the game when batting the entire line-up.
- **Bat 9** (DH is optional) Must following official playing rules; however, starters may re-enter (once). Further, once a sub has been removed, he may not re-enter with the exception of injury
- **Bat 10**, utilizing the option of an Extra Hitter (EH) An EH can be switched to a defensive position however his position in the batting order can not change.

*Once a player has established a position in the batting order he may only bat in that same spot in the batting order throughout that game.

*The game may begin and end with no less than 8 players. If a team can not field 8 players with-in 15 minutes of the scheduled start time, the team will forfeit the game.

COURTESY RUNNER

Speed up rule - Mandatory for the catcher with two outs only. The runner will either be the last recorded out with the exception of the pitcher(if

batting the lineup) or any player on the bench who is not currently in the game (batting nine or using an EH).

PITCHING

N.J.S.I.A.A (High School) rules are in effect, use common sense!

BALKS

There is to be **no warnings** on balks.

SLIDE OR VEER

A runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. Malicious intent will result in an ejection. This will be the umpire's discretion.

PROTESTS

There will be no formal protests permitted to the League. All decisions will be determined on the field by the umpires. Managers will be asked to submit rule discrepancies to the League for further review. In turn, the League will communicate to all teams for clarification purposes.

FORFEITS

If a game is cancelled or postponed for non-weather related issues and the other team and/or league is not notified within 24 hours of the game that team will forfeit that game and receive a loss. 2 Forfeits during the season will disqualify that team from the playoffs, 3 forfeits and they will be removed from the league. If a team has less than 8 players at the start of the game they will forfeit and take a loss. Teams will be required to pay umpires that are present if this occurs.

RAIN-OUTS

It is the responsibility of the home team to communicate cancellations on all rain-outs to the umpires, coordinator and opposing team. Please try to give at least 2 hours notice or more if you know your field is unplayable. In the event that the rain begins at the start or during the game you will be responsible for paying the umpires regardless of whether or not the game is played to completion. Just because you paid them they are not required to come back and do the game again without being paid again. Once a game is underway, only the umpires may call the game for weather or darkness.

SCHEDULE CHANGES, POSTPONED GAMES

All scheduled games that are posted on the Del Val site are expected to be played. Any schedule changes or postponed games must be communicated to the umpire association, the league coordinator and the opposing manager. It is the responsibility of the managers to agree upon a revised date for make-ups and communicate them to the umpires and coordinator. If the teams can not agree on a date the coordinator will

decide it for them otherwise neither team will receive any points for games that are not completed on the schedule unless they can prove the other team was unwilling to make-up the game (save those emails!)

EJECTIONS

Any player or coach who is ejected from a game will be required to serve a 1 game suspension for the next scheduled game. All ejections must be reported to the league President.

LENGTH OF GAMES

- 7 innings. A complete game is 5 innings or 4 ½ if the home team is leading.
- Teams will play extra innings if the game is tied.

*Teams can agree to play less than 7 innings in double headers if both coaches agree prior to the start of the game.

TIME LIMITS

- There are no time limits.
- There are no suspended games in twilight baseball, a game can be considered a complete game if called early on account of darkness. This must be agreed upon by both teams prior to the start of the game.

MERCY RULE

10 runs after five innings, 4 ½ if the home team is ahead.

UNIFORMS

All players on a team must have "like" uniforms with number jerseys. Metal Cleats are permitted.

ROSTER & CREDENTIALS

18 Players Max. All credentials (Copy of Birth Certificates, & Roster) must be in the coach's possession at each game and a copy must be submitted to the league. Players can not be rostered on more than one team in the same age division.

PLAYOFFS

Only players that participated in at least half of the teams regular season games qualify to play in the playoffs. The Playoff seedings will be determined by the point system outlined on the Del Val website www.delvalbaseball.org The Playoff format and schedule will be determined by the league coordinator

SCORES

Game scores must be reported by the winning team via email to mantlescores@delvalbaseball.org within 24 hours of completion so they can be posted on the website.