

BASEBALL

O-ZONE, MINOR & COACH PITCH

Diamond Youth Baseball-Sanctioned League
And abides by DYB Rules
Unless Superseded by Local League By-Laws

(Updated 2-23-2026)

No Gentleman's Agreements: All rules must be enforced exactly as written in these local league by-laws or in the Diamond Youth Baseball Official Rules and Regulations Book.

No informal agreements, verbal exceptions, or “gentleman’s agreements” are permitted to bypass or modify the rules.

Rules (Applies to all Age Groups)

Section 1. The Game-In General

- A. All players must be registered with their participating recreation organization.
- B. The home team shall furnish one (1) new baseball, and the visiting team shall furnish one (1) approved playable baseball.
- C. The home team will occupy the first base dugout.
- D. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- E. The visiting team is responsible for keeping the official pitch count. (Both teams are required to keep pitch count)
- F. Participating organizations will be responsible for recording wins and losses for each team.
- G. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- H. Batting line-ups must be exchanged by teams no later than ten (10) minutes before the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
- I. Teams must notify the opposing team’s official scorer of any line-up changes.
- J. Umpires have the authority to clear each field five (5) minutes before the scheduled game start time.
- K. Mandatory Playing Time: Each player shall be required to play a minimum of six (6) defensive outs and bat at least one (1) time in each game.
 - Exceptions: Mandatory playing time requirements may be waived due to the Mercy Rule, limited innings played, absent players (including players who arrive late or leave early), player illness or injury, or disciplinary action as determined by the coach in accordance with league policies.
- L. Teams must have a minimum of eight (8) players present to start a game.
 - If a team plays with 8 players, then the team must take an out for the missing 9th batter in their line-up.
 - No penalty will be enforced if a team can field a line-up of at least 9 players.

Player Substitution:

- Teams must have at least 7 of their own rostered players to use the Player Substitution Rule
- Teams that arrive with 7 players are allowed to pick up a maximum of 2 Substitutes to play for that game.
- Teams that arrive with 8 players are allowed to pick up a maximum of 1 Substitute to play for that game.
- Teams with 9 players cannot pick up a Substitute and must play with 9.

Substitutes must be rostered on a team in the same age group to be eligible to play. Substitutes must be in their own team’s jersey, play RIGHT FIELD (1 SUB), LEFT FIELD (2 SUB), and bat last in the line-up for the entire game. Coaches are required to notify their recreation staff, the opposing head coach, and the umpire that a Substitute will be used in the game.

- Player Substitution may be used in both regular and postseason play, including championship games.
- M. Coaches are to instruct their players to always hustle on and off the field.

Section 2. The Playing Field and Equipment

- A. Five (5) ounce-nine (9) inch baseballs will be used for all gameplays. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.
- B. The barrel of all aluminum, metal alloy, composite, multi-piece wood bats, or single-piece wood bats shall not exceed 2 5/8" inches in diameter nor exceed 33" inches in length.
- C. Approved Bats - All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. USA Baseball is the national governing body of amateur baseball in the United States. Solid wood bats made from a single piece of wood do not require the USA Baseball mark but must meet the specifications in Rule 1.10(a). All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.
- 2 5/8" bats that are -3 BBCOR certified bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard which do not weigh numerically more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces may be used in the regular season or tournament play.
 - Illegal Bat Penalty: A bat which does not meet the specifications in the above-approved bat rule shall be deemed an illegal bat. A batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box if protested by the opposing team manager prior to the first pitch to the next batter. The bat becomes illegal when the batter receives the first pitch during his turn at bat. The batter does not have to hit the ball. The batter shall be called out and any runners must return to the base they occupied prior to the first pitch to the batter.
 - 2nd Penalty: After the first occurrence that a batter is called out for using an illegal bat, if a second batter is called out for using an illegal bat in the same game by the same team, the team manager shall be ejected from the game.
- D. Any offensive player on the playing field must wear a helmet. Chin straps must be worn if snaps are provided on the helmet. Faceguards are optional.
- E. All catchers must wear full protective equipment during gameplay. (Including throat protectors, no matter what style mask is being used) Two (2) piece-style helmets are not allowed.
- F. Infielder facemasks are recommended but not required for defensive players.
- G. Metal cleats are not allowed during local league play.

Section 3. Regulation.

- A. Mercy Rule: A game shall be ended due to the mercy rule when a team is ahead by 12 runs after three (3) innings (or 2½ innings if the home team is ahead), or by 10 runs after four (4) innings (or 3½ innings if the home team is ahead).
- The mercy rule shall not apply unless all batters on both teams have completed at least one (1) official turn at bat.
 - If a team has not completed a turn at bat for all players, that team shall continue to bat until each player has completed at least one turn at bat. Once this is completed, the game shall be considered complete, and the mercy rule score shall be recorded as the final score.
- B. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.
- DURING POST-SEASON PLAY ONLY: Games will continue, and the "International Tiebreaker rule" will apply. *International Tiebreaker rule: each team starts the inning with the player who completed the last official at-bat as a base runner on second base and with no outs.
- C. Regular Season Games interrupted due to weather, or any other reason, will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team must complete their half of the fourth (4) inning, three and one-half (3 ½) innings if the home team is leading). Tournament games will be rescheduled and finished from the point of interruption, no matter when the interruption occurs.
- D. All decisions made by the umpires are final.

Section 4. Innings.

- A. If the sixth (6th) inning is reached, the max run rule will be lifted, and the inning will only be completed once three (3) outs are recorded.

Section 5. Batter/Line-up

- A. Bat Slinging Rule: Bat slinging is not permitted.
 - A batter may not sling the bat at any time.
 - The determination of bat slinging is solely at the judgment of the umpire.

Enforcement

1. Each team will receive one (1) team warning per game for bat slinging.
2. On the first offense by a team, the batter will be warned.
3. On the second offense by that team, the batter will be called out.
4. Any additional offenses by that team will result in the batter being called out.

Safety Provision

- If a player slings the bat and the bat makes contact with another player, coach, or official, the batter will be called out immediately, even if the team has not yet received its warning.
*This out will also serve as the team's first and only warning for the game.
- B. Teams will use a continuous batting order (bat their entire roster) during regular season play.

Section 6. Runner

- A. The runner will be called out for running past a base without touching the base.
- B. It is mandatory that a courtesy runner be used for the catcher when there are two outs. The courtesy runner is the last batted out or any player not currently in the line-up.

Section 7. Defense

- A. Mandatory Play Time: Players must play a minimum of six (6) defensive outs in each game.

Section 8. Pitching

See the age group-specific page for Pitching Rules.

Sections 9. Coaches

- A. Only the head coach may represent or speak for the team.
- B. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
- C. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Section 10. Ties Breakers – Standings

In the event two or more teams are tied after regular season play, the following steps will be taken to break the tie:

- A. Head-to-head competition; the record between two or more teams
- B. Point spread between the two or more teams; an examination of the final scores between the two teams.
- C. Fewest runs allowed; an examination of ALL final regular-season scores.
- D. Forfeits: teams with forfeits will lose the tie-breaker advantage
- E. Coin toss.

O-Zone (11-12) – Age Group Specific

Section 1. The Game-In General

- A. No player can turn thirteen (13) years of age before April 30th of the current year.

Section 2. The Playing Field and Equipment

- A. Baselines shall be seventy (70) feet.
- B. Pitching distance shall be fifty (50) feet.

Section 3. Regulation.

- A. The completion of six (6) innings or eighty (80) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining). At the beginning of each game, the scoreboard clocks will start with seventy-five (75) minutes listed. This includes postseason tournaments and championship games.

Section 4. Innings.

- A. There is a ten (10) run max per inning. More than ten (10) runs may be scored when an over-the-fence home run or ground-rule double forces a run to score. This applies to all innings. Unless the mercy rule or the time limit is reached.
- B. If the time limit is reached before the sixth (6th) inning and a team is down by eleven (11) runs or more the game will continue until the seventy-five (75) minute mark is reached. This will be a drop-dead rule; once the seventy-five (75) minute mark is reached the game will be called.

Section 5. Batter/Line-up

- A. Dropped 3rd Strike.
Uncaught/Dropped Third Strike Rule - If the catcher drops or misses strike three, the batter can run to first, unless occupied with less than two (2) out and must be thrown or tagged out.
- B. DURING POST-SEASON PLAY ONLY, teams will have the option to use a continuous batting order or after batting their entire lineup once, teams may revert to their top nine (9) batters for the remainder of the post-season game. This decision must be made before the start of the game and shared with the opposing team and officials

Section 6. Runner

- A. The runner may slide head-first into any base, as long as the runner is not wearing a helmet with an attached faceguard.
- B. The runner can lead off or steal any base.

Section 7. Defense.

- A. Each team will play nine defensive positions, including a pitcher, catcher, four infielders, and three outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield. Free defensive substitution will be allowed.

Section 8. Pitcher.

Diamond Youth Pitch Count Limits and Mandatory Rest Rules (REGULAR SEASON)

League Age	Pitches Allowed Per Day
11 – 12	85

Warm-up pitches do not count toward the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half-inning.

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of **that calendar day**.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on **that calendar day**. (Catching a single pitch in an inning constitutes catching in that inning. Warm-up pitches do not count.)

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base; that batter is put out; the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed, or the game is completed before delivering a pitch to another batter.

A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.

Pitches in suspended/regulation tie games are charged against the pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at the time the game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper number of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

*Note: A day's rest for a pitcher does not begin until the following day after a player has pitched. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) *

Post-Season Tournament Pitching Rest Requirements

Required Rest	No Rest	36 Hours	48 Hours
Total Pitches	1-40	41-65	66+

*Note: Rest hours start at the conclusion of each game

Sections 9. Coaches.

- A. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
- B. Two (2) offensive coaches will be allowed on the field during gameplay, first base coaching position, and third base coaching position (base coaches may be either coaches or players)

Minor (9-10) – Age Group Specific

Section 1. The Game-In General

- A. No player can turn eleven (11) years of age before April 30th of the current year.

Section 2. The Playing Field and Equipment

- A. Baselines shall be sixty (60) feet.
- B. Pitching distance shall be forty-six (46) feet.

Section 3. Regulation.

- B. The completion of six (6) innings or eighty (80) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining). At the beginning of each game, the scoreboard clocks will start with seventy-five (75) minutes listed. This includes postseason tournaments and championship games.

Section 4. Innings.

- A. There is a seven (7) run max per inning. More than seven (7) runs may be scored when an over-the-fence home run or ground-rule double forces a run to score. This applies to all innings. Unless the mercy rule or the time limit is reached.
- B. If the time limit is reached before the sixth (6th) inning and a team is down by eight (8) runs or more, the game will continue until the seventy-five (75) minute mark is reached. This will be a drop-dead rule; once the seventy-five (75) minute mark is reached, the game will be called.

Section 6. Runner

- A. The runner may slide head-first into any base, as long as the runner is not wearing a helmet with an attached faceguard.
- B. When the pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive the pitch, all runners must remain in contact with their base. Runners may not leave their base until the pitched ball reaches home plate.
 - If a runner leaves early, the base umpire will immediately signal the violation at the time it occurs.

Penalty:

- The runner who leaves early may advance only as far as they are forced by the batter-runner.
- If the ball is not put into play, the runner who left early will be returned to the base they occupied at the time of the pitch.

Exceptions – The penalty does not apply in the following situations:

1. If the batter hits a ground-rule double, all runners will be awarded two bases without liability to be put out.
2. If the batter hits a fair ball over the outfield fence for a home run, all runners are permitted to score.
3. If the batter is hit by a pitched ball, the ball is dead. Other runners will only advance if forced to vacate their base by a runner legally entitled to it.

Section 7. Defense.

- A. Each team will play 10 defensive positions, including a pitcher, catcher, four infielders, and four outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield. Free defensive substitution will be allowed.

Section 8. Pitcher.

Diamond Youth Pitch Count Limits and Mandatory Rest Rules (REGULAR SEASON)

League Age	Pitches Allowed Per Day
9 - 10	75

Warm-up pitches do not count toward the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half-inning.

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of **that calendar day**.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on **that calendar day**. (Catching a single pitch in an inning constitutes catching in that inning. Warm-up pitches do not count.)

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base, that batter is put out, or the third out is made to complete the half-inning.

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed, or the game is completed before delivering a pitch to another batter.

A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.

Pitches in suspended/regulation tie games are charged against the pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at the time the game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper number of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

*Note: A day's rest for a pitcher does not begin until the following day after a player has pitched. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) *

Post-Season Tournament Pitching Rest Requirements

Required Rest	No Rest	36 Hours	48 Hours
Total Pitches	1-40	41-65	66+

*Note: Rest hours start at the conclusion of each game

Sections 9. Coaches.

- A. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
- B. Two (2) offensive coaches will be allowed on the field during gameplay, first base coaching position, and third-base coaching position (base coaches may be either coaches or players).

Coach Pitch (7-8) – Age Group Specific

Section 1. The Game-In General

- A. No player can turn nine (9) years of age before April 30th of the current year.

Section 2. The Playing Field and Equipment

- A. Baselines shall be sixty (60) feet.
- B. Pitching distance shall be forty-six (46) feet.

Section 3. Regulation.

- A. The completion of six (6) innings or seventy-five (75) minutes constitutes a regulation game (no new inning can begin with five (5) minutes or less). At the beginning of each game, the scoreboard clocks will start with seventy (70) minutes listed. This includes postseason tournaments and championship games.

Section 4. Innings.

- A. There is a five (5) run max per inning. More than five (5) runs may be scored when an over-the-fence home run or ground-rule double forces a run to score. This applies to all innings. Unless the mercy rule or the time limit is reached.
- B. If the time limit is reached before the sixth (6th) inning and a team is down by seven (7) runs or more, the game will continue until the seventy (70) minute mark is reached. This will be a drop-dead rule; once the seventy (70) minute mark is reached, the game will be called.

Section 6. Runner

- A. The runner cannot slide headfirst into any base. The runner will be called out for sliding headfirst into any base.
- B. The runner cannot lead off or steal any base. The runner will be called out for leaving the base before the batter contacts the ball.
- C. If a defensive player throws the ball to a defensive player at any base or pitcher's circle, and the ball is overthrown and is not catchable, the runner(s) may advance one base only **with the risk of being put out**. The play is still live, and all runners have the chance of being put out or tagged out. The play is dead once the runners reach the **ONE** extra base.
- D. The runner will be called out for running past a base without touching the base
- E. Two runners may not occupy a base, but if, while the ball is live, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- F. A three-foot (3) chalk line perpendicular to the base path will be drawn halfway between first base and second base, halfway between second base and third base, and halfway between third base and home plate. When the ball is declared dead, the runner will advance to the next base if they are past the halfway three (3) foot chalk line and the base is unoccupied.
- G. It is mandatory that a courtesy runner be used for the catcher when there are two outs. The courtesy runner is the last player that has been called out, even if it occurred in the prior inning.

Section 7. Defense.

- A. Each team will play ten (10) defensive positions, and every player must play at least every other inning in the field (no player shall sit in the dugout for two (2) consecutive innings).
 - Infield Positions**
 - 1st, 2nd, Shortstop, 3rd & Pitcher
 - Outfielders**
 - 4 Outfielders if using a catcher, 5 Outfielders if not using a catcher.
 - Catcher – Teams will have the option to field the position of catcher in the Coach Pitch age division.**
- B. All outfielders must be positioned at a similar radius and must be positioned on the grass.
- C. There will be no “infield fly rule.”
- D. Infielders are not allowed to play in the baselines or on top of the base with runners trying to advance. All defensive infielders must play one step in front of or behind the bases. The baseline belongs to the runner.

Section 8. Pitcher

A. Definition of Terms:

1. "Coach-pitcher" is the offensive coach who is pitching for the players on his/her team.
 2. "Player-Pitcher" is the defensive player playing the pitching position, except he/she does not pitch to the batter.
- B. The coach-pitcher must pitch from within the designated pitching circle, with the coach-pitcher's feet remaining in the designated pitching circle until the pitch is released.
- Note: The coach pitcher does not need to use the pitching rubber or halfway mark. If one foot is inside the circle and any part of the other foot touches the circle boundary when the pitch is released, the coach is considered to be in the circle.
 - Penalty: If the coach pitcher steps fully outside the circle before releasing the pitch, the umpire will call a violation. The defensive team may accept the play or choose a no-pitch.
- C. The Coach-pitcher shall squat down on all batted balls to minimize being a distraction to the defensive team. He shall remain within the pitching area unless required to move to avoid interference.
- D. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If the coach-pitcher intentionally interferes, the ball will be declared dead, and the batter will be out. If the coach-pitcher unintentionally interferes, the ball will be declared dead, and the pitch will be replayed.
- E. The Coach-pitcher may encourage the batter but cannot instruct or coach while on the field. This shall be deemed as unsportsmanlike conduct. The coach-pitcher will not be allowed to call a timeout to talk to offensive players or other coaches. If the defensive team calls a timeout, the Coach-pitcher will be allowed to talk to offensive players and other coaches during the timeout.

Sections 9. Coaches.

- A. There will be a maximum of five (5) coaches in the dugout at any time during gameplay. There must always be at least one (1) coach in the dugout.
- B. Three (3) offensive coaches will be allowed on the field during gameplay, the "Coach-pitcher" position, first base coaching position, and third base coaching position (base coaches may be either coaches or players).
- C. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.
- D. Three (3) defensive coaches may be on the field. Two (2) in the outfield for player direction and one (1) behind the catcher to assist with the retrieval of pitched balls.
- E. Coaches may not touch a player or the ball during live play. If a defensive coach touches a player or the ball during live play, the ball will be declared dead, and all runners will advance one base. If an offensive coach touches a base runner during live play, the runner will be declared out. Defensive coaches shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If a coach intentionally interferes, the ball will be declared dead, and the batter will be out. If a coach unintentionally interferes, the ball will be declared dead, and the pitch will be replayed. The coach shall be warned on the first offense, and the coach will be ejected on the second offense.

Artificial Noise Makers & Sound Policy

To promote a positive, respectful, and family-friendly game environment, the use of artificial noise makers is strictly prohibited in all areas of the facility.

Prohibited Items and Use

- Artificial noise makers are not permitted in the stands, dugouts/sidelines, or anywhere around the field of play.
- Parents, spectators, players, and coaches may not bring or use artificial noise makers before, during, or after their child's game.
- Artificial noise makers include, but are not limited to:
 - Cowbells
 - Whistles
 - Air horns
 - Loud cups
 - Vuvuzelas

Team Speakers & Music

- Team speakers are allowed under the following conditions:
 - Volume must be kept at a reasonable level and must not disturb other dugouts, teams, spectators, or nearby fields.
 - All music must be family-friendly and free of profanity or inappropriate content.
 - Walk-up music must stop immediately once:
 - The batter enters the batter's box, or
 - The pitcher has taken the mound.

Progressive Enforcement

Failure to comply with this policy will result in the following progressive enforcement actions:

1. First Offense – Warning
 - The individual will be issued a verbal warning and instructed to stop use and/or remove the prohibited item.
2. Second Offense – Removal of Item
 - Continued non-compliance will require the artificial noise maker to be removed from the facility for the remainder of the game.
3. Third Offense – Ejection
 - Any further violation will result in the individual being ejected from the facility for the remainder of the game.
 - Ejected individuals must leave the park immediately and may be subject to additional disciplinary action per league or department policy.

Game officials and/or recreation staff have the authority to enforce this policy to ensure a safe and respectful environment for all participants.

Protest Procedure

1. When Protests Are Not Allowed

- Protests based on **umpire judgment** are not permitted.
(*Examples: balls and strikes, safe/out calls, or discretionary decisions.*)

2. Who May File a Protest

- Only the **team manager or acting team manager** may file a protest.

3. Valid Reasons for a Protest

A protest may only be filed for:

- A **violation of playing rules** (including illegal substitutions), or
- The use of an **ineligible player**

Note: Illegal pitchers are governed by pitching rules and are not automatically considered ineligible players.

4. Protesting a Rule Violation During the Game

- The manager must **immediately notify the umpire** before the next pitch or play.
 - The umpire will announce that the game is being played under protest.
 - Failure to announce does **not** invalidate the protest.
 - The protest must be:
 - Submitted **in writing**
 - Filed with the **Program Coordinator within 24 hours** of game completion
 - Accompanied by a **\$50 protest fee**
-

5. Protesting an Ineligible Player

- Must be submitted **in writing within 24 hours** of game completion.
- Any league manager may file this protest.
- The league governing body will determine if the game is **forfeited or replayed**.

Ineligible Player Definition

Includes, but is not limited to:

- Unregistered player
- Age violations
- Failure to meet league eligibility requirements

An ineligible player is not the same as an illegal substitution.

6. Illegal Substitutions

- Illegal substitutions are **playing rule violations**.
- Must be reported to the umpire **immediately** when the illegal substitute enters the game.
- If not reported before the next pitch or play, the substitution becomes legal.

Penalty

- Immediate removal of the illegal substitute.
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7. Illegal Pitcher (Continuing Violation)

- An illegal pitcher is a **continuing violation** and may be protested at any time before the game ends.
- The illegal pitcher must be removed from the mound.
- The offended team may choose to:
 1. Replay the game from the point the illegal pitcher entered, or
 2. Continue the game from the point where the violation is discovered

Additional Notes:

- A pitcher is considered entered once the **first pitch is thrown**.
 - All pitches thrown by an illegal pitcher **count toward pitch limits**.
 - If eligible, the removed pitcher may play another defensive position.
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8. Time Limits

- No protest is accepted after the game ends, **except** for:
 - Player eligibility issues
 - Failure to meet mandatory defensive participation requirements
 - A game is not considered complete until managers have had time to protest.
 - **15 minutes** after game completion is considered sufficient.
-

9. Review and Decision

- Only the protested game(s) will be reviewed.
- All protests must be filed within **24 hours**.
- The **local league governing body** will rule on all protests.
- All decisions are **final and not appealable**.