



## BY-LAWS

### ARTICLE I – MEETINGS

1. Regular meetings will be held the second Wednesday of each month at the Dover Community Center according to the following schedule:

January (7:30 pm)	July (8:30 pm)
February (7:30 pm)	August – no meeting
March (7:30 pm)	September (7:30 pm)
April (7:30 pm)	October (7:30 pm)
May (8:30 pm)	November – no meeting
June (8:30 pm)	December – no meeting

2. The Executive Board shall meet immediately prior to each regular meeting.
3. In the event that a special meeting would be called, all members shall be notified by the Secretary at least three (3) days prior to said meeting.
4. Each team should have one representative at each meeting.
5. The vote of an officer, director or head coach may be cast by his representative at any meeting, if presented in writing prior to the vote.
6. Any head coach holding elected office shall be entitled to cast one vote only.
7. Meetings shall be open to all members of the organization.

### ARTICLE II – POWERS OF OFFICERS

#### 1. **PRESIDENT**

The President shall appoint the chairman, approve members of standing committees and appoint special committees. He will be a member of all standing committees and shall be the executive officer of Dover Baseball / Dover Softball (DB/DS). He shall also be the chairman of the Executive Board. The president shall represent DB/DS before the public, either personally or through delegates, and shall perform all other functions usually attributed to this office.



**2. VICE-PRESIDENT**

The vice-president shall preside over meetings as the president in his absence and shall perform the functions usually attributed to this office. He shall work closely with one or more committees as the president may suggest. The vice-president shall be in charge of disciplinary actions against parents, players, coaches and other spectators.

**3. SECRETARY**

The secretary shall keep accurate minutes of all meeting. He shall maintain a file with a current copy of the Constitution and By-Laws as well as keep all records that pertain to the functions of DB/DS. The secretary shall perform any other duties usually attributed to the office.

**4. TREASURER**

The treasurer shall receive and have custody of all money, notes and other funds and securities of DB/DS. He shall deposit sum in such bank of trust company as designated by the Board and shall keep accurate records of all transactions. He shall pay such bills as are approved by the Board. He shall render a complete accounting of all receipts and disbursements at each regular meeting. At the expiration of his term of office, he shall deliver all monies, property and rights of DB/DS to his successor or to the president. He shall have his books audited a minimum of once a year by a committee appointed by the president prior to the regular elections and shall present an annual fiscal report at the October meeting. The treasurer shall be bonded.

**5. TERMS AND SUCCESSION**

The officers shall be elected for a one-year term by a majority vote of the membership present at the July meeting. Any offices becoming vacant between elections shall be filled as provided in DB/DS Constitution. Outgoing officers shall relinquish their positions at the October meeting. Newly elected officers will then take office and assume their duties.

**ARTICLE III – POWERS OF THE BOARD**

1. The Board shall be responsible for the management of DB/DS and carry out policies established by the voting membership.



2. The current Executive Board shall resolve any problems during the year not covered by the Constitution or By-Laws.
3. The Board will hold an annual organization meeting in March each year that will be open to all members as well as to the parents or guardians of each registered child in the program. The Board members will discuss DB/DS's current objectives and assign children to their respective teams.

#### ARTICLE IV – DIRECTORS AND DUTIES

1. The directors of DB/DS shall be members in good standing prior to their election.
2. Directors will be elected to three (3) year terms by a majority vote of the voting membership present. Terms of the Directors shall be staggered such that two directors will be elected each year pending expired terms.
3. Directors will work closely with the officers, commissioners, head coaches and non-voting membership to coordinate the functions of DB/DS.

#### ARTICLE V – HEAD COACHES

1. Head coaches will be selected as provided for in the DB/DS Constitution.
2. Each head coach will select two assistant coaches and designate one as first assistant. The first assistant will be in charge when the head coach is not present.
3. At least one coach must be present at each practice.
4. It shall be the duty of the head coach to promote sportsmanship; character and good moral conduct among all coaches, participants and spectators in keeping with the DB/DS Constitution and By-Laws.
5. Head coaches will be responsible for all equipment, shirts, uniforms, team fundraisers, etc... issued to him by the DB/DS.



- 6 Head coaches will provide instruction in the fundamentals of baseball and / or softball in a manner consistent to the Constitution and By-Laws.
- 7 Each team must have one representative present at each scheduled fieldwork. Failure to do so when proper notification has been given will result in that team's forfeiting the use of any practice diamond.
- 8 All head coaches, assistant coaches, Board members and umpires shall be required to sign a "Code of Conduct" form.
- 9 All head coaches, or designees, shall participate on at least one sub-committee during the playing year.

#### ARTICLE VI – COMMISSIONERS

- 1 Commissioners will be selected each year by the President and approved by the Executive Board. Commissioners will be chosen for the following leagues:
  - Tee-Ball
  - Coach Pitch League
  - 10u
  - 13u (both, intramural and traveling teams)
  - 16u
  - 10 – 12 and under softball
  - 14 – 18 and under softball
- 2 The Commissioners of DB/DS shall be members in good standing prior to selection. It shall be their duty to promote sportsmanship; character and good moral conduct among coaches, participants and spectators, in keeping with the DB/DS's Constitution and By-Laws.
- 3 Commissioners will be responsible for getting diamonds ready for play for their respective leagues each year.
- 4 Commissioners are responsible for scheduling fields for all practices and games. The commissioners shall also furnish game schedules to the president and be the point of contact for rescheduling games.



- 5 Commissioners shall resolve any problems that arise in their league or refer said problems to the Board. Any conflicts concerning "rules interpretations" shall be directed to the president.

#### ARTICLE VII – STANDING COMMITTEES

- 1 AUDIT COMMITTEE (Treasurer)  
Appointed to audit the treasurer's records and approve the annual fiscal report
- 2 TOURNAMENT COMMITTEE (Vice-President)
- 3 SNACK BAR COMMITTEE (Director)
- 4 MEMBERSHIP / REGISTRATION COMMITTEE (Secretary)
- 5 SCHEDULING / UMPIRES COMMITTEE (Director)
- 6 GROUNDS and MAINTENANCE COMMITTEE (Director)
- 7 EQUIPMENT COMMITTEE (Director)
- 8 FINANCIAL (WAYS & MEANS) COMMITTEE (Treasurer)
- 9 SPONSORSHIP COMMITTEE (Director)
- 10 TRAINING and EDUCATION COMMITTEE (Director)

#### ARTICLE VIII – ELECTION OF OFFICERS AND DIRECTORS

- 1 NOMINATIONS  
Candidates are to be nominated from the floor at the May regular meeting then tabled for one (1) month. Nominations will be re-opened at the June regular meeting then closed for future nominations.



## 2 ELECTIONS

Elections will be held at the July meeting by ballot if more than one candidate is nominated. New officers will be installed at the October meeting.

## ARTICLE IX – REGISTRATION

### 1 AGE REQUIREMENTS

#### a) TEE-BALL LEAGUE

Child must be in Kindergarten but not 8 before May 1 of the current playing year.

#### b) COACH PITCH LEAGUE

Child must be in Kindergarten but not 8 before May 1 of the current playing year.

#### c) 10u LEAGUE

DB/DS recommends this league for children between the ages of 8-10, however the child must not be 11 or older before May 1 of the current playing year.

#### d) 13u INTRAMURAL AND TRAVELLING LEAGUE

DB/DS recommends this league for children between the ages of 11-13, however the child must not be 14 before May 1 of the current playing year.

#### e) 16u TRAVELLING TEAMS

DB/DS recommends this league for children between the ages of 14-16, however the child must not be 17 before May 1 of the current playing year.



f) SOFTBALL TRAVELLING TEAMS

Age requirements set by league in which the team is registered.

g) AGE APPROPRIATE PLAY

For safety reasons, DB/DS reserves the right to move a child (from a higher division to a lower division) in order to play in an age division that is recommended by the By-Laws.

- 2 Upon signing a contract with a team in another organization, said player will become ineligible for competition in DB/DS unless the DB/DS Executive Board gives prior approval. Failure to comply may be cause for disciplinary action as determined by the DB/DS Executive Board.
- 3 Contracts must be returned to the registration committee by closing registration date. Sign-ups after closing date will be subject to a ten-dollar (\$10.00) fee per child plus any costs associated with not participating in pre-season fund-raisers.

## ARTICLE X – GENERAL RULES FOR PLAYERS

- 1 Players must attend all scheduled practices when possible. Approved absences are as follows:
  - a. Church functions
  - b. School functions
  - c. Sickness or death in the family
  - d. Scout functions
  - e. Music lessons, etc...
- 2 All players should call their coach before practice or games when they will be absent or be subject to disciplinary action by their coach.
- 3 No short pants at practice or games. Pant legs are not to be pulled up. Girls ten (10) and under team is the only exception.



- 4 Players will wear team caps and shirts during a game. Uniforms – except for baseball caps – are only to be worn at games – scrimmage attire is at the coach's discretion.
- 5 All uniform shirts given to players must be returned at the end of the season. If the Board elects to use t-shirts for any league, the players may keep the t-shirts.
- 6 Dover Baseball / Dover Softball recognizes a Zero-Tolerance Policy regarding possession and consumption of Alcohol or Controlled Substances as defined by Title 35 PaC.S. 780-102. Any player found to be in violation of this section shall be subject to a suspension to be served as determined by the Board.

#### ARTICLE XI – RULES FOR COACHES, PARENTS AND SPECTATORS

- 1 Do not distract or interfere with a player, coach or umpire during the game.
- 2 Do not interfere with a team during a game as all team members are expected to be alert to each part of the game. This includes watching the other team perform on the field.
- 3 Benches and immediate area are for players and coaches only.
- 4 If any coach, parent or spectator distracts or interferes with an umpire or coach during a game, the home plate umpire may, per his discretion, stop the game and warn both team coaches. Coaches are responsible for their respective players, parents and spectators. If this initial warning fails to correct the situation, the home plate umpire will forfeit the game to the opposing team.
- 5 Any problems arising during the season not covered by the By-Laws shall be submitted to the Board in writing prior to the next scheduled meeting.
- 6 Dover Baseball / Dover Softball recognizes a Zero-Tolerance Policy regarding possession and consumption of Alcohol or Controlled Substances as defined by Title 35 PaC.S. 780-102. Any coach found to be in violation of this section shall be subject to a suspension to be served as determined by the Board.



## ARTICLE XII – LEAGUE SCHEDULES

- 1 10u and 13u leagues may be divided into American and National divisions.
- 2 Teams in the 10u league will have a schedule with an equal number of games, approximately 15 total.
- 3 Teams in the 13u league will have a schedule with an equal number of games against all teams if possible, approximately 15 total.
- 4 13u, 16u and softball traveling teams will participate in leagues as approved by the Board.
- 5 The president will distribute schedules for the 10u and 13u leagues at the April meeting.
- 6 Tee-ball and the Coach Pitch League will be divided, based on the number of participants, into a one division league and will schedule an equal number of games against all teams if possible, approximately 15

## ARTICLE XIII – PLAYING RULES

ALL GAMES WILL BE PLAYED UNDER THE “NATIONAL FEDERATION OF HIGH SCHOOL (P.I.A.A.) BASEBALL RULES” WITH THE FOLLOWING EXCEPTIONS:

- 1 Tee-ball rules are added to these By-Laws as Appendix A and shall be referred to as Article A.
- 2 Coach Pitch League rules are added to these By-Laws as Appendix B and shall be referred to as Article B
- 3 10u exceptions are added to these By-Laws as Appendix C and shall be referred to as Article C.
- 4 13u exceptions are added to these By-Laws as Appendix D and shall be referred to as Article D.
- 5 Softball rules are added to these By-Laws as Appendix E and shall be referred to as Article E.
- 6 All travel teams shall play by the rules of their respective leagues.



#### ARTICLE XIV – TEAM SELECTIONS

- 1 All registered children in Kindergarten, but not 8 before May 1 of the playing year will be drafted into random teams in Tee-Ball.
- 2 All registered children in Kindergarten, but not 8 before May 1 of the current playing year will be drafted at random into teams in the Coach Pitch League.
- 3 All registered children not 11 years of age or older before May 1 of the current playing year will be drafted at random into teams in the 10u league.
- 4 All registered children not 14 years of age or older before May 1 of the current playing year will be drafted at random into teams in the 13u league.
- 5 Advancement to the 10u or 13u Traveling Teams
  - a. Any child signing a contract for the 10u or 13u intramural league is eligible to try out for the Traveling Teams.
  - b. Any child released from the Traveling Teams will return to his previously assigned team in the 10u or 13u intramural league. Drafts will be held at the March meeting.
  - c. All 13 year olds will be expected to try out for the Traveling Team.

#### ARTICLE XV – COACHES RESPONSIBILITIES; GAMES AND PRACTICES

- 1 All coaches will help get diamonds into playing condition before practice sessions or league play begins. **NO TEAMS ARE PERMITTED TO PRACTICE UNTIL DIAMONDS ARE READY FOR USE.** The Board will notify coaches when they may start to practice. Work on the fields will be done in March and practices should start thereafter, weather permitting. Diamonds WT1, WT2 and WT3 will be made ready first so that the Varsity try-outs may be held.
- 2 Teams will practice in areas designated by schedules set up by the league commissioner.
- 3 Coaches must use and not alter in any manner the equipment and uniforms provided by DB/DS. The only exception will be bats. All bats must be "P.I.A.A." approved metal bats. **NO WOODEN BATS – IN ALL AGE GROUPS.**



#### 4 LEAGUE GAMES

- a. Home team coaches will get the diamond ready for scheduled games by dragging and lining the field, get bases out, etc... Fields should be ready at least ½ hour prior to the scheduled start of the game, weather permitting
- b. Home team coaches will see that all equipment is put away and the shed and jiffy johns are locked after each game.
- c. Home team will supply two (2) baseballs for each game; one new ball and one good second ball.
- d. All coaches at games or practice sessions should see that the equipment is stored neatly in the shed and that the shed is locked and jiffy johns locked.
- e. Coaches will see that the diamond is clear of rubbish before and after each game. NO bottles or glass of any kind are permitted at the ball diamonds.
- f. Home team (designated on schedule) will sit on the first base side of diamond.
- g. Coaches are responsible for keeping score at each game. Home team will be official score and is responsible to see that scorecards are turned into the refreshment stand at the end of each game with the following:
  - 1 Final score
  - 2 Innings pitched by each player
  - 3 Signatures of head coaches and umpires with all names included for payment purposes
  - 4 EXCEPTION: The League Commissioner may choose not to keep track of league standings and waive this rule. However, this must be done for playoffs.
- h. In the event of darkness, the home plate umpire will determine if there is sufficient time to allow a new entire inning to be played.
- i. The scheduled visiting team will be responsible for the concession stand box at the respective field.

#### ARTICLE XVI – CHAMPIONSHIP GAME

- 1 There is no championship game for Tee-Ball or the Coach Pitch League.
- 2 10u and 13u intramural league champions are determined from a playoff between division champs or by double elimination tournament of the entire league.



- 3 In the event of a tie for a division champion at the end of the season, the tie will be broken as follows:
  - a. Head to head competition during the regular season.
  - b. Current season record with the other teams within their division
  - c. Play-off game – coin toss by league commissioner to determine the home team.
- 4 Specific rules for championship games are in the appropriate appendix for that age group.

#### ARTICLE XVII – ALL-STAR GAME

- 1 There is no All-Star game for Tee-Ball or the Coach Pitch League.
- 2 Player selection for 10u and 13u all stars:
  - a. Players selected are to be chosen on conduct, sportsmanship and ability at practice sessions and league games.
  - b. The All-Star squads for the 10u and 13u leagues will be picked by the committee as a group consisting of head coaches and commissioners. The head coach for each division will decide which positions the All-Stars will play.
  - c. Players reporting for All-Star games will wear team shirts, baseball cap and suitable attire.
  - d. Starting teams will be selected by a head coach.
  - e. The commissioner will appoint the head coaches for the All-Star teams in their respective age groups. All other coaches should report to the game to help out.
- 3 Specific rules for the All-Star game for each age group are in the appropriate appendix.

#### ARTICLE XVIII – SENIOR GAMES

- 1 All players in their final year of eligibility within their respective age groups are able to participate in this game.



- 2 Players reporting for the senior game will wear team shirts, baseball cap and suitable attire.
- 3 Starting teams will be selected by the head coach.
- 4 All coaches are asked to participate in the senior game. The commissioner will appoint the head coaches for their appropriate age groups.
- 5 This game will be played if there are enough players to make two (2) – ten (10) player teams. If not, there will be no game in that league.
- 6 Specific rules for the senior game for each age group are in the appropriate appendix.

#### ARTICLE XIX – TOURNAMENTS

- 1 Teams may participate in tournaments as approved by the Board.
- 2 The tournament committee will select players and coaches for tournaments
- 3 DB/DS may hold yearly tournaments for any age group as long as there is local interest. All players are encouraged to try out for DB/DS teams.
- 4 Players need to attend a minimum of one try-out to make the team

#### ARTICLE XX – UMPIRES

- 1 Coaches will not argue any call by an umpire. Only the head coach may cross the boundary line onto the playing field to discuss a call with the home plate umpire.
- 2 The home plate umpire will have the final ruling on all rule interpretations and has complete control over each game.
- 3 No one is allowed to stand behind the backstop during a game.



- 4 Any intentionally thrown equipment will mean automatic ejection from the game.
- 5 To strike a player, coach, official or display unsportsmanlike conduct towards the same during any game or DB/DS function, will mean automatic ejection for the remainder of the game / function in which the disturbance occurred and suspension of the following game in its entirety.
- 6 Umpires for league games will be selected and scheduled by the umpire committee.

#### ARTICLE XXI – AWARDS

- 1 Participation awards will be given to, or an organizational function will be given for all players at the conclusion of the season.
- 2 Jackets will be given to all organization members that complete five years of continuous service with DB/DS. Jackets to be approved by the Board and awarded in the sixth year.
- 3 All organization members completing ten years of continuous service will be given a service plaque upon retiring from DB/DS. The plaque will be approved by the Board.
- 4 Trophies will be awarded to the first and second place teams in the 10u and 13u leagues after championship games. Trophies will be awarded to the traveling teams by the leagues in which they compete. Trophies for the 10u and 13u champions and runners-up will be limited to the number of players and a maximum of three coaches. Trophies shall be approved by the Board. Any traveling team, winning their league championship, but not awarded individual trophies by their league, shall be given trophies by DB/DS.
- 5 The Board, if financially feasible will approve all awards.



## ARTICLE XXII – INCIDENT REPORTING

1. In the event of a negative incident occurrence during a DB/DS event, an involved party or witness shall complete a “DB/DS Incident Report”. This report shall then be submitted to the DB/DS Vice-President for investigation. All incident reports submitted shall be investigated and appropriate action will be taken. No incident will be investigated without a completed “DB/DS Incident Report.” Incident Reports are available on the DB/DS website for download. An Incident report is attached hereto as Appendix F.

## ARTICLE XXIII – DISPOSAL OF PROPERTY

- 1 In the event of the demise of the DB/DS, all property, real or otherwise, shall be given to such organization whose objectives closely parallel ours, provided such organization has a legal, non-profit status according to Pennsylvania State Law. The organization shall be determined by existing voting membership at the time of DB/DS’s demise.

## ARTICLE XXIV – AUTHORITY

- 1 Robert’s Rules of Order revised, shall be the Parliamentary Authority for the DB/DS on all questions not covered by the Constitution or By-Laws, and such standing rules as the voting membership may adopt.

## ARTICLE XXV – REVISIONS OR AMENDMENTS

- 1 These By-Laws may be amended by the following procedure: Proposed amendments must be presented at the June monthly membership meeting by a member of the DB/DS for discussion. These changes must be tabled for



one month and then voted upon during the next regularly scheduled meeting. Amendments must be approved by a majority of the voting members present.

- 2 The Board has the authority to revise the By-Laws anytime during the calendar year when revision is thought to be in the best interest of the organization.

#### ARTICLE XXVI – RATIFICATION AND ADOPTION

- 1 These By-Laws shall be ratified and become effective upon the majority vote of the active membership of the DB/DS.

By-laws ratified and adopted; **January 9, 2008.**



## Appendix A

### Tee-Ball Rules

- 1 Have fun, as no score will be kept. This is a non-competitive atmosphere.
- 2 Field dimensions
  - (a) Base paths will be sixty (60) feet in length
  - (b) Distance from the pitching rubber to home plate will be forty-six (46) feet
- 3 Each game is 6 innings
- 4 All players bat each inning. Each batter gets a maximum of five swings per at bat
- 5 Base runners may not take leads. WARNING ONLY.
- 6 Runners must be hit in from third base. There will be no advancement from third base to home on an overthrow.
- 7 Ten players should be on defense in the field; includes 4 outfielders
- 8 No player may play more than 2 innings at any one position
- 9 The player who is in the pitchers position must stay in the mound area until the ball is hit.
- 10 Two coaches may be on the field for the defensive team (behind short stop and second base) to help direct the players. They also serve as umpires and rule on when the ball is dead for base runners. See #11 below.
- 11 The ball is dead once it is played into the infield (inside baselines). If any runner is not half way to the next base he must return to the previous base.
- 12 At the midpoint of the season, coaches may pitch (underhand) instead of using a tee. Each coach pitches to his own team. After five missed swings, the batter must use the tee and gets three more swings.
- 13 Parents and coaches are reminded to use common sense on all issues as tee-ball is intended to be instructional, non-competitive and most of all fun for all involved.



## Appendix B

### COACH PITCH LEAGUE RULES

1. Have Fun, as this will be a non-competitive and instructional league and therefore, no score will be kept
2. Field dimensions will be as follows:
  - a. Base paths will be sixty (60) feet in length
  - b. Distance from the pitching rubber to home plate will be forty-six (46) feet
3. Each game will be a maximum of 6 innings in length
4. An inning will be as follows:
  - c. 3 outs are recorded or
  - d. All players have batted
5. Each team will use a Running Batting Order (*all players bat, but not all play the field*)
6. Each Coach will pitch to their own players
7. An At-Bat will be as follows:
  - e. 4 strikes, missed or fouled, will be considered a strike-out and recorded as an out or
  - f. A maximum number of 8 pitches per at bat will be allowed
8. No bunting will be allowed
9. Base runners may not lead-off bases and can only advance after the pitched ball has crossed home plate.
10. There will be no stealing of home plate and all players **MUST** be hit-in from third base
11. Ten players will play the field and positions are as follows:
  - g. Catcher
  - h. Pitcher (*standing in the vicinity of the Coach pitching the ball*)
  - i. First Base
  - j. Second Base
  - k. Third Base
  - l. Shortstop
  - m. 4 Outfielders
12. Play will be declared dead once the Pitcher has control of the ball or it is near the vicinity of the pitcher's mound
13. Coaches are encouraged to work players throughout the season into the Pitcher's role and have them be able to pitch during game time mid-way through the season.
14. Each Coach will designate one (1) parent from each side to act as an umpire for the field
15. Parents and Coach's will conduct themselves in an appropriate manner and use common sense on all issues, for this is intended to be an instructional and non-competitive league. **REMEMBER, THIS IS FOR THE KIDS AND IS INTENDED TO BE FUN!**



## Appendix C

### 10u Rules

ALL GAMES WILL BE PLAYED UNDER "THE NATIONAL FEDERATION OF HIGH SCHOOL (P.I.A.A.) BASEBALL RULES" WITH THE FOLLOWING EXCEPTIONS:

#### 1 SPECIFIC PLAYING RULES

- a. The following rules are deleted from P.I.A.A.:
  - i. Rule 3, section 1, articles 3 & 4 (reentry and designated hitter)
  - ii. Rule 1, section 1, article 5 (metal cleats not allowed)
  - iii. Rule 4, section 2, article 3 (shortened games for weather)
  - iv. No ten (10) run rule
  - v. PIAA Speed-Up Rules (except for catcher with 2 outs and tournaments)
  
- b. The playing field will be defined as follows:
  - i. Dimensions
    1. Base paths will be sixty (60) feet long
    2. Distance from the pitching rubber to home plate will be forty-six (46) feet
  - ii. Boundaries
    1. An imaginary line extending from the end of the backstop through the fence in front of each player's bench
    2. Continuing from the end of the fence in front of the player's bench and parallel to the foul line or to a point of reference (such as a telephone pole, tree, etc) will be the boundary for the playing field.
    3. Outfield areas will end where the macadam begins.
    4. All other grass areas will extend indefinitely
  
- c. Official game:
  - i. Teams must have ten (10) players on the field if available; all teams must have at least nine (9) players at the start of the game in the field.
  - ii. An inning will end for the team at bat when three (3) outs or four (4) runs have scored.
  - iii. Shortened games will be regulation after four (4) innings, or 3 ½ if the home team is ahead. Tied games will be played over.
  - iv. All games must be played as scheduled. Make-up games will be due only to weather or prior approval of the Board. The league commissioner will reschedule make-up games.



- d. Batting:
- i. The batting line-up shall consist of all players present.
  - ii. Coaches will exchange batting orders at the beginning of each game.
  - iii. Batters must use a batting helmet with face mask.
  - iv. All players will bat in rotation.
  - v. A player must bat in the same position in the team batting order as set at the start of the game. The batting order cannot be changed once the game starts *with the following exceptions*:
    1. Late arrivals – Players arriving late to the game shall be placed at the bottom of the batting order in the sequence of their arrival. The umpire is to be notified who in-turn will notify the opposing team.
    2. Injured players – Should a player become injured during the game and it is concluded that the player will not return, all players in the batting order behind the injured player shall be moved up one position in the batting order. If it is concluded that the injured player shall return in the game, then that position in the batting order shall be an *OUT* each time the player does not bat during his turn.
    3. Player leaving early – A player that must leave the game early shall be placed at the bottom of the batting order. When the player leaves, he is deleted from the batting order and the umpire is notified who in-turn notifies the opposing team.
    4. Late arrival - If, during the game someone arrives late, the late arrival shall be placed at the bottom of the batting order and moved up one position for a player who must leave early. If a player is deleted from the batting order, he may not return.
  - vi. Pinch hitters are not allowed
- e. Base Runners:
- i. All base runners must use batting helmets with face masks.
  - ii. Pinch runners are not allowed except for injury and for the catcher with two outs. The player used as a pinch runner will be the last batter not on base. An injured player cannot play the field the next inning.
  - iii. Stealing will be permitted as follows:
    1. Base runner may not lead off any base.
    2. Base runner may not attempt to steal until the pitch has crossed the plate – NO WARNING, RUNNER IS OUT.



3. Any base runner not totally committed to stealing must be returned to his base when the catcher throws to the pitcher.
- iv. Sliding:
  1. No head-first sliding for base advancement. This excludes diving back into a base.
  2. If contact is made, and player did not slide, the runner is OUT.
- f. Pitching:
  - i. Pitchers are allowed to pitch a maximum of seven (7) innings per week; and are further limited to a maximum of four (4) innings per game. A week is defined as Sunday through Saturday. Pitching to one batter constitutes one inning pitched.
  - ii. Straight pitches only. There will be one warning per team per game; all others will be considered a BALL.
  - iii. Balks will not be called.
  - iv. Intentional walks are not allowed; penalty shall be that of a balk.
- g. Field Play:
  - i. A player must play at least three (3) innings of a seven (7) inning game in the field unless benched for disciplinary reasons by the head coach. In this case, the umpire must be notified.
  - ii. Free substitution applies to fielders
  - iii. There is no "Infield-Fly Rule"
  - iv. Once a player has regained control of the ball in the immediate area of the pitching rubber, play will be called dead, and no runners may advance. This is a judgment call of the umpire.
  - v. The third strike hold rule will be waived. In other words, the catcher does not have to hold the third strike for an out to be recorded.

## **2 CHAMPIONSHIP GAME**

- a. All of the above rules apply with the exception of innings pitched per week, which will be waived
- b. The game will consist of seven (7) innings

## **3 ALL-STAR GAME**

- a. All players must play at least four (4) innings.



- b. The game will consist of nine (9) innings
- c. Pitchers will be used at the head coach's discretion. No pitcher may pitch more than three (2) innings.
  - i. Exception: If the game goes into extra innings, pitchers and players may be used at the coach's discretion.

#### **4 SENIOR GAME**

- a. All players must play at least four (4) innings, if possible, based on the number of team members and length of game.
- b. The game will consist of nine (9) innings.
- c. Pitchers will be used per the head coach's discretion. No pitcher may pitch more than three (2) innings.

#### **5 TOURNAMENTS**

- a. PIAA Speed-Up rules may be used in tournament games at the Tournament Director's discretion. All exceptions to PIAA rules shall also be at the Tournament Director's discretion.



## Appendix D

### 13u Rules

ALL GAMES WILL BE PLAYED UNDER "THE NATIONAL FEDERATION OF HIGH SCHOOL (P.I.A.A.) BASEBALL RULES" WITH THE FOLLOWING EXCEPTIONS:

#### 1 SPECIFIC PLAYING RULES

- a. The following rules are deleted from P.I.A.A:
  - i. Rule 3, section 1, articles 3 & 4 (reentry and designated hitter)
  - ii. Rule 1, section 1, article 5 (metal cleats not allowed)
  - iii. Rule 4, section 2, article 3 (shortened games for weather)
  - iv. No ten (10) run rule
  - v. PIAA Speed-Up Rules
    1. EXEPTION: catchers with 2 outs and tournaments
- b. The playing field will be defined as follows
  - i. Dimensions
    1. Base paths will be seventy-five (75) feet long
    2. Distance from the pitching rubber to home plate will be fifty (50) feet, six (6) inches
  - ii. Boundaries
    1. An imaginary line extending from the end of the backstop through the fence in front of each player's bench
    2. Continuing from the end of the fence in front of the player's bench and parallel to the foul line or to a point of reference (such as a telephone pole, tree, etc) will be the boundary for the playing field.
    3. Outfield areas will end where the macadam begins.
    4. All other grass areas will extend indefinitely
- c. Official game
  - i. Shortened games will be regulation after four (4) innings, or 3 ½ if the home team is ahead. Tied games will be played over.
  - ii. All games must be played as scheduled. Make-up games will be due only to weather or prior approval of the Board. The league commissioner will reschedule make-up games.
- d. Batting
  - i. The batting line-up shall consist of all players present.
  - ii. Coaches will exchange batting orders at the beginning of each game.
  - iii. All players will bat in rotation.
  - iv. A player mist bat in the same position in the team batting order as set at the start of the game. The batting order cannot be changed once the game starts *with the following exceptions:*



1. Late arrivals – Players arriving late to the game shall be placed at the bottom of the batting order in the sequence of their arrival. The umpire is to be notified who in-turn will notify the opposing team.
  2. Injured players – Should a player become injured during the game and it is concluded that the player will not return, all players in the batting order behind the injured player shall be moved up one position in the batting order. If it is concluded that the injured player shall return in the game, then that position in the batting order shall be an *OUT* each time the player does not bat during his turn.
  3. Player leaving early – A player that must leave the game early shall be placed at the bottom of the batting order. When the player leaves, he is deleted from the batting order and the umpire is notified who in-turn notifies the opposing team.
  4. Late arrival - If, during the game someone arrives late, the late arrival shall be placed at the bottom of the batting order and moved up one position for a player who must leave early. If a player is deleted from the batting order, he may not return.
- v. Pinch hitters are not allowed.
- e. Base running
- i. Pinch runners are not allowed except for injury and for the catcher with two outs. The player used as a pinch runner will be the last batter not on base. An injured player cannot play the field the next inning.
  - ii. Sliding:
    1. No head-first sliding for base advancement. This excludes diving back into a base.
    2. If contact is made and a player did not slide, the player is *OUT*.
- f. Pitching
- i. Pitchers are allowed to pitch a maximum of seven (7) innings per week. A week is defined as Sunday through Saturday. Pitching to one batter constitutes an inning pitched.
  - ii. Straight pitches only. There will be one warning per team per game; all others will be considered a *BALL*.
  - iii. Balks will be called, but no penalty assessed.
  - iv. Intentional walks are not allowed; penalty shall be that of a balk.
  - v. Any pitcher removed from the mound may not return to the mound in the same inning.



- g. Field play
  - i. A player must play at least three (3) innings of a seven (7) inning game in the field unless benched for disciplinary reasons by the head coach. In this case, the umpire must be notified.
  - ii. Free substitution applies to fielders.

## **2 CHAMPIONSHIP GAME**

- a. All of the above rules apply with the exception of innings pitched per week, which shall be waived.
- b. The game will consist of seven (7) innings.

## **3 ALL-STAR GAME**

- a. All players must play at least four (4) innings.
- b. The game will consist of nine (9) innings.
- c. Pitchers will be used at the head coach's discretion. No pitcher may pitch more than three (3) innings.
  - i. EXCEPTION: If the game goes into extra innings, pitchers and players may be used at the coach's discretion.

## **4 SENIOR GAME**

- a. All players must play at least four (4) innings.
- b. The game will consist of nine (9) innings.
- c. Pitchers will be used at the head coach's discretion. No pitcher may pitch more than three (3) innings.

## **5 TOURNAMENTS**

- a. PIAA Speed-Up Rules may be used in tournament games at the Tournament Director's discretion. All exceptions to PIAA rules shall also be at the Tournament Director's discretion.



## Appendix E

### Girls' Softball Rules – All Ages

ALL GAMES SHALL BE PLAYED UNDER THE "AMATEUR SOFTBALL ASSOCIATION" (ASA) RULES WITH THE FOLLOWING EXCEPTIONS:

Exceptions listed are as adopted by the York County Junior Girls Softball League (YCJGSL).

1. 18 and under – Major
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. PIAA pitching rule allowed
  - d. All other rules per ASA
  
2. 18 and under – Minor
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 5 run rule limit per inning
  - d. **No infield fly rule**
  - e. **No dropped third strike rule**
  - f. PIAA pitching rule allowed
  - g. Teams may use, but do not have to use, a running batting order and free substitution on defense.
  - h. **This division's game rules may be altered by mutual agreement of both coaches prior to the start of a game.**
  
3. 16 and under – Major
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 8 run rule limit per inning
  - d. PIAA pitching rule allowed
  - e. All other rules per ASA
  
4. 16 and under – Minor
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 5 run rule limit per inning
  - d. **No infield fly rule**
  - e. **No dropped third strike rule**
  - f. PIAA pitching rule allowed





9. 10 and under – Major
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 5 run rule limit per inning
  - d. Stealing second and third base only allowed per ASA
  - e. No infield fly rule
  - f. No dropped third strike rule
  - g. Teams will use 9 players on defense
  - h. Base runner may leave the base when the ball is released by the pitcher.
  - i. PIAA pitching rule allowed
  - j. All other rules apply per ASA
  
10. 10 and under – Minor A
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 5 run rule limit per inning
  - d. No stealing
  - e. No infield fly rule
  - f. No dropped third strike rule
  - g. One additional player on defense to make a 10 player team
  - h. Batter is not out for stepping on home plate
  - i. Teams may use, but do not have to use, a running batting order and free substitution on defense
  - j. Coach will enter the game to pitch to his/her players every inning if:
    1. The player pitchers count reaches 3 balls and 0 strikes
    2. The player pitchers count reaches 4 balls
    3. The batter is hit by a pitch
  - k. All batters must hit the ball or strike out. There are no walks.
  - l. Base runner may leave the base when the ball is released by the pitcher.
  - m. PIAA pitching rule allowed
  - n. **This division's game rules may be altered by mutual agreement of both coaches prior to the start of a game.**
  
11. 10 and under – Minor B
  - a. 1-1/2 hour time limit
  - b. 7 inning game
  - c. 5 run rule limit per inning
  - d. No stealing
  - e. No infield fly rule
  - f. No dropped third strike rule
  - g. One additional player on defense to make a 10 player team



- h. Batter is not out for stepping on home plate
  - i. Teams may use, but do not have to use, a running batting order and free substitution on defense
  - j. Coaches pitch the “even” innings to their own players but cannot walk any batter
  - k. Base runner may leave the base when the ball is released by the pitcher.
  - l. PIAA pitching rule allowed
  - m. **This division’s game rules may be altered by mutual agreement of both coaches prior to the start of a game.**
12. 7 and under Micro
- a. 1-1/2 hour time limit or 4 inning game, whichever comes first
  - b. 50 foot base paths
  - c. All players on the team will bat through a running batting order each ½ inning regardless how many outs are made. The first batter in the lineup leads off the first inning. Batter # 4 leads off the second inning. Batter # 7 leads off the third inning. Batter # 10 leads off the fourth inning.
  - d. No stealing
  - e. No infield fly rule
  - f. No dropped third strike rule
  - g. No more than 10 players allowed on defense
  - h. Batter is not out for stepping on home plate
  - i. Use 11” yellow soft touch Safety ball (Flexi-ball, Easton Incrediball, etc)
  - j. Base runner must hold the base until the ball is hit
  - k. The coach of the team at bat pitches to his/her own batters 30 feet from home plate; coach may move closer to the batter if necessary
  - l. Each batter gets no more than 3 swings from coach to hit the ball fair; then no more than 2 additional swings from a tee
  - m. Ball becomes dead when any infielder has control of the ball. Defensive players will be allowed the opportunity to make a play on any base runner. If they make an attempted play, the ball becomes dead on an overthrow. Base runners must then stop at the next base reached.
  - n. No more than 3 offensive coaches allowed on the field; one pitching, one in foul territory on first base side, one in foul territory on third base side.
  - o. No more than 3 defensive coaches allowed on the field; two in fair territory and one behind the catcher
  - p. On close safe or out plays, base runners will be assumed safe and allowed to remain on the base for experience purposes



- q. This division's game rules may be altered by mutual agreement of both coaches prior to the start of a game.



## Appendix F

### Dover Baseball / Dover Softball Incident Report

Date of Incident: \_\_\_\_\_

Location of Incident: \_\_\_\_\_

Nature of Incident: \_\_\_\_\_

Persons Involved: \_\_\_\_\_

Reporting Person (print): \_\_\_\_\_

Witnesses Present: \_\_\_\_\_

\_\_\_\_\_

Narrative: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

(Attach additional paper if needed)

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Please forward to:      Dover Baseball / Dover Softball  
   Attn: Vice-President  
   PO Box 13  
   Dover, PA 17315