

PIPER DAVIS RULES BOOK



FOUNDED IN 1992
BIRMINGHAM, AL

LORENZO "PIPER" DAVIS

PLACE OF BIRTH: PIPER, ALABAMA

DATE OF BIRTH: JULY 3, 1917

EDUCATIONAL BACKGROUND:

Early Education Piper, Alabama

1933-1935 Interurban Heights High School
Fairfield, Alabama

1935-Fall Alabama State College, Basketball Season
Miles College

PROFESSIONAL EXPERIENCE:

BASEBALL: *The Birmingham Black Barons

*The first Black signed by the Boston Red Sox
Class A
*Lead the team in hitting (.333) home runs
And in stolen bases
*Finished the summer in Guadalajara, Mexico

BASKETBALL: Around the with the Harlem Globetrotters

AWARD AND HONORS: Baseball Hall of Fame
Cooperstown, NJ

Major League Baseball-All Star Game
San Diego, CA

Alabama Sports Hall Fame
Baseball & Basketball-Oldtimers Category

Inducted in the Alabama Sports Hall of Fame

The PIPER DAVIS YOUTH BASEBALL LEAGUE was organized in honor of Lorenzo “Piper” Davis and All the Negro League Player that are listed:

**Henry Aaron
Robert W. Abernathy
George Altman
Juan Armenteros
Otha Bailey
Eugene Baker
Ernie Banks
Frank Barnes
Harry Barnes
Gene Benson
Joseph Black
Garret Blair
Lyman W. Bostock Jr.
Robert Boyd
Luther Branham
Frank Bradley
Sherwood Brewer
William Bridgeforth
William Cap Brown*
Sam Bryson
Jeff “Bo” Campbell
Williams W. Cash
James C. Coken Sr.
Eugene M. Collins
James Colzie
Ray Dandridge
James A. Dean
Wesley L. Dennis
Larry Doby
Joseph Douse
Mahlon Duckett
Melvin Duncan
Clofford Dakad
Jim Echols
Henry Elmore
Frank Evans
Thomas Favors
Albertus A. Fennar
Rodolfo Fernandez
Wilmer L. Fields
Joe Fillmore
Jonas Gaines
Josh Gibson, Jr.**

**Louis Gillie
Stanley Glenn
Mamie Johnson Goodman
Harold Gould
Willie Grace
George Gray
William H. Greason
Wilbur Greene
Napolean Gulley
Raymond Haggains
Harold O. Hair
Sammuel Hairston*
Arthur L. Hamilton
Donald Harris*
Earnest Harris
Willie Harris
Wilmer Harris
Sammie Haynes
Albert Haywood
Jehosie Heard
Neal Henderson
Francisco Herrera
Ulysses Hollmon
Gordon Hopins
Herman Horn, Jr.
Cowam F. Hyde
Preston Ingram
Monte Irvin
James E. Ivory
Jokyn W. Jackson, Jr.
Sam Jetroe
Clifford Johnson
Curtis T. Johnson, Jr.
Josh Johnson
Lou Johnson
Ralph Johnson
Clinton Jones Jr.
Cecil Kalsar
L.H. “Willie” Kendricks
John Kennedy
Henry Kimbro
Frank King
Elmer Knox**

**James LaMarque
Willie J. Lee
Walter Leonard
Bernard D. Lewis
Rufus Lewis
Lester Lockett
Earnest S. Long
Norman F. Lumpkin
Max Manning
Joseph Marbury
Randon Marbury
Henry Mason
Verdell Mathis, Sr.
Francis Matthews
Willie Mays
John Miles
Oriestus Minoso
Jesse Mitchell
Robert L. Mitchell, Sr.
Lee Moody
James R. Moore
Nathaniel McClinic
Clinton H. McCord J.
Walter L. McCoy
James McCurine
Ira D. McKnight
Don Nescombe
John O’Nell
Warren G. O’Nell
Pat Patterson
Willie Patterson
Nathaniel Peoples
Arthur Pennington
Richard Phillips
Nathaniel Pollars
William Pope
Andrew Porter
Merie M. Porter
William H. Powell
Charley Pride
Ted Radcliffe
Ulysses Redd
Gene Richardson**

Frazier Robinson
Jake Sanders
Joseph Burt Scott
Robert Sharpe
Riley A. Stewart, Sr.
Sam Taylor
Harold Tinker
James Wallace
Eugene Williams
Odell Wingfield
Jim Zapp

James Robinson
James Sanders
Robert Scott
Freddie Shepard
Lonnie Summers
Ron Teasley
John H. Tornlinson
Phil Welch
Arthur Wilson
Archie Watson Young

William Robinson
Edward Scott
Eugene Scruggs
Herbert H. Simpson
Alfred Surratt
Bob Thurman
Armando Vazquez
Roy Wellmaker
Roy Winfrey
Willie C Young, Jr.*

PIPER DAVIS YOUTH BASEBALL

1992

The Piper Davis Youth Baseball League was founded in 1992 by Fred Plump. It was formed with only three parks; Brighton, Hueytown and West End with twelve teams the first year. The second year the league grew to twenty-four teams and the third year to thirty six teams. At the end of 2010 there were sixty-four teams. The idea was conceived due to the limited opportunities for African-American youth to participate in organized baseball. The league was founded to honor all players that played in the Negro League and to put little league baseball back into inner city parks giving kids an opportunity to express their athletic abilities. It also affords them an opportunity to gain knowledge of the game of baseball.

The Piper Davis Youth Baseball is a 501© (3) nonprofit organization that is molding young urban student athletes into future leaders in our society. With all of the negative forces within the inner-city, our children need an outlet other than the street. PDYBL seek to inspire educational and entrepreneurial opportunities to develop well rounded citizens.

Our mission is to provide character development, sportsmanship, self-esteem, discipline, and foster leadership, provide educational support, life skill training and furnish a blueprint for success through sports training for the youth of metro Birmingham by creating a safe and nurturing environment through the areas of sports and academics. The programs host a BASIC Academic/Fundamental clinic during the first two weeks of June each year.

PREAMBLE

The Piper Davis Youth Baseball League is a non-profit, amateur organization. Every team and player participating in this organization is doing so for recreation and the advancement of certain skills. A hearty invitation is extended to you to become a member. The benefits of the organization are many.

CONSTITUTION (NAME)

The name of this association shall be the Piper Davis Youth Baseball League.

OBJECTIVE

The objective of this organization is to promote youth baseball among the youth of Metro Birmingham, Alabama and surrounding areas. A youth, for purpose of competing in this organization, is a person who qualifies under the age restrictions hereinafter defined. An amateur for the same purpose, shall be one who competes solely for pleasure and the benefits he derives there from: is one who does not make his living playing baseball or receive any portion of his income from said source.

GOVERNMENT

A. Procedure

- 1. The government and general affairs of this organization shall be committed to its Park Representative and Board Directors.**
- 2. In affairs of this organization each Park Representative will have one decisive vote in matters of Government of this organization.**

B. Duties of Officers Shall Be As Follows:

EXECUTIVE COMMITTEE

The Executive Committee handles all protest and will make the final decisions for the league. The Executive Committee appoints the President for the league.

PRESIDENT

The President shall preside at all meetings and act as official representatives of this organization at all times. The President shall call all meetings to order and appoint Officers and committees if needed for the betterment of the organization. The President shall supervise and employ all personnel needed in the operation of the organization.

The President shall be empowered to appoint a Board of Directors to act when necessary.

VICE PRESIDENT

The Vice President shall preside in the absence of the President. The Vice President shall have such other powers, and perform such other duties, in the absence of the President. The Vice President shall be empowered to appoint a Board of Directors to act when necessary.

PROTEST COMMITTEE

To act when a protest is filed or any complaint filed.

SECRETARY/TREASURER

Secretary shall keep and maintain a complete and permanent record of minutes of all meetings of this organization.

Treasurer shall receive all monies/funds of the organization and deposit all funds in the account of the organization.

Secretary/Treasurer shall pay all bills by checks that must be signed by the President. A financial report will be given anytime if requested.

MEETINGS

At the meetings of this organization the following shall be the Order of Business.

- A. Meeting Called to Order by President or Person in charge.**
- B. Roll Call**
- C. Reading and approval of last meeting minutes.**
- D. Committee Reports**
- E. Discussion of Old Business**
- F. Introduction and discussion of New Business**

A Quorum shall consist of 51% of the membership present at regular scheduled meetings.

MEMBERSHIP

- 1. The membership in this organization shall consist of players on teams hereinafter defined:**

A team shall consist of a group of players organized for the purpose of competing in the Piper Davis Youth Baseball League, and who has paid its entrance fee on the terms outlined in the constitution and is certified by the Board.

- 2. There will be no restrictions as to race, creed, or sex for membership; however, any new organization wishing to participate must be voted by 2/3 vote majority. Age restrictions are set hereinafter.**

FEES AND FINES

- 1. The entry fee for each team shall be \$50.00. Such fees will be due and must be paid before or on the first regular meeting in April. If entry fees are not received by that meeting night, the teams will not be allowed to participate in the Piper Davis Youth Baseball League for the current year. NO EXCEPTIONS.**
- 2. For the mutual protection of all teams entered, to insure fulfillment of schedules and rights conducted on the part of all players and coaches of all teams, no entry fee will be refunded.**

EACH ORGANIZATION MUST HAVE A REPRESENTATIVE PRESENT AT EACH MEETING OR THERE WILL BE A \$5.00 FINE.

Important Please Read:

***All Coaches and Park Commissioners must try to get rule interpretation and all problems solved by the President before contacting the Board of Directors.**

****If a coach is ejected from the game for any reason by the umpire, there is a \$25 fine. For second offense there is a \$75 fine and the coach will be dismissed for 1 game and must appear before the Executive Committee to be re-instated. No coach will be able to coach in the Piper Davis Baseball League until all fines/fees are paid in full. If a coach/commissioner is suspended and has not paid the fine or has been suspended indefinitely from the Piper Davis Baseball League and is caught in the dug-out or on the field, that Park/Organization will be fined a \$100. If the fine is not paid by the Park/Organization, all team games will be forfeited. And if a coach leaves a park and not in good standing he will not be allowed to coach in different park in the Piper Davis League. Until the park he left give the league President the okay.**

PIPER DAVIS FARM LEAGUE T-BALL (AGES 4-6 YEARS OLD)

The “T-Ball” division of Piper Davis Baseball League has been organized as a baseball program for ages 4-6 and designed to have the ball hit off of a tee.

PLAYER ELIGIBILITY

Piper Davis “T-Ball” ages 4-6 shall be open to any approved youth, who’s ages are 4, 5, or 6. Their 6th birthday must fall before May 1st of the current year. No players can be added after May 1st.

GAME TIME

Game time will be 1 hour or 4 innings which ever come first. The home team is always last at bat. There will be a 15 min. grace period for the visiting team only before a game is considered a forfeit.

***If two teams are at the playing site with the allotted number of players, the 15 min. grace time does not come into effect. It only comes into effect when the visiting team is short of players to start the game. The visiting team can start the game with 8 players, but must have the 9th batter when his/her time comes to bat. The home team must have 9 players. PENALTY: Forfeit ballgame, if the home team and the visiting team do not have enough players to start the game at game time, the game will result in a double forfeit.**

***The line-up must be ready by game time. After the umpire calls for the line-up a 3rd time, and it is still not complete, it can result in a forfeit ball game.**

NOTE: The PRE-GAME CONFERENCE. This is NOT a meeting to check player IDs and players, but it is a meeting involving the umpires and both team’s head coaches at home plate. The meeting should begin approximately 3-5 minutes prior to the start of the game. The purpose of the pre-game conference is to exchange and check each team’s lineup cards and to discuss ground rules. Umpires will also ask the head coaches if their players are legal and properly equipped. In

addition, the expectation of good sporting behavior is shared with both teams. If a grace period is to be utilized it will be announced during the pre-game conference, along with what time the umpire has and the new time the game will start. Both teams shall remain in their dugout or bullpen area until this meeting has concluded.

NOTE: There will only be one (1) coach per team at the pre-game conference and that coach will be considered the head coach throughout the game. The head coach is the only coach that will be allowed to have a conference with an umpire(s) and will be responsible for his team and coaches.

If the line-up cards are not ready when called to the pre-game meeting, it can result in a forfeit ball game. Once the line up card is given to the umpire, any changes made after that will be considered a substitute. If a player is not entered as a substitute, he is considered an illegal player.

NOTE: Prior to the pre-game conference and checked by each team's coaching staff; All players must have a picture ID with the Piper Davis stamp.

1:00 GENERAL RULES

- 1:01** Each team will be allowed two (2) adults in the dugout, one (1) coach at the tee and two (2) coaches on the baseline, totaling five (5) adults on the field.
- 1:02** Two adults may coach the bases if they choose to do so. Coaches must wear shorts or trousers with matching T-shirt or jersey and team cap.
- 1:03** Each team shall consist of a maximum of eighteen (18) uniformed players whose names shall be registered on the league roster.
- 1:04** Managers may not sign new players after May 1. A violation of this rule will make the player ineligible and for tournament play.
- 1:05** A player must be a member of the Piper Davis program and participate in at least one-half of the teams scheduled games to be eligible for the all-star team.
- 1:06** Date of birth shall be certified by birth certificate or baptismal certificate prior to starting of the season. A Photostat copy, properly signed by the parent as a "true copy" and notarized will be acceptable. These records must remain with the manager throughout the season.
- 1:07** All players must be in full baseball uniform (cap, numbered shirt, pants, socks).
- 1:08** A home team must field nine (9) uniformed players at game time, if not, game shall be forfeit.
- 1:09** Playing ineligible players will result in forfeiture of the game.
- 1:10** An ineligible player is one who is legally a member of the team but which is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manger to keep a record of his players and pitchers.
- 1:11** The playing of an ineligible substitute will result in a replay of the game from the point of the infraction. (An ineligible sub is a player who is not a starter but one who has been in the game and removed).
- 1:12** If a manager has used all of his eligible players and a player is injured, becomes too sick to continue, or is ejected; the game will not be forfeited. In the case of an injured or sick player, the OPPOSING MANAGER must select the replacement players on the bench who has already been in the game. In the case of an ejected player, he shall simply be scratched from the lineup and the team will play with a player short. No out shall be charged when

that player would have batted.

- 1:13 No spectator shall be allowed on the playing field during the playing of the game.
- 1:14 Only officially registered players of the team; the manager and coaches will be allowed on the bench during the game.
- 1:15 If any player, manager, or coach conducts himself/herself in an unsportsmanlike manner, the head coach will be asked to deal with the situation. If he/she does not handle the situation and the behavior persists, depending on the severity of the actions committed, either the head coach or all other persons involved may be ejected from the game and playing field, baiting or heckling of umpires and opposing players from the bench.
- 1:16 If the opposing coach allows a player during the season to play with a jersey with no number, then during the play-offs he/she will not be allowed to protest the game. This rule applies to all ages.
- 1:17 There will not be more than four (4) time-outs per game with each time out being no more than one (1) minute in length. The scorekeeper and umpire will keep a log of time-outs. Each team will be afforded one (1) time-out per extra inning, if the game is tied. This rule will apply to T-Ball & 7&8.

2:00 EQUIPMENT

- 2:01 Tennis shoes or baseball shoes with rubberized cleats may be worn. NO Metal or Plastic Cleats.
- 2:02 Approved (unaltered) T-Ball labeled bats (wood/aluminum to be used).
- 2:03 All batters and runners must wear batting helmets. Chinstraps must be worn with all types of helmets. Any player running the bases and deliberately removing his/her headgear in the umpire's judgment should be given a warning and on any subsequent offense will be called out.
- 2:04 Catcher must wear a helmet.
- 2:05 Equipment must be kept in the dugout.
- 2:06 Approved batting tees (unaltered) will be provided by each team.
- 2:07 Approved helmets meeting safety requirements will be furnished by each team.
- 2:08 All games must start with a new ball with the Piper Davis stamp, if not, the game can be called a forfeit game. Game must be played and protest filed within 48 hrs.

3:00 THE PLAYING FIELD

- 3:01 The coaches box is a minimum of three (3) feet wide and six (6) feet long and no closer than four (4) feet to the base path.
- 3:02 The pitching circle will be twenty (20) feet in diameter. The pitching distance shall be forty-four (44) feet from the point of home plate to the front of the pitching rubber.
- 3:03 There will be a twenty (20) foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair, if not, it will be foul ball. The ball is fair if it hits inside the arc and travels beyond the arc line. Hitting of the tee will in no way be a determining factor as to whether the ball is fair or foul (only the 20 foot arc) if this ball is struck. If the ball is missed completely, but still comes past the arc, because of the striking of the tee, it will be a strike. NOTE: No defensive player will be allowed to play a batted ball that still has rotation or movement within the 20ft arc before being called fair. If this occurs a dead ball will be called and the defensive team will be given a team warning. If a later occurrence happens within the game, a dead ball will be called and the batter will be granted first base, any runner(s) will be granted one base from the base they occupied at the time of the pitch. However, this

rule will not award home base unless the bases are loaded.

- 3:04** Batters boxes will be drawn 3 feet wide and 6 feet long and positioned 4 inches from the center of the plate. There should be 3 feet in front and 3 feet in back of the middle of home plate.
- 3:05** The pitching rubber is forty-four (44) feet from the back point of home plate to the front of the pitching rubber. If a park has a tee-ball field, the pitching rubber will be thirty-nine (39) feet from the back point of home plate to the front of the pitching rubber, and the pitching circle will be ten (10) feet in diameter.
- 3:06** The base path will be fifty (50) feet. The distance from the point of home plate to second base and from first base to third base shall be seventy (70) feet and 10 inches. Field must be for play at game time.
- 3:07** Playing fields must be ready for play at game time.
PENALTY: Forfeit ballgame.

4:00 OFFENSE

- 4:01** The batting order shall consist of no more than twelve (12) batters. No batter shall bat twice in one inning (unless a batting out of order occurs). After the 3rd out, no runs will count.
- 4:02** Base coaches shall remain in their coaching boxes at all times, unless play dictates otherwise. There may be a batting coach behind home plate in the designated area. Batting coaches may position the batter and adjust the tee one (1) time for each batter. Once the coach set the tee and/or the batter, he can not re-enter the batter's box for any reason, unless to attend to an injured player. **Penalty:** Batter is out if the coach reset the tee or batter.
- 4:03** The batter may adjust his tee himself, if he so decides or the batting coach may ask the home plate umpire to adjust the tee for the batter with no penalty.
- 4:04** The tee will be removed by the umpire after a batted ball and the coach will remove the bat from the immediate area of play.
- 4:05** Four innings is a complete game, unless tied or mathematically impossible for one team to catch up.
- 4:06** After one (1) warning per game per player for slinging his/her bat, the batter will be called out for each additional time that he/she slings his bat. This will be a dead ball play and no runners may advance. All runners will return to there original bases.
- 4:07** A batter is out if he touches the ball after being declared foul or dead.
- 4:08** Bumping the ball off the tee during warm-up is not a strike and will be signaled a dead ball and called a no-pitch by the home plate umpire.
- 4:09** The batter will receive 5 swings before being called out.
- 4:10** The batter will receive three (3) strikes before being called out. Any of the following will result in a strike being called on the batter:
- A.** In the judgment of the umpire the batter misses the ball completely three (3) consecutive cuts.
 - B.** The batter fails to hit the ball past the 20 ft. arc on the 5th swing resulting in the ball being called foul.
 - C.** Any foul ball after the 4th swing.
- 4:11** Any ball struck and carries on or past the 20 ft. arc shall be a fair ball, if the ball is touched in fair territory or passes the first or third before going foul, even though part of the tee may have been struck. **NOTE:** Any ball that is touched by the batter's bat will be called a strike, with exception to rule 4:07.
- 4:12** **NO BUNTING** will be allowed, half-swings, as judged by the umpire will be called bunt.

PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.

- 4:13** A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. **PENALTY:** Defensive manager gets choice of result of play or a re-pitch.
- 4:14** If a base runner leaves his base before the ball is hit by the batter, the base umpire shall signal to indicate the violation at the time it occurs. **PENALTY:** The defensive team shall have the choice of the play or re-bat.
- 4:15** Any offensive coach physically assisting a base runner to assist, aid, or hinder, while the ball is in play will result in that runner being called out.
- 4:16** Offensive team may have one (1) time out per ending, but cannot reset the batter or the tee during this time out.
- 4:17** There will be automatically two (2) outs, when the twelfth (12th) batter comes to the plate, any out made including touching home plate will be considered the third (3) out of the inning.
A. If the defensive team elects to go to the pitching circle and call time, and the runner is past the half-way mark, and/or at the judgment of the umpire is half-way, then the next base will be awarded to the runner.
NOTE: The offensive team or scorekeeper must notify the umpire when the twelfth (12th) batter comes to bat and the umpire shall notify the defensive team. **PENALTY:** The defensive team gets the choice of the play or a re-bat.
- 4:18** If the defensive team makes the third out before the twelfth (12) batter comes to bat; no runs will count after the third out.

5:00 DEFENSE

- 5:01** There will be ten (10) players on defense. There will be five (5) set infielders that must remain in the infield until the ball is hit. Outfielders must remain ten (10) feet behind the base lines until the ball is hit. **PENALTY:** The offensive team gets the choice to keep the play or re-bat.
- 5:02** If a team has less than 10 players, the manager may decide which position(s) to leave vacant on defense. *The home team must have nine (9) players to start the game. The visiting team can start with eight, but must have the 9th batter when his/her time come to bat. **PENALTY:** A forfeit game, 9-0 home team.
- 5:03** The defensive player listed as the pitcher will stay in the 20 foot diameter circle until the ball is hit. He/She can have one foot outside of the circle. **PENALTY:** The offensive team gets the choice to keep the play or re-bat.
- 5:04** Time will be called by the umpire when the defensive player calls and/or motions time when he/she is in contact with the base that's one (1) base ahead of the lead runner, and/or the defensive player calls/motions time after getting completely inside of the pitcher's circle with control of the ball. **NOTE:** The umpire will not be too quick to call time, if the lead runner is not faced off by the defensive player by being one base ahead, but on the same, or too many bases ahead of the lead runner, the umpire will allow the offensive coach time to react to the situation and run his runners if he decides.
- 5:05** **NO ROLLING** of the ball underhanded on the ground will be allowed. Runners will automatically be safe if the defensive team rolls the ball.
- 5:06** Appeals will be made by the head coach after time has been called and before the ball is returned to the tee by the umpire. The coach will notify the umpire of his appeal of what runner and what base or rule infraction. **NOTE:** For the purpose of the appeal play, returning the ball of the tee by the home plate umpire will be the same result as the next pitch being thrown.

- 5:07** Overthrows inside the fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the field of play will be declared a dead ball and bases awarded under the rules of regular baseball.
- 5:08** If a catcher is not used; he can be used as fifth (5th) outfielder. If a catcher is used, he must wear a protective helmet, but not the full catcher's outfit.
- 5:09** A caught fly ball will be played the same as regular baseball and play is not dead unless the ball is hit by the twelfth (12th) batter of the inning.
- 5:10** One defensive coach may be out of the dugout at the open end to instruct his defensive players. **OPTION:** The defensive team may have a defensive coach on the first (1st) base foul line and third (3rd) base foul line thirty (30) ft. from the base path and 6 feet off the foul line.
- 5:11** The infield fly rule will not be in effect.

6:00 MISCELLANEOUS

- 6:01** Substitutes should be announced by the official scorekeeper, but failure to do so will not make the substitute illegal. Substitutes will be considered in the game according to the substitute rules of Piper Davis Baseball and the rules of regular baseball.
- 6:02** Free substitution was adopted in this age group during the 2009 season. Free substitution allows the defensive team to freely substitute its defensive players after the 3rd out, with no announcement. **NOTE:** This rule was not adopted for the convenience of the coach, but for the privileges of the younger, less experienced players. Not to actually substitute these players into the game would prevent them from batting. This will be considered abusing this rule and may cause it to be revisited by the President and Executive Committee for removal.
- 6:03** Age verification will be shown at the credentials meeting prior to all tournaments. Players may not be seven (7) years old prior to May 1 of that year.
- 6:04** If a player is injured by being hit in the face, throat, or head **TIME WILL BE CALL IMMEDIATELY** and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called.
- 6:05** No new inning will start with less than five to seven (5-7) minutes left in a game, unless the scores are tied. Home team must get the last at bat. This rule applies to all ages.
- 6:06** The mercy rule is in affect, if a team is leading its opponent by at least ten (15) runs at the end of the 3 complete innings or any inning thereafter through the fourth inning, the game shall be terminated and the team in front is declared the winner. This rule is to apply in all local play and all tournament play.
- 6:07** At the time a protest is called; the bookkeeper must take the scorebook to the umpire. The umpire will announce the team that is protesting, document in both scorekeepers' books the inning and score at the time the protest was called, and a brief, detailed description of the situation causing the protest. The umpire will then sign, date, and give the time in both books directly beneath or on the same line with his description of the protest. **THIS RULE APPLIES TO ALL AGES.**
PENALY: If this rule is not followed, then there is **NO** protest.

Important Please Read:

***All Coaches and Park Commissioners must try to get rule interpretation and all problems solved by the President before contacting the Board of Directors.**

**** If a coach is ejected from the game for any reason by the umpire, there is a \$25 fine. For the second offense there will be a \$75 fine and the coach will be dismissed for 1 game and must appear before the Executive Committee to be re-instated. No coach will be able to coach in the Piper Davis Baseball League until all fines/fees are paid in full. If a coach/commissioner is suspended and has not paid the fine or has been suspended indefinitely from the Piper Davis Baseball League and is caught in the dug-out or on the field, that Park/Organization will be fined \$100. If the fine is not paid by the Park/Organization, all team games will be forfeited.**

PIPER DAVIS FARM LEAGUE COACH PITCH (AGES 5 – 8 YEARS OLD)

The Seven & Eight Year Old Farm League will be coach pitch. In all tournament play the coaches will pitch.

PLAYER ELIGIBILITY

The Farm League division of Piper Davis has been organized as a baseball program for youth whose 5th, 6th, 7th, or 8th birthday falls before May 1st (first) of the current year. Rules set forth in this book shall govern all tournament play.

GAME TIME

Game time is 1 hr. 15 mins. or 5 innings which ever comes first. The home team is always last at bat.

If two teams are at the playing site with the allotted number of players, the 15 min. grace time does not come into effect. It only comes into effect when the visiting team is short of players to start the game. The visiting team can start the game with 8 players, but must have the 9th batter when his/her time comes to bat. The home team must have 9 players. PENALTY: Forfeit ballgame. If the home team and the visiting team do not have enough players to start the game at game time, the game will result in a double forfeit.

***The line-up must be ready by game time. After the umpire calls for the line-up a 3rd time, and it is still not complete, it can result in a forfeit ball game.**

NOTE: The PRE-GAME CONFERENCE. This is NOT a meeting to check player IDs and players, but it is a meeting involving the umpires and both team's head coaches at home plate. The meeting should begin approximately 3-5 minutes prior to the start of the game. The purpose of the pre-game conference is to exchange and check each team's lineup cards and to discuss ground rules. Umpires will also ask the head coaches if their players are legal and properly equipped. In addition, the expectation of good sporting behavior is shared with both teams. If a grace period is to be utilized it will be announced during the pre-game conference, along with what time the umpire has and the new time the game will start. Both teams shall remain in their dugout or

bullpen area until this meeting has concluded.

NOTE: There will only be one (1) coach per team at the pre-game conference and that coach will be considered the head coach throughout the game. The head coach is the only coach that will be allowed to have a conference with an umpire(s) and will be responsible for his team and coaches.

If the line-up cards are not ready when called to the pre-game meeting, it can result in a forfeit ball game. Once the lineup card is given to the umpire, any changes made after that will be considered a substitute. If a player is not entered as a substitute, he is considered an illegal player.

NOTE: Prior to the pre-game conference and checked by each team's coaching staff; All players must have a picture ID with the Piper Davis stamp.

1:00 GENERAL RULES

- 1:01** Each team will be allowed a total of four (4) adults in the dugout; one (1) manager and three (3) coaches.
- 1:02** Two adults may coach the bases if they choose to do so. Coaches must wear shorts or trousers with matching T-shirt or jersey and team cap.
- 1:03** Each team shall consist of a maximum of eighteen (18) uniformed players whose names shall be registered on the league roster.
- 1:04** Managers may not sign new players after May 1. A violation of this rule will make the player ineligible and for tournament play.
- 1:05** A player must be a member of the Piper Davis program and participate in at least one-half of the teams scheduled games to be eligible for the all-star team.
- 1:06** Dates of birth shall be certified by birth certificate or baptismal certificate prior to starting of the season. A Photostat copy, properly signed by the parent as a "true copy" and notarized will be acceptable. These records must remain with the manager throughout the season.
- 1:07** All players must be in full baseball uniform (cap, numbered shirt, pants, socks).
- 1:08** A home team must field nine (9) uniformed players at game time, if not, game shall be forfeit.
- 1:09** Playing ineligible players will result in forfeiture of the game.
- 1:10** An ineligible player is one who is legally a member of the team but which is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manger to keep a record of his players and pitchers.
- 1:11** The playing of an ineligible substitute will result in a replay of the game from the point of the infraction. (An ineligible sub is a player who is not a starter but one who has been in the game and removed).
- 1:12** If a manager has used all of his eligible players and a player is injured, becomes too sick to continue, or is ejected; the game will not be forfeited. In the case of an injured or sick player, the **OPPOSING MANAGER** must select the replacement players on the bench who has already been in the game. In the case of an ejected player, he shall simply be scratched from the lineup and the team will play with a player short. No out shall be charged when that player would have batted.
- 1:13** No spectator shall be allowed on the playing field during the playing of the game.
- 1:14** Only officially registered players of the team; the manager and coaches will be allowed on

the bench during the game.

- 1:15** If any player, manager, or coach conducts himself/herself in an unsportsmanlike manner he/she shall be removed from the game and playing field. This includes the baiting or heckling of umpires and opposing players from the bench.
- 1:16** If the opposing coach allows a player during the season to play with a jersey with no number, and during the play-off he or she will not be allowed to protect the game. This rule applies to all ages.

2:00 EQUIPMENT

- 2:01** Tennis shoes or baseball shoes with RUBBERIZED cleats may be worn. NO METAL OR PLASTIC CLEATS.
- 2:02** Approved (unaltered) baseball bats, wood or aluminum 2 ¼ barrel size may be used.
- 2:03** All batters must wear batting helmets with chin straps. Any batter who bats without headgear is out after the first (1st) pitch. Any player running the base and deliberately removes his headgear in umpires decision, is out. EXCEPTION: Home run over the fence or time out.
- 2:04** Catcher must wear face gear, helmet, chin guard, and chest protector.
- 2:05** Equipment must be kept in the dugout.
- 2:06** A first (1st) baseman mitt may be used by the first (1st) baseman and the catcher only.
- 2:07** All games must start with a new ball and the Piper Davis stamp, if not, the game can be called a forfeit game. Game must be played and protest filed within 48 hrs.

3:00 PLAYING FIELD

- 3:01** The coaches box is to be minimum of 3 feet wide and 6 feet long and no closer than 4 feet the base path.
- 3:02** The pitching circle will be ten (10) feet in diameter. The pitching distance shall be forty-four (44) feet from the point of home plate to the front of the pitching rubber.
- 3:03** There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate. The ball must be on or past this line to be fair, if not foul ball. NOTE: No defensive player will be allowed to play a batted ball that still has rotation or movement within the 20ft arc before being called fair. If this occurs a dead ball will be called and the defensive team will be given a team warning. If a later occurrence happens within the game, a dead ball will be called and the batter will be granted first base, any runner(s) will be granted one base from the base they occupied at the time of the pitch. However, this rule will not award home base unless the bases are loaded.
- 3:04** First and third baselines shall be fifty-five (55) feet from the point of home plate. The distance from the point of home plate to second base and from first base to third base shall seventy-seven (77) feet 10 inches.

4:00 OFFENSE

- 4:01** An offensive batter will receive seven (7) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If seventh (7th) pitch is fouled he/she may continue to bat. If seventh (7th) pitch is fouled and caught it is an out.
- 4:02** A batter cannot be out of the batters box when the ball is hit. This includes stepping on the plate. PENALTY: Defensive manager gets choice of result of play or a re-pitch.
- 4:03** After one warning per game per player for slinging his bat, the batter will be out, a dead

ball called, and no runners can advance.

- 4:04** Any base runner playing off the base before the ball passes home plate **PENALTY:** The defensive team shall have the choice of the play or re-bat.
If a runner misses a base, it will be an appeal play to the umpire. (See appeals and protests).
- 4:05** Any offensive coach touching a base runner to assist, aid, or hinder while the ball is in play, the runner will be called out.
- 4:06** There will be automatically two (2) outs, when the twelfth batter comes to the plate, any out made including touching home plate will be considered the third (3) out of the inning.
NOTE: The offensive team or scorekeeper must notify the umpire when the twelfth (12th) batter comes to bat and the umpire shall notify the defensive team. **PENALTY:** The defensive team gets the choice to keep the play or re-bat. The offensive team will get three outs or bat twelve (12) batters per inning.
- 4:07** At no time will a coach, player, spectator, attendant or other bench personnel;
Leave the dugout during a live ball for an unauthorized purpose;
Fake a tag without the ball;
Carelessly throw a bat;
Hit the ball to players on defense after the game has started;
Use any type of replay equipment during the course of the game;
Commit any unsportsmanlike act;
Leave the vicinity of the dugout or coaching box to dispute a call by an umpire if he/she is not the head coach;
Charge an umpire;
Physically or verbally assault an umpire.
PENALTY: The umpire shall (notify authorities if necessary) eject the offender from the game, unless the offense is judged to be of a minor nature which may result in a warning, or restriction to the dugout.

5:00 DEFENSE

- 5:01** Only ten (10) players on the field, four (4) outfielders and six (6) infielders, including the catcher and pitcher.
- 5:02** If a team has less than 10 players, the manager may decide which position(s) to leave vacant on defense. The visiting team can start with eight (8) players, but must have the 9th batter when the 9th batter comes to bat.
- 5:03** The defensive player listed as pitcher will stay in the 10 foot circle until the ball is hit. He/She can have one foot outside of the circle. **PENALTY:** Offense gets choice of keeping the play or re-bat.
- 5:04** **NO INFIELD FLY RULE.**
- 5:05** Play shall not be stopped by the defensive team heading or stopping the front-runner. Any other runner may continue at his/her own risk. Any play made on a runner other than the front-runner will release the front-runner. Other runners may continue.
- 5:06** One defensive coach may be out of the dugout at the open end to instruct his defensive players. **OPTION:** The defensive team may have a defensive coach on the first (1st) base foul line and third (3rd) base foul line thirty (30) ft. from the base path and 6 feet off the foul line. No coaches or parents will be allowed to coach from off the playing field.

6:00 PITCHING RULES MACHINE PITCH

- 6:01** An offensive coach will operate the pitching machine and pitch to his own batters. He/She may talk to the runner between home and first base and between third base and home while the ball is in play. **PENALTY:** After one warning the coach will be replaced.
- 6:02** Any batted ball that hits the pitching coach or pitching machine will be a dead ball and a no pitch. If the coach intentionally (in umpire's judgment) allows the ball to hit him/her the batter will be out and a dead ball called. No runner may advance.
- 6:03** The pitching machine will be set at 36 MPH + 1 MPH.
- 6:04** The defensive player listed as pitcher will stay in the ten (10) foot circle until the ball is hit. He or she may have one foot outside of the circle. **PENALTY:** The offensive team gets the choice to keep the play or re-bat.

COACH PITCH

- 6:05** An offensive coach will pitch to his/her own batters. The coach may only coach the batter until he reaches first base or after he leaves third base. The coach will be replaced after one warning of a violation.
- 6:06** The pitcher may pitch anywhere from the front of the 20 foot foul arc. He she must keep one foot on or astraddle the line. He she may pitch overhand or underhand to the 6 & 7 year old. He she may pitch overhand to the 8 year old. **PENALTY:** For not standing on or astraddle the line the defensive team gets the choice to keep the play or re-bat.
- 6:07** Any batted ball that hits the pitching coach will be a dead ball and no pitch. If the pitching coach intentionally (in the umpires judgment) allows the ball to hit him/her the batter will be out and a dead ball called. No runner may advance.
- 6:08** The offensive coach (pitcher) must attempt to leave the field and try to pick up the batters bat. **PENALTY:** If the offensive coach (pitcher) does not attempt to leave the field, the opposing team may get choice of play or re-bat. The offensive coach that interferes with the defensive player to keep him/her from making a play will cause the batter to be out. No runners may advance.
- 6:09** When the ball is thrown back to the pitcher (coach) and he/she avoids catching the ball for a runner to advance, it would be called a dead ball and no runner will be allowed to advance to another base including home plate.

7:00 MISCELLANEOUS

- 7:01** There will not be more than four (4) time-outs per game with each time out being no more than one (1) minute in length. The scorekeeper and umpire will keep a log of time-outs. Each team will be afforded one (1) time-out per extra inning, if the game is tied. This rule will apply to T-Ball & 7&8.
- 7:02** A game will be five (5) innings. The game will be called after four (4) complete innings if one team is ahead by fifteen (15) or more runs.
- 7:03** No new inning will start with less than five to seven (5-7) minutes left in a game, unless the scores are tied. Home team must get the last at bat. This rule applies to all ages.
- 7:04** The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
- 7:05** If a player is injured by being hit in the face, throat, or head, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed or protested.

- 7:06** Any game called for bad weather after three (3) complete innings will be considered a complete game. If interrupted before three completed innings the game will be rescheduled at the point of interruption.
NOTE: Tournament play will be five (5) full innings or one hour and forty-five (1:45) minutes in duration always, unless the game is tied.
- 7:07** Piper Davis Baseball is played under re-entry substitution in all local league and all tournament play. Any starting player (pitcher included) may be removed from the game by being replaced legally with a substitute and then return to the lineup one time; however, he must replace the first player that replaces him and be inserted in the same position in the batting order that he possessed at the start of the game. The player may return to the lineup at any time, on offense or on defense, this includes all games. Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game. **EXCEPTION:** If a manager has used all of his eligible players and a player is ejected, injured, or become ill and cannot continue, then the **OPPOSING MANAGER** must select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. This only applies to a manager to select then the game will be forfeited. **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**
- 7:08** No spectator will be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the managers that the field be cleared within five (5) minutes under penalty of having the game forfeited.
- 7:09** A coach/baseball player will not be permitted to smoke, or use tobacco products in/around the playing field. (This includes parents and spectators in/around the playing field. To keep the game from stopping, Commissioners are encouraged to maintain their parks).
- 7:10** If in the opinion of the umpire a player, manager, coach, or scorekeeper, conducts his/herself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he/she shall be removed from the game and not be allowed to return until its completion. If said person continues unsportsmanlike conduct, such as heckling, or baiting the umpire he/she shall be removed from the park.

8:00 APPEALS AND PROTESTS

- 8:01** If a question should arise as to the interpretation of the playing rules; only the head coach may appeal.
- 8:02** An appeal play will be handled in this manner. The manager will make his/her appeal to the plate umpire, who will consult the base umpire. The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he/she names the wrong player or base. If he/she is correct, the base runner is out.
- 8:03** If any coach should protest the game he/she should make this known to the head umpire and scorekeeper. Protest should be settled before the next pitch.
- 8:04** In tournament play, the protest must be settled before play can continue.
- 8:05** In league play, the protest must be in writing and accompanied by \$25 within forty-eight (48) hours of the incident to the league president. If the protest is lost, the \$25 will go to the league; if the protest is won, it will be returned to the manager.
- 8:06** Protest in tournament play must be made to the umpire in chief. Protest must be ruled on before the game will be allowed to continue.
- 8:07** Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players. All protests must be made to the umpire in chief immediately after occurrence and before another legally pitched ball. A protest, which involves an umpire's judgment, may

not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested.

- 8:08** At the time a protest is called; the bookkeeper must take the scorebook to the umpire. The umpire will announce the team that is protesting, document in both scorekeepers' books the inning and score at the time the protest was called, and a brief, detailed description of the situation causing the protest. The umpire will then sign, date, and give the time in both books directly beneath or on the same line with his description of the protest. **THIS RULE APPLIES TO ALL AGES.**
PENALTY: If this rule is not followed, then there is **NO** protest.

9:00 TOURNAMENTS

- 9:01** Players may participate up in an older age group, but will not be allowed to participate in a lower age group.
- 9:02** A player must be a member of a franchised Piper Davis program and participate in at least one-half (1/2) of his/her teams scheduled games to be eligible for the all-star team.
- 9:03** Date of birth shall be certified by birth certificate or baptismal certificate prior to tournament play. A Photostat copy properly signed by the parent as a "true" copy and notarized will be acceptable. These records must remain with the manager throughout the tournament.
- 9:04** All teams should have insurance.
- 9:05** The league will furnish first (1st) and second (2nd) place trophies during Championship.
- 9:06** Tournament protests are covered in rules 7:03, 7:04, 7:06, and 7:07.
- 9:07** All-star teams may have fourteen (14) players, one (1) manager and three (3) coaches on the team.
- 9:08** No team will be required to play more than two (2) games in the same day during the same tournament.
- 9:09** Each conference consist of two divisions; all teams will make the play-offs in a single game elimination in the first round of the play-off; the third place team will play the second place team, and the first place team will get a bye. The winner of the first round will play the first team in the best two out of three for the conference champs. The two conference champs will play the best two out of three for the Piper Davis Championship. Teams with the best record get the home field advantage.
- 9:10** If a manager has used all of his eligible players and a player is ejected, injured or becomes ill and cannot continue, then the **OPPOSING MANAGER** must select one or more of the players on the bench who have already been in the game to replace the ejected, ill or injured player. This only applies to a substitute and not to an ejected player. If there is no one for the opposing manager to select then that team can finish with eight (8) players and no out will be called for missing spot in the line up. But if the team has less than eight (8) players then the game will be forfeited. **WARNING: DO NOT VIOLATE ANY PITCHING RULES.**

Important Please Read:

***All Coaches and Park Commissioners must try to get rule interpretation and all problems solved**

by the President before contacting the Board of Directors.

**** If a coach is ejected from the game for any reason by the umpire, there is a \$25 fine. For second offense there is a \$75 fine and the coach will be dismissed for 1 game and must appear before the Executive Committee to be re-instated. No coach will be able to coach in the Piper Davis Baseball League until all fines/fees are paid in full. If a coach/commissioner is suspended and has not paid the fine or has been suspended indefinitely from the Piper Davis Baseball League and is caught in the dug-out or on the field, that Park/Organization will be fined a \$100. If the fine is not paid by the Park/Organization, all team games will be forfeited.**

PIPER DAVIS FARM LEAGUE MINOR (AGES 9 & 10)

PLAYER ELIGIBILITY

Piper Davis Minor League ages 9 & 10 shall be open to any approved youth, whose 9th or 10th birthday fall before May 1st of the current year. No player added after May 1st.

GAME TIME

Game time is 1 hr. 30 mins. or 6 innings which ever comes first. The home team is always last at bat.

If two teams are at the playing site with the allotted number of players, the 15 min. grace time does not come into effect. It only comes into effect when the visiting team is short of players to start the game. The visiting team can start the game with 8 players, but must have the 9th batter when his/her time comes to bat. The home team must have 9 players. PENALTY: Forfeit ballgame. If the home team and the visiting team do not have enough players to start the game at game time, the game will result in a double forfeit.

***The line-up must be ready by game time. After the umpire calls for the line-up a 3rd time, and it is still not complete, it can result in a forfeit ball game.**

NOTE: The PRE-GAME CONFERENCE. This is NOT a meeting to check player IDs and players, but it is a meeting involving the umpires and both team's head coaches at home plate. The meeting should begin approximately 3-5 minutes prior to the start of the game. The purpose of the pre-game conference is to exchange and check each team's lineup cards and to discuss ground rules. Umpires will also ask the head coaches if their players are legal and properly equipped. In addition, the expectation of good sporting behavior is shared with both teams. If a grace period is to be utilized it will be announced during the pre-game conference, along with what time the umpire has and the new time the game will start. Both teams shall remain in their dugout or bullpen area until this meeting has concluded.

NOTE: There will only be one (1) coach per team at the pre-game conference and that coach will be considered the head coach throughout the game. The head coach is the only coach that will be allowed to have a conference with an umpire(s) and will be responsible for his team and coaches.

If the line-up cards are not ready when called to the pre-game meeting, it can result in a forfeit ball game. Once the line up card is given to the umpire, any changes made after that will be

considered a substitute. If a player is not entered as a substitute, he is considered an illegal player.

NOTE: Prior to the pre-game conference and checked by each team's coaching staff; All players must have a picture ID with the Piper Davis stamp.

1:00 THE PLAYING FIELD

- 1:01** First and third baselines shall be sixty (60) feet from the point of home plate.
- 1:02** The distance from the point of home plate to second base and from first base to third base shall be eighty-four (84) feet ten (10) inches.
- 1:03** The pitching distance shall be forty-six (44) feet from the point of home plate to the front of the pitching rubber.

2:00 EQUIPMENT

- 2:01** All players must wear a numbered baseball uniform. A uniform consists of a cap, shirt, pants, and socks. Team uniforms should be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform. T-shirts with white sleeves are not permitted. Coaches must wear coaching shorts or trousers and matching T-shirts or jersey, and team cap.
- 2:02** No metal cleats shall be allowed.
- 2:03** A pressure type protective helmet, with full earflaps and chin strap, must be worn by all batters and base runners. A player refusing to wear the protective helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.
- 2:04** All players should wear athletic supporters.
- 2:05** Catchers must wear a protective cup and throat protector.
- 2:06** Catchers must wear a protective helmet or plastic cap with, or attached to, the mask chin guard, and chest protector while on defense.
- 2:07** The bat shall be a regulation baseball bat (not softball) 2 5/8 barrel size made of either one-piece wood or an approved alloy.
- 2:08** Any player warming up a pitcher shall wear a mask and a cup.
- 2:09** All games must start with a new ball and the Piper Davis stamp, if not, the game can be called a forfeit game. Game must be played and protest filed within 48 hrs.

3:00 RE-ENTRY RULES

- 3:01** Piper Davis Baseball League is played under re-entry substitution in local league and tournament play. Any starting player (pitcher included) may be removed from the game by being replaced legally with a substitute and then return to lineup on time; however, he must replace the first player that replaces him and be inserted in the same position in the batting order that he possessed at the start of the game. The player may return to the lineup at any position, any time, on offense or on defense. Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game. **EXCEPTION:** See Rule 3:03. However, if the starting pitcher does not face one batter, he may play another position, but he may not return to the mound.
- 3:02** A batter removed from the game because of too many appearances on the field by the manager in one inning cannot return to the game until this half inning of play has been completed. Should this batter be a substitute player, he cannot return to the game at all,

because a substitute can make only one appearance. **EXCEPTION:** See Rule 3:03.

- 3:03** A courtesy runner for the catcher to speed up the game is allowed. If a team has 10 or more players, any player that is not in the line-up can run for the catcher. A player may not run as a courtesy runner and then be used as a substitute for another player in the same half inning. However if a team only has 9 ball players, only the player that put the last out can run for the catcher, that will not be a substitution. If an injury, illness or ejection occurs then rule 3:04 is used. The umpire-in-chief shall record courtesy runner participation and may announce it to the scorer. This rule applies to 11-12 age also.
- 3:04** If a manager has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the **OPPOSING MANAGER** must select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. This only applies to a substitute and not to an ejected player. If there is no one for the opposing manager to select then the game will be forfeited.
WARNING: DO NOT VIOLATE ANY PITCHING RULE.
- 3:05** Under the re-entry substitute rule, a pitcher may be replaced on the mound during any part of the game, and return to mound **ONE TIME**.
Example: He may pitch four innings and be replaced with a substitute, and then return to the mound in the sixth inning as a pitcher. See Rule 3:01.

4:00 MANAGER AND COACHES

- 4:01** Two adults may coach the bases if they choose to do so. Coaches must wear a uniform that matches and coordinates with their team's uniform, to include the team's cap.
- 4:02** With the exception of the coaches, all players, managers, etc., must remain in the dugout, on the benches, or in the prescribed areas throughout the game.
- 4:03** Any manager who calls time and goes onto the playing field more than two (2) times in one inning (not game) per pitcher to talk to a player or players, will be required to remove the current pitcher may return to the mound after the side has been retired, if eligible
- 4:04** Any manager or coach going onto the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to the manager or coach) more than one (1) time per batter or more than three (3) times per inning not batter, will be required to remove the current batter from the game and make a substitution in the line-up. **NOTE:** The only exception to opposing team or umpire. **NOTE:** 9&10 is Piper Davis's first pitching age group, and it is agreed that this age group will use the most justified time outs. Therefore, time outs for pitching and batting will be allowed, as long you adhere to these guidelines. See rules 4:03 & 4:04.
- 4:05** Only registered players or adult coaches and managers of the team are permitted on the coaching lines. The adult manager or coaches whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball, but if he at any time makes any derogatory remarks or undue criticism about or to the opposing players, he shall immediately be ejected from the game.
- 4:06** One defensive coach may be out of the dugout at the open end to instruct his defensive players. **OPTION:** The defensive team may have a defensive coach on the first (1st) base foul line and third (3rd) base foul line thirty (30) ft. from the base path and 6 feet off the foul line.
- 4:07** At no time will a coach, player, spectator, attendant or other bench personnel;
Leave the dugout during a live ball for an unauthorized purpose;
Fake a tag without the ball;
Carelessly throw a bat;

Hit the ball to players on defense after the game has started;
Use any type of replay equipment during the course of the game;
Commit any unsportsmanlike act;
Leave the vicinity of the dugout or coaching box to dispute a call by an umpire if he/she is not the head coach;
Charge an umpire;
Physically or verbally assault an umpire.
PENALTY: The umpire shall (notify authorities if necessary) eject the offender from the game, unless the offense is judged to be of a minor nature which may result in a warning, or restriction to the dugout.

5:00 REGULATION GAMES

- 5:01** It is regulation game if it is called by the umpire on account of darkness, rain, or other cause which in the umpire's judgment interfered with further play, provided five (5) or more innings have been played, or four and one-half innings shall constitute a legal game if the team second at bat shall have scored more runs at the end of its fourth inning, or before the completion of its fifth inning, than the first at bat scored in its five (5) complete innings.
- 5:02** In the event that a game is halted before completion of four and one-half or five innings as outline in rule 5:01, due to rain, darkness, protest, or any other cause, it must be resumed from the point of termination when the game is rescheduled by league officials, with nearly the same lineup as possible. **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**
- 5:03** Any game that ends in a tie due to rain, darkness, or light failure after the playing of five or more innings will be replayed in the form of a new game.
- 5:04** If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning or any inning thereafter through the sixth inning, the game shall be terminated and the team in front is declared the winner. This rule is to apply in all local play and all tournament play.
- 5:05** No new inning will start with less than five to seven (5-7) minutes left in a game, unless the scores are tied. Home team must get the last at bat. This rule applies to all ages.
- 5:06** Games shall be six (6) innings duration. In case the score is tied at the end of six (6) innings, the games shall go into extra innings until a winner is established, or the umpire calls the game. In tournament play, a team may concede without penalty.

6:00 PITCHING RULES

- 6:01** In local play only a pitcher can pitch eight (8) innings each week. The week will begin on the opening day of the league season. If the season begins on Sunday, for example, a pitcher will have from Sunday through Saturday to pitch eight (8) innings.
- 6:02** If any pitcher pitches three full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has had forty-eight (48) hours rest, beginning with the time he leaves the pitching mound as a pitcher.
- 6:03** If a pitcher pitches no more than three full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the eight (8) innings rule.
- 6:04** A pitcher can pitch in consecutive games in the same day, if he does not violate any of the above rules.
- 6:05** Any pitcher playing in the same ball game may return to the mound one (1) time. If a game is delayed for any reason, he will be allowed to continue pitching whenever the game resumes. This rule is applied in tournament play as well. **WARNING: DO NOT VIOLATE ANY PITCHING OR RE-ENTRY RULES.**

- 6:06** An inning is interpreted to mean the following: If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter, but after he has pitched to the next batter, he is charged two-thirds inning. If he is removed after retiring two batters, but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning. This rule is to be used both in season play and in tournament play.
- 6:07** It is not necessary to register pitchers. Any team member may pitch, subject to the other restrictions of the pitching rules. Team managers are encouraged to use nine year old pitchers as often as possible.
- 6:08** Pitchers are limited to six (6) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of 48 hours or more, then the same pitcher is allotted a new number of innings not to conflict with the number of innings per week or per tournament rules.
In case of tie, pitcher may pitch seven (7) innings. No pitcher may pitch over seven (7) innings in one (1) day.
- 6:09** Pitching curve balls in not allowed in the minor league.
PENALTY: Pitching of a curve ball will be called a ball. If the umpire warns the pitcher and the coach after a second time, the pitcher will be removed from the mound.
- 6:10** If a pitcher pitches beyond his allotted innings per game, per day, per week or per tournament because of double or triple play there is no penalty. (He was legal when pitch was made). The pitcher will be removed after the outs are made.
- 6:11** If a pitcher hits a batter three (3) consecutive times in one inning with the ball; on the third occurrence he must be removed from the mound. He can return to the mound the next inning.
- 6:12** If a pitcher turns his shoulders to check the runners while in contact with the pitcher's plate while in the set position it is legal. Turning his shoulders after bringing the hands together during or after is a balk.
The ball is a dead ball immediately when an illegal pitch occurs. If there is no runner on, then such illegal act is a balk. In both situation the umpire will signal dead ball.

7:00 FORFEITURE AND PROTEST

- 7:01** A visiting team failing to field at least nine uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. A forfeit shall count in league standings. The Visiting Team can start with 8 players, but must have the 9th player when the 9th batter comes to bat. This rule applies to all teams. Teams dropping out of the league will have results of their previous games discarded.
- 7:02** A team that does not complete its schedule will not be allowed to put a player on the all-star team.
- 7:03** Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing manager or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player. If a player belongs to another team or league and participates in a game in your league he is illegal. A pitcher who has exceeded his allotted number of innings or who has not had his proper rest is illegal, and the game will be forfeited if protested. If a manager or coach knowingly plays a player that is illegal after told to stop by the President and continues playing that illegal player, that team shall lose their franchise.
- 7:04** An ineligible player is one who is legally a member of the team but who is ineligible to play

or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.

- 7:05** The playing of an ineligible substitute will result in a protest, if protested by the manager of the opposing team before the completion of the game, the penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses.
- 7:06** A protest, which involves an umpire's judgment, may not be made. The only legal protest are ones in which a violation of playing rules or the use of an ineligible substitute is protested.
- 7:07** The head coach must immediately notify the umpire that the game is being played under protest. Then at time the protest will be called. The bookkeeper must take the scorebook to the umpire. The umpire will announce the team that is protesting, document in both scorekeepers' books the inning and score at the time the protest was called, and a brief, detailed description of the situation causing the protest. The umpire will then sign, date, and give the time in both books directly beneath or on the same line with his description of the protest. **THIS RULE APPLIES TO ALL AGES.**
PENALTY: If this rule is not followed, then there is **NO** protest.
- 7:08** A protest based on a play situation shall be considered only if it is placed in writing a submitted to the league president within forty-eight (48) hours. A \$25 dollar fee must accompany each protest. This fee will be returned if the committee rules in favor of the protesting party. The president shall appoint a committee of three (3) Board members to act as the protest committee.
- 7:09** Protests that are made in tournament play, must be made to the umpire in chief who will refer the protest to the tournament director. The tournament director and umpire in chief will then call in the other members of the protest committee. The protest committee in tournament play shall consist of three (3) members as follows:
(a.) Umpire in chief who made the call in question, (b.) president, and (c.) or a third member associated with Piper Davis Baseball but not connected with either team, this member is to be appointed by the president or his representative. All other provisions of protests in tournament play to remain the same.
- 7:10** Tournament protests may be made only on a misinterpretation of a rule and ineligibility of a player or players. A protest based on the misinterpretation of a rule must be made before the next legal pitch. All other protests including ineligibility of a player or players must be made before the team leaves the playing field. Protests must be made to the umpire in chief. The protest committee after hearing the protesting manager and the manager of the opposing team shall make a decision and that decision will be final. There will be no appeal.
- 7:11** Rained out or otherwise postponed regularly scheduled league games must be played within seven (7) days, called by the home team and at the convenience of the visiting team. Failure to comply will result in forfeiture of the game by the home team or they may appeal to the league president who will then set a time date for play as nearly as possible to suit the convenience of both teams.
- 7:12** In local play only a team may file a protest on the grounds of ineligibility of a player or pitcher within forty-eight (48) hours after the completion of the game. **NOTE:** According to the interpretation of this rule, only the game or games protested will be considered and all protests of this nature must be within forty-eight (48) hours.
- 7:13** Any team manager or adult who withdraws a baseball team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this

section. He shall forfeit this game by a score of six to nothing.

8:00 SCHEDULES

- 8:01** A player is required to play in six (6) games to qualify on all-star player for tournament play.
- 8:02** Leagues are encouraged to play an eighteen (18) game schedule, exclusive or exhibition and practice games when possible.
- 8:03** Under no conditions can league officials set up a schedule of games which would require a team to play more than two games on one day.
- 8:04** Exhibition and practice games are permitted, but all pitching rules must be followed.
- 8:05** Leagues may play an interlocking schedule.
- 8:06** Leagues should play at least two scheduled games a week. The games may be played at night.

9:00 SPECIAL RULES

- 9:01** No spectator shall be allowed on the playing field during the playing of any game. In the event that spectators swarm on the playing field during the playing of any game, the umpire in chief will request that the field be cleared by both managers within five (5) minutes under penalty of having the game forfeited.
- 9:02** At no time will a coach, player, spectator, attendant or other bench personnel;
Leave the dugout during a live ball for an unauthorized purpose;
Fake a tag without the ball;
Carelessly throw a bat;
Hit the ball to players on defense after the game has started;
Use any type of replay equipment during the course of the game;
Commit any unsportsmanlike act;
Leave the vicinity of the dugout or coaching box to dispute a call by an umpire if he/she is not the head coach;
Charge an umpire;
Physically or verbally assault an umpire;
And no persons except the officially registered players of the team, the manager, and the coaches, will be allowed on the bench or in the dugout during the playing of any contest.
PENALTY: The umpire shall (notify authorities if necessary) eject the offender from the game, unless the offense is judged to be of a minor nature which may result in a warning, or restriction to the dugout.
- 9:03** Players that are removed may not return to the game under the re-entry substitution rule. An ejected player must leave the dugout or bench. When a player is ejected he must sit out the next scheduled game. Coaches or managers ejected from a ball game will be required to pay a fine complete any necessary disciplinary requirements, if any, before they can return to coach. For more information about coach and manager ejections read the first page of this age group.
- 9:04** At least two umpires shall be furnished for each game. You may use more if they are available.
- 9:05** Any base runner playing off the base before the ball passes home plate **PENALTY:** The defensive team shall have the choice of the play or re-bat.
- 9:06** The home club must have their pitch after eight (8) warm-ups pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 9:07** Any runner is out when he does not slide, or attempt to avoid the fielder who has the ball

and is waiting to make the tag, or if he maliciously runs into fielder.

9:08 Three (3) strikes is an out – even if the ball is dropped.

9:09 A batter-runner who reaches first base safely and then overruns or overslides may immediately return without the liability of being put out provided he/she does not attempt or feint an advance to second. A player who is awarded first on a base on balls does not have that right.

9:10 When a pitcher is in contact with the pitching rubber, with the ball in his possession, all runners must be in contact with the base and must not leave the base until the ball passes home plate. The penalty for leaving the base too soon is at the discretion of the defensive team. The defensive team may accept the play or call it at no-play.

THE BATTING INFRACTIONS

The batter shall not delay the game by failing to take his position in the batter's box within a reasonable amount of time. The batter must keep at least one foot in the batter's box throughout his turn at bat. **EXCEPTIONS:** The batter may exit the batter's box completely when:

- A. The batter swings at a pitch
- B. The batter is forced out of the box by a pitch
- C. The batter attempts a "drag bunt"
- D. The pitcher leaves the mound area after receiving the ball
- E. The catcher leaves the catcher's box to adjust his equipment
- F. Time is granted for either team

PENALTY: For failure of the batter to be ready within the umpire's judgment of a reasonable amount of time after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game and none of the above exceptions apply, a strike will be called. The pitcher need not pitch, and the ball remains live.

INTERFERENCE may be called on the batter for interfering with catcher's fielding or catching of the ball by:

- A. The batter leans over home plate
- B. The batter steps out of the batter's box
- C. Making any other movement which hinders actions at home plate or the catcher's attempt to play on a runner
- D. The batter failing to make a reasonable effort to vacate a congested area when there is a throw to home or a play being made a home and there is time for the batter to vacate the area.
- E. If interference is called on the batter and it is 1 out or less the runner will be declared out, if 2 outs the batter will be declared out.

If the runner is tagged out, the ball remains live and the interference is ignored. Otherwise the play is called dead, the out is called and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpire's judgment interference prevents a possible double play, then second out may be called.

INFIELD FLY RULE

An Infield Fly is a fair fly (not to include a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (depending on positioning, rule does not

disqualify outfielders from being allowed to attempt to make the catch) and provided the hit is made before there are two (2) outs and at a time when either 1st and 2nd bases are occupied or the bases are loaded.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. As for the batter, he becomes out when the announcement is made and it's the right of the base runner to advance after retouching his base/tag up.

*When the umpire calls "Infield Fly," and the defensive player attempts to play the ball in the air and misses it, the batter is still out and runners can advance at their own risk. This rule applies to ages 9 – 14.

10:00 TEAMS

- 10:01** Each team shall consist of eighteen (18) uniformed players whose names shall be registered on the league roster no later than May 1st.
- 10:02** Each team shall have a manager and (3) coaches. The manager will be responsible for the team.
- 10:03** Once a player is on a team roster he is not allowed to transfer from team to team, or league to league, without the approval of the Board of Commissioners and League President. If a team folds, the players may move up to the next age group with the approval of the Board of Commissioners and League President.
- 10:04** Managers may not sign new players after June 1st. A violation of this rule will make the player ineligible for tournament selections and reason for protest in local league and tournament play.

11:00 ALL-STAR TEAMS

- 11:01** A player must be member of a franchised Piper Davis team and participates in at least six (6) scheduled games to be eligible for the all-star team. Violation of this rule will make such all-star team ineligible. Managers are requested to double check player eligibility. **EXCEPTION:** A player, injured in play after becoming a member of the team, that is forced to miss more than half of the games, will be eligible for the all-star team, provided it is agreeable with all the managers, involved in the selection of the team.
- 11:02** Each team should have at least one player on the all-star team. It is recommended that the winning manager of the league manage the all-star team, and choose his coaches, and the remaining players he desires to fill out his roster.
- 11:03** Eighteen (18) players are allowed on the all-star team. Once a player has been named to the all-star team, he cannot be replaced unless he becomes sick, injured, or moves away. No player can be chosen as a batboy.
- 11:04** All players on the all-star team may be ten (10) years old.
- 11:05** A player or team cannot participate in two (2) tournaments at the same time.

12:00 PLAYER ELIGIBILITY

- 12:01** Piper Davis Baseball League, competition Minor League Division shall be open to any approved youth whose ninth or tenth birthday falls before July the first (1st) of the current

year. A player may play up on age group in local or tournament play. He cannot play down in tournament play.

13:00 BIRTH CERTIFICATES

- 13:01** Dates of birth of players shall be certified by a signed birth or baptismal certificate or other legally accepted proof of age to a league official, prior to the leagues first regularly scheduled game.
- 13:02** A signed Photostat copy of a birth record will be accepted, provided it is stamped and notarized as a true copy of it and signed by one or both parents of the player. This requirement will be necessary, if the birth record is a certified copy and was issued by the state, county, parish, or United States Government.

14:00 PLAYER REGISTRATION

- 14:01** A youth who does not register in time to participate in player selection systems will be ineligible to participate unless he was sick or injured (confirmed by the doctor's affidavit) or a new resident of the community.

15:00 TEAM SPONSORS

- 15:01** Piper Davis Baseball League teams should be sponsored by those organizations, firms, or companies whose activities or products are not detrimental to the welfare of the youth.

16:00 TOURNAMENTS

- 16:01** In all tournament play, in order for a game to become a complete game, it must be a full six (6) inning contest, or two (2) hours and the home team gets the last turn at bat. If the game gets delayed, no other tournament game can be started until the completion of the interrupted game.
EXCEPTION: If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning or any inning thereafter, the game shall be terminated and the team in front is declared the winner. This rule is to apply in all local play and all tournament play.
- 16:02** Tournament protests are covered in rule 7:00 Forfeiture and Protest.
- 16:03** All-star teams may have eighteen (18) players, one (1) manager and three (3) coaches on the team.
- 16:04** The re-entry substitution rule will be allowed in all tournament play.
- 16:05** All teams will make the play-offs. Tournaments will be single or double elimination. Use the winner's bracket for the single elimination tournaments.
- 16:06** If a manager has used all of his players and a player is ejected, injured or becomes ill and cannot continue, then the **OPPOSING MANAGER** must select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. This only applies to a substitute and not to an ejected player. If there is no one for the opposing manager to select then that team can finish with eight (8) players and no out will be called for missing spot in the lineup. But if the team has less than eight (8) players then the game will be forfeited. **WARNING: DO NOT VIOLATE ANY PITCHING RULES.**

Important Please Read:

***All Coaches and Park Commissioners must try to get rule interpretation and all problems solved by the President before contacting the Board of Directors.**

**** If a coach is ejected from the game for any reason by the umpire, there is a \$25 fine. For second offense there is a \$75 fine and the coach will be dismissed for 1 game and must appear before the Executive Committee to be re-instated. No coach will be able to coach in the Piper Davis Baseball League until all fines/fees are paid in full. If a coach/commissioner is suspended and has not paid the fine or has been suspended indefinitely from the Piper Davis Baseball League and is caught in the dug-out or on the field, that Park/Organization will be fined a \$100. If the fine is not paid by the Organization, all team games will be forfeited ballgames.**

PIPER DAVIS FARM LEAGUE MAJOR (AGES 11 & 12)

PLAYER ELIGIBILITY

Piper Davis Major League ages 11 & 12 shall be open to any approved youth, whose 11th or 12th birthday fall before May 1st of the current year. No player to be added after May 1st.

GAME TIME

Game time is 1 hr. 30 mins. or 6 innings whichever comes first. The home team is always last at bat.

If two teams are at the playing site with the allotted number of players, the 15 min. grace time does not come into effect. It only comes into effect when the visiting team is short of players to start the game. The visiting team can start the game with 8 players, but must have the 9th batter when his/her time comes to bat. The home team must have 9 players. PENALTY: Forfeit ballgame. If the home team and the visiting team do not have enough players to start the game at game time, the game will result in a double forfeit.

***The line-up must be ready by game time. After the umpire calls for the line-up a 3rd time, and it is still not complete, it can result in a forfeit ball game.**

NOTE: The PRE-GAME CONFERENCE. This is NOT a meeting to check player IDs and players, but it is a meeting involving the umpires and both team's head coaches at home plate. The meeting should begin approximately 3-5 minutes prior to the start of the game. The purpose of the pre-game conference is to exchange and check each team's lineup cards and to discuss ground rules. Umpires will also ask the head coaches if their players are legal and properly equipped. In addition, the expectation of good sporting behavior is shared with both teams. If a grace period is to be utilized it will be announced during the pre-game conference, along with what time the umpire has and the new time the game will start. Both teams shall remain in their dugout or bullpen area until this meeting has concluded.

NOTE: There will only be one (1) coach per team at the pre-game conference and that coach will

be considered the head coach throughout the game. The head coach is the only coach that will be allowed to have a conference with an umpire(s) and will be responsible for his team and coaches.

If the line-up cards are not ready when called to the pre-game meeting, it can result in a forfeit ball game. Once each team's line up card has been given to the umpire during the pre-game conference, any changes made after that will be considered a substitute. If a player is not entered as a substitute, he is considered an illegal player.

NOTE: Prior to the pre-game conference and checked by each team's coaching staff; All players must have a picture ID with the Piper Davis stamp.

1:00 THE PLAYING FIELD

- 1:01** First and third baselines shall be seventy (70) feet from the back point of home plate.
- 1:02** The distance from the point of home plate to second base and from first base to third base shall be ninety-nine (99) feet.
- 1:03** The pitching distance shall be forty-eight (48) feet from the point of home plate to the front of the pitching rubber.

2:00 EQUIPMENT

- 2:01** All players must wear a numbered baseball uniform. A uniform consists of a cap, shirt, pants, and socks. Team uniforms should be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform. T-shirts with white sleeves are not permitted. Coaches must wear coaching shorts or trousers and matching T-shirts or jersey, and team cap.
- 2:02** No metal cleats shall be allowed.
- 2:03** It is mandatory for on-deck batters, batters, runners, non-adult personnel in the coaches boxes to wear a properly fitting, pressure type protective helmet, with full earflaps and chin strap. A player refusing to wear the protective helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game. The substitute will assume the ball and strike count if the player was batter, or will take his position on the base he occupied if he was a base runner.
- 2:04** All players should wear athletic supporters.
- 2:05** Catchers must wear a protective cup and throat protector.
- 2:06** Catchers must wear a protective helmet attached to a face mask/guard, chin guard, and chest protector while on defense.
- 2:07** The bat shall be a regulation baseball bat (not softball) aluminum or wood 2 5/8 barrel size an approved alloy.
- 2:08** Any player warming up a pitcher shall wear a mask and cup.
- 2:09** All games must start with a new ball and the Piper Davis stamp, if not, the game can be called a forfeit game. Game must be played and protest filed within 48 hrs.

3:00 RE-ENTRY RULES

- 3:01** Piper Davis Baseball League is played under re-entry substitution in local league and tournament play. Any starting player (pitcher included) may be removed from the game by being replaced legally with a substitute and then return to the lineup one time; however, he must replace the first player that replaces him and be inserted in the same position in the batting order that he possessed at the start of the game. The player may return to the lineup at any position, any time, on offense or on defense. Once the substitution has been

removed from the game he cannot return. He can make only one appearance in the game. **EXCEPTION:** See Rule 3:03. However, if the starting pitcher does not face one batter, he may play another position, but he may not return to the mound.

- 3:02** A batter removed from the game because of too many appearances on the field by the manager in one inning, cannot return to the game until this half inning of play has been completed. Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only appearance. **EXCEPTION:** See Rule 3:03.
- 3:03** If a manager has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the **OPPOSING MANAGER** must select one or more of the players on the bench who have already been in the game to replace the ejected, ill, or injured player or players. This only applies to a substitute and not to an ejected player. If there is no one for the opposing manager to select then the game will be forfeited. **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**
- 3:04** Under the re-entry substitute rule, a pitcher may be replaced on the mound during any part of the game, and return to the mound **ONE TIME**.
Example: He may pitch four innings and be replaced with a substitute, and then return to the mound in the sixth inning as a pitcher. See Rule 3:01.
- 3:05** A courtesy runner for the catcher to speed up the game is allowed. If a team has 10 or more players, any player that is not in the line-up can run for the catcher. A player may not run as a courtesy runner and then used as a substitute for another player in the same half inning. However if a team only has 9 ball players, only the player that put the last out can run for the catcher, that will not be a substitution. If an injury, illness or ejection occurs then rule 3:04 is used. The umpire-in-chief shall record courtesy runner participation and may announce it to the scorer.

4:00 MANAGER AND COACHES (DEFENSE)

- 4:01** Two adults may coach the bases if they choose to do so. Coaches must wear a uniform that matches and coordinates with their team's uniform.
- 4:02** With the exception of the coaches, all players, managers, etc., must remain in the dugout, on the benches, or in the prescribed areas throughout the game.
- 4:03** Time outs will be played regular baseball rules plus one (1) totaling four (4) time outs per game and one time out per extra inning. Time outs will be recorded by the umpire and announced to the bookkeepers for their record. Please use your time outs wisely; this rule will be strictly enforced. Any manager who calls time and goes onto the playing field more than two (2) times in one inning (not game) with the same pitcher to talk to a player or players, will be required to remove the current pitcher from the mound. Under the re-entry substitution rule, the pitcher may return to the mound after the side has been retired, if eligible.
- 4:04** Any manager or coach going onto the playing field to talk to the same batter or a batter going to the dugout or bench to talk to the manager or coach, more than one (1) time per batter will be required to remove the current batter from the game and make a substitution in the line-up. Remember not more than four (4) time outs per game, not inning. **NOTE:** The only exception to Rule 4:03 and 4:04 is in the case of injury or if the time is called by opposing team or umpire.
- 4:05** Only registered players or adult coaches and managers of the team are permitted on the coaching lines.
- 4:06** Only the coach that attends the pre-game conference will be considered the head coach, and he/she will be the only coach that may moderately dispute any decision or may discuss

any point with the umpires to the extent allowed by the rules of professional baseball, but if he/she at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpires, he/she shall immediately be ejected from the game or restricted to the dugout.

4:06 No coaches are allowed on the field during the game.

4:07 At no time will a coach, player, spectator, attendant or other bench personnel;

Leave the dugout during a live ball for an unauthorized purpose;

Fake a tag without the ball;

Carelessly throw a bat;

Hit the ball to players on defense after the game has started;

Use any type of replay equipment during the course of the game;

Commit any unsportsmanlike act;

Leave the vicinity of the dugout or coaching box to dispute a call by an umpire if he/she is not the head coach;

Charge an umpire;

Physically or verbally assault an umpire;

And no persons except the officially registered players of the team, the manager, and the coaches, will be allowed on the bench or in the dugout during the playing of any contest.

PENALTY: The umpire shall (notify authorities if necessary) eject the offender from the game, unless the offense is judged to be of a minor nature which may result in a warning, or restriction to the dugout.

4:08 Players that are removed may not return to the game under the re-entry substitution rule. An ejected player must leave the dugout or bench. When a player is ejected he must sit out the next scheduled game. Coaches or managers ejected from a ball game will be required to pay a fine complete any necessary disciplinary requirements, if any, before they can return to coach. For more information about coach and manager ejections read the first page of this age group.

5:00 REGULATION GAMES

5:01 It is a regulation game if it is called by an umpire on account of darkness, rain, or other cause which in the umpire's judgment interfered with further play, provided five (5) or more innings have been played, or four and one-half innings shall constitute a legal game if the team second at bat shall have scored more runs at the end of its fourth inning, or before the completion of its fifth inning, than the first at bat scored in its five (5) complete innings.

5:02 In the event that the game is halted before completion of four and one-half or five innings as outline in rule 5:01, due to rain, darkness, protest, or any other cause, it must be resumed from the point of termination when the game is re-scheduled by the league officials, with as nearly the same lineup as possible. **WARNING: DO NOT VIOLATE ANY PITCHING RULE.**

5:03 Any game that ends in a tie due to rain, darkness, or light failure after the playing of five or more innings will be played in the form of a new game; however, the innings pitched by all pitchers will be charged against them.

5:04 If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning or any inning thereafter through the sixth inning, the game shall be terminated and the team in front is declared the winner. This rule is to apply in all local play and all tournament play.

5:05 Games shall be six (6) innings duration. In case the score is tied at the end of six (6) innings, the games shall go into extra innings until a winner is established, or the game is called by the umpire. In tournament play, a team may concede without penalty.

5:06 The umpire will not start a new inning with less than five to seven (5-7) minutes left in a game, unless the scores are tied. Home team must get the last at bat. This rule applies to all ages.

6:00 PITCHING RULES

- 6:01** In local play only a pitcher can pitch eight (8) innings each week. The week will begin on the opening day of the league season. If the season begins on Sunday, for example, a pitcher will have from Sunday through Saturday to pitch eight (8) innings.
- 6:02** If any pitcher pitches three full innings and then throws to another batter in the same game or day, he will not be eligible to pitch until he has forty-eight (48) hours rest, beginning with the time he leaves the pitching mound as a pitcher.
- 6:03** If a pitcher pitches no more than three full innings in any day, he may be used on as many consecutive days as desired provided he does not exceed the eight (8) innings rule.
- 6:04** A pitcher can pitch in consecutive games in the same day, if he does not violate any of the above rules.
- 6:05** Any pitcher playing in the same ball game may return to the mound one (1) time. If a game is delayed for any reason, he will be allowed to continue pitching whenever the game resumes. This rule is applied in tournament play as well. **WARNING: DO NOT VIOLATE ANY PITCHING OR RE-ENTRY RULES.**
- 6:06** An inning is interpreted to mean the following: If a pitcher pitches to one man and is removed from the pitching mound before he is retired, he is charged with pitching one-third of an inning. If he is removed after retiring one batter, but after he has pitched to the next batter, he is charged two-thirds inning. If he is removed after retiring two batters, but after he has pitched one pitch to the next batter, he is charged with pitching a complete inning. This rule is to be used both in season play and in tournament play.
- 6:07** It is not necessary to register pitchers. Any team member may pitch, subject to the other restrictions of the pitching rules. Team managers are encouraged to use nine year old pitchers as often as possible.
- 6:08** Pitchers are limited to six (6) innings in any one game or day; however, if the game is interrupted for any reason before becoming official and is postponed for a period of 48 hours or more, then the same pitcher is allotted a new number of innings not to conflict with the number of innings per week or per tournament rules. In case of tie, pitcher may pitch seven (7) innings. No pitcher may pitch over seven (7) innings in one (1) day.
- 6:09** If a pitcher pitches beyond his allotted innings per game, per day, per week or per tournament because of double or triple play there is not penalty. (He was legal when pitch was made). The pitcher will be removed after the outs are made.
- 6:10** If a pitcher hits three (3) consecutive batters in one inning with the ball; on the third occurrence he must be removed from the mound. He can return to the mound the next inning. If the umpire deems that the pitcher is intentionally pitching to close to a batter, he will be warned and if the pitcher continues he may be removed from the mound or ejected from the game, depending on the actions of the pitcher.
- 6:11** Base runners can play off any base.
- 6:12** The pitcher shall pitch while facing the batter from either a windup position or a set position. The feet will determine which position he is in. The pitching regulations begin when he intentionally contacts the pitcher's plate. He shall take his sign from the catcher with his pivot foot in contact with the pitcher's plate.
- 6:13** If a pitcher turns his shoulders to check runners while in contact with the pitcher's plate while in the set position it is legal. Turning the shoulders after bringing the hands together

during or after is a balk.

- 6:14** The pitcher shall not make a quick-return pitch in an attempt to catch the batter off balance, or to stop a steal.
- 6:15** The ball is a dead ball immediately when an illegal pitch occurs. If there is no runner, a ball is awarded to the batter. If there is a runner on, then such illegal act is a balk. In both situations the umpire will signal dead ball.
- 6:16** The catcher shall have both feet in the catcher's box at the time of the pitch.
- 6:17** If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed or right-handed pitcher and not both.
- 6:18** A pitcher also can not apply a foreign substance, spit on the ball or in the glove, discolor the ball with dirt or by excessively rubbing the ball on clothing, bring the pitching hand in contact with the mouth and not distinctly wiping it off before touching the ball.
PENALTY: For defacing the ball, the ball will be ruled dead and replaced, if pitched it will be an illegal pitch and a ball awarded to the batter (no balk will be called). After being warned the pitcher may be removed from the mound, but may return the next inning.
NOTE: The pitcher can only return to the mound one (1) time.

7:00 FORFEITURE AND PROTEST

- 7:01** A visiting team failing to field at least nine uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. A forfeit shall count in league standings. The Visiting Team can start with 8 players, but must have the 9th player when the 9th batter comes to bat. Teams dropping out of the league will have the results of their previous games discarded.
- 7:02** A team that does not complete its schedule will not be allowed to put a player on the all-star team.
- 7:03** Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing manager or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss. A youth that is not an approved player on the playing roster is an illegal player. If a player belongs to another team or league and participates in a game in your league he is illegal. A pitcher who has exceeded his allotted number of innings or who has not had his proper rest is illegal, and the game will be forfeited if protested.
- 7:04** An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.
- 7:05** The playing of an ineligible substitute will result in a protest, if protested by the manager of the opposing team before the completion of the game, the penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses.
- 7:06** A protest, which involves an umpire's judgment, may not be made. The only legal protest are ones in which a violation of playing rules or the use of an ineligible player or ineligible substitute is protested.
- 7:07** The head coach must immediately notify the umpire that the game is being played under protest. Then at time the protest will be called. The bookkeeper must take the scorebook to the umpire. The umpire will announce the team that is protesting, document in both scorekeepers' books the inning and score at the time the protest was called, and a brief, detailed description of the situation causing the protest. The umpire will then sign, date, and give the time in both books directly beneath or on the same line with his description of

the protest. THIS RULE APPLIES TO ALL AGES.

PENALY: If this rule is not followed, then there is NO protest.

- 7:08** A protest based on a play situation shall be considered only if it is placed in writing and submitted to the league president within forty-eighty (48) hours. A twenty-five (25 dollar fee must accompany each protest. This fee will be returned if the committee rules in favor of the protesting party. The president shall appoint a committee of three (3) Board members to act as the protest committee.
- 7:09** Protests that are made in tournament play, must be made to the umpire in chief who will in turn refer the protest to the tournament director. The tournament director and umpire in chief will then call in the other members of the protest committee. The protest committee in tournament play shall consist of three (3) members as follows:
(a.) Umpire in chief who made the call in question, (b.) president, and (c.) or a third member associated with Piper Davis Baseball but not connected with either team, this member to be appointed by the president or his representative. All other provisions of protests in tournament play to remain the same.
- 7:10** Tournament protests may be made only on a misinterpretation of a rule and ineligibility of a player or players. A protest based on the misinterpretation of a rule must be made before the next legal pitch. All other protests including ineligibility or legality of a player or players must be made before the team leaves the playing field. Protests must be made to the umpire in chief. The protest committee after hearing the protesting manager and the manager of the opposing team shall make a decision and that he decision will be final. There will be no appeal.
- 7:11** Rain- outs must be played the next available day called by the home team. If both teams cannot agree on a date and time then the league president will set a time and date for play as nearly as possible to suit the convenience of both teams.
- 7:12** In local play only a team may file a protest on the grounds of ineligibility of a player or pitcher within forty-eight (48) hours after the completion of the game. NOTE: According to the interpretation of this rule, only the game or games protested will be considered and all protests of this nature must be within forty-eight (48) hours.
- 7:13** Any team manager or adult who withdraws a baseball team from the playing field prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section. He shall forfeit this game by a score of six to nothing.

8:00 SCHEDULES

- 8:01** A player is required to play in six (6) games to qualify an all-star player for tournament play.
- 8:02** Leagues are encouraged to play an eighteen (18) game schedule, exclusive or exhibition and practice games when possible.
- 8:03** Under no conditions can league officials set up a schedule of games which would require a team to play more than two games in one day.
- 8:04** Exhibition and practice games are permitted, but all pitching rules must be followed.
- 8:05** Leagues may play an interlocking schedule.
- 8:06** Leagues should play at least two scheduled games a week. The games may be played at night.

9:00 SPECIAL RULES

- 9:01** No spectator shall be allowed on the playing field during the playing of any game. In the event spectators swarm onto the playing field during the playing of a game, the umpire in chief will request that the field be cleared by both managers within five (5) minutes under the penalty of having the game forfeited.
- 9:02** No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager, and the coaches, will be allowed on the bench or in the dugout during the playing of any contest.
- 9:03** At least two umpires shall be furnished for each game. You may use more if they are available.
- 9:04** A baseball player, manager, or coach will not be allowed to use tobacco products or profanity during the ball game. If, in the opinion of the umpires, a player or manager or coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act, which may maim or injure an opposing player, if deemed deliberate, he shall be removed from the game. Players that are removed may not return to the game under the re-entry substitution rule. An ejected player must leave the dugout or bench. When a player is ejected he must sit out the next scheduled game. It will be at the President's option if a manager or coach is ejected whether he will be required to sit out the next scheduled game.
- 9:05** All ground rules must be given to the visiting manager and coach. You cannot make up ground rules as the game progresses. These ground rules must be filed with league president before the schedule game begins.
- 9:06** The home club must have their pitcher warmed up and ready to pitch after eight (8) warm-ups pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 9:07** Any runner is out when he does not slide, or attempt to avoid the fielder who has the ball and is waiting to make the tag, or if he maliciously runs into a fielder. Hurdling and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. However diving over the fielder head first is illegal and the runner will be declared out.
- 9:08** As a runner or retired runner, fails to execute a legal slide, or does not attempt to avoid the fielder or the play on a force play at any base; or intentionally interferes with a throw or a thrown ball; or the runner hinders a fielder on his initial attempt to field a batted ball. If in the judgment of the umpire the runner interferes in any way and prevents a double play, both the runner and batter-runner or the other runner involved shall be declared out.
- 9:09** If a third strike is not caught, with no runners on first and less than two outs or two outs with a runner occupying first base, the batter is not out. He is entitled to try to reach first base before being tagged or thrown out. Unless the runner gives himself up by heading toward the inside of the dugout or another dead ball area, or in the judgment of the umpire delays the game.
- 9:10** A batter-runner who reaches first base safely and then overruns or overslides may immediately return without the liability of being put out provided he/she does not attempt or feint an advance to second. A player who is awarded first on a base on balls does not have that right.

THE BATTING INFRACTIONS

The batter shall not delay the game by failing to take his position in the batter's box within

a reasonable amount of time. The batter must keep at least one foot in the batter's box throughout his turn at bat. **EXCEPTIONS:** The batter may exit the batter's box completely when:

- A. The batter swings at a pitch
- B. The batter is forced out of the box by a pitch
- C. The batter attempts a "drag bunt"
- D. The pitcher leaves the mound area after receiving the ball
- E. The catcher leaves the catcher's box to adjust his equipment
- F. Time is granted for either team

PENALTY: For failure of the batter to be ready within the umpire's judgment of a reasonable amount of time after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game and none of the above exceptions apply, a strike will be called. The pitcher need not pitch, and the ball remains live.

INTERFERENCE may be called on the batter for interfering with catcher's fielding or catching of the ball by:

- A. The batter leans over home plate
- B. The batter steps out of the batter's box
- C. Making any other movement which hinders actions at home plate or the catcher's attempt to play on a runner
- D. The batter failing to make a reasonable effort to vacate a congested area when there is a throw to home or a play being made a home and there is time for the batter to vacate the area.
- E. If interference is called on the batter and it is 1 out or less the runner will be declared out, if 2 outs the batter will be declared out.

If the runner is tagged out, the ball remains live and the interference is ignored. Otherwise the play is called dead, the out is called and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpire's judgment interference prevents a possible double play, then second out may be called.

INFIELD FLY RULE

An Infield Fly is a fair fly (not to include a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (depending on positioning, the rule does not disqualify outfielders from being allowed to attempt to make the catch) and provided the hit is made before there are two (2) outs and at a time when either 1st and 2nd bases are occupied or the bases are loaded.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. As for the batter, he becomes out when the announcement is made and it's the right of the base runner to advance after retouching his base/tag up.

*When the umpire calls "Infield Fly," and the defensive player attempts to play the ball in the air and misses it, the batter is still out and runners can advance at their own risk. This rule applies to ages 9 – 14.

10:00 TEAMS

10:01 Each team shall consist of a maximum of eighteen (18) uniformed players whose names

shall be registered with the league president no later than May first (1st).

- 10:02 Each team shall have a manager and (3) coaches. The manager will be responsible for the team.
- 10:03 Once a player is on a team roster he is not allowed to transfer from team to team, league to league, without the approval of the Board of Commissioners and League President. If a team folds, the players may move up to the next age group with the approval of the Board of Commissioners and League President.
- 10:04 Managers may not sign new players after May first (1st). A violation of this rule will make the player ineligible for tournament selections and reason for protest in local league and tournament play.

11:00 ALL-STAR TEAMS

- 11:01 A player must be a member of a franchised Piper Davis team and participates in at least six (6) scheduled games to be eligible for all-star team. Violation of this rule will make such all-star team ineligible. Managers are requested to double check player eligibility. **EXCEPTION:** A player, injured in play after becoming a member of the team, that is forced to miss more than half of the games, will be eligible for the all-star team, provided it is agreeable with all managers, involved in the selection of the team.
- 11:02 Each team should have at least one player on the all-star team. It is recommended that the winning manager of the league manage the all-star team, and choose his coaches, and the remaining players he desires to fill out his roster.
- 11:03 Eighteen (18) players are allowed on the all-star team. Once a player has been named to the all-star team, he cannot be replaced unless he becomes sick, injured, or moves away. No player can be chosen as a batboy.
- 11:04 All players on the all-star team may be ten (10) years old.
- 11:05 A player or team cannot participate in two (2) tournaments play.

12:00 PLAYER ELIGIBILITY

- 12:01 Piper Davis Baseball, competition Minor League Division shall be open to any approved youth whose ninth or tenth birthday falls before July the first (1st) of the current year. A player may play up one age group in local or tournament play. He cannot play down in tournament play.

13:00 BIRTH CERTIFICATES

- 13:01 Dates of birth of players shall be certified by birth or baptismal certificate or other legally accepted proof of age to a league official, prior to the league's first regularly scheduled game. All birth and baptismal records must be signed. A Photostat copy is acceptable if signed by proper authorities as a true copy.
- 13:02 A Photostat copy of a birth record will be accepted, provided it is stamped and notarized as a true copy of the same and signed by one or both of the parents of the player. This requirement will be necessary, if the birth record is a certified copy and was issued by the state, county, parish, or United States Government.

14:00 PLAYER REGISTRATION

- 14:01 A youth who does not register in time to participate in player selection systems will be

ineligible to participate unless he was sick or injured (confirmed by doctor's affidavit) or a new resident to the community. New residents following the player selection may be assigned to a team provided all managers of the teams participating in the player pool approved the assignment and with written consent of the league president.

14:02 All players must have a laminated picture ID with the Piper Davis stamp in order to be eligible to play.

15:00 TEAM SPONSORS

15:01 Piper Davis Baseball teams should be sponsored by those organizations, firms, or companies whose activities or products are not determined to the welfare of the youth.

16:00 TOURNAMENTS

16:01 In all tournament play, in order for a game to become a complete game, it must be six (6) innings or no more than two (2) hours in duration. Provided the home team bats last or has the lead at the top of the sixth inning, or the game is tied. If the game is delayed, no other game can be started until the completion of the interrupted game. Exception: If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning or any inning thereafter, the game shall be terminated and the team in front is declared the winner. This rule is to apply in all local play and all tournament play.

16:02 Tournament protests are covered in rules 7:00 Forfeiture and Protest

16:03 All-star teams may have eighteen (18) players, one (1) manager and three (3) coaches on a team.

16:04 The re-entry substitution rule will be allowed in tournament play.

16:05 Tournaments will be single or double game elimination. Use the winner's bracket for single game elimination tournaments

16:06 If a manager has used all of his eligible players and a player is ejected, injured or becomes ill and cannot continue, then the OPPOSING MANAGER must select one or more of the players on the bench who have already been in the game to replace the ejected, ill or injured player(s). This only applies to a substitute and not an ejected player. If there is no one for the opposing manager to select, then that team can finish with eight (8) players and no out will be called for missing spot in the lineup. But if the team has less than eight (8) players then the game will be forfeited. WARNING: DO NOT VIOLATE ANY PITCHING RULES.

**ALCOHOLIC BEVERAGES WILL NOT BE ALLOWED
AT ANY PIPER DAVIS GAMES.**

PIPER DAVIS YOUTH BASEBALL LEAGUE

COACHES' CODE OF ETHICS

I hereby pledge to live up to my certification as a Coach by following the Code of Ethics:

I will place the emotional and physical wellbeing of my players ahead of any personal desire to

I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.

I will do my very best to provide a safe play situation for my players.

I promise to review and practice the necessary first aid principles needed to treat injuries of my players.

I will lead, by example, in demonstrating fair play and sportsmanship to all players.

I will insure that I knowledgeable in the rules of each sports that I coach, and I will teach these rules to my players.

I will in that I am knowledgeable in the rules of each of the skills that I teach.

I will use those coaching techniques appropriate for each of the skills that I teach.

I will remember that I am a youth coach, and that the game is for the children and not the adults.

I will maintain a drug, tobacco and alcohol-free sports environment for the kids and agree to assist by refraining from their use at all sports events.

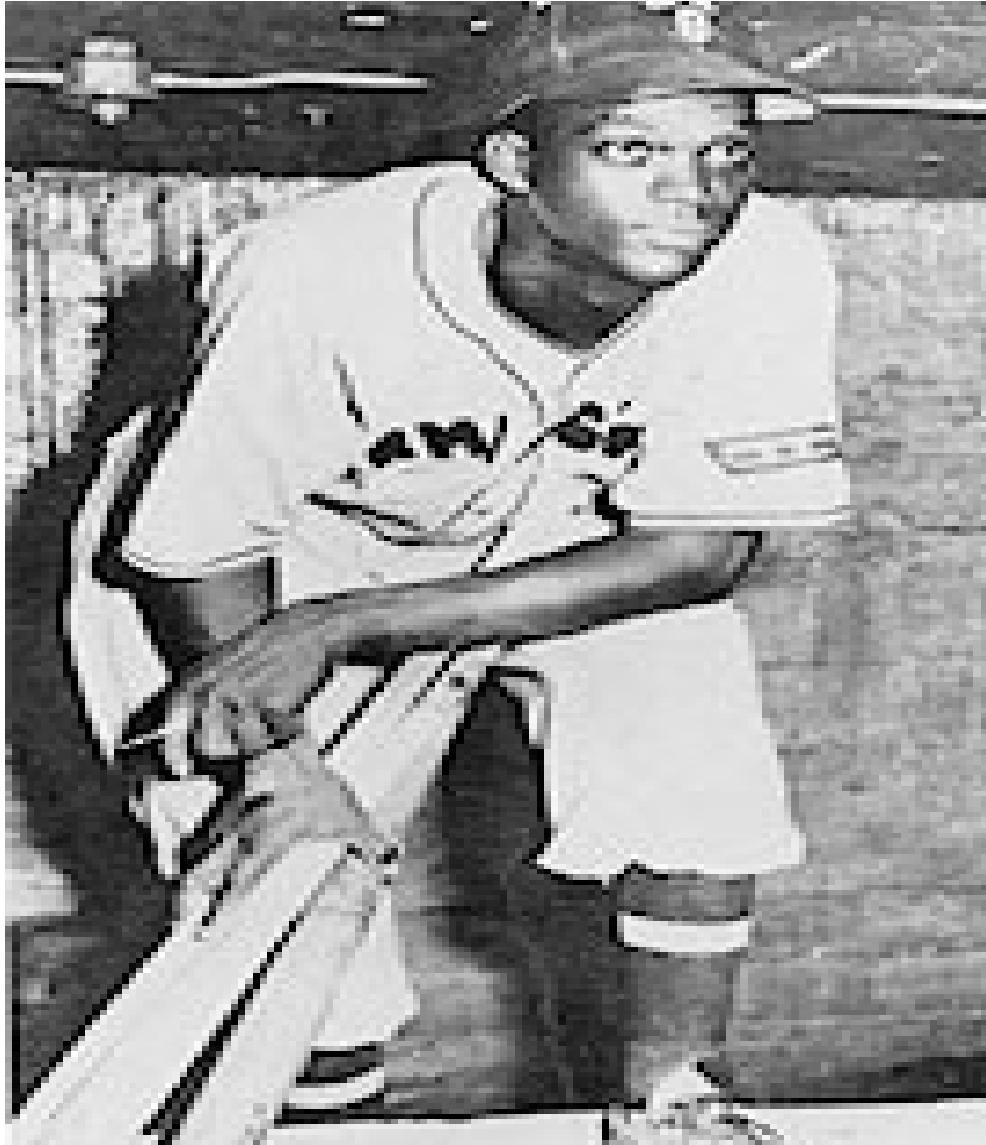
I will wholeheartedly maintain good relations with other coaches. I will not be guilty of repeating rumors or stories that will be detrimental to the good name of sports. I will offer congratulations win or lose and never be guilty of "pouring it on".

A coach or coaches can not leave a park to go to another park to coach if he is not in good standing with the park he is leaving, he will not be eligible until the league President here the case and rule on it.

If any of these Codes of Ethics are violated, you will automatically dismiss.

THESE CODES OF ETHICS WILL BE ENFORCED. PLEASE GOVERN YOURSELVES ACCORDING.

LORENZO “PIPER” DAVIS



1917-1997