

BASEBALL

15U DBB

15U Baseball is a Diamond Boys Baseball Sanctioned League And abides by DBB Rules Unless Superseded by Local League By-Laws

(Updated 6-12-24)

Rules

15U DBB (13-15)

Section 1. The Game-In General

- A. All players must be registered with their participating recreation organization.
- B. No player can turn sixteen (16) years of age before April 30th of the current year.
- C. The home team shall furnish one (1) new baseball and the visiting team shall furnish one (1) approved playable baseball.
- D. The home team will occupy the first base dugout.
- E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- F. The visiting team is responsible for keeping the official pitch count. (Both teams are required to keep pitch count)
- G. Participating organizations will be responsible for recording wins/losses for each team.
- H. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- I. Batting line-ups must be exchanged by teams no later than ten (10) minutes before the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
- J. **Teams must notify the opposing team's official scorer of any line-up changes.**
- K. Umpires have the authority to clear each field five (5) minutes before the scheduled game start time.
- L. **Teams must have a minimum of eight (8) players present to start a game.**
 - If a team plays with 8 players, then the team must take an out for the missing 9th batter in their line-up.
 - No penalty will be enforced if a team can field a line-up of at least 9 players.**Player Substitution:**
 - Teams must have at least 7 of their own rostered players to use the **Player Substitution Rule**
 - Teams that arrive with 7 players are allowed to pick up a maximum of 2 Substitutes to play for that game.
 - Teams that arrive with 8 players are allowed to pick up a maximum of 1 Substitute to play for that game.
 - Teams with 9 players cannot pick up a Substitute and must play with 9.
 - Substitutes must be rostered on a team in the same age group to be eligible to play. Substitutes must be in their own team's jersey, play RIGHT FIELD (1 SUB), LEFT FIELD (2 SUB), and bat last in the line-up for the entire game. Coaches are required to notify their recreation staff, the opposing head coach and umpire that a Substitute will be used in the game.
 - Player Substitution may be used in both regular and postseason play, including championship games.
- M. Coaches are to instruct their players to always hustle on and off the field.

Section 2. The Playing Field and Equipment

- A. Baselines shall be ninety (90) feet.
- B. Pitching distance shall be sixty and a half (60.5) feet.
- C. Five (5) ounce-nine (9) inch baseballs will be used for all gameplays. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.

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

Section 3. Regulation.

- A. The completion of six (6) innings or ninety (90) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining). At the beginning of each game, the scoreboard clocks will start with eighty-five (85) minutes listed. This includes postseason tournament and championship games.
- B. **Mercy Rule: There will be a 12-run mercy rule after 3 innings (2 ½ if the home team is ahead) or a 10-run mercy rule after 4 innings (3 ½ if the home team is ahead).**
- C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.
 - **DURING POST-SEASON PLAY ONLY:** Games will continue, and the “International Tiebreaker rule” will apply. ***International Tiebreaker rule: each team starts the inning with the player who completed the last official at-bat as a base runner on second base and with no outs.**
- D. Regular Season Games interrupted due to weather, or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth (4) inning, three and one-half (3 ½) innings if the home team is leading). **Tournament games will be rescheduled and finished from the point of interruption, no matter when the interruption occurs.**
- E. All decisions made by the umpires are final.

Section 4. Innings.

- A. There is a ten (10) run max per inning. More than ten (10) runs may be scored when an over-the-fence home run or ground-rule double forces a run to score. This applies to all innings. Unless the mercy rule or the time limit is reached.
- B. **If the time limit is reached before the sixth (6th) inning and a team is down by eleven (11) runs or more the game will continue until the eighty-five (85) minute mark is reached. This will be a drop-dead rule; once the eighty-five (85) minute mark is reached the game will be called.**
- C. **If the sixth (6th) inning is reached, the max run rule will be lifted, and the inning will only be completed once three (3) outs are recorded.**

Section 5. Batter/Line-up

- A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense, and any offense thereafter. *Note – Slinging of the bat will be the sole judgment of the umpire*
- B. Dropped 3rd Strike.
Uncaught/Dropped Third Strike Rule - If the catcher drops or misses strike three, the batter can run to first, unless occupied with less than two (2) out and must be thrown or tagged out.
- C. Teams will use a continuous batting order (bat their entire roster) during regular season play.
 - **DURING POST-SEASON PLAY ONLY**, teams will have the option to use a continuous batting order or after batting their entire lineup once, teams may revert to their top nine (9) batters for the remainder of the post-season game. This decision must be made before the start of the game and shared with the opposing team and officials.

Section 6. Runner

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. **The runner may slide head-first into any base (except first base), as long as the runner is not wearing a helmet with an attached faceguard.**
- C. The runner can lead off or steal any base.
- D. The runner will be called out for running past a base without touching the base.
- E. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is the last batted out or any player not currently in the line-up.

Section 7. Defense.

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

Section 8. Pitcher.

Pitch Count Limits and Mandatory Rest Rules

League Age	Pitches Allowed Per Day
13 – 15	95

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

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

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

Required Hours of Rest

- If a player pitches sixty-one (61) or more pitches in a day, forty (40) hours of rest must be observed.
- If a player pitches thirty-one to sixty (31-60) pitches in a day, thirty (30) hours of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no hours of rest must be observed. If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

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

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

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

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

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

Sections 9. Coaches.

- A. Only the head coach may represent or speak for the team.
- B. There will be a maximum of four (4) coaches in the dugout at any time during gameplay. There must be at least one coach in the dugout at all times.
- C. Two (2) offensive coaches will be allowed on the field during gameplay, first-base coaching position and third-base coaching position (base coaches may be either coaches or players).
- D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Section 10. Ties Breakers – Standings

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

- A. Head-to-head competition; the record between the two or more teams
- B. Point spread between the two or more teams; an examination of the final scores between the two teams.
- C. Fewest runs allowed; an examination of ALL final regular-season season scores.
- D. Coin toss.