

# BERKLEY DADS' CLUB

## 2010 SUMMER LEAGUE GOVERNING RULES

**Version 2 - Approved: May 5, 2010**

*National Association of High Schools Rules* shall govern the Major, Junior & Senior Leagues, except for the following, which have been approved by the Berkley Dads' Club of Directors.

**NOTE: Beginning with the 2009 season, the Dads' Club and the City of Berkley will be pushing the "Green" policy. No plastic or glass containers may be left at any park or field. You must take them home with you. Additionally, SUNFLOWER SEEDS are banned from the parks & fields. Managers, Coaches and Game Officials will be expected to enforce these policies.**

### **1. ELIGIBILITY:**

- 1) **Senior League** - The age group will be 14, 15 & 16 year-old players.
- 2) **Junior League** - The age group will be 12 & 13 year-old players.
- 3) **Major League** - The age group will be 9, 10 & 11 year-old players.
- 4) The eligibility cutoff date will be December 1<sup>st</sup>, 2010
- 5) In order to be eligible to play in the Berkley Dads' Club T-Ball Minor, Major, & Junior League, a player must legally reside in the Berkley School District, or have one parent legally residing within the limits of the Berkley School District.
- 6) Exception: Residents of Ferndale and Clawson shall be allowed to participate as long as the standing approval by the Board of Directors remains in effect.
- 7) Students attending Berkley School under the "Schools of Choice" program are eligible **(2009)**
- 8) Players from any Community may play in the Senior League
- 9) Each new player shall present birth certificates. Copies are accepted.
- 10) **Ineligible players shall cause the forfeiture of each game in which they participate.**
- 11) The **Senior League** will have the option to enter teams in other Leagues when the player numbers make the House League impractical. This must be done with the approval of Board of Directors.

### **2. TEAM COMPOSITION:**

- 1) The League Director will determine the number of teams based on player numbers and provide each team with a manager, subject to approval of the Board of Directors.
- 2) All teams will be redrafted each year. Teams will be selected by means of an annual draft at a scheduled managers meeting and will be overseen by the League Director.
- 3) The draft will be conducted according to the following guidelines
  - a) Managers will not be allowed to select coaches prior to the draft
  - b) Children of the manager shall be placed on his team.
  - c) Prior to the draft, children of the manager will be assessed and assigned a round in the draft order as agreed upon by all managers. If consensus cannot be reached by the managers, the League Director will make the final decision if The draft order will be determined via a lottery system (pulling numbers)
  - d) Teams will draft from top to bottom then in reverse order until all eligible players have been drafted
  - e) When drafting a player who has a sibling (or siblings), the sibling(s) will automatically be placed on that team
  - f) Siblings shall be assessed and assigned a round in the draft order as agreed upon by all managers. If the managers cannot reach consensus, the League Director will make the final decision.
  - g) No trading of players will be permitted after the draft
- 4) If a player is drafted by a team, then refuses to play for that team, that player will be suspended for the remainder of the season. Reinstatement will only be with the approval of the League Director and the Board of Directors.
- 5) Late sign-ups (after the draft) will be assigned to a team at the discretion of the League Director. Players who sign up late risk not be assigned to a team if the league (or team) limits have been reached

- 6) The team roster will be considered final and official on June 1 of each season. All rosters shall remain intact for the duration of the season. Exceptions may only be made with the approval of the League Director and the Board of Directors.
- 7) **All managers must turn in or other wise certify the accuracy of a valid team roster including JERSEY NUMBERS before their first game.**  
**PENALTY: Forfeiture of all games played without this requirement being met.**

### **3. FIELDING OF TEAMS:**

- 1) Participation in scheduled **Major, Junior & Senior League** games shall be limited to the official roster consisting of eligible players, one manager, two coaches, one scorekeeper, and one bat person.
- 2) The roster of eligible players must be submitted to the opposing manager prior to the start of each game, including the correct batting order with **LAST NAMES, POSITIONS & UNIFORM NUMBERS.**
- 3) **Senior League:** A player may be added to the game roster after the start of the game, provided that he/she arrives before the first pitch of the fourth (4<sup>th</sup>) inning and the umpire and opposing manager are notified of his arrival. A player arriving after the first pitch of the fourth inning, or not reporting in this manner will not be eligible to play in that game. A player arriving after the first pitch of the second inning may play but will not be allowed to pitch in that game. The teams 9<sup>th</sup> player (and only the 9<sup>th</sup> player) may enter the game at any time but may not pitch.
- 4) **Junior & Major Leagues:** A player may be added to the game roster after the start of the game, provided that he/she arrives before any eligible player on the roster has batted twice.
- 5) The opposing Team Manager must be notified when adding a late player to the batting order.
- 6) **Each eligible player must play at least 3 innings (18 outs) per completed game.**
- 7) **Senior League: Each eligible player must play at least 3 innings (18 outs) per completed game. Two (2) of those innings must be consecutive.**
- 8) **A manager shall not sit a player for a third inning until every player has sat at least one inning. This means that initial substitutions must be made after the completion of the first 2 innings of the game.**
- 9) Each eligible player must bat at least once per Legal Game.
- 10) In a situation where a player does not get his minimum guaranteed playing time due to a shortened game, it is expected that the manager will make it up to that player at the next game.
  - i. **PENALITY:** Failure to comply with minimum playing requirements will result in forfeiture of the game in which the infraction occurred. The Board of Directors will review said violations.
  - ii. Managers abusing this rule will be subject to suspension
- 11) If a manager finds it necessary to discipline a player by refusing the minimum required game time, he must:
  - a. Notify the player's parents prior to game time.
  - b. Notify the League Director prior to game time
  - c. Notify the opposing manager and the umpire prior to game time
  - d. If it is necessary to discipline a player after the start of the game, the opposing manager and the umpire must be notified. The player's parents and the League Director must be notified prior to the team's next game.
    - i. **PENALITY:** Failure to follow these requirements will result in that manager's team forfeiting that game.
- 12) **Junior & Senior Leagues:** A legally fielded team shall consist of 9 players, 8 without penalty.
  - a. A team unable to field a minimum of 8 legally rostered players shall forfeit that game.
- 13) **Major League:** A legally fielded team shall consist of 10 players, with the 10<sup>th</sup> player being an outfielder.
  - a. A team may play with 8 players without penalty.
  - b. A team unable to field a minimum of 8 legally rostered players shall forfeit that game.
- 14) In the event of a forfeit, both managers may agree to play an exhibition (scrimmage) game.
- 15) The umpire shall remain and it should be treated as a real game. If the game is not taken seriously or there is excessive horseplay the umpire may stop the game.
- 16) The time limit for a (forfeited) exhibition game shall be 1 hour and 30 minutes.
- 17) **In an exhibition game being played in place of a forfeited game, a team may add players to reach the required minimum.**

- a. **These added players must be currently on a Dads' Club Team Roster**
  - b. **These added players must be currently playing in the League they are subbing in. (No moving up or down as a sub)**
  - c. **These added players may not pitch and they must bat last.**
  - d. **They must be wearing a cup**
  - e. **A team may add only enough players required to get to the maximum number of fielders. (10 in the Major League & 9 in the Junior and Senior League)**
- 18) If neither team can field the minimum amount of players, they both shall forfeit that game.
- 19) The scheduled game time is the forfeit time
- 20) **Senior League Only:** A player must play in 5 of his/her team's regular season games in order to be eligible to participate in the playoffs.
- a. Qualifying games will not include games missed due to participation in high school baseball, or games missed due to injury
- 21) Payment of umpires shall be the HOME team manager's responsibility. Payment is to be made to pay each umpire prior to the start of each home game. The Dads' Club shall provide these funds before the season starts.
- a. Senior League: \$40.00 base & plate
  - b. Junior League: Plate = \$30.00, Bases = \$20.00
  - c. Major League: \$25.00
    - i. **PENALTY:** Failure to do so will result in a forfeit
- 22) No practice may be held on City or Berkley Schools fields prior to April 1

#### **4. LEGAL GAME:**

- 1) A standard regulation **Senior League & Junior League** game shall consist of 7 innings.
- 2) A standard regulation **Major League** game shall consist of 6 innings.
- 3) A game shall also be considered a complete and official if:
  - a) Standard regulation innings have been completed before the designated curfew or;
  - b) The umpire terminates the game due to rain or dangerous playing conditions after 4 innings ( 3 ½ innings if the home team is ahead) or;
  - c) A minimum of one (1) inning is completed before the designated curfew, as long as the umpire due to rain or dangerous playing conditions does not terminate the game.
- 4) In the event that the start of a game is delayed by more than 15 minutes due to the lack of an umpire, both managers may agree to the starting of the game with parents or coaches officiating.
  - a) The regular umpire payment may be made to these substitute officials
  - b) In the event that substitute officials are used and paid, this will remain an Official Dads' Club game
  - c) The decision to keep this Official will be made by both managers prior to the start of the game.
  - d) Once started as an Official game, its status may not be revoked or rescinded. (A losing team may not later claim that the game was merely a scrimmage.)
  - e) If the game is determined to be a scrimmage prior to the start, substitute officials may not be paid.
  - f) If the umpire shows up after the managers have agreed to pay the substitute, they will not be paid.
- 5) Both managers must agree to the starting of the game with the presence of rain, wet grounds, or otherwise dangerous conditions. If an agreement cannot be made, the decision will be left to the umpire.
 

NOTE: The Parks & Recreation Department's Rainout Hotline will state that this decision is left to the umpire. Dads' Club rules supersede this and leave it first to the discretion of the managers.
- 6) **Senior, Junior & Major Leagues:** Starting times for games will be 6:00 p.m. and 8:20 p.m.
- 7) No inning may start after 1 hour and 50 minutes after the SCHEDULED starting time of the game
  - a) In the 6:00 game, no inning shall start after 7:50 p.m.
  - b) In the 8:20 game, no inning shall start after 10:10 p.m.
  - c) Once an inning has started it shall be completed
  - d) No game may continue after 11:00 p.m. (City imposed curfew)
- 8) For the late games, the start time will be when the game actually starts
- 9) **Umpires may not add or delete time to or from games.**

- 10) In the event that an inning is not completed before the curfew time, the score will revert to that of the last completed inning.
- 11) A game shortened by the curfew is the same as a regular game; that is if the home team is in the lead and there is on chance that the visitors will bat due to the curfew, the home team gets the win
- 12) Managers must report any games that need to be rescheduled to the League Director
- 13) The manager of the winning team must report the results to the League Director within 24 hours of the completion of the game.
  - a) **Final scores and innings pitched must be included in all game summaries for all Leagues.**  
**PENALTY:** Failure properly report any winner's game will result in that manager's team not getting the credit or points for the win. (Since this is not a forfeit, no points will be awarded for that game.)
- 14) Extra innings will be played to break a tie if there is time before the curfew.
- 15) **The High School Mercy Rule will NOT be in effect**
- 16) The batting team may not score more than 7 runs in any half inning, unless that team is behind in the score. The team behind in the score may score as many runs as needed to tie the score, plus 7. A hit may not be taken away from a player. For example, if the batting team has scored 4 runs in their half inning, any additional runs batted in by the batter will be counted. The inning will end when the ball is declared dead, or a 3<sup>rd</sup> out is called.
- 17) In the event that lightning is observed, a 15-minute waiting period must be met before play can resume/begin. If lightning is observed during the waiting period, the 15-minute waiting period begins again.

## **5. PLAYING FIELD:**

- 1) **Senior League** – Bases shall be 90 feet, Pitching distance shall be 60 ½ feet
- 2) **Junior League** – Bases shall be 75 feet, pitching distance shall be **52 feet, (2010)**
- 3) **Major League** – Bases shall be 65 feet, pitching distance shall be **46 feet. (2010)**
- 4) The home team shall occupy the dugout and bench area along the 3<sup>rd</sup> base line.
- 5) Players' dugouts and bench areas are restricted to team use only. It is the responsibility for the managers to enforce this rule.
- 6) Players may not leave the bench area without the permission of the manager or coach
- 7) No batting practice or pepper games will be permitted one hour prior to the start of any scheduled game
  - Wiffle ball are accepted, and only on the outfield grass. Hit sticks are also allowed prior to the game, but only inside the fenced in field area.
- 8) No batting practice (hitting sticks, soft toss, etc.) of any kind shall be permitted outside of the playing field before or during any game.
- 9) No warm ups or ball playing of any kind is allowed on the neighborhood side of Community Filed 2 & 3 at any time. Signs are posted to that effect.
- 10) The home team shall be responsible for raking the field after each game
- 11) Each Team Manager is responsible for insuring that their dugout is cleaned up after every game. Repeated violations may result in suspension
- 12) There will be no hitting or throwing baseballs against the fences.
- 13) **No Sunflower Seeds are allowed anywhere at any field (2009)**
- 14) **No glass or plastic containers may be left anywhere at any field. You must take them home with you (2009)**

## **6. EQUIPMENT:**

- 1) As Dads' Club bylaws state that it is the responsibility of each Manager to control his team's equipment. In compliance with the rules and regulations of the Dads' Club.
- 2) A protective NOCSAE approved batting helmet covering the ears must be worn by any player who is on the one deck circle, at bat, or on the bases. This includes bat boys and coaches under 18-years of age.
- 3) All male players must wear a protective cup, properly positioned.
- 4) **Catchers must wear a NOSCAE approved helmet and mask with a throat protector, this includes any player warning up a pitcher.**
- 5) Each manager shall provide an approved League ball at each game. (The Dads' Club supplies theses.)
- 6) **Senior League** – Bat length is not to exceed 34 inches, and barrel diameter shall not exceed 2 ¾ inches.
  - a) A drop 3 limit shall be placed on bats with a diameter greater than 2 ¼ inches

- 7) **Junior League** – Bat length is not to exceed 32 inches, and barrel diameter shall not exceed 2 ¾ inches
  - a) A drop 10 limit shall be placed on bats with a diameter greater than 2 ¼ inches (2009)
- 8) **Major League** – Bat length is not to exceed 31 inches, and barrel diameter shall not exceed 2 ¼ inches
- 9) Wood, aluminum, graphite, and composite bats are allowed in all leagues.
- 10) Bats that have visible marking other than those of the manufacturer will not be permitted, and all bats must be “Little League” or “Youth Baseball” approved.
- 11) All players must be in team uniforms as provided by the Berkley Dads’ Club, in order to be eligible to play in any Dads’ Club game. This is to include hats, jerseys, and socks. The player provides knicker-style baseball pants of similar color.
- 12) **Junior & Major Leagues:** Metal cleats are not allowed.
- 13) Players may not wear any jewelry
 

EXCEPTION: Anything being anything worn for medical purposes, (i.e.: Medical alert bracelet), but it must be placed as safely as possible.

## **7. PITCHING**

- 1) The calendar week shall be Sunday through Saturday
- 2) **Senior League:** No player may pitch more than 5 inning in one game or 10 innings in one calendar week
  - a) A pitcher must have a minimum of one day’s rest between games if he has pitched more than one inning
  - b) **No pitcher may pitch 5 inning in more than one game per week**
- 3) **Junior League:** No player may pitch more than 5 innings in one game or more than 7 innings in one calendar week
- 4) **Major League:** No player may pitch more than three (3) innings in one game or **five (5)** innings in one (1) calendar week
  - a) No player may pitch more than three (3) innings in consecutive games.
  - b) A team may not pitch two players 3 innings in the same game
  - c) If there is a 3<sup>rd</sup> game in one week, 2 extra innings may be added to each pitcher’s total (to 7 innings) for the week.
- 5) One pitch shall constitute an inning pitched
- 6) Innings pitched in the All-Star Game will not be included in that pitchers total innings for that week
- 7) Innings pitched in the Playoffs and World Series will be included in that pitcher’s total innings for that week
- 8) A manager or coach may go into the playing field to address his pitcher or any other player once in any inning. A second trip onto the playing field requires the removal of the pitcher from that position Attending to an injured player will not be considered a visit onto the field of play
- 9) A pitcher may not be re-inserted into that position once he has been removed
- 10) Intentional walks will not be automatic; The Pitcher must pitch to the batter.
- 11) **Minor & Major League:** Each pitcher shall be allowed one balk warning.
- 12) **Senior League: No balk warnings will be given.**
- 13) Starting pitchers before the first inning of any game or relievers make their first appearance shall be allowed 8 warm-up pitches within 1 minute. Before all subsequent innings, pitchers shall be allowed 5 warm-up pitches or 1 minute.
 

**PENALTY:** If the pitcher extends this warm up times beyond the limits, the umpire shall call a ball
- 14) The umpire may extend the limits in the case of cold or inclement weather.
- 15) Any pitcher who hits 3 batters in one inning or 4 in one game (who have been awarded first base) shall be removed from the pitching position.

## **8. BATTING AND BASE RUNNING**

- 1) **Senior, Junior & Major Leagues:** A Continuous Batting Order shall be used,
- 2) All eligible players who arrive before the start of the game will be placed in the batting order
  - a) A player who arrives after his/her originally scheduled time at bat, but before the order has batted once, shall be placed at the bottom of the batting order.
  - b) It is the responsibility of the batter/runner to avoid contact with fielders at all times. Runners are never required to slide, but if a runner does elect to slide, it must be a controlled slide. It must be executed in such a manner that it minimizes contact with the fielder(s). A runner making unnecessary or dangerous contact with a fielder will be called out at the discretion of the Umpire (2008)
- 3) **Major League:** The Infield Fly rule will not be in effect.
- 4) Any player intentionally colliding with a fielder attempting to make a play on him will be called out and ejected from the current game, as well as being suspended from participating in his team's next game.
- 5) If a player is unable to bat, an out shall be recorded.
- 6) **EXCEPTION:** If a player cannot bat or continue to bat due to injuries sustained during the game, his spot in the batting order will not be recorded as an out.
- 7) **Senior, Junior & Major Leagues - Courtesy Rule:**
  - a) With 2 outs only, the Courtesy Rule for pitchers and catchers shall be in effect.
  - b) The team at bat MUST use a courtesy runner for the catcher and has the option to use one for the pitcher.
  - c) The pitcher or the catcher will not be required to leave the game under such circumstances.
  - d) A player who is serving as a Courtesy Runner when the 3<sup>rd</sup> out is made will not be allowed to pitch or catch the next defensive ½ inning.
  - e) To eliminate confusion, any time a Courtesy Runner is to be used, the Umpire in Chief must be notified.
  - f) The Courtesy Runner must be the player who made the last out prior to the Pitcher/Catcher reaching base.
  - g) A batter must keep at least one foot in the batters box at all times, unless the catcher misses the pitch, and then the batter may step out of the box. (See H. S. Rule 7-3 Article 1 for addition exceptions)
- 8) **Major League** – There will be no leading off of any base until the pitched ball has crossed home plate. If the umpire sees a runner leave early, play will be stopped (dead ball rule, runner called out).
- 9) **Major League** – The batter is out on all strikeouts, even though the catcher does not cleanly catch the ball.
- 10) **Major League** – A runner originating at third base (**at time of the pitch**) may not:
  - a) Steal home, advance to home on a wild pitch or a passed ball, or on an attempt to put out any runner other than himself.
  - b) Take home on an overthrow to the pitcher, etc.
- 11) **Major League** – A runner originating at third base (at the time of the pitch) may advance to home only if:
  - a) The batter puts the ball in play.
  - b) The Umpire calls a balk on the pitcher.
  - c) There is an attempt (including a fake) to put him out.
  - d) A pitched ball goes into a dead ball area.
  - e) He is forced to advance due to actions of the batter..**PENALTY:** A runner originating at third base (at the time of the pitch) who touches home plate illegally shall be called out.
- 12) To clarify: A runner is on **second** base at the time of the pitch. He advances to third on a wild pitch or batted ball. He may advance to home at this peril as a continuation of the play.

## **9. GENERAL RULES**

- 1) During play only the defensive team, base coaches, runners, batter and on deck batter are allowed on the field of play. Additional players and coaches must be inside the dugout area or outside the field of play
- 2) Coaching a game or talking to Game Officials & players from outside the field of play will not be permitted. Team Officials must remain in the dugout or on the field of play while performing their duties as managers or coaches.
- 3) Only rules interpretation on the part of the umpire may be questioned, not judgment calls.
- 4) Only managers or acting managers may discuss a call with the umpire, only in a civil manner and on the field of play. Verbal or physical abuse of an umpire by any manager, coach or player will result in immediate suspension. The suspension will stay in effect until the Board of Directors reviews the incident. At that time, the possibility of reinstatement will be determined.
- 5) Any player, manager or coach who is ejected from a game shall automatically be suspended from participating in their team's next game. This will include Playoff and All Star games. League Directors, etc may not override the Umpires decision to eject/suspend a player.
- 6) Special meeting of the Board of Directors may be called, but only upon written request. A statement shall be given to the League Director, which shall include the reason for the meeting. Only that subject will be discussed.
- 7) Managers and coaches will be invited to return to their teams in that capacity each year. If a manager or coach is not notified that he is welcome to return to his team, he may assure that his services are no longer required. These decisions will be at the sole discretion of the Board of Directors.
- 8) A manager of any Dads' Club team may not manage in any other Dads' Club League without the approval of the Board of Directors. Managing a Dads' Club Tournament Team carries automatic approval
- 9) The League Director and Board of Directors are empowered to remove any manager or coach from a team for any action or inaction it deems detrimental to the welfare of the organization. This must be done in accordance with the procedures set forth in the bylaws.
- 10) The League Director must be notified of any ejection or suspension. He in turn must notify the Chairman of the Board
- 11) Managers and coaches from all Leagues are eligible to run for a seat on the Board of Directors.
- 12) There will be no use of tobacco products or drinking of alcoholic beverages on or near the field during any game by any Manager, Coach, Scorekeeper, or Parent who is helping with the team
- 13) **Blood Rule** shall apply as follows:  
Any player, coach or manager who is bleeding shall be prohibited from participating further in a game until appropriate treatment can be administered. If medical care or treatment is administered in reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the judgment of the umpire

## **10. PROTESTS:**

- 1) All protests shall be handled according to the procedures set forth in the bylaws of the Berkley Dads' Club, and will only be considered when:
  - a) Every effort has been made to settle the issue on the field
  - b) The opposing manager and the umpire are notified of the action at the time the play occurs
  - c) The umpire has notified both managers that the game is continuing under protest
  - d) The protest is put into writing by both managers and the umpire and given to the League Director within 24 hours of the termination of the game.
  - e) The written statements include the score, the inning, number of outs, positions of the base runners and any other pertinent information
  - f) A \$50.00 protest fee accompanies the protest. If the manager filing the protest wins the fee will be refunded
  - g) The play in question concerns a matter of rule interpretation, since judgment calls are not grounds for protest

### **11. PLAYOFFS:**

- 1) The all teams will quality
- 2) Match ups will be the 1<sup>st</sup> place team vs. the last place team, and the 2<sup>nd</sup> place team vs. the 2<sup>nd</sup> to last place team, etc.
- 3) Format will be at the discretion of individual League Directors
- 4) Standard format will be a round robin, two game elimination tournaments, with a best 2 games out of 3 Championship Series between the last 2 teams standing
- 5) Extra innings will be played when necessary.
- 6) Dads' Club curfew will not be in effect. Each game shall be completed. City imposed curfew times will be honored 11:00 p.m.
- 7) Teams with the best record for the season or highest seeded team in the playoffs shall be the Home Team
- 8) Tie breakers for League Standings and playoff positioning:
  - a) Most Wins
  - b) Head to head record
  - c) Least runs allowed against one another
  - d) Least runs allowed during the regular season
  - e) Coin flip

### **13. ALL STAR GAME:**

- 1) All Star Games will be held for the **Major and Junior Leagues**
- 2) A **Senior League** All Star game will be held at the discretion of the League Director
- 3) Each team will nominate a total of players as determined by each League Director
- 4) The All Star teams will consist of odd number positions versus even number positions based on the League standings at the time of the All Star game
- 5) The two Managers from the previous year's playoff championship game shall manage the two teams In the event that either one or both are not available, the League Director will appoint their replacements.
- 6) No pitcher may pitch more than 2 innings
- 7) Home team will be determined by coin flip
- 8) **Senior & Junior League:** All Star game shall consist of a maximum of seven (7) innings, with extra inning being played to break a tie
- 9) Major League: All Star game shall consist of a maximum of six (6) innings, with extra inning being played to break a tie.

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NOTE: The Berkley Dads' Club General Membership meets on the first Wednesday of every month,  
These meeting are held at the Berkley Community Center @ 7:00 PM