Delaware Township Athletics Association

Delaware Township Athletic Association (DTAA) Baseball Rules- Majors

Overview

The Majors consists of mainly players who are 11 and 12 years old. The rules of this level of play are very similar to "regulation baseball." There are a few of these rules listed below. This is not a complete list, but it does highlight some rules that are often in question. Coaches at this level are required to know the general rules of baseball.

General

- 1. Each game will consist of 6 innings pending exceptions below
- 2. In case of rainout, a complete game is 4 innings or 3 ½ innings if the home team is leading
- 3. If a team is ahead by 10 or more runs after the 5th inning (4 1/2 if the home team is leading), the game will be concluded and official
- 4. There is an infield fly rule
- 5. Each team shall bat every player on the team that is present at the game.
- 6. Catcher must catch third strike or the batter may advance to first base.

Pitching

- 1. One pitch constitutes an inning
- 2. Balks will be called at the umpires discretion (one warning will be given to each pitcher)
- 3. Pitcher cannot pitch more than 6 innings per calendar week
- 4. Once the pitcher is removed from the mound, he cannot re-enter as a pitcher
- 5. Rainout innings will count for each pitcher
- 6. Two trips to the mound by a coach are allowed in the same inning, the player has to be removed from the mound on the second trip.
- 7. Curve balls will not be allowed
- 8. If a pitcher hits 2 batters in one inning or 3 batters in one game, he must be removed from the mound

Base Running / Stealing

- 1. Runners are allowed to lead
- 2. All base runners must slide (except 1st base) or avoid contact with the fielder at all bases where there is a play. Runners are only allowed to slide head first back to the base on a pickoff attempt
- 3. Stealing of all bases is allowed, including home
- 4. An overthrow on a steal is a live ball and the runner can advance at their own risk
- 5. If the ball should be over thrown and go out of play the runner can only advance one base.

Uniforms and Equipment:

 No player will receive their team uniform until bond checks are submitted and parent waivers are signed.

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- Each player will be provided a uniform shirt, hat, belt, and socks which they may keep at the end of the season.
- During a game each player must wear ALL of their issued uniform.
- The head coach will determine the color of baseball pants that each player will be required to obtain on their own.

Field Maintenance

The HOME team is also responsible for raking the field following the end of the game. Fields must be raked after every game.

Snack Shack

Each DTAA family is required to perform two snack shack duties per child, with a maximum of four duties per family. All Head Coaches are pardoned from snack shack duties. Assistant Coaches are pardoned from one (1) duty per registered child. All DTAA families are required to pay a \$75.00 bond for EACH child playing for DTAA baseball. Bond checks will ONLY be cashed if snack shack volunteer duties are left unfulfilled. Families may choose to buyout of their duties, in which their bond check will be cashed immediately.