

Downriver Baseball Association

Rules / Policies

As of May 12, 2012

(These Rules have been modified to reflect issues discussed at the May 12 meeting)

I. Introduction

This is an instructional league. Coaches must emphasize fundamental training, player development, and good sportsmanship for all players, assistant coaches, and fans - not just wins and losses. In interpreting and applying these rules, the underlying principle to be served is that games are to be played and children are to actively participate.

To the extent not inconsistent with the express provisions or intent of the following rules, play in all divisions of the Downriver Baseball Association ("DBA") shall be governed by the rules for high school play applicable in the high school season for that calendar year.

II. Player Eligibility

A. No player shall play on a team in the DBA unless the player meets the participation requirements of the DBA and the member association sponsoring that team.

B. The "playing age" for all hardball divisions shall be determined by the participant's age as of April 30 of the current season. For all fastpitch softball divisions age shall be determined by the participant's age as of January 1st of the current calendar year.

C. Individual associations may allow participants from their programs to play in older age divisions ("play up"), but no participant shall be permitted to play in any game in a younger age division ("play down").

D. "Combined" teams comprised of players from more than one DBA city may participate when such teams are necessary due to unbalanced roster sizes or when a city is not able to field a team due to insufficient registrations. Such "combined teams" require the approval of the DBA president. In

no event shall such "combined teams" be utilized to establish "elite" or "all start" teams.

E. No player shall play on more than one (1) DBA team simultaneously. Exceptions: (1) a participant may play simultaneously on any DBA league team and any DBA sanctioned tournament team; (2) a player may be brought up from a team in a younger age division to avoid forfeit or to "fill out" the roster (provide for one player for each defensive position) for a team in an older age division, provided further that if that team ends up having the requisite number of players at the start of the game due to arrival of a player expected to be absent, the younger player who was brought up to avoid the forfeit shall still be allowed to play. If a player is moved up to an older division and pitches, that player's maximum innings pitched is governed by his/her regular/younger division rules.

F. In no circumstance shall an older player be allowed to play in a younger division, or shall a player in any division be allowed to play on another team in the same division.

G. If any eligibility rules are violated, the team in violation shall forfeit any games played with improper eligibility.

III. Safety Rules.

A. No player shall participate while wearing jewelry (even if taped over).

IV. Rosters

A. Rosters must be received, prior to the first league game, by the DBA Secretary. Additions or releases are allowed until July 1st.

B. All players must be listed on the current roster. The manager is responsible for contacting the DBA Secretary whenever a player is added or released from a roster. Any team which plays with a non-rostered player will be subject to forfeit, upon proper protest by the opposing team (protest fee waived).

C. Rosters will become frozen as of July 1st. No additions or changes will be allowed beyond this point.

V. Home Team

A. The Home team shall be listed on the official schedule. The DBA President shall review all schedules, prior to league play, and attempt to give each team an equal number of home and away games.

B. Home team is responsible for a minimum of two(2) new game balls.

C. Home team is responsible for two(2) umpires. If one(1) umpire fails to show up, the game shall be played with the one(1) umpire officiating from behind the plate. If no umpires show up, the game will be rescheduled by the home team at a time convenient to the visiting team. Both managers must contact the Division GM and notify him of this mutually accepted change. If no agreement can be reached, the dispute shall be submitted to the Division GM.

D. One umpire must be as old as the oldest age allowed in that division. Example: In a 13/14 game, at least one umpire must be 14.

E. Home team is the official scorekeeper.

F. **WINNING** team shall report all scores to the Division Director within 24 hours.

VI. Uniforms and Equipment

A. The official uniform is the uniform issued by each city/association. Each participating city/association shall provide players with, at least, a uniform shirt and cap. Players must wear their uniform in every scheduled game.

B. All catchers must wear full protective equipment. Any player warming up a pitcher shall wear a minimum of a mask and throat protector.

C. Metal Spikes are permitted **only** in the High School (18U and 16U) and 13-14 hardball divisions. **All** other divisions shall wear non-metal spikes only.

D. Bat restrictions are in force for the following divisions:

(1) all 9-10 and 11-12 "house" hardball divisions - no bat shall exceed 2 and 1/4 inch diameter

(2) 11-12 "travel" and all 13-14 and 18&under hardball divisions - no bat shall exceed 2 and 5/8 inch diameter and -3 "weight minus length differential" (but 2 and 1/4 inch bats may be used without regard to weight/length differential)

(3) Starting in the 2012 season, and except for bats with a diameter of not more than 2 and 1/4", the High School BBCOR bat rule shall be enforced for all 14U, 16U and High School divisions. The BBCOR label must be visible on the bat. On a team's first violation in a game, the batter shall be "out" and any runners shall be returned to their original bases. On any subsequent violation by a team in a game, the player and manager or acting manager shall be ejected.

E. Ball restrictions are in force for the following divisions:

- (1) all softball divisions must use optic yellow balls.
- (2) no softball division shall use a ball exceeding a C.O.R. of .47
- (3) the home team in 9-10 softball may provide 11 inch RIF balls
- (4) 11-12, 13-14 and 18&Under softball divisions shall use 12 inch balls

F. Helmets with face guards are not required in either hardball or fastpitch play.

VII. Team Size

A. Every attempt should be made to keep a maximum of 18 players on all rosters.

B. 9-10 and 11-12 softball divisions shall play 10 players defensively, with the 10th player being an outfielder . Whether there is grass present or not, no team playing 4 outfielders shall cause or permit any outfielder to station him or herself closer than 20 feet to the imaginary line running from first base, through second base, and then to third base.

C. All other divisions shall play 9 players defensively.

D. Except for 9-10 and 11-12 fastpitch, no game shall begin or continue if a team has present less than eight (8) eligible players. For 9-10 and 11-12 fastpitch, the minimum number of players required for a team to commence or continue a game is 9. If agreed to by both managers, a lesser number may be used.

VIII. Substitutions/Batting Order

All teams (except those teams in the High School Divisions – those being 16U and 18U hardball and 18U fastpitch -- electing to use “High School Substitution Rules” as permitted in subsection F, below) shall use the substitution and batting order rules described as follows in subsections A, B, C, D, and E (which shall be referred to as the “Continuous Batting Order” Rules):

A. All players shall be listed in the batting order. The batting order shall not change during the course of the game, unless a player is injured, ejected, or must leave. If a player arrives late, they will be placed at the end of the batting order.

LINEUPS MUST BE EXCHANGED AT THE BEGINNING OF ALL GAMES, LISTING ALL PRESENT PLAYERS' NAMES AND NUMBERS. IF HIGH SCHOOL SUBSTITUTION IS USED, ALL SUBSTITUTES NEED TO BE DESIGNATED AS SUCH. PLAYERS ARRIVING

LATE WILL BE ADDED TO THE BOTTOM OF THE LINEUP, OR IN THE LIST OF SUBSTITUTES, WHICHEVER IS APPLICABLE.

B. Any time a team has less players than it started with, the missing player's spot in the batting order shall be skipped over and the next proper batter shall be the one who legally follows the missing player in the order. No out shall be recorded.

C. No player shall leave the batting order and return to the game unless agreed to by the manager of the opposing team.

D. All players must play a minimum of three (3) defensive innings per game, and bat once.

E. Defensive free substitution shall be used.

F. High School Divisions Only. All High School divisions (formerly 18&U and 16&U Hardball and 18&U Fastpitch), shall have the option of using the continuous batting order rule set out above or the "high school" substitution rules as modified here. Managers shall declare their intent during ground rules preceding each game; and, there is no requirement that both teams in a game employ the same substitution/batting order method.

The following apply to teams utilizing the "high school" substitution option:

1. Teams bat a nine (9) or ten (10) batter lineup, with the tenth batter listed as an additional hitter. 13-14 travel fastpitch and High School Fastpitch may use 2 additional hitters.

2. Any player listed as an additional hitter (A.H.), while not actually playing a defensive position, will be treated as a defensive player for substitution purposes. Example: Bill is the AH and batting fourth, Charles is the catcher batting fifth. Bill can become the catcher, making Charles the AH, however, they remain in the same position in the batting order. Any player designated an additional hitter must play three (3) defensive innings in the field.

3. All players (both starters and substitutes) may re-enter the game one time, in their original position in the batting order.

4. All players must play a minimum of three(3) defensive innings per game, and bat once.

5. HS SUB RULE: WHEN A TEAM IS PLAYING BY THE "HIGH SCHOOL SUBSTITUTION " RULE OPTION, ALL SUBS MUST BE REPORTED TO THE UMP AND THE OPPOSING TEAM BEFORE THE PLAY BEGINS IN THE INNING THEY ENTER.

G. ALL DIVISIONS (whether playing continuous batting order or high school substitution rule):

"SAFE HARBOR" RULE: NO TEAM SHALL BE DEEMED TO HAVE VIOLATED

THE MINIMUM DEFENSIVE PLAY REQUIREMENT (3 DEFENSIVE INNINGS) SO LONG AS SATISFYING THE FOLLOWING:

- (I) TEAM PLAYING “HIGH SCHOOL” SUBSTITUTION RULE, IF PERMITTED: SUBSTITUTE MUST BE ENTERED NOT LATER THAN THE START OF TEAM’S DEFENSIVE 4TH INNING WITHOUT REMOVAL PRIOR TO EITHER SATISFACTION OF THE 3 DEFENSIVE INNING REQUIREMENT OR GAME END; OR,**
- (II) TEAM PLAYING CONTINUOUS BATTING ORDER/FREE SUBSTITUTION: EITHER (A) SUBSTITUTE HAS PLAYED 2 DEFENSIVE INNINGS BY CONCLUSION OF TEAM’S 5TH DEFENSIVE INNING; OR, (B) SUBSTITUTE ENTERED NOT LATER THAN THE START OF TEAM’S DEFENSIVE 4TH INNING WITHOUT REMOVAL PRIOR TO EITHER SATISFACTION OF THE 3 DEFENSIVE INNING REQUIREMENT OR GAME END.**

IX. Specific Rules of Play

A. Whenever a play is evident, runners must slide or seek to avoid contact with the fielder making the play. Malicious contact shall supercede all obstruction penalties. It is not necessary for the batter-runner to slide into first base.

B. A batter must keep one foot in the batter's box throughout the time at bat, unless: (1) the swing's momentum carries him or her out of the box, (2) the batter is forced out of the box by the pitch, (3) the batter attempts a "drag bunt", (4) the pitcher leaves the dirt area of the pitching mound, (5) "Time" is requested and granted, (6) the catcher does not catch the pitched ball, (7) the batter needs to vacate the box to allow a runner to attempt to score. Penalty for violation - a strike shall be called on the batter.

C. 10U FASTPITCH: "LOOKBACK RULE." A BATTER RUNNER MAY NOT PROCEED TO SECOND ON A WALK. A BATTER RUNNER RECEIVING A WALK SHALL PROCEED TO FIRST BASE AND SHALL NOT, AS PART OF A CONTINUOUS PLAY OR OTHERWISE, TURN INTO FAIR TERRITORY. PENALTY: OUT.

D. The rule regulating the number of tips to the mound for managers shall be the major league hardball rule for all divisions, and not the high school rule: i.e., one “free” trip per pitcher each inning – must remove pitcher on second trip to pitcher in same inning.

E. 10U FASTPITCH – pitching. If a pitcher hits 2 batters in a single inning under circumstances in which in the umpire’s judgment the batter was not able to avoid being struck by the pitched ball then the pitcher shall be removed from the mound for the balance of that inning. That pitcher may be placed at any other defensive position and may return to the mound in a later inning. If,

however, upon returning to the mound that returning pitcher shall hit another batter with a pitched ball under circumstances in which in the umpire’s judgment the batter was not able to avoid being struck by the pitched ball then the pitcher shall be removed from the mound and shall not be eligible to pitch for the remainder of that game (although that pitcher may be placed at any other defensive position).

F. No “out” shall be recorded on account of an absent player in the batting order where either (a) the player started the game and left the game due to injury, ejection or other reasons or (b) the team commenced play with fewer players than required to meet standard team size requirements as permitted by Rule VII(D), above.

Division	Infield Fly	Courtesy Runner	Intentional Walk	Leadoffs and Stealing	Pitching	Dropped 3 rd Strike
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9-10 hardball						
9-10 softball	NO	pitcher and catcher at any time/ must use player who made last out	NO	leave base when ball hit - penalty "out". May not run on passed ball	4 innings per game - pitcher may return to mound - windmill encouraged but not mandatory (must attempt to keep minimum arc)	NO

Division	Infield Fly	Courtesy Runner	Intentional Walk	Leadoffs and Stealing	Pitching	Dropped 3 rd Strike
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11-12 house hardball	YES	pitcher and catcher at any time/ must use player who made last out	NO	full stealing permitted	4 consecutive innings. 1 pitch is an inning. Once removed from mound may not return as pitcher. No curve balls - offensive team has option of called "ball" or results of play. No balks called (<u>one warning per pitcher</u>).	YES, batter may advance.
11-12 travel hardball	YES	pitcher and catcher at any time/ must use player who made last out	YES	No restrictions	4 consecutive innings. 1 pitch is an inning. Once removed from mound may not return as pitcher. Balk rule enforced.	YES, batter may advance

Division	Infield Fly	Courtesy Runner	Intentional Walk	Leadoffs and Stealing	Pitching	Dropped 3 rd Strike
11-12 softball	YES	pitcher and catcher at any time/ must use player who made last out	NO	Leave base when ball crosses plate. (Penalty - Out) Stealing home and scoring on a passed ball is allowed. No restriction # of bases per steal attempt.	4 innings per game - pitcher may return to mound - windmill encouraged but not mandatory (must attempt to keep minimum arc)	YES, batter may advance
13-14 house hardball	YES	pitcher and catcher at any time/ must use player who made last out	YES	No restriction.	4 consecutive innings. 1 pitch is an inning. Once removed from mound may not return as pitcher. Balk rule enforced.	YES, batter may advance

Division	Infield Fly	Courtesy Runner	Intentional Walk	Leadoffs and Stealing	Pitching	Dropped 3 rd Strike
13-14 travel hardball	YES	pitcher and catcher at any time/ must use player who made last out	YES	No restriction.	4 consecutive innings. 1 pitch is an inning. Once removed from mound may not return as pitcher. Balk rule enforced.	YES, batter may advance.
13-14 softball	YES	pitcher and catcher at any time/ must use player who made last out	NO	Leave base when ball leaves pitcher's hand. (Penalty -Out)	No limit on innings. Pitcher may leave mound and re-enter as pitcher.	YES, batter may advance
High School Division Hardball (18U and 16U)	YES	pitcher and catcher at any time/ if "continuous batting order," must use player who made last out - if "High School Substitution" a player not in batting order	YES	No restriction.	5 consecutive innings. 1 pitch is an inning. Once removed from mound may not return as pitcher. Balk rule enforced.	YES, batter may advance

Division	Infield Fly	Courtesy Runner	Intentional Walk	Leadoffs and Stealing	Pitching	Dropped 3 rd Strike
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High School Division Fastpitch (18U)	YES	pitcher and catcher at any time/ if “continuous batting order,” must use player who made last out - if “High School Substitution” a player not in batting order	NO	Leave base when ball leaves pitcher's hand. (Penalty -Out)	No limit on innings. Pitcher may leave mound and re-enter as pitcher.	YES, batter may advance
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In the event of any violation of pitching limitations, both the pitcher and manager shall be ejected; and, the opposing team may opt to replay their offensive half-inning if the ineligible pitcher is discovered during their turn at bat.

X. Field Dimensions

Any association entering teams in DBA play must have sufficient fields meeting the dimension requirements set forth here to support play. Under very limited circumstances a game may be played on a non-conforming field without being considered a violation of these rules; provided further, however, that in no event shall an age group be required or permitted to play on a field with dimensions smaller than required for that age group by these rules. Please notify the Division GM of all field problems.

	HARDBALL		SOFTBALL	
	BASES	PITCHING	BASES	PITCHING
9-10	65 feet	46 feet	60 feet	34 feet
11-12	70 feet	50 feet	60 feet	<u>40 feet</u>

13-14	80 feet	54 feet	60 feet	40 feet
13-14 Hardball travel	90 feet	60 feet 6 inches		
High School Divisions (18U & 16U)	90 feet	60 feet 6 inches	60 feet	43 feet

XI. Official Game (Starting and Ending a Game)

A. A regulation game is seven (7) innings, unless prolonged due to a tie score. **Exception: 9-10 Fastpitch in which a regulation game shall be 6 innings.**

B. Unless a different time is set forth on the official schedule issued by the DBA, all games shall start at 6:30 PM

C. A team failing to field the required number of players within fifteen (15) minutes of the scheduled game time shall forfeit the game. The forfeit may be waived, at the discretion of the non-forfeiting team, and rescheduled for a different date. By agreement of both managers, where one team fails to have sufficient players present to play a game, the teams may play as an official scrimmage (with umpires), and players may be reallocated from one team to the other for purposes of the scrimmage.

D. If a team is ahead by ten (10) or more runs after five complete innings, or if the home team is ahead by ten (10) or more runs after 4 ½ complete innings, the game shall be ruled complete.

E. IN 10U AND 12U FASTPITCH, THE LARGEST NUMBER OF RUNS THAT A TEAM SHALL RECORD IN ITS OFFENSIVE INNING SHALL BE THE LARGER OF (A) 5 RUNS OR (B) THE NUMBER OF RUNS WHICH WOULD CREATE FOR THE OFFENSIVE TEAM A 5 RUN LEAD.

IF THE PLAY IN WHICH THE RUN LIMIT IS REACHED ALSO SCORES ADDITIONAL RUNS, THOSE ADDITIONAL RUNS SHALL NOT COUNT.

F. **HARDBALL:** No time limit except in a situation in which there is a scheduled game following on the same field. In that event, the time limit on the earlier game shall be one hour and forty five minutes, meaning that no inning shall start after one hour and forty five minutes. An inning is deemed to have begun immediately upon the recording of the last out in the preceding inning.

G. **SOFTBALL:** All games in the 10U fastpitch division shall have a two hour time limit. There shall be no time limit in any other fastpitch division except in a situation in which there is a scheduled game following on the same field. In all such games (including those involving 10U) the time limit on the earlier game shall be one hour forty five minutes, meaning that no inning shall start after one hour forty five minutes. An inning is deemed to have begun immediately upon the

recording of the last out in the preceding inning.

XII. Field Conduct

A. Any player, manager, or coach who has been found to be under the influence of alcoholic beverages or drugs, during the game shall be suspended from the league.

B. Use of alcohol or tobacco products during the game is prohibited.

C. Any player, coach, manager, or other team personnel leaving their positions for the purpose of becoming involved in an altercation, shall be ejected from the game. A manager or coach may, however, leave his/her position for the purpose of assisting the game officials by removing their team's player(s) from the altercation.

XIII. Inclement Weather

A. Unless previously instructed by the home manager, Division GM or home city recreation department, both teams must report to the playing field.

B. Prior to the pre-game conference, the HOME manager shall make all decisions regarding the fitness of the playing field including, but not limited to, the decision to postpone the game. After the pre-game conference, the Plate umpire shall make all such decisions. Between games of a double-header, the Plate umpire of the first game shall make all such decisions. When the home team's local community authorities (police, fire, recreation, etc.) have determined that a field is unfit to play, no manager or umpire shall require play on that field.

C. All DBA games will use the National Association of Professional Baseball Leagues' Optional Suspended Game Rule for any game halted, that does not qualify as a regulation game for any reason listed in the Official Baseball Rules 4.10.

1. Any game suspended prior to five innings (4 ½ if the home team is ahead), shall be continued from the point of interruption.

2. If 5 innings have been played and the score is tied, thereafter any game suspended when the visiting team has taken the lead during an incomplete inning or when either team has tied the game during an incomplete inning shall be continued from the point of interruption.

3. Any game halted due to darkness, shall be continued from the point of interruption.

XIV. MAKEUP GAMES.

In the event that a scheduled game can not be played due to either (a) weather or (b) some other compelling reason approved by the General Manager (such as conflicts with year-end school activities which otherwise would result in a forfeit), the involved managers shall cooperate and immediately confer to determine a makeup date, which date shall be immediately communicated to the General Manager when determined.

Games originally scheduled prior to two calendar weeks before the end of the regular season (as determined by the "official" schedule published by the DBA) shall be made up not later than 1 calendar week prior to the end of the regular season.

Makeups of games originally scheduled in the final two calendar weeks of the regular season shall be completed within 72 hours of the originally scheduled game unless the General Manager shall determine some greater or shorter period for the completion of the makeup is either permitted or required.

Unless it is determined by the General Manager that both managers have acted with appropriate dispatch and in good faith, and that despite such dispatch and good faith completion of the makeup has been rendered impractical by prevailing circumstances, the General Manager shall determine whether the failure to makeup a scheduled game was the fault of one or both of the involved managers. If the General Manager determines one manager was substantially at fault, then the game shall be declared a forfeit against that manager's team. If both managers are determined to be substantially at fault, then a double forfeit shall be declared and both teams shall be charged with a loss in the standings.

Before assessing a forfeit under this rule, a General Managers shall submit the proposed action, with a complete recitation of the underlying facts, to the DBA Board for approval.

XV. PLAYOFFS.

Each Division shall have a year-end playoff tournament. All teams desiring to participate in the year-end playoff shall be entered regardless of season record.

Brackets for year-end playoffs for all Divisions will be created by the Division General Managers.

Teams shall be seeded according to regular season winning percentage. Although the preference is to avoid "tie" games, if the recording of a tie is unavoidable, then the tie shall be counted as $\frac{1}{2}$ (or .5) win and $\frac{1}{2}$ (or .5) loss for standing purposes.

Tie breakers, in order, are: (1) head to head; (2) runs allowed; (3) run differential; and (4) coin flip.

The maximum "runs allowed" and "run differential" chargeable to any team for any single game shall be 10. For example, if a team is defeated 15 - 2, it is charged with 10 runs allowed and a run differential of -10. If a team wins 15 to 13, it is charged with 10 runs allowed and a run differential of +2 (the losing team would be charged with 10 runs allowed and a -2 differential).

If there is a tie between more than 2 teams, the tie breakers are applied until a “tie breaker winner” is determined. At that point, the application of the tie breakers to the remaining teams is repeated, starting with the #1 tie breaker and continuing until the next “tie-breaker winner” is determined.

For example:

Team 1 has a .500 record, defeated Team 2, has allowed 60 runs and has a +10 run differential.

Team 2 has a .500 record, defeated Team 3, has allowed 65 runs and has a -5 run differential.

Team 3 has a .500 record, defeated Team 1, has allowed 62 runs and has a +1 run differential.

Tie-breaker #1 - head to head: no clear winner since Team 1 defeated Team 2, Team 2 defeated Team 3, and Team 3 defeated Team 1.

Tie- breaker #2 - runs allowed: Team 1 wins this tie breaker (60 runs vs 62 and 65)

Return to tie-breaker #1 - head to head: Team 2 wins this tie-breaker having defeated Team 3 in their regular season meeting (NOTE: Team 2 wins the tie-breaker even though it had a runs allowed and run differential number worse than Team 3).

For Divisions having 4, 8 or 16 teams participating in the year-end tournament, a standard tournament bracket will be used, with games assigned on a “high seed- low seed basis”:

4 TEAMS	8 TEAMS	16 TEAMS
Seed 1 vs Seed 4	Seed 1 vs Seed 8	Seed 1 vs Seed 16
Seed 2 vs Seed 3	Seed 2 vs Seed 7	Seed 2 vs Seed 15
	Seed 3 vs Seed 6	Seed 3 vs Seed 14
	Seed 4 vs Seed 5	Seed 4 vs Seed 13
		Seed 5 vs Seed 12
		Seed 6 vs Seed 11
		Seed 7 vs Seed 10
		Seed 8 vs Seed 9

Play shall continue until a Champion is determined. A team defeating a “higher” seed in any round shall take the defeated team’s seed for purposes of the next round. For example, if in a 16 team playoff Seed 13 defeats Seed 4, then Seed 13 shall be deemed to be Seed 4 in the next round.

The “Highest” seed is the “home” team in each game. For example, in a “Seed 1 vs Seed 16” game, the home team shall be Seed 1.

In situations where a Division does not have exactly 4, 8 or 16 teams participating in the year-end tournament, “play-in” games will be utilized in order to arrive at a 4, 8 or 16 team bracket. For

example, if a Division has 11 participating teams, there will be an initial round of 3 “play-in games”:

Seed 10 vs Seed 11 to become Seed 8 in the 8 team bracket

Seed 8 vs Seed 9 to become Seed 7 in the 8 team bracket

Seed 6 vs Seed 7 to become Seed 6 in the 8 team bracket

The number of “play-in” games is determined by subtracting the desired bracket size (4, 8 or 16) from the actual number of teams participating. For example, for 21 teams, $21 - 16 = 5$ play-in games; for 15 teams, $15 - 8 = 7$ play-ins; for 6 teams, $6 - 4 = 2$ play-ins.

For purposes of Playoffs, ALL PROTESTS shall be resolved at the field at the point of the matter protested (protest fee is waived). If a matter is not protested before the next pitch is thrown then the protest is deemed waived. The General Manager responsible for the Playoff shall provide all managers contact information for him/herself and/or a head umpire to whom authority to resolve protests has been delegated. The only exceptions to these requirements will be (a) protest of a team’s use of an unauthorized player and (b) violation of minimum play/batting requirements, which may be protested at any time to the DBA Board so long as done within what the Board determines, in its discretion, to be a reasonable time.

If the playoff game in which a protest occurs has a time limit, then “time” shall be suspended during the period that the protest is being considered and ruled upon.

XVI. Protests

A. A Protest Report Form shall be delivered to DBA Secretary, within 48 hours of the completion of the game.

B. All protests must be accompanied by a \$100 fee. This fee will be returned if the protest is upheld.

C. The DBA Secretary shall initially decide all protests. Both teams will be notified of the decision with two days after receiving the protest reports.

D. Any team wishing to appeal the initial protest decision shall notify the DBA Secretary within 24 hours of the initial decision.

E. The DBA Executive Officers shall decide protest appeals. Their decision shall be final.

XVII. Ejections/Incidents/Suspensions

A. When an ejection occurs, there is NO automatic suspension.

B. When an ejection or incident of note occurs, the umpire(s) must contact their local

Umpire-in-Chief within 24 hours. All local Umpire-in-Chiefs shall notify the DBA Secretary of all reports within 48 hours of the incident.

C. The DBA Secretary will review each incident and determine if additional penalties may be advisable. If DBA Secretary concludes that additional penalties are warranted, he will forward a recommendation to the DBA President. The DBA President shall decide what additional penalties, if any, should be assessed.

D. Any determination by the DBA President pursuant to this procedure is subject to appeal. This appeal must be requested at the time of the initial decision.

E. The DBA Executive Officers shall hear any appeals on the DBA President's decision.

F. The DBA Executive Officers' decision shall be final.

XVIII. Insurance

A. All DBA member teams will be responsible for their own team liability/medical insurance. Associations shall have evidence of their insurance on file with the DBA. The DBA shall be identified as an additional insured on all insurances.

XIX. Disbanded Teams

A. The players from any disbanded team may be placed on other teams within the division, providing the "gaining" team(s) have a need and are willing to accept these players.

DBA WEBSITE

<http://dbacentral.org>

email: mail@dbacentral.org