

Spring Hill Diamond Youth Baseball, Inc.

Local League Rules

All Divisions/All Age Groups

Updated 2026

1. LEAGUE ELGIBILTY

- a. Spring Hill Diamond Youth Baseball Inc. shall reserve the right to refuse any player's application from out of district under Diamond guidelines. The league will evaluate each one on a case-by-case basis. It is the league's goal to allow as many kids to participate as possible, but at the same time must keep the league's total players at a number that the existing facilities can accommodate.
- b. Players unable to play due to financial restrictions shall be allowed to request a hardship scholarship. The league shall approve scholarships on a case-by-case basis.
- c. SHDYB understands the importance of youth programs and values the inherent worth and dignity of every person. SHDYB encourages each individual to strive to reach his or her own potential. To this end, discrimination on the basis of sex, race, age, socio – economic level, national origin, religion, handicapped status, or geographic residency (other than those defined under Diamond Rules) is strictly prohibited. SHDYB strives to treat all participants equally in regard to times, locations, and the quality of programs, equipment, and facilities.
- d. "LEAGUE AGE" IS THAT AGE ATTAINED BY A PLAYER PRIOR TO MAY 1 IN ANY GIVEN SEASON.

2. PLAYER ENTRY

- a. After three complete innings have occurred, and a player arrives, it is then at the manager's discretion whether or not that player will be put into the lineup.
- b. Players arriving after a game has started will be added to the bottom of the lineup (provided they arrive prior to the completion of the third inning).

3. NUMBER OF PLAYERS

- a. Teams must start the game with a minimum of nine players with no penalty.
- b. Teams playing with eight players will have an automatic out in the position of the "ninth" batter.
- c. If during the course of a game, a team's total number of players is reduced to seven players, then two automatic outs will be recorded in the lineup in those absent players batting positions.
- d. If a team fails to field a minimum of eight players at the start of a scheduled game, that team must forfeit the game.

4. GAME TIME

- a) The starting time for a game will not be delayed if eight players are present.

- b) If less than eight players are present at the scheduled start time of a game, then an additional fifteen minutes will be allowed for an additional player to arrive. If the additional time does not increase a team's number to eight players, a forfeit will then occur.

1. Example:
2. Teams A&B are scheduled to play at 6:00PM (Game 1)
3. Teams C&D are scheduled to play at 7:30PM (Game 2)
4. Game One is complete at 7:30PM. Team C has only seven players at 7:30PM. Team C will have until 7:45PM for at least one player to arrive before a forfeit is called.

- c) Games will start fifteen minutes from end of previous game or scheduled start time, whichever is later. This allows each team 5 minutes of infield practice. Early game visiting team should begin infield 15 minutes before scheduled start time, followed immediately by home team. Early games need to start on time for the benefit of teams playing afterwards. Try to have your kids to games early enough to follow the pre-game guidelines.

- d) Time limits for games are as follows:

1. A(6-U) Division 1:00 or 3 Innings
2. AA(8-U) Division 1:15 or 6 Innings
3. AAA (10-U) Division 1:30 or 6 Innings
4. Majors(12-U) Division 1:30 or 6 Innings
5. Rangers (14-U) Division 1:30 or 7 Innings

- e) NO INNING SHALL BE STARTED AFTER TIME HAS EXPIRED. IF AN INNING HAS STARTED PRIOR TO TIME LIMIT, IT SHALL BE COMPLETED.

- f) If second game does start late, the time limit will not be shortened.

- g) Both teams are responsible for the starting game time to be on the official score book with the visiting team checking to make sure of the official time. Umpire should initiate the start of the clock at scheduled game time.

- h) Batting Cages on game day will be available to teams one hour before scheduled start of games. Batting cages will be split (one cage will have net in middle where two teams can be in one cage). The two teams playing on the North field will share the North cage, and the two teams playing on the South field will share the South cage. The 14U boys batting cage will also be split and shared with the two teams playing on that field before games. Batting Cages at practice fields will be assigned by league on practice schedules.

5. ATTIRE

- a. Players will wear shirts and hats provided by the league, by a league approved uniform vendor. Coaches and/or sponsors shall not purchase uniforms not provided by the league.

- b. Team's pants, white, gray, or black, and socks (chosen by the manager) shall be purchased by player's guardian. Pants and socks are to match across team players. Players unable to purchase due to financial restrictions shall be allowed to request hardship assistance. The league shall approve financial assistance on a case-by-case basis.
- c. Coaches will wear shirts and hats provided by the league, by a league approved uniform vendor. League will provide three shirts and hats for 10-U and 12-U age groups, four shirts and hats for 8-U and 6-U age groups. Any additional shirts or hats are at the coaches' discretion and expense.

6. MANAGERS/COACHES

- a. An individual may be listed as a manager/coach for teams only in the following conditions:
 - 1. Only listed as manager for one team throughout all leagues and divisions.
 - 2. Cannot be listed as any type of coach for two teams in same age group.
 - 3. May be listed as manager in one age group and coach in another age group.
 - 4. All Coaches must submit and pass a criminal background check, each year, prior to field participation in practice and games.
- b. A manager will be allowed to manage one all-star team. The manager or coach must have coached a team during league play. All above rules apply to coaches.
- c. All league managers/coaches and all-star managers/coaches must be approved by the Board of Spring Hill Diamond Youth Baseball, Inc.
- d. All Star managers shall be elected by all their peer coaches from within their league. All coach/managers within the age division shall be eligible to be on the ballot.
- e. For age groups that do not have enough teams for two leagues, the all-star selection process will allow the 8-U, 10-U, and 12-U managers to be selected first. The pure age (7, 9 & 11) managers will be selected using the same format after 8-U, 10-U and 12-U manager and assistant coaches have been accepted and approved by the board of directors.
- f. Every vote shall be counted as 1pt whether being cast from a manager or assistant coach.
- g. Should a tie occur, the first tie breaker shall be managers' vote totals. The 2nd tie breaker will be a coin flip if necessary.
- h. The election for managers will be held just prior to All Star player balloting. Results will be finalized just before All Star ballot deadline.

7. DRAFT AND TRADING PLAYERS

- a. Players drafted will be permitted to be traded only during the draft. There will be no trades once the draft is over.
- b. No player will be allowed to be traded for draft picks.
- c. All Players will be re-pooled and redrafted annually.
- d. Players moving up an age group or 1st year players new to the league will be required to attend tryouts. Manager's and one Named Assistant's kids shall be exempt from tryouts.

- e. The manager's child will automatically be placed on their team as an undrafted player. Any siblings shall be placed on that manager's team in the 3rd round.
- f. Any drafted player's sibling shall be automatically placed on the same team 2 rounds later. (If a child is drafted in the 6 round, sibling is automatically drafted in the 8 round).
- g. A player that is required, but does participate in tryouts, will not be drafted by the normal process of player selection. The following procedure will apply:
 - i. All absent players will be held out of the draft and randomly drawn for in the last round. Absent players may be assigned to a specific league based on previous experience/abilities if deemed necessary by the board, coaches or draft commissioner and then randomly drawn for by the teams in that specific league.
 - ii. If there is only one player absent from the tryouts, then that player and the last un-drafted player in the assigned league of the absent player will be placed in a hat and drawn by the last two teams in the final round of the draft order.
- h. Should tryouts not be completed on the scheduled evening, an alternate date shall be chosen to complete the tryouts unless all managers unanimously agree to hold the draft as originally planned.
- i. Approximately 84 players in one age group will constitute eight teams in two leagues, which will result in two all-star teams for that particular age group. The Board will evaluate this number after registration to best determine as to how many teams will be allowed in each age group on a yearly basis.
- j. If a manager and an assistant coach have reached an agreement to coach together, then they must express this request to the other managers before the order of the draft is drawn for. This player will be taken as that manager's first round pick.
- k. Only managers and one "named" assistant will be eligible to participate in the draft room. If a manager desires assistance in the draft room, rule J will be followed. No phones calls or texting allowed to anyone outside the draft room regarding draft advice without unanimous approval from the other coaches and draft commissioner.
- l. Once the draft is over and the teams are set, players will not be moved from one team to another. However, the request can be submitted to the Player Agent for consideration. Upon request of the player agent, the board will then reserve the right to deny or accept the request.
- m. Draft order - The draft order will be decided by randomly drawing managers who may then select a draft position to be held in a serpentine order (1-2-3-4-5-6—6-5-4-3-2-1).
- n. All managers that do not choose to name an assistant shall be granted higher priority of choosing their draft position.
- o. In age groups requiring two leagues, the National League will always draft before the American League, and this draft will be conducted in a serpentine order.
- p. A parent/player may request not to play for a particular manager but may not request to play for a particular manager. The Board will evaluate each individual case and keep requests private between parent(s)/player(s) and coaches directly involved in that matter.
- q. Teams will consist of not more than thirteen (13) players or less than ten (10) players.

8. PLAYER EJECTION

- a. A player who is ejected from a game, will have to sit out the remainder of the game followed by the entire next game. The player must be present and sit on the bench for the remainder of the game in which the ejection occurred as well as the entire next game.
- b. If a player throws their helmet or bat and is warned by the umpire, the player may be ejected/removed from the game.

9. MANAGER/COACH EJECTION

- a. First ejection will be immediate removal of manager/coach from spectator area, and the manager/coach will not be allowed to manage/coach the next game. Should the manager/coach decide to attend the next game, he/she must sit in the bleacher area without instructing/coaching and remain away from the dugouts.
- b. Managers/Coaches ejected for a second time in a season will have their current and future coaching responsibilities determined by the Officers of Board. A manager/coach justifiably ejected twice during season play will not be allowed to coach all stars. The Board requires the umpire(s) involved in the removal of a manager/coach from a game to submit the reason and incident in writing.

10. RUN RULES

- a. If after three innings of play one team is ahead by fifteen runs, the game will be stopped and the team ahead will be awarded the win.
- b. If after four or more innings of play, one team is ahead by ten runs, the game will be stopped and the team ahead will be awarded the win.
- c. If at any time a team cannot mathematically win or tie the game due to run restrictions, the game will be stopped and the team ahead will be awarded the win.
- d. For 6-U, 8-U, and 10-U, a team shall have a maximum seven (7) runs per half inning.

11. DYB PITCHING REQUIREMENTS

- a. Pitching and catching requirements will be the same rules as set forth in the DYB rule book section 8.07. VERY IMPORTANT, READ THEM ALL
- b. A pitcher in AAA (9-10) shall not throw more than 75 pitches in a game or on a calendar day. exception: if the pitcher reaches the daily pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, or is out or, a third out is made on a baserunner to end the half inning.
- c. A pitcher in o-zone (11/12) shall not throw more than 85 pitches in a game or in a calendar day. exception: same as "a" above.
- d. Daily pitch count rest requirement for AAA & o-zone.
 - a. 1-30 pitches - no rest
 - b. 31-45 pitches - 1 calendar day
 - c. 46-65 pitches - 2 calendar days
 - d. 66 + - 3 calendar days

1. calendar day example. 31-45 pitches thrown on Monday. rest on Tuesday. can pitch on Wednesday. 46-65 pitches thrown on Monday. rest Tuesday & Wednesday. can pitch on Thursday.

- e. A pitcher shall not pitch more six innings in the calendar week. the pitching of one (1) pitch shall be counted as the pitching of one inning.
- f. Coaches shall keep a record and be available by request. Violation of any pitching rule shall result in the game being a forfeit.

12. TIES

- a. At the completion of six innings or when time expires and the game is tied, the following rules will apply.
 - 1. A maximum of two extra innings will be allowed to break the tie at the coaches and commissioner on duty's discretion.
 - 2. If after two extra innings are played and the teams are still tied, a tie will be recorded in the official standings.
- b. If a league or division is tied at the end of the season, the tie breaker will be head-to-head competition, if this is still tied a one-game playoff will determine the champion with a non-timed game being played in its entirety.

13. ALL-STAR SELECTION PROCESS

- a. Ballots will only contain names of players that are eligible under Diamond Rules and will participate in all-stars if selected. It is the manager's responsibility, of each team, to submit eligible players to the commissioner of the respective division for voting. Those desiring not to participate or are ineligible for any reason should not be listed on ballots.
- b. For a player to be All-Star roster eligible, a player must receive at least one vote.
- c. An attempt should be made to have at least one player from each team in the league on the All-Star team.
- d. The manager of the all-star team will have the right to select any three coaches in the 6-U Coach Pitch (if a 6-U Coach Pitch All-Star team is formed) and 8-U Division and any two coaches in all other divisions from the league as his/her assistants with the Board's approval.
- e. Voting points for all-stars: Manager=10 points for every vote, one "named" assistant coach from each team=3 points for every vote.
- f. For all ages, the top nine vote getters will be automatically on the all-star team with 8-U, 10-U, and 12-U teams rosters taking priority. Should a top nine player not be able to participate before Diamond Tournament play begins, the next highest vote getter (10th) shall replace that player automatically. This shall be repeated until the first 9 roster spots have been filled. The all-star manager will then have the right to choose/flex on the remaining number of players needed for their team according to Diamond regulations with approval of the Board.
- g. After the nine players are selected for 8-U, 10-U, and 12-U teams, remaining players shall be eligible to be flexed up or down from different age groups in accordance with

Diamond Rules if a manager and parents feel it's in a player's best interest to represent that team.

- h. Should a top nine player in 8-U, 10-U, and 12-U choose not to play, player is not eligible to play for another age group.
- i. Per Diamond Rules, players in an age group with two leagues are only eligible for National League or American league they were drafted into. Diamond rules do not allow players to cross leagues within the same age division.
- j. For age groups that do not have enough teams for two leagues, the all-star selection process will allow the 8-U, 10-U, and 12-U teams to be selected first. The pure age (7, 9 & 11) teams will be selected using the same format after 8-U, 10-U, and 12-U teams have been solidified and positions accepted.
- k. All managers shall have the option of keeping flex picks open until after the pure teams are finalized should a player become available from an alternate age division.
- l. Once all-star recipients have been notified, accepted, and announced to general public, and a player quits for any reason other than injury or circumstances approved by the Board, that player shall be ineligible from all future all-star team consideration for the remainder of their playing time in the league or until the Board votes otherwise.

14. ALL-STAR FUNDS

- a. Funds supplied to All Star teams are subject to change by the board at any time should the financial stability of the league be in question in any given year. The board of directors has final approval of all funds.
- b. All-Star expenses related to travel, meals, hotel stays, uniforms (other than those provided by league), equipment, etc. will need to be the responsibility of managers, coaches, and players families; assistance can come from team fundraisers and local sponsorship. Team managers will be responsible for funding assistance.
- c. If league funds are available and approved, the league will pay (\$750) seven hundred fifty of all-star uniform expenses.
- d. All-Star teams must consist of Spring Hill Royal Blue and White as primary colors. All-Star teams may add additional colors as desired once primary colors have been satisfied and approved by Board of Directors.
- e. All-Star uniforms may be designed by the all-star team manager; however, uniforms shall be approved by the board prior to order placement. Uniform orders shall be placed with a board approved uniform vendor. Violations will constitute forfeiture of any and all league provided funding.
- f. The league can help with expenses of teams qualifying for a state tournament, if financially stable and approved by the board. Recommended rates:
 - a. Less than 45 miles – No Travel Expenses
 - b. 46-99 miles – 1 time allocation of \$500
 - c. 100+ miles – 1 time allocation of \$500 + \$250 per game day

15. ORGANIZED PRACTICES

- a. Managers are responsible for organizing their own practices and providing a place to practice if they want to practice in addition to the allotted times they will be given on the Spring Hill practice fields.
- b. An organized practice consists of three or more players from the same team practicing at the same place.
- c. Practice schedules for the practice fields and batting cages at practice fields will be assigned by the Board and distributed to all managers. Managers may switch slots with each other.
- d. Practices organized and held at any off-site locations other than the Spring Hill Fields are on a 1st come basis.
- e. All-Star practice may begin at the all-star manager's discretion.
- f. No organized practices will be held on Wednesday evenings.

16. LOCAL GAME PLAY RULES

- a. Any protest regarding the use of an illegal bat should be made before the game or before the specific at-bat takes place or is taking place. Should the bat be deemed illegal, the player shall simply be required to change to a legal bat and play resume, no other penalty. No protest attempts after an at bat takes place will be allowed and a play or game's result will not be changed.
- b. All players are in the batting line-up.
- c. Free defensive substitutions allowed. All players must play a minimum of three consecutive outs. Defensive substitutes must enter the game prior to the first pitch of the fourth inning, or the offending team will forfeit the game. This does not preclude a team from making changes before the fourth inning.
- d. If a team has ten or more players and one player is removed from the game for any reason, then that player's batting position will be left blank, and no penalty (out) will occur. Manager needs to inform opposing manager of such occurrences.
- e. Should a base runner get injured, then the previous batter will become the runner if that individual is not already on base. If that person is already on base, then the next previous person will run, and so on.
- f. 7-8 Coach Pitch Division will have an inning run limit of 7 runs per inning.

17. RULES OR POLICY CHANGES

- a. No rules or policies are to be deviated from without the approval of the majority of Spring Hill Diamond Baseball, Inc.'s Board. These officers have the right to add, modify, or remove any local league rules to account for any unforeseen circumstances at any given time as they deem necessary.

A Division
5 & 6 Year Olds
Local League Playing Rules
(Refer to separate attached sheet)

AA Division

7 & 8 Year Olds
Local League Playing Rules
(Refer to Official Rules and Regulations Handbook from Diamond Youth Baseball)

AAA Division
9 & 10 Year Olds
Diamond Youth Majors Division
11 & 12 Year Olds
Local League Playing Rules
(Refer to Official Rules and Regulations Handbook from Diamond Youth Baseball)

Rangers Division
13-14 Year Olds
(Refer to Official Rules and Regulations Handbook from Ranger Youth Baseball)