



Central  
Dauphin  
Baseball Association  
Rules & Procedures

## ARTICLE I - THE LEAGUE

Section 1. The League shall be composed of those Associations who are representative of the townships and municipalities that compose the Central Dauphin High School footprint. Each Association shall enter teams in the Rookie, Minor and Major levels and must provide playing fields for League play. Any deviations must be approved by a consensus vote of the founding Associations.

Section 2. The League shall be composed of the following communities and boundaries:

West Hanover Baseball Association  
PHR Baseball Association  
Paxtonia Athletic Association  
Dauphin Baseball Association

Section 3. Any player who changes residency from one League area to another during the playing year shall have the option of playing in either area. In the following years of eligibility, the player shall be eligible to play only in either area.

Section 4. Any player participating in the Central Dauphin Baseball League shall not play in other baseball leagues. This is not a protest item. Players may be rostered to play on a team in another League providing it is not in the same age bracket. The rule is in affect for the length of the established League regular season play and/or post season play if said player makes a commitment to participate in post season activities.

Section 5. Any player participating by submission of a signed registration form, agrees to compliance with all rules and regulations. This registration form must be signed by a parent or guardian before a child can participate in any Central Dauphin Baseball League activities. Each Association will be responsible for the registration forms of their players.

Section 6. Any ineligible player on a roster will cost the offending team a forfeit of each game that the ineligible player participated in.

Section 7. There is no clause to prevent a child from a non-Central Dauphin School District community from playing on a CDBL team. To be eligible, that player must submit a signed registration form and be included on a roster for the Association for which he will be playing.

Section 8. Any player currently playing for an affiliated Association may stay in that Association without going through the Waiver process.

Section 9. No Waiver is required by CDBL for Central Dauphin School District residents who wish to play for a team outside of the League.

## ARTICLE II -THE TEAMS

Section 1. Major team rosters will be composed of players between the ages of 10 through 12 years old with a maximum of 14 players per team.

Subpart a. No more than seven 12-year-olds can be carried on a team roster, except where approved by the Board of Directors. In the event a team has more than seven 12-year-olds rostered; only seven may be in the line-up at any given time.

Section 2. Minor team rosters will be composed of players between the ages of 8 through 10 years old with a maximum of 14 players per team.

Subpart a. No more than seven 10-year-olds can be carried on a team roster, except where approved by the Youth League Committee. In the event a team has more than seven 10-year-olds rostered, only seven may be in the line-up at any given time.

Section 3. Rookie team rosters will be composed of players between the ages of 6 through 8 years old with a maximum of 14 players per team.

Section 4. A Minimum Play Rule is in effect for all Major and Minor games. All Major and Minor team members present for a regularly scheduled game shall play a minimum of 6 defensive outs and bat at least one time. All substitute players must be inserted into the line-up no later than the beginning of the 4<sup>th</sup> inning. Free defensive substitution is allowed as long as that player stays in the same number in the batting order. If a Minimum Play Violation occurs, the player(s) involved must start the next scheduled game and play the minimum required time. In addition, the game in which the violation occurs is considered a forfeit by the offending team. (The Minimum Play Rule applies only for completed 6 inning games.)

Section 5. Starting players may return to the lineup as described in the Babe Ruth Re-Entry Rule 3.03. Major or Minor team players that are not allowed to play for disciplinary reasons, sickness, or injury must be announced to the umpire and opposing head coach before the start of the game. If a player is injured during the game and all other legal substitutions have been exhausted, the team may use any available team member to fill that position. Disciplinary action during the course of the game must be reported immediately to the umpire and opposing coach.

Section 6. If a player arrives after the beginning of a game, the player's name shall be placed on the line-up card and he/she should be announced as eligible to the opposing coach and umpire. If the player arrives before the end of the 2<sup>nd</sup> inning, the Minimum Play Rule applies. If the player arrives after the completion of the 2<sup>nd</sup> inning, the Minimum Play Rule does not apply.

Section 7. Central Dauphin Baseball League Associations shall employ a Drafting Procedure approved by the Youth League Committee. Our basic policy will be to encourage providing an opportunity for all registrants to participate fairly in League competition. It is also our general philosophy that each Association uses their Draft Procedure to produce a balance of competitiveness in each age bracket.

### ARTICLE III -THE PLAYERS

Section I. League Age shall be defined as the age of the player as of April 30th of the current season.

Subpart a. League Age for Major Play shall be 10 - 12 years of age.

Subpart b. League Age for Minor Play shall be 8 -10 years of age

Subpart c. League Age for Rookie Play shall be 6 - 8 years of age

Section 2. Any changes to the established age brackets must be approved by Youth League Committee.

Section 3. To avoid possible game forfeitures due to the lack of players caused by absence, injury, or disciplinary action, each team in the Rookie, Minor, and Major levels will be permitted to use a maximum of 4 players from a lower level. These players shall be designated as "Swing Players" and will be considered eligible players in both age brackets. Swing Player play will be governed by the following:

Subpart a. A Swing Player may NOT be used if there are 10 or more regular rostered players present for the game. If 9 or fewer regular rostered players are present, the Swing Player is eligible to play the entire game, but must bat last. If 9 regular rostered players are present, a Swing Player is limited to a Maximum of 2 innings of play in the field. (Rookie: substitute 10 for 9.) Minimum Play Rule does not apply. A Swing Player may NOT be called up to play if they have a regularly scheduled game in their designated age group on that same day and at that same time. A Swing Player must complete their regularly scheduled game prior to serving as a Swing Player. Exception: A Minor team may call up a Rookie Swing Player, provided that player's team has a minimum of 8 available players, so that the Rookie game can be played as scheduled.

Subpart b. All Minor players will be eligible to play up as Major Swing Players.

Subpart c. All Rookie players will be eligible to play up as Minor Swing Players.

Subpart d. All 7-year-old T-Ball players will be eligible to play up as Rookie Swing Players.

Subpart e. The opposing head coach and umpire should be notified prior to the start of the game of the intent to utilize Swing Players.

Subpart f. **A** Swing Player is only eligible to play for a team within the Association in which he is rostered.

Subpart g. A Swing Player may not pitch.

Section 4. Team rosters listing players names, addresses, birth dates, league age, and the name of one parent or guardian shall be in the possession of the Youth League Commissioner no later than one week prior to the first regularly scheduled game.

Section 5. Member Associations are responsible for certifying the birth dates on rosters by requiring players to show proof of age.

Section 6. Any additions or changes to a team roster must be made with approval of the member Associations and as voted on by the Youth League Committee no later than 24 hours prior to the first regularly scheduled game.

Section 7. Failure to provide the Youth League Commissioner with a team roster form shall cause such team to forfeit each game played while the required roster is outstanding. This is NOT a protest item.

Section 8. Each team member and coach must be covered by Insurance, including travel to and from games as well as during play.

#### ARTICLE IV-EQUIPMENT and PLAYING FIELDS

Section 1. The League will establish the official ball each year.

Section 2. Protective equipment that must be worn includes:

Subpart a. Batters and base runners must wear a batting helmet with earflaps. (Reference Babe Ruth Rule 1.16)

Subpart b. Catchers must wear appropriate shin guards, chest protector, head and face protection, and a cup. (Reference Babe Ruth Rule 1.16) A dangling throat protector is required, even if a hockey-style mask is used.

Subpart c. Batting vests are acceptable.

Subpart d. Face shields/helmets for pitchers are acceptable.

Section 3. The League will establish bat limits each year.

Subpart a. Only bats with the USAB at marking are eligible for use in Major, Minor and Rookie play. (Reference Babe Ruth Rule 1.10)

Subpart b. An automatic out will be imposed on a player for using an illegal bat. If a bat is determined to be illegal, it should be removed from play by the umpire. Multiple offenses by the same player or team should be reported to the Youth League Commissioner, and the head coach of that team will be ejected

Section 4; Each field used for Major play shall be equipped with regulation 70-foot bases and a backstop. A minimum 6-foot canvas on the backstop immediately behind home plate is recommended. An outfield fence (minimum height of 48 inches) shall be located at least 180 feet from home plate.

Section 5. Each field used for Minor and Rookie play shall be equipped with regulation 60-foot bases and a backstop. A minimum 6-foot canvas on the backstop immediately behind home plate is recommended. Fields used for Minor or Rookie play do not require a fence, although one is highly recommended.

Section 6. Fields must be marked for foul lines and out-of-play areas.

Section 7. The home team shall provide 2 new League-approved baseballs for each home game. An approved non-new 2<sup>nd</sup> ball for Minor games may be used with umpire approval.

Section 8. Each home team must provide a first aid kit, including ice packs.

Section 9. Uniforms are not required, but it is suggested that players wear identical T-shirts and caps. There shall be no restriction on the color of batting gloves. Pitchers may not use sweatbands or long-sleeved, light colored shirts. White shirts are not permitted for any team uniform.

#### ARTICLE V-GENERAL PLAYING RULES - MINOR and MAJOR

Section 1. Major and Minor play will be governed by the official Babe Ruth (Cal Ripken) playing rules except as specifically covered herein.

Section 2. Starting time for games is as follows:

Subpart a. Starting time on weekdays is 5:30 PM until May 1st; 6:00 PM after May 1st; weekends as agreed upon by both coaches. For Associations with fields equipped with lights, late games can be played if agreed upon by both coaches.

Subpart b. The home team has the field for practice until 20 minutes prior to game time. The visiting team has the field for practice until 5 minutes before gametime.

Section 3. Length of games shall be 6 innings; game is official after 4 innings (3 ½ innings if the team is ahead). The Chief Umpire shall decide if a game is to be halted due to weather or darkness. Time limit for each game is 2 hours and 15 minutes. No new innings can be started after 2 hours. Extra innings are permissible as long as you stay within the time limit.

Subpart a. In the event that lightning is sighted, play will be stopped immediately, and all players and spectators will take shelter. Play may not resume until 15 minutes have passed since the most recent sighting. If a game is interrupted due to lightning, all other games being played at that location must be delayed as well.

Section 4. Every effort should be made to play the game. Forfeit, due to lack of players, will occur 15 minutes after the scheduled starting time.

Section 5. A legal game can begin as long as a team can field 8 players. If a 9<sup>th</sup> player comes after the game begins, this player must play and must be inserted at the beginning of the next half inning. If a team cannot field at least 8 players, the team will automatically forfeit the game. If a team is playing with 8 players, there is no automatic out for the ninth position in the batting order. Any team refusing to start a game with 8 players will automatically forfeit the game, after the 15-minute grace period.

Section 6. The home team has the authority to cancel a game due to bad weather or unplayable field conditions before the official game starting time. Should the home team cancel the game, the home team manager MUST notify the opposing coach in a timely fashion.

Section 7. A coach will be permitted to reschedule a game when a school function directly affects his players or field availability. Notification must be given 24 hours before the start of the game to the opposing coach. No other rescheduling for non-weather related reasons will be allowed. The penalty for not notifying the opposing coach will be a forfeit.

Section 8. All non-regulation games including ties, rainouts, etc., must be rescheduled within 14 days of the originally scheduled date. All games MUST be completed within the week following the completion of the season. The home team is responsible for rescheduling. If the game has not been played within the required time, the Youth League Committee may award a forfeit to either team after a formal review of circumstances. No forfeit can be awarded without the approval of a member of the Youth League Committee.

Section 9. Tie games: In the event an official game is tied when play is halted due to weather or darkness, the game shall be considered complete.

Section 10. Suspended games: If a game is suspended before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. The batting order must remain the same or as close as possible depending on player availability, but the same pitcher does not have to pitch when the game is resumed, even if the pitcher has eligible innings left.

Section 11. Pitch Counts:

Minor-Maximum of 60 pitches per game: players have no days rest up to 25 pitches; 1 day rest between 26-40 pitches; 2 day rest between 41-60 pitches. Players have a maximum of 80 pitches in a week; if there is a 3<sup>rd</sup> game in a given week, pitcher has up to a maximum of 100 pitches. No 11 year old can pitch in Minors. Pitching at the minor level will be from 46 feet.

Major- Maximum of 70 pitches per game: players have no days rest up to 25 pitches; 1 day rest between 26-40 pitches; 2 days rest between 41-70 pitches. Players have a maximum of 80 pitches in 1 week; if there is a 3<sup>rd</sup> game in a given week, pitcher has up to a maximum of 100 pitches. Pitching at the major level will be from 50 feet.

A player once removed as a pitcher cannot return to the game as a pitcher. Any team that violates the stated Pitching Rules will be charged with an automatic forfeit of the game.

Section 12. The player cannot pitch if has caught more than 2 innings in the game. If the player catches at all, the player cannot pitch more than 40 pitches in the same game. Each team shall be required to keep a Pitchers Log as part of their game records. The Pitchers Log shall indicate date, name, age, innings pitched, and pitches thrown, by each pitcher and must be signed at the end of each game by the opposing coach or scorekeeper. The Pitchers Log shall be made available to the opposing coach upon request. Any coach who fails to maintain an up to date and accurate Pitchers Log should be reported to the Youth League Commissioner and is subject to disciplinary action.

Section 13. Balks will be called at the Major level per Babe Ruth Rule 8.05. Each pitcher will be allowed one balk warning before penalties will be enforced. No balks will be called at the Minor level.

Section 14. Batting Order: A team may bat nine players, or any number up to the total number of players present for the game. Major: Team bats 9 players with an option to bat 10 with extra hitter; Minors: Continuous batting order of all players on the roster present at the game. Only exception is team can bat fewer than all players to match the number being batted by the other team. For instance, one team has 14 players and the other has 11 players. The team with 14 players can bat 11 players to match the other team. The number of batters in the initial line-up may not change during the game, unless a player leaves the game due to injury or ejection. If a team is batting all of its players, the missing player's spot in the order will be skipped. An automatic out will be recorded for ejected players, but not for injured players. All rostered players must still play a field position for a minimum of six outs, in compliance with the Minimum Play Rule.

Section 15. Coaches: Either adult coaches or player coaches may be used as base coaches. Only one adult coach is permitted to officially call time and discuss matters with the Chief Umpire. No coach may enter the playing field before calling a time out and the umpire acknowledging the coach and granting the time out. Any violation of this rule results in a warning for the first offense and an ejection for the second offense. The only exception to this rule is for an injury to a player, coach, or umpire.

Section 16. Stealing: Minor players may steal one base at a time. Base runners may not leave their occupied base until after the pitched ball reaches home plate. Reference Cal Ripken Special Base Running Rule (page 13) to determine the penalty to the runner when leaving the base early.

The following rules will govern stealing at the Minor level:

- 1) No runner may advance beyond the base stolen until the next pitch is thrown. Even in the event of a mishandled or overthrown ball, he must remain at the base stolen, whether or not the ball leaves the field of play.
- 2) No stealing of home at the minor level is permitted at any time. Runners can only advance home on a bases loaded walk or a ball put into play.
- 3) Any team with a lead of 10 runs or more cannot continue advancing runners on base through stealing. Runners are permitted to advance on a passed ball ONLY but obviously can't advance home.

Section 17. Sliding: Any runner is out when the runner does not slide or avoid contact with a fielder who has the ball and is waiting to make a tag. A runner may not jump over a defensive player to avoid a tag. It is a judgment call by the umpire and it is recommended that before each game the two teams discuss this with the umpire. Head first sliding is allowed only when returning to a base.

Section 18. A Courtesy Runner will be allowed for the pitcher and catcher at any time during the game, provided time is called and the umpire and opposing coach are notified. The Courtesy Runner must be a player who is not in the game at that time, and the pitcher and catcher are determined based upon what position they were playing during the last batter of their last defensive inning. If a team is batting all of its players, then the only player who may be used as a Courtesy Runner is the one who recorded the last batted out. Using a player as a Courtesy Runner does not fulfill any of the Minimum Play Rule requirements. The same player cannot be used as a Courtesy Runner more than one time per inning. In an effort to speed up the game a courtesy runner for the catcher should be used with 2 outs in an inning. Though it is not required it is highly recommended. The courtesy runner for the catcher is voluntary with 2 outs in an inning in effort to speed up the game.

Section 19. A game will be complete at the end of the 3<sup>rd</sup> if any team is winning by 15 or more runs or end of 4<sup>th</sup> or 5<sup>th</sup> if winning by 10 or more runs. That will be considered the mercy rule.

Section 20. The first five innings of the Minor game will be limited to 5 runs or 3 outs per inning. The sixth inning allows unlimited runs until 3 outs are achieved or until the home team goes ahead during their half of the sixth inning. Unlimited scoring is allowed for Major play until 3 outs are achieved. The game ends in the 2<sup>nd</sup> half of the 6<sup>th</sup> if the home team goes ahead.

Section 21. The home team will be the official score keeper and must have someone keeping score.

Score books must be kept correctly. Game results should be reported within 12 hours after each game to your Association's score liaison, who will post them on the website.

Section 22. Only team members (those on the roster), bat boy, scorekeeper and coaches will be permitted in or around the bench or dugout area.

Section 23. The Infield Fly Rule will NOT be enforced for Minor ball. The runners may advance at their own risk and the batter is not automatically out if the ball is dropped.

## ARTICLE VI - GENERAL PLAYING RULES - ROOKIE

Section 1. Rookie is intended to provide instruction and an opportunity to develop baseball skills, including pitching, in a less competitive environment than Minor. Rookie play will be governed by the rules for Minor, except as specifically covered herein. The major differences between Rookie and Minor play are:

Rookie:

Coaches serve as umpire.

Teams are allowed 4 outfielders.

All players are in the batting order the entire game.

There is no base on balls allowed during the machine pitch.

Section 2. Games: The Home Team will be official score keeper. No league standings will be maintained. Postponed or suspended games do not need to be finished or replayed.

Section 3. Players: There will be 10 players on the field with 4 defensive outfielders. A team must field at least 8 players. No player will be allowed to play the same position for more than 3 innings in a game.

Each player must play at least nine outs in the field.

Section 4, Batters: All players who report to a game must be in the batting order throughout the entire game. Each player will take their turn at bat whether or not they are in the field during the inning of the at-bat. Players arriving after the start of the game will be placed at the bottom of the batting order. There is a 3-run limit per inning. Throwing the bat is an automatic out, the ball is dead, and no runners may advance. No bunting is allowed. There is no base on balls. There is no Infield Fly Rule. The runners may advance at their own risk and the batter is not automatically out if the ball is dropped.

Section 5. Base Running: No stealing or leading is permitted. Runners may only advance on a batted ball. Base runners must slide on a close play to avoid collision.

Section 6. On balls hit to the outfield, play stops when the ball is returned and possessed in the infield. The ball is considered to be in the infield when it crosses the base path. On balls hit to the infield, play stops when, after the initial play, the ball is thrown to the pitcher and possessed by the pitcher at the mound.

Section 7. Overthrows: On overthrows out of the playing area, the base runner is permitted only one base, at the risk of being thrown out. Overthrows that remain in the field of play are live except for overthrows to the pitcher made in an attempt to stop the play. In this instance, runners will be awarded the base to which they were running, provided that they were more than half way to the base when the throw was made. Play stops when the ball is thrown to/toward the pitcher in Minors.

Section 8. Player Pitching: Player pitching will occur for the last 3 innings of the game. The first 3 innings will be machine pitch. No player may pitch more than 4 innings in any week. Any one player may pitch a maximum of 2 innings per game. These must be consecutive. One pitch constitutes an inning pitched. If a pitcher hits 2 players in the same inning, the pitcher will not be allowed to pitch any more in that game. Pitching will be done from 40 feet.

Section 9. Machine Pitching. There will be no walks. The player will be given 5 pitches per at-bat. Balls/Strikes will be called. The machine will pitch the first 3 innings of every game. The machine will be a Louisville Slugger Blue Frame Pitching Machine.

Section 10. Interference: Base runners interfering with the fielding of a ball will be called out. A play can still be made on the batter or other runners. Being hit by a batted ball or running into a fielder trying to field a ball is considered interference on the part of the runner.

A fielder interfering with a base runner results in awarding the base runner the base to which he is running. Fielders making a play on a batted ball are entitled to the position and runners must avoid them. Catcher's Interference - batter is awarded first base, forced runners advance.

Section 11. Umpires: A coach from the batting team will call balls and strikes from behind the pitcher. The strike zone will include the vertical distance between the batter's knees and shoulders standing upright, and the horizontal distance of the black borders of the plate. If any part of the ball contacts the above zone, the pitch is a strike. Coaches at 1st and 3rd base call plays at their respective bases. Runners get the benefit of the doubt. The coach umpiring from the mound will call plays at Home and 2nd base.

Section 12. Batted balls touching a coach and pitching machine are considered singles. Each base runner Will be forwarded one base. No play on the ball may be made. Coaches should try to get out of the way of a batted ball and refrain from playing it except for self-preservation or the protection of the player: fielding the pitcher's position.

## ARTICLE IX - POST SEASON

Section 1. All Major and Minor teams will participate in a play-off tournament. The bracket will be single elimination.

Section 2. Play-off seeding is determined based on regular season order of finish. The following progression will be used to determine seeding of teams which are tied at the end of the regular season. If more than two teams are involved in a tie, this still applies. It should be noted that moving down the progression may eliminate a team (from a three or more team tie), and that you continue down the list until all teams are seeded.

1. Most Wins.

2. Head-to-head record during regular season.

Note -- In ties involving three or more teams, this becomes head-to-head-to-head,etc. In other words, the winning percentage of each team versus all teams involved in the tie is what is used. Example using a three-team tie:

- During the season Team A had 1 win and 1 loss against Team B and 1 loss to Team C
- Team B had 1 win and 1 loss against Team A and 1 win against Team C
- Team A has a winning percentage of 0.333
- Team B has a winning percentage of 0.667
- Team C has a winning percentage of 0.500
- Team B is the highest seed
- Team C is the middle seed
- Team A is the lowest seed

3. Winning Percentage versus the 1<sup>st</sup> place team (from the final regular season standings).

4. Winning Percentage versus the 2<sup>nd</sup> place team (from the final regular season standings).

5. Winning Percentage versus the 3<sup>rd</sup> place team (from the final regular season standings).

6. Winning Percentage versus the 4<sup>th</sup> place team (from the final regular season standings).

7. Winning Percentage versus the 5<sup>th</sup> place team (from the final regular season standings).

Note: For 3 through 7, if the tie is between teams in 1st/2nd, 2nd/3rd, 3rd/4th, or 4th/5th, that tiebreaker is skipped. Example: If two teams tie for 1st/2nd place, jump over tie-breakers 3 and 4.

8. Best 2 of 3-coin toss.

Section 3. If teams have not played an equal number of games, then a point system will be used to determine seeding. 2 points will be awarded for each win, 1 point for each tie, 0 points for each loss, and -1 point for each game not played.

Section 4. With only one exception, the higher seeded team is always the home team for each game, regardless of where the game is played.

Section 5. For play-offs, the home team has the choice of bench side prior to warmups, gets the field for warm up from 5:15 to 5:35, and bats last during the game. For play-offs, the away team gets the bench side not chosen by the home team, gets the field for warm up from 5:35 to 5:55, and bats first during the game. Neither team should be on the playing field prior to 5:15. If they choose, the teams can practice earlier on adjoining fields or open space near the field to be used for the play-off game.

Section 6. For the 1<sup>st</sup> and 2<sup>nd</sup> round of the playoffs only, the higher seeded teams (#1 through #4) will play at their home field, when applicable. Exceptions include: weather postponements & field availability. If two teams from the same association are both among the top four seeded teams and where only one field is available, the lower seeded team will play their game on a neutral field.

Section 7. Championship games are neutral sites.

Note: For 10:00 AM Saturday play-off games, the home team warm up times are 9:15 to 9:35, and the away team warm up times are 9:35 to 9:55.

## ARTICLE VII -PLAYER, COACH, SPECTATOR CONDUCT

Section 1. Players and coaches using profanity will be removed from the game by the umpire. Exceptional sportsmanship is expected from those individuals associated with the CDBL.

Section 2. Players and coaches using a harsh approach to an umpire will be immediately warned by the umpire. For a 2<sup>nd</sup> offense, the offending person will be removed from the game.

Section 3. If spectators cause a disturbance or continuously harass any individual at the field, it will be the responsibility of both head coaches to control such conduct. It will be the home team head coach's responsibility to call the police if conduct cannot be controlled or the offending party will not cooperate with the coaches.

Section 4. Any intentional harm to any player, coach, or umpire will be prosecuted to the full extent of the law with full support of the CDBL.

Section 5. A coach being ejected from a game MAY be subjected to a one game suspension. This will be decided after the incident has been investigated. A second ejection in the same year MAY carry a one-year suspension as a coach within the CDBL from the time of the second ejection. This decision will be made post investigation.

Section 6. Any player removed from a game by an umpire will be given a written warning for the offense from the League. Any further infractions by the same player will cause that player to be suspended for the balance of the season (regular and post season play). The home Association is responsible for administering the penalty.

Section 7. Tobacco products may not be used on the playing field, bench, or dugout areas.

Section 8. No alcoholic beverages are permitted on the field areas.

Section 9. Any coach that knowingly breaks the Official Cal Ripken or Central Dauphin Baseball League Rules to gain an advantage may be permanently suspended from coaching in the CDBL. Decision will be made based on appropriate investigation. This is a very serious offense. Behavior of this sort will not be tolerated. The CDBL wants only those coaches with the highest levels of sportsmanship and game ethics.

#### ARTICLE VIII - UMPIRES

Section 1, Umpires are to be used at the Major and Minor level. Umpires will be paid prior to the start of the game, a fee to be determined annually by each member Association.

Section 2, The home team, or a commissioner as established by the League, will be responsible for scheduling an umpire for all home games. If for any reason the umpire fails to show up for a game, the home team may furnish an umpire from the stands as approved by the opposing coach. If no one can decide, or no one is available, then the home team's head coach will call for the visiting team and the visiting team's head coach will call for the home team. If coaches are used as the umpire, they shall refrain from talking to the pitcher, other than for relaying the count or calling illegal pitches.

Section 3. An umpire has the authority to disqualify any player or coach for objecting to decisions concerning unsportsmanlike conduct or language and to eject them from the playing field.

Section 4. If there is only one umpire, they will have total jurisdiction of the game. If there is more than one umpire, then one shall be designated the Umpire in Chief and the other as the field umpire.

Section 5. No scheduled umpire should be replaced during a game unless they become injured or cannot continue.

Section 6. The umpire may make rulings on calls not covered within our By-Laws based on the current rules of baseball. Babe Ruth Rules may be used as a basis to these rulings, but not necessarily the rule. Common sense should prevail in any judgment that is not covered within the CDBL Rules & Procedures document or Babe Ruth Rules.

#### ARTICLE IX - PROTEST PROCEDURE

Section 1. The aim of the Central Dauphin Baseball League is to provide a baseball game that is both enjoyable and instructional for all the youngsters involved. The coaches and umpires should do their utmost to see that each game is properly played according to all existing rules and regulations. Any disagreements regarding these rules and regulations should be resolved at the game site and preferably at the time of the questioned infraction. However, if an infraction cannot be resolved, the following procedure shall be followed:

Section 2. The protesting coach must notify the home plate umpire immediately upon discovering the infraction. The umpire will then notify the opposing coach that the game is being played under protest.

Section 3. The coach registering the complaint must verbally notify a Youth League Committee Member within 24 hours of game completion. Failure to make this action will nullify any protest action. A written protest shall be filed on the supplied protest form with the Youth League Commissioner by the protesting coach within three (3) days of the protested action. Failure to make this written notification will nullify any protest action. The protesting coach should also supply the plate umpire with the same form for submission to the Youth League Commissioner. Refusal of the umpire to do this does NOT nullify the protest action.

Section 4. Once the Youth League Commissioner receives the form, the opposing team's coach will be notified by the Youth League Commissioner IF it is necessary to submit a protest form within three(3) days. Failure to submit this statement within the allowed three (3) days shall be considered NOT CONTESTING THE PROTEST. The protest shall be ruled in favor of the protesting coach. If a decision is clear cut, the Youth League Commissioner may base his decision on the initial form and not require a secondary submission.

Section 5. The members of the Youth League Committee shall rule upon the protest as follows: (1) No protest allowed because protest is based on umpire's judgment call; (2) Protest allowed with the protest facts submitted to the Youth League Committee. All members except the Youth League Commissioner will vote. The Youth League Commissioner shall only vote to break a tie. Both coaches will be notified of the YLC's decision. The decision will be considered final.