

680 Diablo League Rules

9u and 10u Rules (MLB rules apply otherwise) 46/65 Field Dimensions

1. 2:00 hour time limit for ALL SINGLE GAMES – Doubleheader time limits as follows
 - a. Game 1 – 1:50
 - b. Game 2 – 2:00
2. All games are 6 innings
3. NEW—Games will be played at 46 foot pitching and 65 foot bases on fields where applicable. Some fields cannot accept these distances, so check with your opponent before each series.
4. 680 Tiebreaker Rule goes into effect after one regular extra inning of play regardless of time left on clock:
 - a. Managers get to choose where to start the batting order (if a 2nd extra inning is required the hitting team shall continue the batting order where the batting order left off after the 1st extra inning)
 - b. 2 lineup spots before the chosen spot to start will run at 1st and 2nd – Example; manager decides to have his #3 batter leadoff the inning, this means #1 batter runs at 2B and #2 batter runs at 1B
 - c. Inning starts with 0 outs
 - d. Game is then played by regular league rules.
5. 5 run max rule per inning for innings 1,2,3 – unlimited runs per inning for innings 4,5,6 - Mercy Rule – 12 runs after 4 innings, 3 ½ innings of play if the home team is ahead. This rule will ALWAYS be in affect.
6. 8 Run rule – No straight steals when a team is ahead by 8 runs, you can advance on passed balls or wild pitches
7. Pinch runners for the catcher or pitcher of the previous inning are allowed ANYTIME. Substitute player/s is the first eligible runner/s. If no substitute/s is available then the last out can become the pinch runner. If no outs in the inning then the last out of the previous inning can be a pinch runner for pitcher or catcher providing there is no substitute players available.
8. You may bat 9,10,11 or your entire roster
9. You may start a game with 8 players but cannot finish with less than 8 players. An out is recorded in the 9th position EVERY TIME through the order if playing with 8 players.
10. PROTESTS – If you feel so inclined to protest a call, the manager protesting must announce their protest. If necessary, a review of the call in question will then go to the board AND the Chief Umpire of the Association used on the Wednesday following your game. Rule interpretations can be protested, judgment calls can never be protested (Unfortunately, due to scheduling constraints, The game and decision by the umpire will not be overruled, but future games and rules might be changed based on the reviewing committee's findings. .

11. Baseballs (four) are provided by the HOME team for the game and MUST be from the approved list

12. HOME teams will pay and provide umpires.

13. Bats - barrel sizes of 2 ¼, 2 5/8, and 2 3/4 inch in diameter are allowed. Per 680 Diablo League rules, all bats MUST have the USSSA 1.15 stamp on them OR be BBCOR. If the stamp is not visible, it is considered an illegal bat. USA stamped bats are allowed as well.

14. Each Pitcher will be given ONE warning on a Balk call. After one warning is given, future balks should be awarded to the team at bat. Please clarify this with your umpires. MLB balk rule is in affect, this means it is a delayed dead ball. If a balk is called and the batter becomes a runner on a batted ball or award and acquires first base and every runner acquires his advance base, then the balk is disregarded.

15. SPORTSMANSHIP (courteous, polite, respectful, complementary, etc.) a. Please remember that how you, your coaches, your parents, your players, your spectators, etc., conduct themselves is witnessed by all. We are trying to raise decent young men and your actions will speak louder than your words. Treat everyone with respect especially the umpires. They have difficult jobs and will not be 100% perfect on every call. We cannot have a league without them. They are vital to your individual leagues and the 680 Diablo Leagues success. b. Get to know your opponent (coaches, players, parents, etc.). Odds are you will be playing against one another for years to come. It is much more fun to play against someone you respect and like then not.

16. Rosters – Any player who is in your line-up must be on your Official Roster. A player who is not on your roster and who plays in your game will force you to forfeit that game. Have your roster at every game. It is your responsibility as manager to have this available in case an issue comes up. You lose the protest if you cannot provide a roster. I left it at home, at the office, my dog ate it are not legitimate excuses.

a. Amendment to rule #16. If a team is short a player or needs an extra player or two to play the game the manager can call the opposing manager and explain the issue. If the opposing manager agrees then the additional players may be added for the agreed upon game/s. If the opposing manager does not agree with you adding an additional player and you have enough to play the game then no additional players may be added. Remember the purpose of Amendment 16a is to allow boys to play baseball not to stack your line-up. If you use this as a tool to win games managers will catch on quickly and you will lose this option as teams will no longer allow you to add players. Be smart or lose this option.....

17. Pitching – Plain and Simple – They can pitch 3 innings max in 1 day, 6 innings in entire weekend. One pitch = one inning , Maximum 3 per day

18. Have a great season, but most importantly have fun! Its youth baseball.....