

APPROVED RULE CHANGES FOR: 2026-2027



January 1, 2026
OFFICE OF THE COMMISSIONER

1. JUNIOR BOYS 13-14 YEAR OLDS

PITCHING DISTANCE 54'

BASE PATHS 80'

PLAYING FIELD IS LAID OUT ACCORDING TO THE INSTRUCTIONS IN THE DBB RULEBOOK, PG 19. RULES EARMARKED DB WILL GOVERN THE JUNIOR BOYS DIVISION, EXCEPT THE PITCHING DISTANCE AND THE BASE PATH DISTANCE.

TOURNAMENT RULE 0.22 AT EACH LEAGUE'S OPTION, TOURNAMENT TEAMS ENTERING THE 13/14 YEAR OLD TOURNAMENT MAY BE COMPOSED OF WHATEVER COMBINATION OF ELIGIBLE LEAGUE AGED PLAYERS AS THE LEAGUE DESIRES.

2. BOYS 13-14 YEAR OLDS

PITCHING DISTANCE 60'6"

BASE PATHS 90'

PLAYING FIELD LAID OUT ACCORDING TO THE OFFICIAL PLAYING RULES OF THE NATIONAL FEDERATION OF HIGH SCHOOLS.

TOURNAMENT RULE 0.22 AT EACH LEAGUE'S OPTION, TOURNAMENT TEAMS ENTERING THE 13/14 YEAR OLD TOURNAMENT MAY BE COMPOSED OF WHATEVER COMBINATION OF ELIGIBLE LEAGUE AGED PLAYERS AS THE LEAGUE DESIRES.

3. RULE 0.02 A LEAGUE SHALL BE COMPOSED OF ONE (1) TO TEN (10) TEAMS.

THE LEAGUE AND LEAGUE ORGANIZATION

4. RULE 1.11 NOTE: EMBROIDERED OR DIGITIZED (USAGE RIGHTS) EMBLEM PATCHES ARE PERMISSIBLE AND MUST BE PURCHASED FROM THE DBB ONLINE STORE AT www.dbbusa.org . PROOF OF EMBLEM PATCH ORDERS FROM THE DBB ONLINE STORE WILL BE VERIFIED FOR TOURNAMENT PLAY.

5. RULE 1.90 IT IS MANDATORY THAT THE CATCHER WEAR A PROTECTIVE CUP AND A PROTECTIVE CATCHER'S HELMET WITH A THROAT PROTECTOR PROVIDING THE UTMOST IN PROTECTION. (THROAT PROTECTOR MAY BE THE ONE MANUFACTURED ON THE MASK OR THE HARD PLASTIC PROTECTOR SECURELY FASTENED TO THE MASK). ANY CATCHER'S HELMET OR HELMET AND MASK COMBINATION SHALL HAVE FULL EAR PROTECTION (DUAL EAR FLAPS). ANYONE WARMING UP A PITCHER ON THE MOUND, BULLPEN, OR ELSEWHERE, SHALL WEAR A CATCHER'S MASK WITH A THROAT PROTECTOR DUE TO THE RISK OF SUBSTANTIAL FACIAL INJURY FROM DEFLECTED BALLS. IT IS STRONGLY RECOMMENDED THAT ONLY PLAYERS WARM UP PITCHERS DURING PRACTICE OR GAME ACTIVITIES. **PENALTY FOR FAILURE TO WEAR THE REQUIRED CATCHER'S HELMET WHILE WARMING UP A**

PITCHER WILL BE IMMEDIATE EJECTION FROM THE GAME. NO WARNING WILL BE ISSUED. THE RULE IN THE RULEBOOK WILL IMPLY THE WARNING.

6. OMITTED FROM THE RULE BOOK IS RULE 1.92 WHICH BANNED JEWELRY

7. RULE 4.10(B) IN CASE THE SCORE IS TIED AT THE END OF SEVEN INNINGS, THE GAME SHALL GO INTO EXTRA INNINGS. BEGINNING WITH THE EIGHTH INNING, EACH EXTRA INNING BEGINS WITH A RUNNER ON SECOND BASE. THE RUNNER STARTING EACH TIED INNING WILL BE THE LAST BATTER FROM THE PREVIOUS INNING.

RULE 4.10(d)

(1) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST TWELVE (12) RUNS AFTER THREE (3) INNINGS HAVE BEEN PLAYED, OR TWO AND ONE-HALF (2-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST TWELVE (12) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **TWELVE RUN RULE**.

(2) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST TEN (10) RUNS AFTER FOUR (4) INNINGS HAVE BEEN PLAYED, OR THREE AND ONE-HALF (3-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST TEN (10) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **TEN RUN RULE**.

(3) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST EIGHT (8) RUNS AFTER FIVE (5) INNINGS HAVE BEEN PLAYED, OR FOUR AND ONE-HALF (4-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST EIGHT (8) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **EIGHT RUN RULE**

8. RULE 8.95 A MANAGER SHALL BE ALLOWED TO CHANGE PITCHERS AS MANY TIMES AS IS DESIRED AS LONG AS THE SUBSTITUTION RULE (3.03) IS NOT VIOLATED. ANY PITCHER BEING REPLACED ON THE MOUND BY ANOTHER PITCHER CANNOT RETURN TO THE MOUND; WITH THE EXCEPTION OF THE STARTING PITCHER, AS LONG AS THE STARTING PITCHER HAS REMAINED IN THE GAME AS A DEFENSIVE PLAYER.

TOURNAMENT RULES

9. RULE 1.11 IT IS MANDATORY THAT ALL PLAYERS PARTICIPATING IN TOURNAMENT PLAY BE ATTIRED IN MATCHING BASEBALL UNIFORMS COMPOSED OF SHIRT WITH NUMBERS, PANTS, CAP, SOCKS, AND BASEBALL SHOES. MANAGERS AND COACHES MUST WEAR APPAREL IN ACCORDANCE WITH THE RULES. SEE THE REQUIREMENTS BELOW. IT IS PERMISSIBLE FOR A COACH TO WEAR A COACHING SHELL AS LONG AS THE MATCHING JERSEY IS UNDERNEATH THE SHELL (COACHES MAY WEAR "APPROVED COACHING SHOES"). ALL UNIFORMS (PLAYERS, COACHES, AND MANAGERS) SHALL HAVE THE DBB EMBLEM PERMANENTLY ATTACHED ON THE LEFT ARM OF THEIR SHIRT. NOTE: EMBROIDERED OR DIGITIZED (USAGE RIGHTS) EMBLEM PATCHES ARE PERMISSIBLE AND MUST BE PURCHASED FROM THE DBB ONLINE STORE AT www.dbbusa.org. PROOF OF EMBLEM PATCH ORDERS FROM THE DBB ONLINE STORE WILL BE VERIFIED FOR TOURNAMENT PLAY. ANY PLAYER OR MANAGER WHO FAILS TO COMPLY WITH THIS RULE SHALL NOT BE ALLOWED TO PARTICIPATE IN A TOURNAMENT GAME EITHER ON THE PLAYING FIELD OR FROM THE DUGOUT.

10. RULE 4.10 (2) THE FOLLOWING RUN RULES WILL APPLY FOR ALL LEVELS OF TOURNAMENT PLAY.
(a) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST TWELVE (12) RUNS AFTER THREE (3) INNINGS HAVE BEEN PLAYED, OR TWO AND ONE-HALF (2-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST TWELVE (12) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **TWELVE RUN RULE.**

(b) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST TEN (10) RUNS AFTER FOUR (4) INNINGS HAVE BEEN PLAYED, OR THREE AND ONE-HALF (3-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST TEN (10) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **TEN RUN RULE.**

(c) IF A TEAM IS LEADING ITS' OPPONENT BY AT LEAST EIGHT (8) RUNS AFTER FIVE (5) INNINGS HAVE BEEN PLAYED, OR FOUR AND ONE-HALF (4-1/2) INNINGS IF THE HOME TEAM IS AHEAD BY AT LEAST EIGHT (8) RUNS THE GAME SHALL BE TERMINATED AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. **EIGHT RUN RULE.**

11. RULE 8.95 A MANAGER SHALL BE ALLOWED TO CHANGE PITCHERS IN TOURNAMENT PLAY AS MANY TIMES AS DESIRED AS LONG AS THE SUBSTITUTION RULE (3.03 IN THESE TOURNAMENT RULES) IS NOT VIOLATED. ANY PITCHER BEING REPLACED ON THE MOUND BY ANOTHER PITCHER CANNOT RETURN TO THE MOUND; WITH THE EXCEPTION OF THE STARTING PITCHER, AS LONG AS THE STARTING PITCHER HAS REMAINED IN THE GAME AS A DEFENSIVE PLAYER.