DMF TYKE RULES

2026

1. MAXIMUM 5 PITCHES PER BATTER
2. MAXIMUM 5 RUNS PER INNING OR 3 OUTS
3. MAXIMUM 10 PLAYERS ON THE FIELD
4. MUST HAVE A MIXED TEAM OF BOYS AND GIRLS
5. ALL PLAYERS MUST WEAR A HELMET AND CHIN STRAP
6. THERE IS A DEAD ZONE IN FRONT OF HOME PLATE. IF THE BALL LANDS THERE IT IS A PITCH. IF THE BALL LANDS THERE ON THE 5^{TH} PITCH THE BATTER IS OUT
7. IF THE BATTED BALL HITS THE PITCHER THE BALL IS DEAD AND COUNTS AS A PITCH. IF IT'S THE 5^{TH} PITCH THE BATTER IS OUT
8. IF THE BATTED BALL HITS THEIR OWN PLAYER WHO IS RUNNING TO A BASE, THE RUNNER IS OUT
9. TAGGING IS ALLOWED
10. THE RUNNER MUST STOP AT THE BASE THEY ARE RUNNING TO ONCE THE BALL HAS BEEN CONTROLLED IN A PLAY; AN ACTUAL PLAY WAS ATTEMPTED TO BE MADE OR ONCE IT HAS BEEN THROWN INTO THE PITCHING CIRCLE WHETHER THE COACH CATCHES IT OR NOT. A FEW EXAMPLES OF A CONTROLLED BALL/PLAY
    a. THERE IS A RUNNER RUNNING TO THIRD. THE FIELDER THROWS TO THIRD AND THE THIRD BASEMAN MISSES IT THAT IS A CONTROLLED/ACTUAL PLAY AND THE RUNNER STOPS.
    b. THERE IS A RUNNER RUNNING TO FIRST. THE FIELDER THROWS TO THIRD AND THE THIRD BASEMAN MISSES IT THAT IS NOT A CONTROLLED/ACTUAL PLAY AS THERE WAS NO PLAY AT THIRD AND THE RUNNER COULD ADVANCE TO SECOND.
11. USE AN 11" SOFT TOUCH BALL
12. PITCHING CIRCLE- USE 8' CIRCLE AROUND 30' PITCHING RUBBER. COACH MUST PITCH FROM WITHIN THE CIRCLE
13. IN THE EVENT OF LIGHTNING COACHES MUST END THE GAME AND PLAYERS MUST LEAVE THE PLAYING FIELD

14. PLEASE DO NOT YELL AT THE UMPIRES. IF YOU THINK THEY MADE THE WRONG CALL ON A RULE, ASK FOR "TIME" AND APPROACH THEM QUIETLY AND CALMLY. REMEMBER THAT YOU CAN'T QUESTION A JUDGEMENT CALL: WHETHER A PITCH WAS A BALL OR STRIKE, FAIR OR FOUL OR SAFE OR OUT
15. HOME TEAM MUST PUT THE BASES BACK IN THE EQUIPMENT BOX. THE BASE PLUGS MUST ALSO BE REINSERTED IN THE GROUND
16. POSITIONS MUST BE PLAYED. A RAINBOW OF CHILDRED IN THE INFIELD IS NOT POSITIONING
17. NO COACHES ON THE FIELD DURING PLAY.
18. PLAYER PLAYING PITCHER MUST WEAR HIS/HER HELMET.