

**2011  
OFFICIAL RULES  
& REGULATIONS**



**[www.dixie.org/dyb](http://www.dixie.org/dyb)**

# League Insurance

Endorsed By Dixie Youth Baseball, Inc.

2011 Rates

## New for 2011:

- \* Fall Ball coverage is now automatically included in the Accident & General Liability for no additional charge
- Rate reductions for Accident, General Liability, Directors & Officers Liability and Equipment

### 1. Accident (\$250,000) – No Deductible

DIVISION	RATE PER TEAM
Majors (12 & under)	\$ 23.35
O-Zone (12 & under)	\$ 23.35
Minor (10 & Under)	\$ 20.15
T-Ball/Coach Pitch (8 & Under)	\$ 15.65
Buddy Ball (16&Under) (Player Assisted)	\$ 21.65

2. General Liability (\$2,000,000): \$ 23.85

3. Directors & Officers Liability (\$1,000,000):  
\$300 flat charge per league (*taxes apply in FL & LA*)

4. Crime Insurance (\$25,000):  
\$175 flat charge per league (*taxes apply in FL & LA*)

5. Equipment Insurance: (*taxes apply in FL & LA*)  
\$2.00 per \$100 of coverage (\$250 minimum premium)

## Two Ways To Apply For Coverage:

1. **For Immediate Service:** Apply For Coverage Online And Receive Your Proof Of Coverage Documents via Email Within Seconds!

2. **For Regular Service:** Complete the paper application that can be printed from our website or email or call us for an application.



John Sadler

# SADLER

SPORTS & RECREATION INSURANCE

Email: [dixie@sadlersports.com](mailto:dixie@sadlersports.com)

[www.sadlersports.com/dixieyouth](http://www.sadlersports.com/dixieyouth)

Phone: 1-800-622-7370

Fax: 803-256-4017

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## **IMPORTANT!! USE YOUR RULE BOOK**

It is better to refer to the Rules and suspend play of a game long enough to decide a knotty problem than to possibly have to replay a protested game. Rules, or portions of rules that apply specifically to Dixie Youth Baseball, have been shaded to distinguish these from official baseball rules.

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The following policy and rule changes were adopted by the National Board of Directors of Dixie Youth Baseball, Inc., at its annual meeting held August 9-11, 2010 in Gonzales, Louisiana effective for the 2011 season. These descriptions of the adopted changes may contain only a brief statement. Please refer to the referenced section of the rule book for the exact wording of the new or modified rule.

**DATES TO REMEMBER - Page 22** - Please review calendar changes for the 2011 Season, especially, the dates relating to important program deadlines and tournament schedule.

### **OFFICIAL PLAYING RULES**

**1.10 All Bats (C)** - Page 31 Change to read:

(c) Bats with a maximum barrel diameter of 2 ¼" which are manufactured and clearly marked approved for play in the Dixie Youth Baseball program shall be legal for league and tournament play. Exception 2 ¼" wood bats and 2 5/8" metal, wood, or composite bats for use in the 'O' Zone division only and T-ball bats do not have to bear DYB markings, but must not bear the markings of any other program. A violation of this rule 1.10 (c) shall carry the same penalty as noted in paragraph (b) above.

**1.17(a) & (d)** Change sentence to read:

1.17-(a) Each catcher must wear a catcher's helmet which meets the following requirements: The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic shell with a heavy rubber padding or similar material. The helmet must be of such construction so as to either be a part of the catcher's mask or to firmly attach to the mask. The mask must cover the top of the head, temple and ears. The hockey-style catcher's mask if manufactured to meet the above requirements is approved. All catcher's masks (excluding the hockey-style masks) must have a hard plastic throat protector as specified in paragraph 1.17(d) attached to the mask at all times.

**1.17-(d) CATCHERS MUST WEAR A CATCHER'S MASK ATTACHED TO A HELMET AS DESCRIBED IN PARAGRAPHS (a)-(c) ABOVE. A HARD, PLASTIC PROTECTOR MANUFACTURED FOR THE PURPOSE OF PROTECTING THE THROAT SHALL BE SECURELY ATTACHED TO THE MASK EVEN IF THE MASK HAS AN EXTENSION AT THE BOTTOM EXCLUDING THE HOCKEY-STYLE MASK. (Homemade devices made from other pieces of equipment may not be used for this purpose.)**

**4.10 (a)(9)** 10 Run Rule - Page 47 Change to read:

4.10 (a)(9) 15 RUN RULE - A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times, or in the case of the home team when it is leading, two times. Pitchers shall only be charged for innings actually pitched. NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE 15 RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

**4.10 (a)(10)** 10 RUN RULE - A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched. NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE TEN-RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

**4.10(c)**—League championships decided by one game shall be played to a conclusion, regardless of the score or inning, unless the game is shortened because one team is ahead by 15 runs or 10 runs pursuant to Rules 4.10(a)(9) or 4.10(a)(10) or the team behind wishes to concede. If the game is suspended for any other reason, it shall be completed at the earliest possible date and shall be played from the point of termination.

### **Regulations**

**VIII – Schedule (F)** - Page 82 Add as new paragraph (F):

(F) CHAMPIONSHIP GAMES are playoff games played by two or more teams tied at the end of regular season play with identical won/loss records to determine a league champion; or when applicable, first or second half winners to determine a league champion or playoff games between tied teams to determine first or second half winner. These are not scheduled regular season games but additional games required to determine a league champion or first or second half winner. They are not to be considered as tournament games and are to be played according to regular season rules with the exceptions provided in Rule 8.07 (f), (g), (h).

## **XII. Conduct and Sportsmanship – Page 83** - Insert new paragraph (B):.

(B) - Local leagues have the authority to ban noisemakers during local league play.

### **DYB Tournament Rules**

**Tournament Rule I(C)—Page 85** – Replace paragraph I(C) in its entirety with the following:

Only double elimination tournament brackets and round-robin tournament formats approved by the Commissioner shall be used in DYB tournament play. “Double elimination” is defined as when a team loses two games in a single tournament at any level, area, sub-district, district, state or World Series, and is eliminated from further participation in that tournament. State organizations may authorize the use of the approved three, four or five round-robin formats. Round-robin tournaments will be played to completion.

Each state organization may use either the double elimination or round-robin tournament formats to advance more than one team to the next level of play. Each state organization will establish procedures for advancing more than one team from all levels of tournament play to the state tournament and distribute these procedures in writing to all leagues and DYB officials within the state

The tie-breaker rules listed below will be used in all state tournaments to advance a runner-up team in addition to the state champion to the AA regional tournaments, the “O”Zone World Series and, if applicable, the Majors and AAA World Series. Each state organization may establish the procedure for advancing additional teams, if any, to the AA regional tournaments.

#### **TIE-BREAKER RULES**

Rule 1. Head-to-Head Record Between Two Tied Teams

Rule 2. Least Runs Allowed Between Two Tied Teams

Rule 3. Least Runs Allowed For the Series

Rule 4. Most Runs Scored for the Series

Rule 5. Coin Flip

**Tournament Rule III (C) Team Eligibility Requirements – Page 87** Change to read:

(C) - All tournament teams participating in the Majors, “O”Zone, AAA, or AA state tournaments shall be required to deliver an acceptable color photograph or digital photograph of the team in uniform ( including the team manager and only the required number of coaches)

**Tournament Rule IV (C) Player/Coach Eligibility Requirements – Page 88** Change paragraph (C) to read:

(C) - A team or player may play in another tournament between Dixie Youth tournaments but not at the same time as a Dixie Youth tournament is being played. Penalty: Any player, manager or coach who violates this rule shall be removed from their DYB tournament team roster immediately. Any team who violates this rule shall be disqualified from tournament play immediately.

**Tournament Rule V (K)(3) Tournament Player Affidavit – Page 90** Change note in paragraph (K)

(3) to read:

(K)(3) Baptismal certificate issued within six years after birth which shows actual date of birth. NOTE: A photo static copy of one of the above certificates, with a statement on the document signed by the parent or legal guardian stating it is an exact and true copy of the original.

**Tournament Rule VII (E)(4) Tournament Pitching Rules – Page 92** Change paragraph (E)(4) to read:

(4) A pitcher may pitch in two games on the same day provided he does not pitch more than three innings in the first game and does not pitch more than six innings in one day. A pitcher who pitches in four (4) or more innings in the same game shall be subject to the 36-hour rest rule in paragraph (F) below.

**Tournament Rule VII (F) Tournament Pitching Rules – Page 92** Delete paragraph (F) in its entirety :

(F)—CONSECUTIVE GAME RULE — A pitcher shall not pitch in consecutive games played by his team in the same tournament if he has pitched in three (3) or more innings of the previous game.

EXCEPTION: In tournaments conducted under the standard N.C.A.A. double elimination bracket or in any tournaments in which three teams remain in competition, each with one defeat, the consecutive game rule shall be waived (into the championship game only) for the team that did not draw the bye. The consecutive game rule remains in effect for the team that did draw the bye. The 36-hour rest rule remains in effect for all pitchers on both teams and shall never be waived for any reason.

NOTE: The only time this exception is in effect is when there are three teams remaining with one loss each and all three teams have played the same number of games. Pitchers for teams that did not draw the bye are not subject to the 2 inning restriction in Tournament Rule VII, Paragraph (E)(4) when the semi-final and the championship game are scheduled as a double-header.

**Tournament Rule VIII (A) Offensive Participation Requirement – Page 93**

VIII. Tournament Games

(A)—All tournament games shall be played to a conclusion regardless of the score or the inning unless the

team behind wishes to concede. EXCEPTIONS:

(1) 15 RUN RULE - A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times, or in the case of the home team when it is leading, two times. Pitchers shall only be charged for innings actually pitched. NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE 15 RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

(2) 10 RUN RULE - A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched. NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE TEN-RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

**VIII (B) TOURNAMENT RULES** – Change paragraph (B) to read: - Page 94

\* (B)— No team shall be required to play more than two (2) games on the same day during the same tournament and no team shall be required to play as many as two (2) games on the same day more than once during the same tournament, except to play an “if necessary game to determine the tournament champion.. A team playing two (2) games on the same day shall have at least two (2) hours rest between games. In the case of an “if necessary” game to determine a tournament champion there shall be at least one (1) hour rest between games.

Example: Team A’s first game is rained out on Monday. The tournament director reschedules this team to play the following morning and again that night. This shall be within the rules, but Team A shall not be required to play two games on the same day for the remainder of the tournament, except to play an “if necessary game to determine the tournament champion. Teams shall be entitled to waive this rule, but shall not be required to do so.

EXCEPTION: The Commissioner shall be empowered to waive any tournament rule deemed necessary to ensure the completion of any tournament where there have been delays caused by inclement weather or other reason.

**TOURNAMENT RULE XI. Conduct and Sportsmanship** – Page 97 - Add new Section XI to repeat from Regulations and renumber remaining sections:

TOURNAMENT RULE XI. Conduct and Sportsmanship

(B)—Tournament directors ,at their discretion, may allow the use of noisemakers. However, spectators may not use noisemakers in an attempt to distract the pitcher’s delivery of the pitch to the batter. Any such action will be deemed unsportsmanlike conduct and will not be permitted by the umpire. The tournament director may request the tournament host, as permitted by local and state law, to remove from the tournament playing facilities any spectator who fails to discontinue the use of noisemakers after the umpire-in-chief announces their use is banned for the remainder of the game.

#### **AA Tournament Rules**

**Tournament Rule A (7) AA Playing Field** – Page 100 Pitching Machine: Pitch Speed

(7) - .... the 40 miles per hour pitch is out of machine speed....

**Tournament Rule C (7) AA General Rules** – Page 101 Change last sentence to read:

(EDITORIAL CHANGE FOR CLARIFICATION)

(7) - A foul on the last pitch shall not count unless a foul fly is caught; then the batter is out.

**Tournament Rule C (8) AA General Rules** – Page 101 Change last sentence to read:

(8) - Machine Pitch: If a batted ball hits the coach feeding the machine the ball is dead and shall be counted as a no pitch.

**Tournament Rule C (10) AA General Rules** – Page 101 Add ‘or injured’ to the last sentence:

(EDITORIAL CHANGE FOR CLARIFICATION)

(10) - A player that gets sick or injured and goes back into the game will bat in the same place in the batting order as when they left the game.

**Tournament Rule D (6) AA General Rules** – Page 101 Add new sentence for clarification:

(6) - If the runner is in violation, the runner shall be called out.

**Tournament Rule D (7) AA General Rules** – Page 101 Change to read:

(7) A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

**Tournament Rule F (7) AA Tournament Play** – Page 102 Add ‘ground rule double’ to first sentence:

(EDITORIAL CHANGE FOR CLARIFICATION)

(7) - There will be a 7-run per inning run limit with the exception of an over the fence home run or a ground rule double.



### 2010 DIXIE YOUTH WORLD SERIES CHAMPIONS - Lumberton, North Carolina

Front Row L to R: Richard Thomas, Tyler Musselwhite, Alec Brewington, Hunter Joliceur, Austin Swiderski; Back Row L to R: Manager Robert Brewington, Evan Odum, Daniel Oxendine, Gage Hardin, Jack Frederick, Austin Hayes, Travis Suggs, Raleigh Forrest, Coach Kevin Hayes, Coach Thomas Odum



**2010 DIXIE YOUTH AAA WORLD SERIES CHAMPIONS - Lexington, South Carolina**

Front row L to R: Jared Kirven, Corey Waits, Walker McDowell, Matthew Eisner, Jacob Frye, Austin Pearce; Back row L to R: Jack St. Clair, Logan Grimes, Hunter Eargle, Tyler Dotman, John Carter, Marc Abbott; Coaches L to R: Gene Frye, Dusty Phillips, Michael St. Clair, Jimmy Walker, Dennis Pearce



### **2010 DIXIE "O" ZONE WORLD SERIES CHAMPIONS - Sebring, Florida**

Front Row L to R: Josh Crouch, Kyle Helms, David Degenaro, Trey Frazier, Jordan Austin, Alex Gomez; 2nd Row L to R: Seth Cannady, Matt Portis, Jimmy Peck, Louis Martinez, Jay Bible, Connor Cook; 3rd Row: Coach Jim Peck, Manager Dean Frazier, Coach Israel Gomez

## DEMOCRATIC ACTION

The Constitution provides for the election of each member of the National Board of Directors to four year terms of office.

The nominations for the National Board of Directors and State Directors are mailed to the President on or before May 15 each year and the President or a National Board Member designated by him shall conduct national board and state director elections. Nominations may be made by any league holding a current franchise. The list of nominees is mailed by June 1 to each league, and a mail vote will elect the board members and state director. June 30 is the deadline for leagues to return their ballots to the President.

Each state shall elect a member of the board each year for a four year term.

Newly elected members of the National Board and State Directors terms of office shall commence on October 1 of the year following their election and terminate on September 30 of the year in which their successors are duly elected and qualified. Officers will be elected by the Board of Directors and shall serve three year terms.

With the exception of school leagues or Dixie Boys Baseball or Dixie Softball programs, no National Officer, National Director, or State Director shall be permitted to participate in an official capacity in any other organized youth baseball program operating in more than one state. Complete qualifications for any person to be eligible for nomination, election, or appointment to any official position within Dixie Youth Baseball, Inc., above the local level are included in the By-Laws which govern its operation.

Only a duly authorized representative of a franchised league is allowed to vote in any matter before district or state meetings. No one person can represent more than one league. **NOTE:** A duly authorized representative of a league is the league president or a person designated by him in writing who is active currently in the voting league.

Leagues are assigned to districts within a state and are under the direction of a district director. There may be up to eleven (11) districts within a state under the direction of a state director. The district and state directors are under the direction of the national commissioner.

There shall be no State Constitution or By-Laws in conflict with the intent, aims, purposes, and rules of the National Dixie Youth Baseball organization.

All tournament sites are determined by each state organization with all leagues having equal opportunity in hosting the event provided the league can comply with the requirements established by the state organization. The state requirements are to be determined in advance by each state and announced accordingly.

When the Board of Directors is not in session and a proposed change is of the utmost importance and urgency, the Rules Committee may authorize a mail ballot to be sent to each committee member and/or a conference call will be conducted by a quorum of the committee for discussion and approval to submit recommendation to the Executive Committee for approval. Any adopted rule changes will become effective for the season following adoption by the National Board of Directors/Executive Committee.

The National Board of Directors has granted the states the right to charge a fee for operating state programs. The states have the right to charge these fees and to penalize any league that does not pay their fees provided that the State Constitution, authorizing such charges, is on file with the Commissioner.

## INTENT OF DIXIE YOUTH BASEBALL ORGANIZERS

The fundamental intent of the organizers of Little Boys Baseball, Inc., was to develop a program which would emphasize local autonomy. It was their philosophy and belief that the parents and volunteer workers in each local league know what is best for them and their children. Since the mores (customs) of our people vary from community to community, even within the same districts, it was necessary to leave such things as night baseball, team selections, and league operation up to the local leagues. Certain fundamental rules were imposed upon the leagues that were deemed necessary for good organization and to keep one league from gaining an unfair advantage over another such as boundary and population limitations, the number of teams in a league, and the age brackets.

The next important philosophical belief was that the leagues affiliated with the program should have a voice in the running of the program. Thus, the provision for electing national board members from among the leagues to serve with the organizers was made. It should be borne in mind that at the outset there were no provisions for state organizations, nor state or district directors. The original concept of governmental structure was the Board of Directors and the leagues. The necessity for state directors was realized shortly after organizing and soon after the need for district directors became apparent. There is nothing specific in our constitution concerning state organizations, state directors, or district directors. Any governmental structure between the local leagues and the national board exists for one reason—to serve the local leagues as administrative adjuncts of the board. The idea of local leagues being dominated by a district or state organization is in direct conflict with the original philosophy. The imposition of any rule on a local league should be done with utmost reluctance and absolute necessity.

## OFFICIAL STATEMENT OF POLICY

It is the policy of Dixie Youth Baseball to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of baseball as a vehicle. It is the purpose of Dixie Youth Baseball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of Dixie Youth Baseball for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

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*“Train up a child in the way he should go and, when he is old, he will not depart from it.” - Proverbs 22:6*

**DIXIE YOUTH BASEBALL, INC.  
OFFICE OF THE COMMISSIONER  
WES SKELTON  
P.O. BOX 877  
MARSHALL, TEXAS 75671-0877  
TELEPHONE (903) 927-2255 — FAX (903) 927-1846  
<http://www.dixie.org/dyb> email address: [dyb@dixie.org](mailto:dyb@dixie.org)**

## **OFFICERS**

- GOYAK, MATT (President Emeritus), Myrtle Beach, South Carolina. Co-founder and life member.
- CORLEY, P.L. (President), P.O. Box 231536, Montgomery, AL 36123. Phone: Home (334) 277-3329, Business (334) 242-8395, Fax (334) 242-0198. Email: [PLCorley@bellsouth.net](mailto:PLCorley@bellsouth.net)
- BERTHELOT, JOHNNY (Vice-President), 1939 South Tiffani Avenue, Gonzales, LA 70737. Phone: Home (225) 644-1316, Cell (225) 266-1883. Email: [jpberthelot@eatel.net](mailto:jpberthelot@eatel.net)
- McJUNKIN, GARY (Secretary), P.O. Box 71846, North Charleston, South Carolina 29415. Phone: Home (843) 747-0776, Fax (843) 747-8851, Cell (843) 276-0537. Email: [garemac@comcast.net](mailto:garemac@comcast.net)
- SKELTON, WES (Commissioner/Treasurer), P.O. Box 877, Marshall, Texas 75671. Phone: Home (903) 938-9345, Business (903) 927-2255, Fax (903) 927-1846. Email: [dyb@dixie.org](mailto:dyb@dixie.org)
- HENRY, TOMMY (Deputy Commissioner), 159 Level Creek Road, Buford, GA 30518. Phone: Home (770) 945-4518. Email: [TDHDYB@aol.com](mailto:TDHDYB@aol.com)

## **STATE AND NATIONAL DIRECTORS**

### **ALABAMA**

- WADE, WILLIAM (State Director) P.O. Box 3655, Montgomery, AL 36109. Phone: Home (334) 265-0294. Email: [wwade@charter.net](mailto:wwade@charter.net)
- CHRISTIAN, NELSON (National Director), 343 Franson Rd., Montgomery, AL 36110. Phone: Home (334) 850-9322. Email: [nelson@ctltesting.com](mailto:nelson@ctltesting.com)
- HOUSEL, RAYMOND (National Director) P.O. Box 333, Gordo, AL 35466. Phone: Home (205) 364-8633, Cell (205) 534-6979. Email: [jhousel000@centurytel.net](mailto:jhousel000@centurytel.net)
- SALTZ, VANN (National Director), 10777 Grant Rd., Fairhope, AL 36532. Phone: Home (251) 928-3158, Cell (251) 680-5553. Email: [vannsaltz@yahoo.com](mailto:vannsaltz@yahoo.com)

### **ARKANSAS**

- FREEMAN, RANDY (State Director), 202 Aztec Dr., Searcy, AR 72143. Phone: Home (501) 827-7727. Email: [rfreeman@advancedtech.com](mailto:rfreeman@advancedtech.com)
- BRUXVOORT, KENT (National Director), 2613 Los Olivos Trail, Ft. Worth, TX 76131. Phone: Home: (682) 224-5285, Business (817) 838-3442 Email: [kbruxvoort@mega-tech.net](mailto:kbruxvoort@mega-tech.net)

JACKSON, CHARLES (National Director), 2102 Beech Street, Texarkana, AR 71854. Phone: Home (870) 773-9178, Business (870) 772-6969, Fax (870) 774-0912. Email: clj1ap@windstream.net

STORY, LYNN (National Director), 2044 N Jackson St., Magnolia, AR 71753. Phone: Home (870) 234-2739, Business (870) 234-7020, Fax (870) 234-7020. Email: storys@storysmagnolia.com

## **FLORIDA**

SMITH, TONY (State Director), 920 Belmont Ave., Mulberry, FL 33860. Phone: Business (863) 869-7939, Cell (863) 660-7528. Email: anthony78@tampabay.rr.com

BARNETT, EDDIE (National Director), 2427 Island Oaks East, Lakeland, FL 33805. Phone: Cell (863) 412-6367. Email: ebarnettdyb@yahoo.com

MORRIS, DON (National Director), 322 N. Calhoun St., Quincy, FL 32351. Phone: Home (850) 627-3660, Cell (850) 210-3924. Email: dm4fsu@msn.com

WILLIAMS, W.E. "Bill" (National Director), 2602 Longleaf Drive, Pensacola, FL 32526. Phone: Home (850) 944-5445. Email: billdyb@cox.net

## **GEORGIA**

HOLMES, JERRY (State Director), 655 River Ridge Road, Clarksville, GA 30523. Phone: Home (706) 754-1661, Cell (404) 805-6882. Email: jerryeholmes@windstream.net

GLOYD, DAVID (National Director), 2600 Fort Daniels Dr., Dacula, GA 30019. Phone: Home (770) 614-4321, Cell (770) 630-8214. Email: davidgloyd@aol.com

HARRISON, BOBBY (National Director), 52 Williamson Drive, Williamson, GA 30292. Phone: Home (770) 229-2607, Cell (404) 867-7744. Email: bobjrharrison@bellsouth.net

HENRY, TOMMY (National Director), 159 Level Creek Road, Buford, GA 30518. Phone: Home (770) 945-4518. Email: TDHDYB@aol.com

## **LOUISIANA**

NEWER, WINKY (State Director), P.O. Box 580, Minden, LA 71058. Phone: Home (318) 371-9744, Business (318) 371-4235, Cell (318) 453-7717. Email: winky.newer@gmail.com

BERTHELOT, JOHNNY (National Director), 1939 South Tiffani Avenue, Gonzales, LA 70737. Phone: Home (225) 644-1316, Cell (225) 266-1883. Email: jpberthelot@eatel.net

BOUDREAUX, DWIGHT (National Director), 407 Plater Dr., Thibodaux, LA 70301. Phone: Home (985) 446-0843, Fax (985) 446-2166. Email: boud259@bellsouth.net

FONTENOT, DESS (National Director), 1545 Rene Ann Dr., Ville Platte, LA 70586. Phone: Home (337) 363-6066, Cell (337) 831-1401. Email: cooney@centurytel.net

## **MISSISSIPPI**

PARSON, RONNIE (State Director), PO Box 340, 1475 Old Hwy. 61, Arcola, MS 38722. Phone: Cell (662) 820-0395. Email: rparson5@hotmail.com

GREENLEE, KEITH. (National Director), 2045 Hwy 13 N, Columbia MS 39429. Phone: Home (601) 736-3299, Business (601) 441-2871. Email: kgreenlee@dunganeng.com

PARKER, PAUL, JR. (National Director), 12216 Hwy. 49 E, Yazoo City, MS 39194. Phone: (662) 746-4446. Fax (662) 746-0998. Email: Parkerbuilders@bellsouth.net

SMITH, DAVID. (National Director), P.O. Box 189, Summit, MS 39666. Phone: Cell (601) 248-4772, Fax (601) 276-2459. Email: msdyb@cableone.net

## **NORTH CAROLINA**

WRENN, CAREY (State Director), 190 Sage Lane, Madison Heights, VA 24572. Phone: Home (434) 386-8151. Email: CWrenn6865@aol.com

BRITT, KENNETH (National Director), 8580 Old Lumberton Rd., Evergreen, NC 28438. Phone: Home (910) 648-4835. Email: Kjbears@intrstar.net

JACKSON, DAVID (National Director), 609 Armory Rd., Parkton, NC 28371. Phone: Home (910) 858-1426, Business (910) 875-4035. Email: wolfpackjack@aol.com

RUDISILL, LARRY (National Director), 215 Rudisill Rd., Lincolnton, NC 28092. Phone: Home (704) 922-3504. Email: LCRudisill45@yahoo.com

## **SOUTH CAROLINA**

BENNETT, JAY (State Director) P.O. Box 1373, Cheraw, SC 29520. Phone: Home (843) 337-5647, Business (843) 537-8420, Fax (843)537-8423. Email: jbennett@cheraw.com

DEATON, BILLY (National Director), 703 Kingsbridge Road, Columbia, SC 29210. Phone: Home (803) 731-5352. Email: scdyb@hotmail.com

DIXON, A. KING, II (National Director), 1200 Dixon Road, Laurens, SC 29360. Phone: Home (864) 682-3374, Business (864) 682-3374. Email: Akd1200@aol.com

McJUNKIN, GARY (National Director), P.O. Box 71846, North Charleston, SC 29415. Phone: Home (843) 747-0776, Fax (843) 747-2603. Email: garemac@comcast.net

## **TENNESSEE**

RUDOLPH, DON (State Director), 28 Adams Lane, Waverly, TN 37185. Phone: Home (931) 296-7203, Cell (931) 264-0399. Email: drudolph55@yahoo.com

BROWN, TONY (National Director), 209 Suzanne Place, Kingston, TN 37763. Phone: Home (865) 376- 3738. Email: tbrown@roanegov.org

HODGES, RAY (National Director), 2653 Gideon Road, Greenbrier, TN 37073. Phone: Home (615) 643- 2747.

PINNER, GEORGE (National Director), 2105 Highway 54 East, Covington, TN 38019. Phone: Home (901) 476-2049, Business (901) 837-1900

## TEXAS

SANDERS, WILLIAM (State Director), 3775 Eagle Bend Dr., Paris, TX 75462. Phone: Home (903) 784-5329. Cell (903) 517-6593. Email: wdsanders@suddenlink.net

BROWN, TOM (National Director), P.O. Box 1711, New Waverly, TX 77358. Phone: Home (936) 856-2737, Business (936) 344-7258, Cell (936) 203-8927. Email: tab\_gctc@yahoo.com

DAY, RON (National Director), 1627 Baseball Loop, Diana, TX 75640. Phone: Business (903) 663-4900, Cell (903) 932-5773. Email: runday@2thepointenterprises.com

WHITEHEAD, LARRY (National Director), 304 W. Greenfield Drive, Wake Village, TX 75501. Phone: Home, Business and Fax (903) 838-5281, Cell (903) 277-9907. Email: tenpinlcw@valornet.com

## VIRGINIA

DAY, MASON, JR. (State Director), 4171 Bill Tuck Hwy. South Boston, VA 24592. Phone: Home (434) 575-5157, Cell (434) 579-1522. Email: mday4171@aol.com

BOGGS, TIM (National Director), 1593 Lowesville Road, Amherst, VA 24521. Phone: Home (434) 277-5069, Cell (434) 401-0021. Email: tim.boggs1976@yahoo.com

FLOYD, R. LEROY (National Director), 227 Stoney Creek Dr., Madison Heights, VA 24572. Phone: Home (434) 929-3812, Cell (434) 610-0808. Email: Lfloydddyb@aol.com

SMITH, MIKE (National Director), 111 New Kent Dr., Goode, VA 24556. Phone: Home (540) 586-0124, Business (540) 587-6065, Fax (540) 587-6141. Email: msmith@bedfordva.gov

## HONORARY LIFE MEMBER

MONTGOMERY, GALE, 2211 Eastbrook SE, Decatur, AL 35601. Phone: Home (256) 353-0185 (Elected 1995).

## RETIRED LIFE MEMBERS

FILOGAMO, MARTY, 2508 Pinson Dr., Texarkana, AR 71854. Phone: Home (870) 774-8901. Email: MrFilDYB@aol.com (Elected 2010)

QUIGLEY, JIM, 24 Pipes Loop, Covington, LA 70435. Phone: Home (985) 893-1290. Email: ellisquigley@charter.net (Elected 2005)

RYMAN, I.C. RIP, P. O. Box 643, Goodlettsville, TN 37070. Phone: Home (615) 859-0409 (Elected 2008)

### **Substance Abuse Information For Parents**

Visit our website for important information for parents of children who play sports about substance abuse issues at:

[www.dixie.org/dyb](http://www.dixie.org/dyb)

## DISTRICT DIRECTORS

### ALABAMA

Tapscott, Jim (District 1/11 Director), 302 Sobotka St. SW, Hartselle, AL 35640. Phone: Home (256) 773-6754, Fax (256) 751-6515, Cell (256) 565-1194. Email: BigJimua@aol.com

Buse, Tim (District 2 Director), 522 Meharg St., Weaver, AL 36277. Phone: Home (256) 820-4330, Cell (256) 343-6572. Email: tjbbuckmaster@hotmail.com

Mullenix, Loney (District 3 Director), 3006 4th St. E., Tuscaloosa, AL 35404. Phone: Home (205) 553-5246. Email: mullenix1@bellsouth.net

(District 4 Director)- Vacant

Fillingham, Jack (District 5 Director), PO Box 780428, Tallassee, AL 36078. Phone: Home (334) 283-2520, Business (334) 283-3611, Fax (334) 283-5311. Cell (334) 303-8123. Email: JPFdyb@aol.com

Crutchfield, Ralph (District 6 Director), 515 Rutgers Rd., Dothan, AL 36303. Phone: Home (334) 794-4908. Email: rlcrotchfield@comcast.net

Stassen, Barbara (District 7 Director), 127 Durnford Hill, Daphne, AL 36526. Phone: Home (251) 621-9351, Email: bstassen@bellsouth.net

Bobo, Harold (District 8 Director), PO Box 335, Crossville, AL 35962. Phone: Home (256) 528-7487, Cell (256) 506-4712, Email: hbobo@charter.net

Carrington, Hal (District 9 Director), PO Box 311000, Enterprise, AL 36331. Phone: Home (334) 406-9100, Business (334) 348-2681, Fax (334) 347-1436. Email: edls@entercomp.com

Hilyer, Eric (District 10 Director), 234 Lee Rd 752, Salem, AL 36874. Phone: Home (334) 749-5318, Cell (334) 703-3333. Email: erichilyerdyb@att.net

### ARKANSAS

Burnett, Jerry (District 1 Director), 2150 Pecan St., Ashdown, AR 71822. Phone: Home (870) 898-5449. Email: jlburnett@hotmail.com

Casteel, Deral (District 2 Director), 2709A Eastline Rd., Searcy, AR 72143. Phone: Home (501) 279-9466, Business (501) 278-5001, Fax (501) 278-5175, Cell (501) 230-0041. Email: dcasteel@dciplasma.com

### FLORIDA

Merrifield-Mitchell, Christa (District 2 Director), PO Box 454, Paxton, FL 32538. Phone: Home (850) 834-2668, Cell (850) 428-3298. Email: christamerrifield@yahoo.com

Whiddon, Scott (District 3 Director), 2325 Sweet Gum Dr., Bonifay, FL 32425. Phone: Home (850) 547-3967, Cell (850) 625-4497. Email: whiddons@preble-rish.com

Cox, Brian (District 4 Director), 133 South 2nd Street, Wewahitchka, FL 32465. Phone: Home (850) 639-5066, Cell (850) 832-6009, Work (850) 639-3506. Email: bcoxtran@fairpoint.net

Byler, Patti (District 5 Director), 2447 River Rd., Sneads, FL 32460. Phone: Home (850) 593-6523, Cell (850) 573-1402. Email: pattico32@embarqmail.com

Kirkland, Allen (District 6 Director), 7969 County Rd 133, Wildwood, FL 34785. Phone: Home (352) 748-0376.

Morrissey, John (District 7 Director) 6914 Newman Circle West, Lakeland, FL 33811. Phone: Home (863) 529-9521. Email: [juan2surf@yahoo.com](mailto:juan2surf@yahoo.com)

Ware, Danny (District 8 Director), 2528 King Dr., Sebring, FL 33870. Phone: Cell (863) 873-4534. Email: [dtware5@comcast.net](mailto:dtware5@comcast.net)

Manley, David (District 10 Director), P.O. Box 5429, Deltona, FL 32728. Phone: Home (407) 936-2558. Email: [comped@aol.com](mailto:comped@aol.com)

## **GEORGIA**

Harrison, Lori (District 1 Director) 52 Williamson Drive, Williamson, GA 30292. Phone: Home (770) 229-2607, Cell (678) 201-7168. Email: [LoriHa808@aol.com](mailto:LoriHa808@aol.com)

Manis, Jerry (District 2 Director) PO Box 277, Dalton, GA 30722. Phone: Business (706) 226-8341, Cell (706) 463-0461. Email: [jmanis@whitfieldcountyga.com](mailto:jmanis@whitfieldcountyga.com)

Colbert, Truby (District 3 Director), 401 Grove St., Barnesville, GA 30204. Phone: Business (770) 584-4832. Email: [colbertga3@yahoo.com](mailto:colbertga3@yahoo.com)

Lampkin, Kelvin (District 4 Director), PO Box 498, Evans, GA 30809. Phone: Business (706) 312-7410, Cell (706) 799-9811. Email: [klampkin@columbiacountyga.gov](mailto:klampkin@columbiacountyga.gov)

Watts, Juanze (District 5 Director), 1501 10th Ave., Albany, GA 31707. Phone: Home (229) 438-5565, Cell (229) 669-4438. Email: [TonicTyler@aol.com](mailto:TonicTyler@aol.com)

Gower, Terry (District 6 Director), 915 Westwood Lane, Winder, GA 30680. Phone: Home (770) 480-9906. Email: [tdgower01@yahoo.com](mailto:tdgower01@yahoo.com)

Folden, Pete (District 7 Director), 1002 Country Lane, Loganville, GA 30052. Phone: Home (770) 466-9657, Business (707) 493-8484, Cell (404) 550-1142. Email: [pro8484@bellsouth.net](mailto:pro8484@bellsouth.net)

## **LOUISIANA**

Simpson, Seth (District 2 Director), 491 Carolyn Dr., Harahan, LA 70123. Phone: Home (504) 737-6843, Business (504) 736-8945. Email: [ssimpson@jeffparish.net](mailto:ssimpson@jeffparish.net)

Thomas, Seth (District 3 Director), 1502 Chestnut Dr., Morgan City, LA 70380. Phone: Home (985) 384-8608, Business (985) 380-4600, Cell (985) 312-4373. Email: [s.thomas@cityofmc.com](mailto:s.thomas@cityofmc.com)

Cantrell, Randy (District 4 Director), 2131 McCutchen Ave., Shreveport, LA 71108. Phone: Home (318) 687-9066, Cell (318) 655-8563. Email: [randyc2131@aol.com](mailto:randyc2131@aol.com)

Thurston, Hank (District 5 Director), 719 Harrell Rd., West Monroe, LA 71291. Phone: Home (318) 397-0956, Business (318) 327-1119. Email: [hsthurst@gapac.com](mailto:hsthurst@gapac.com)

Berthelot, Gilly (District 6 Director), 909 E Cornerview Rd., Gonzales, LA 70737. Phone: Home (225) 647-5479, Business (225) 647-1326, Fax (225) 647-1326. Email: [jbberthelot@eatel.net](mailto:jbberthelot@eatel.net)

McCain, Gerald (District 7 Director), 165 Allen Bradley Ln., DeRidder, LA 70634. Phone: Home (337) 463-0123, Cell (337) 348-9338. Email: [gmccain@gmail.com](mailto:gmccain@gmail.com)

Derbonne, Greg (District 8 Director), 408 Ridgewood Blvd., Alexandria, LA 71303. Phone: Cell (318) 715-5260, Email: [derbonne@suddenlink.net](mailto:derbonne@suddenlink.net)

## **MISSISSIPPI**

Glorioso, Stephen (District 1 Director), PO Box 1052, Cleveland, MS 38732. Phone: Business (662) 846-6605, Cell (662) 721-3873. Email: parkcommission@cableone.net

Duke, Roger (District 2 Director), 1324 Hatley Rd., Amory, MS 38821. Phone: Business (205) 921-2145, Cell (662) 315-6808. Email: rdukepanthers@hotmail.com

Ables, Todd (District 3 & 4 Director) 824 S. Natchez St., Kosciusko, MS 39090. Phone: Home (662) 586-0661, Business (662) 416-2690.

Zila, Jimmy (District 5 Director) 123 Main Avenue N., Magee, MS 39111. Phone: Business (601) 382-2526, Home: (601) 797-4654.

Gay, Donna (District 6 Director), PO Box 357, Summit, MS 39666. Phone: Home (601) 276-7240, Fax (601) 276-7220, Cell (601) 249-8738.

Terrell, Ronnie (District 7 Director), PO Box 424, Gautier, MS 39553. Phone: Cell (228) 327-0901. Email: rtdistrict7@hotmail.com

Rheams, Tommy (District 8 Director), 102 Lake Circle, Lumberton, MS 39455. Phone: Home (601) 796-8415, Business (601) 794-5519, Cell (601) 794-7104.

## **NORTH CAROLINA**

Thompson, Henry (District 1 Director), 499 White Smith Rd., Pittsboro, NC 27312. Phone: (919) 663-0800. Email: dixie\_youth@hotmail.com

Burney, Frankie (District 2 Director), 4979 Burney Ford Rd., Clarkton, NC 28433. Phone: Home (910) 645-4488, Cell (910) 874-4488

Shaw, Gary (District 3 Director), 189 Winchester Acre Dr., Dallas, NC 28034. Phone: Home (704) 923-0229, Business (704) 922-5285. Email: gary\_shaw@bellsouth.net

Smith, Ralph (District 4 Director), 1313 Bailey St., Kannapolis, NC 28081. Phone: Home (704) 933-3741, Cell (704) 202-6635. Email: ralphsmithjr52@yahoo.com

Lanning, Terry (District 5 Director), 3435 Horse Branch Rd., Watha, NC 28478. Phone: (910) 604-1644, Fax (910) 791-0426. Email: tblanning@bellsouth.net

Mobley, Glenn (District 7 Director), 130 John Mobley Ln., Wallace, NC 28466. Phone: Home (910) 285-4122, Business (910) 382-1206. Email: gmobley@murfam.com

Vernon, Terry (District 8 Director), 1218 Forest Road, Eden, NC 27288. Phones: Home (336) 623-7630, Business (336) 623-7789, Ext. 3026, Cell (336) 613-0792.

Newkirk, Carl (District 9 Director), 2927 US Hwy 701 N, Elizabethtown, NC 28337. Phone: Home (910) 862-4460, Business (910) 862-2511.

Tant, Bruce (District 10 Director), 2105 Herbert Dr. Zebulon, NC 27597. Phone: Cell (919) 279-7200. Email: Bruce.x.tant@gsk.com

Fuqua, Jerry (District 11 Director), 310 South Merganser Dr., Pikeville, NC 27863. Phone: Home (919) 778-5265, Cell (919) 920-9762. Email: jfuqua1@nc.rr.com

## **SOUTH CAROLINA**

Shealy, Brian (District 1 Director), PO Box 492, Clinton, SC 29325. Phone: Home (864)833-5078, Business (864) 833-1555, Fax (864) 833-3958, Cell (864) 923-9456. Email: bshealy@clintonymca.org

Peeler, Edward (District 2 Director), 135 Aiken Ct., Pauline, SC 29374. Phone: Home (864) 576-8606, Business (864) 949-1111, Cell (864) 706-5595. Email: epandap@aol.com

Polson, Rickey (District 3 Director), 1331 Sunset Blvd., Clinton, SC 29325. Phone: Home (864) 833-6639, Business (864) 422-4641. Email: rickeypolson@bellsouth.net

Morris, Odell (District 4 Director), 3232 Glendale Rd., West Columbia, SC 29170. Phone: Home (803) 794-2533, Business (803) 256-5433. Email: (Business) morr562@aol.com , (Home) bfmhom3@aol.com

Adams, Tim (District 5 Director), 710 S Wilson Dr., Cheraw, SC 29520. Phone: Home (843) 537-6071, Business (843) 537-9341, Fax (843) 537- 8423. Email: adamstoby01@aol.com

Godwin, Butch (District 6 Director), 232 Silver Fox Way, North Augusta, SC 29841. Phone: Home (803) 510-0030, Business (706) 828-4214, Cell (803) 507-1670. Email: butchgodwin@bellsouth.net

Fuller, Dick (District 7 Director), 8246 Delhi Rd., N Charleston, SC 29406. Phone: Home (843) 797-1082, Cell (843) 810-3966. Email: chieffuller@comcast.net

Moore, Ronnie (District 8 Director), 2606 Live Oak Circle, Beaufort, SC 29902. Phone: Home (843) 522-9475, Business (843) 842-2119, Fax (843) 341-5561. Email: ronniem@bcgov.net

Ayers, David (District 9 Director), 620 Boulevard Rd., Sumter, SC 29153. Phone: Home (803) 991-2186, Cell (803) 406-0218. Email: dayers2004@yahoo.com

McDaniel, Dennis (District 10 Director), 808 Hatcher Court, Dillon, SC 29536. Phone: (910) 785-3113

Thompson, Danner (District 11 Director), 1305 Woody Lane, Conway, SC 29526. Phone: Home (843) 488-5338, Bus. (843) 248-9824

## **TENNESSEE**

Jones, Shannon (District 1 Director), 7 S, Bell St., Alamo, TN 38001. Phone: Home (731) 225-5416

Clark, Richard (District 2 Director), 325 Mitchell Lane, Bolivar, TN 38008. Phone: Home (731) 659-2578, Cell (731) 616-8846. Email: rclark@tennery.com

Harris, Janice (District 3 Director), P.O. Box 171, Waynesboro, TN 38485. Phone: Home (931) 722-3774, Business (931) 722-6810, Cell (931) 722-8500. Email: Janice.harris@tds.net

Prince, Aaron (District 4 Director), 201 Pitts Avenue, Old Hickory, TN 37138. Phone: Home (615) 847-4023, Cell (615) 522-3168. Email: aprince@suptrim.com

Tidwell, James M. (District 5 Director), 6170 Terrapin Hollow Rd., Lyles, TN 37098. Phone: Home (931) 670-3842, Cell (931) 623-5076. Email: jamestidwell@bellsouth.net

Church, Cindy (District 6 Director), 172 Buck Church Rd., Monteagle, TN 37356. Phone: Home (931) 728-4397, Business (931) 598-1248, Cell (931) 808-5437. Email: cchurch@sewanee.edu

Plunk, Paul (District 7 Director), P. O. Box 234, Adamsville, TN 38310. Phone: Home (731) 632-3163, Cell (731) 925-0686

Mills, Larry (District 8 Director), 207 Shady Lane, Harriman, TN 37748. Phone: Cell (865) 696-0595

## TEXAS

Chapman, Ty (District 1 Director), P.O. Box 581, Anna, TX 75409. Phone: Home (972) 924-2320, Cell (469) 853-9803. Email: Ty.Chapman@us.bureauveritas.com

Smith, Gary Mike (District 2 Director), 403 Jackson St., Diboll, TX 75941. Phone: Home (936) 829-4598, Business (936) 829-5613, Cell (936) 404-3298, Fax (936) 829-4814. Email: garymikesmith@templeinland.com

Hall, Chris (District 3 Director), 1009 Dogwood St., Gilmer, TX 75644. Phone: Home (903) 680-2416. Cell (903) 931-1457. Email: basebaljcjsh@yahoo.com

Lancaster, Larry (District 4 Director), 1208 Casandra, Longview, TX 75605. Phone: Home (903) 759-1829. Cell (903) 746-6181. Email: llancaster1957@aol.com

Bee, Terry, (District 5 Director), 801 E. 14th, Bonham, TX, 75418. Phone: Cell (903) 227-1311. Email: tbee@cableone.net

Burt, John (District 7 Director), 20695 Highway 321, Cleveland, TX 77327. Phone: Home (281) 592-6813, Cell (281) 659-5802. Email: Burt20695@sbcglobal.net

Everett, Glenda (District 9 Director), 807 Beverly Dr., Carthage, TX 75633. Phone: Home (903) 693-9175, Cell (903) 692-5253. Email: evey85@yahoo.com

## VIRGINIA

Dillow, David (District 1 Director), PO Box 246, Bland, VA 24315. Phone: Home (276) 688-4225, Cell (276) 620-4225. Email: daviddillow@embarqmail.com

Moss, Shep (District 2 Director), 173 Sunset Lane, South Hill, VA 23970. Phone: Home (434) 447-7796, Cell (434) 774-6568. Email: memorymakersinc@embarqmail.com

Saylors, Mike (District 3 Director), 302 Miller St., Christianburg, VA 24073. Phone: Home (540) 382-7631, Cell (540) 605-0386. Email: miketheref56@yahoo.com

Johnson, Phyllis (District 4 Director), 7856 Blenheim Rd., Scottsville, VA 24590. Phone: Home (434) 286-3612, Business (434) 286-1826, Fax (434) 286-1807, Cell (434) 987-0123. Email: pjohanson9@yahoo.com

Norton, Wayne (District 5 Director), 1002 Woodsman Road, Crewe, VA 23930. Phone: Home (434) 294-8068, Business (434) 767-4802.

Colbert, Gary (District 6 Director), PO Box 414, Brookneal, VA 24528. Phone: Home (434) 376-5007, Business (434) 983-6323, Cell (434) 610-0579

Metheny, Ben (District 7 Director), 620 Florida St., Salem, VA 24153. Phone: Home (540) 380-2347, Business (540) 375-3057, Cell (540) 580-8552. Email: vsword@salemva.gov

### **YOUR DISTRICT DIRECTOR—YOUR SERVICE MANAGER**

Every person who serves as an elected official of Dixie Youth Baseball is elected to SERVE the leagues. This is the one and only reason he holds office. Each league, therefore, is encouraged to take advantage of the services offered by each official. The District Director is generally the nearest official and certainly the most informed on matters dealing with a league and its need. We strongly suggest that league officials use the services offered by their District Director as their first move in obtaining help. Naturally, the State and National Directors from their state also stand ready to help, if needed. The Commissioner is also available to help. But the first step is to the District Director.

## **Operational and Non-Operational Control by Dixie Youth Baseball for the Purpose of Liability**

**1. As concerns all pre-season activities; regular season; intra-league tournaments; and all other league activities; Dixie Youth Baseball, Inc., shall have no operational control responsibility over the following:**

(a) **Premises**—including, but not limited to, playing fields, practice fields, player dugouts, spectator areas, concession areas, parking lots, adjoining areas, and player or spectator entertainment areas whether on site or off site.

(b) **Activities**—including, but not limited to, preseason and off season meetings and preparation, tryouts, practices, games, intra-league tournaments, fundraising activities, banquets, team or league outings and all other activities that are team or league approved and travel to and from the above.

(c) **Actions**—including all actions (including inactions) and decisions on a league or team level that are initiated by league or team officials, directors, administrators or volunteers, including the selection of volunteers and league security.

**2. As concerns all-star tournaments including subdistrict, district, area, regional, state, and world series, Dixie Youth Baseball, Inc., shall have no operational control or responsibility over the following:**

(a) **Premises**—including, but not limited to, practice areas, spectator areas, concession areas, player accommodations, and player or spectator entertainment areas whether on site or off site.

(b) **Activities**—including, but not limited to, activities within housing, player or spectator entertainment on site or off site, outings, and travel to and from the above.

(c) **Actions**—including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees, including the selection of volunteers and tournament security.

**3. (a) Dixie Youth Baseball, Inc., has operational control and responsibility only to the extent of requiring that any violation of official rules and regulations be corrected in accordance with the official rules and regulations.**

**(b) Dixie Youth Baseball, Inc., has joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all star tournaments including subdistrict, district, area, regional, state and world series.**

**4. Since Dixie Youth Baseball, Inc., is primarily an “all volunteer” organization with limited resources, it is not responsible for taking affirmative action to police all premises, activities, and actions for compliance with the official rules and regulations, except as outlined under 3. (b) above. However, Dixie Youth Baseball will make best efforts to enforce all such official rules and regulations once a violation has been brought to its attention.**

# 2011

## IMPORTANT DATES

JANUARY						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

MARCH						
S	M	T	W	T	F	S
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MAY						
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JULY						
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31						

SEPTEMBER						
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NOVEMBER						
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20	21	22	23	24	25	26
27	28	29	30			

JANUARY	
15	Georgia State Meeting
22	Virginia State Meeting
29	Florida State Meeting
29	North Carolina State Meeting

FEBRUARY	
5	Texas State Meeting
12	Alabama State Meeting
12	South Carolina State Meeting
19	Arkansas State Meeting
19	Mississippi State Meeting
26	Louisiana State Meeting

MARCH	
1	Scholarship Deadline
5	Tennessee State Meeting

### FRANCHISE RENEWALS DUE THIS MONTH BEFORE BEGINNING PLAY

APRIL	
1	Latest Date for Returning Renewals to Avoid Penalties
1	Deadline for 2013 World Series Bid Letters

MAY	
1	Team Rosters Due
15	National Board Member Nominations Deadline

JUNE	
1	Deadline for submission of Proposed Rule and Policy Changes
1	Deadline for Selection of State Tournament Sites
1	Ballots mailed for National and State Director Elections

24	EARLIEST DATE DYB "O" ZONE/AA/A TOURNAMENTS MAY BEGIN
30	EARLIEST DATE DYB MAJORS/AAA TOURNAMENTS MAY BEGIN
30	Deadline for returning Director ballots

JULY	
23	"O" Zone State Tournaments Begin
30	Majors/AAA State Tournaments Begin

AUGUST	
6-11	DYB "O" Zone World Series
13-18	DYB Majors/AAA World Series
15-17	National Board Meetings

FEBRUARY						
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AUGUST						
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OCTOBER						
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30	31					

DECEMBER						
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25	26	27	28	29	30	31

## **DATES TO REMEMBER**

### **MARCH**

1—Deadline for scholarship applications

### **APRIL**

1—Latest date for mailing Annual Billing for Franchise Fees form and applicable fees to the Commissioner to renew franchise privileges. **THE ABSOLUTE LATEST DATE FOR MAILING FRANCHISE RENEWAL FORMS AND FEES IS APRIL 1. FAILURE TO COMPLY WILL RESULT IN POSSIBLE LOSS OF NEXT OPPORTUNITY TO HOST A TOURNAMENT AND A PENALTY OF \$50.00 PAYABLE TO THE DIXIE YOUTH SCHOLARSHIP FUND. ANY GAME PLAYED BEFORE THE POSTMARKED DATE OF THESE FORMS AND FEES SHALL NOT BE CONSIDERED OFFICIAL AND CANNOT BE COUNTED IN MINIMUM GAME REQUIREMENTS FOR TOURNAMENT ELIGIBILITY EVEN THOUGH THE PENALTY AMOUNT MAY BE SUBSEQUENTLY PAID**

1—Deadline for letter of intent to bid on a Dixie Youth World Series

### **MAY**

1—Scholarship winners announced no later than this date

1—Registration of all local Major, “O” Zone, and AAA division players and managers with District and State Director on official Registration forms. AA and A division players must be registered with the State and District Director

15—Deadline for nominating National Board of Directors and State Directors in each state

### **JUNE**

1—Deadline for submission of proposed rule & policy changes to Deputy Commissioner

1—Deadline for selection of sub-district, district, & State Tournament sites

1—Deadline for mailing out ballots for election of National Board Members and State Directors

24 —Earliest date a sanctioned DYB “O” Zone/AA/A tournaments may be scheduled to begin

Note—Birth certificates and player affidavits must be inspected for all district teams (regardless of whether or not the district is divided into sub-districts) at least seven (7) days prior to the first tournament game

30—Earliest date a sanctioned DYB Majors/AAA tournaments may be scheduled to begin

30—Deadline for returning ballots in National Board and State Directors elections

### **JULY**

23—“O” Zone state tournaments begin

30—Majors & AAA state tournaments begin

### **AUGUST**

6-11—“O” Zone World Series begins, Madison Heights, Virginia

13-18—Dixie Youth World Series, Moore County- Carthage, North Carolina

13-18—Dixie Youth AAA World Series, Moore County- Carthage, North Carolina

15-17—Board of Directors’ Annual Meeting

**Dixie Youth Baseball, Inc.**  
**Buddy Ball Baseball Program**  
**For**  
**Mentally and Physically Disabled Youth**  
**Ages 5 to 16**

**Purpose:**

DYB “Buddy Ball” is a program for mentally and physically disabled youth to enjoy the full benefits of participation in the game of baseball. It is designed to provide instruction while enjoying participation in an athletic environment. Effort will be made for reasonable accommodations where necessary. It is encouraged that uniforms and other privileges that are provided other Dixie Youth Divisions be provided.

**Playing Field:**

- (A) Baselines shall be 50 feet.
- (B) Recommend minimum distance for the outfield fence to be 150 feet or maximum 160 feet from home plate.
- (C) Field may be grass, dirt or artificial surface. Field surface must be smooth and allow for safe play of wheel chairs, walkers and crutches. Artificial surface is recommended when possible.

**Coaches:**

- (A) Head Coach shall ensure that each player on the team has an assigned buddy at each game and that each buddy is instructed on his or her responsibility for the player and his/her safety.
- (B) The Assistant Coaches shall verify that each player has a buddy at all times during the game and help with the coordination of playing activities.

**Parents:**

- (A) A parent or guardian MUST be present at practices and games.

**Players:**

- (A) Teams may not consist of more than 10 players.
- (B) Level of play may be based upon player’s age, size or skill level where numbers allow.
- (C) Where numbers do not allow, play may include all ages and skill levels.

**Buddies:**

- (A) Each player will have a companion or “buddy” assigned to him or her for practices and games. A buddy can be a parent, sibling or volunteer.
- (B) All buddies must be a maximum of sixteen (16) years old by May 1 and completed a Parent Authorization form.
- (C) It is suggested that a firm commitment be made, as it is extremely important to have consistent help on the field both during practices and games.
- (D) Buddies will be positioned behind their assigned player and may not be further than one foot from the player at all times.
- (E) Buddies are encouraged not to play the game for the players, but to assist them in the game. They must not catch a fly or ground ball unless a player is in danger of being struck by a ball.
- (F) If the Buddy catches a fly ball or fields a grounder, the ball is considered dead and

the batter is awarded the base and any base runners will advance to the next base.

- (G) A Buddy may only handle a ball when assisting a player in a wheelchair after it touches the wheelchair or the player.
- (H) A Buddy may throw a ball (underhand or rolled) for a player who is unable to do so on his or her own after the player has had contact with the ball or the Buddy has tagged the player.

**Playing Rules:**

- (A) Play will consist of 3 innings or 45 minutes of play.
- (B) No score may be kept during the game.
- (C) No outs will be counted.
- (D) Every player on the roster is in the batting order and shall play defensively.
- (E) The side is retired when the offense has batted through the roster.
- (F) Coaches are encouraged to rotate players through various positions on a fair and regular basis, with safety factors being considered first.
- (G) No bunting is permitted
- (H) No stealing of bases is permitted.
- (I) Players may not pitch. A coach may pitch to batters or the batter may hit off a tee.
- (J) When hitting off the tee, no strikes are counted.
- (K) The bat must make contact with the ball to be a hit. If the bat strikes a tee, the ball is foul.
- (L) There are no walks.
- (M) A Buddy may assist the batter in hitting the ball (help the batter hold the bat and help the batter swing the bat).
- (N) No extra bases are allowed on an overthrow.
- (O) When a ball is hit into the outfield, the base runner can continue running the bases until the ball is thrown into the infield.
- (P) For the purpose of continuity of play, when a player needs to leave the field for any reason, play will continue (without stopping the game) with the position not being filled or a player may come into the game off the bench.
- (Q) A level 1 or 2 safety ball shall be used for play.

**Dixie Youth Baseball Scholarship Applications**

can be downloaded at: [www.dixie.org/dyb](http://www.dixie.org/dyb)

click on **SCHOLARSHIPS** and then **Print the Scholarship Application Here!** Located at the top of the page.

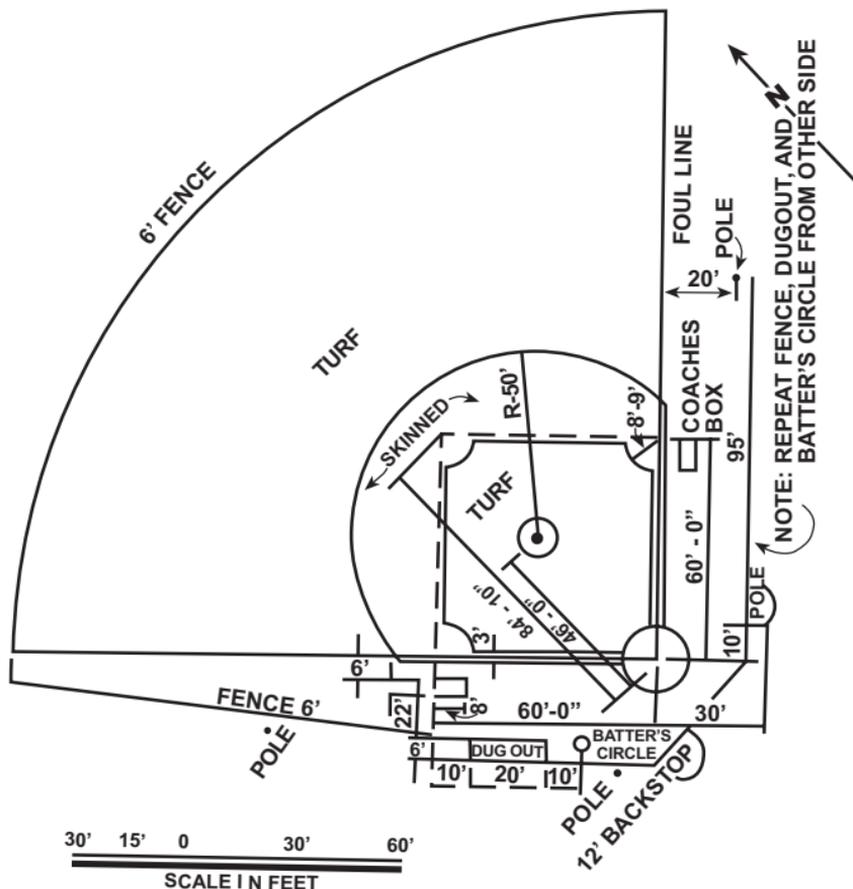
Deadline for submission of completed Dixie Youth Scholarship

Application is **March 1, 2011**

Mail to: Johnny Berthelot, Scholarship Chairman

110 South Bolivar Street, Suite 207 · Marshall, Texas 75670-4135

Suggested Guide for Construction of Dixie Youth Baseball Playing Field.  
 See Official Rules for Exact Dimensions for Each Section of Playing Field in Current Rule Guide.

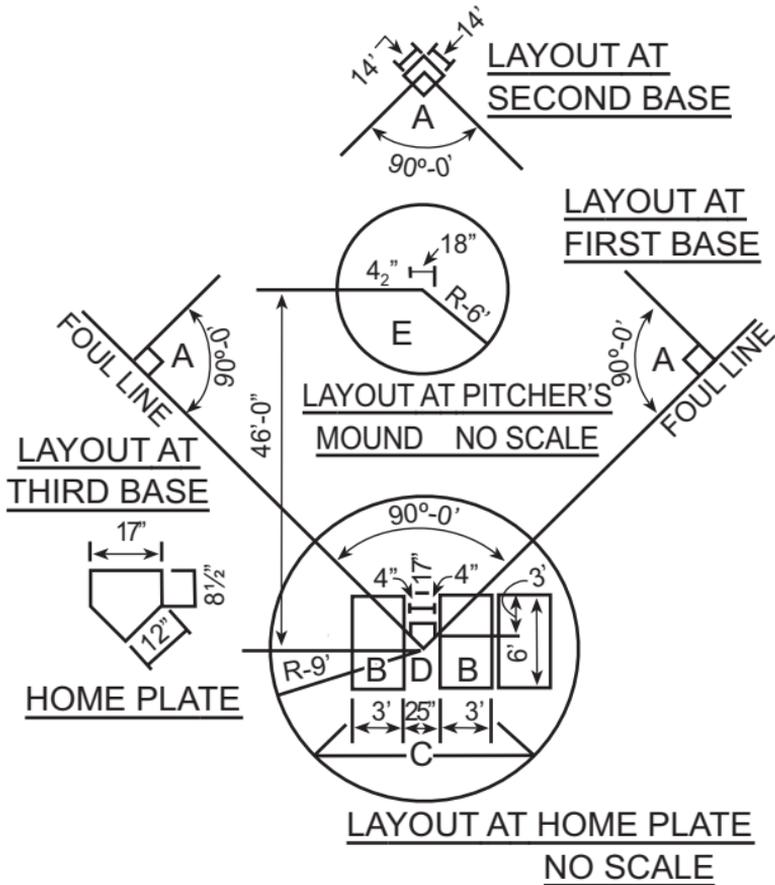


**NOTE**—The base runners path on the first base line shall be three (3) feet outside of the foul line and shall begin thirty (30) feet from home plate and extend to the direction of first base (parallel to foul line).

*For any new field constructed, it is recommended that foul lines be a minimum of 180 feet and a maximum of 200 feet for AAA Division & below, and a minimum of 200 feet and a maximum of 225 feet for "O" Zone and Major Divisions.*

## LEGEND

- A—1st, 2nd, 3rd Bases
- B—Batter's Box
- C—Catcher's Box
- D—Home Plate
- E—Pitcher's Mound

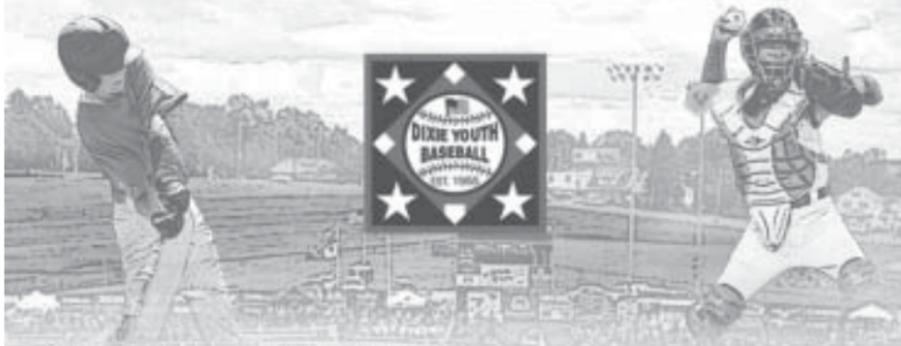


## DETAILS OF BATTER'S BOX

EASTON SPORTS IS THE PROUD OFFICIAL  
TEAM EQUIPMENT SUPPLIER TO  
**DIXIE YOUTH BASEBALL**



**EASTON**



**WE LOOK FORWARD  
TO A SUCCESSFUL  
2011 SEASON!**

**GET ALL YOUR EASTON  
GEAR AT HIBBETT SPORTS**

**HIBBETT  
SPORTS**

**EastonBaseball.com**

Facebook.com/EastonBaseball | Twitter.com/Easton\_Baseball

# DIXIE YOUTH BASEBALL, INC. OFFICIAL PLAYING RULES

## 1.00—OBJECTIVES OF THE GAME

1.01—Dixie Youth Baseball is a game between two teams of nine players each, ages twelve and under, under direction of a manager, played on a regulation Dixie Youth playing field in accordance with these rules, under jurisdiction of one or more umpires.

1.02—The objective of each team is to win by scoring more runs than the opponent.

1.03—The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04—**THE PLAYING FIELD.** The playing field shall be laid out as follows:

(a)—The length of the baselines shall be:

A Division - (T-Ball) fifty feet (50') in distance forming a 50-foot square;

AA, AAA, and Majors Divisions - sixty feet (60') in distance forming a 60-foot square; and

“O” Zone Division - seventy feet (70') in distance forming a 70-foot square.

(b)—The distance from the front side of the pitching slab to the point of home plate shall be:

AA, AAA, and Majors Divisions - forty-six feet (46') in distance;

“O” Zone Division - fifty feet (50') in distance.

(LOCAL LEAGUE OPTION) Local leagues may use a 46', 48', or 50' pitching distance in local league play only.

(LOCAL LEAGUE OPTION) Local leagues may use a 43' for AA pitching distance for player pitchers in local league play only.

(c)—The distance from the point of home plate to the center of second base and from first base to third base shall be:

AA, AAA, and Majors Divisions - eighty-four feet ten inches (84'10" and

“O” Zone Division - ninety-nine feet (99'0").

The distance from the point of home plate to the backstop is recommended to be (25') twenty-five feet. (Minimum of (20') twenty feet.)

(d)—The minimum distance from home plate to the nearest outfield fence shall be:

AAA Division & Below - 180 feet

Majors & “O” Zone Division - 200 feet with a maximum of 225 feet and a minimum outfield fence height of 6 feet.

NOTE: Fields used for World Series play must meet these requirements.

(e)—The batter's box shall be six feet (6') long and three feet (3') wide.

(f)—The catcher's box shall be the foul lines extended nine feet (9'), with the points then joined.

(g)—The base runner's path on the first base line shall be three feet (3') outside of the foul line and shall begin thirty feet (30') from home plate and extend parallel to the foul line to first base.

(h)—Lighted fields shall have adequate lighting approved by the district or state director.

**1.05**—Home plate shall be 17 inches long on the edge nearest the pitcher's mound and shall be 17 inches from this side to the back point. The two sides shall be 8½ inches long before they angle to the back. Construction shall be of white rubber, with black beveled apron, and spikes may be permanent or removable. Construction shall provide maximum protection in design.

**1.06**—Bases shall be of material of the league's own choice (cloth or rubber) but shall be of official size 14 inches by 14 inches by 2¼ inches maximum. Bases may be anchored by straps to spikes or by Hollywood type anchors.

**1.07**—The pitcher's plate shall be a rectangular slab of white rubber, 18 inches by 4 inches, and shall be placed at an elevation of 6" above the level of home plate. It shall be set in the ground as specified below, so that the distance between the front edge of the pitcher's plate and home base (the back point of home plate) shall be 46 feet (50 feet for "O" Zone Division). NOTE: Portable mounds which meet Dixie Youth specifications may be used in tournament play.

#### **Pitching Mound Specifications:**

(a) Pitching Mound—A twelve foot (12') diameter circle, the center of which is 45 feet (49 feet for "O" Zone Division) from the back point of home plate.

(b) The front edge of the pitcher's plate shall be located twelve inches (12") behind the center of the pitching mound.

(c) The distance between the front edge of the pitcher's plate and the back point of home plate shall be 46 feet (50 feet for "O" Zone Division).

(d) A level area surrounding the pitcher's plate shall be six inches (6") in front of the rubber, eighteen inches (18") to each side of the rubber and twenty-four inches (24") behind the rubber. The total level area shall be four and one-half feet (4½') by thirty-four inches (34").

(e) The degree of slope from a point six inches (6") in front of the pitcher's plate to a point six feet toward home plate shall be one inch (1") to one foot (1'). The slope shall be uniform.

**EXCEPTION:** Portable mounds with a minimum level area surrounding the pitcher's plate of four and one-half feet (4½') by thirty-four inches (34") and a slope of 1.6" to 1' are acceptable.

(LOCAL LEAGUE OPTION) The local league may elect to use a pitcher's plate of white rubber six inches (6") by twenty-four inches (24") which is placed at an elevation of six inches (6") above the level of home plate. The front edge of the pitcher's plate shall be located twelve inches (12") behind the center of the pitching mound. The total level area shall be five feet (5') by thirty-six inches (36").

**1.08**—The league shall furnish players' benches, one each for the home and visiting teams. Each bench should not be less than **twenty-two feet** from the base lines. Each bench should be roofed and should be enclosed at the back and ends.

**1.09 (a)**—The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together.

(b) The ball shall weigh not less than five ounces (5 oz.) nor more than 5 and one-fourth ounces (5¼ oz.) avoirdupois. The ball shall measure not less than nine inches (9") nor more than nine and one-fourth inches (9¼") in circumference.

(LOCAL LEAGUE OPTION) A synthetic or leather covered stitched baseball made of solid cork and/or rubber weighing not less than five ounces (5 oz.) nor more than five and one-fourth ounces (5¼ oz.) avoirdupois is allowed in local league play only. It shall measure not less than nine inches (9") nor more than nine and one-fourth inches (9¼") in circumference. A yellow leather baseball may be used. This ball must be stamped APPROVED for LOCAL LEAGUE PLAY ONLY—DIXIE YOUTH BASEBALL, INC. (See Definitions, Rule 2.00). Other balls of different design, size and weight may be approved from time to time for practice or for minor league or T ball play. These balls must be marked for Local Minor League Play or Practice Only. Specifications may be obtained from the Commissioner.

(c) Only baseballs bearing the mark or other certification which indicates that the ball meets Dixie Youth specifications shall be used in any regular season game. Leagues may use blemished baseballs provided they meet DYB specifications in (a) and (b) above and are stamped as officially approved for "Local League Play Only." Any games played using baseballs that do not bear the above approvals will not be official games and will not count in league standings.

(d) An official DYB baseball meeting the specifications in paragraphs (a) and (b) above and bearing the signature of the Commissioner shall be used in all tournament games. Full manufacturing specifications are available from the Commissioner.

1.10 (a) All bats will meet the following specifications:

#### **ALL BATS**

(1) The bat shall not be less than 25" nor more than 33" in length. (Exception: 24" bats may be used in A division (T-Ball) play only.)

(2) Any bat stamped for T-Ball cannot be used in play among AA, AAA or Majors teams.

(3) The handle of the bat may have a gripping material not to exceed 16" from the knob.

(4) Majors, AAA, AA & A Divisions - Big barrel bats with a barrel diameter greater than 2¼ inches are not allowed.

**EXCEPTION:** "O"Zone Division Only - Big barrel bats with a length not to exceed 33" and a barrel diameter no more than 25/8" plus or minus 1/32" in diameter are allowed ONLY in the "O"Zone Division during regular season and tournament play beginning with the 2011 season.

#### **METAL BATS**

(1) The handle of metal bats shall be no less than ¾" plus/minus 1/32" in diameter and the barrel no more than 2¼" plus/minus 1/32" in diameter.

(2) A metal bat must be a safe, one- or two-piece construction of hollow aluminum or magnesium. Metal bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat.

(3) The knob on the handle of a metal bat must be permanently attached.

(4) Metal bats may be filled with a lightweight material for sound deadening if this material does not materially affect the weight of the bat.

(5) The term "one-piece construction" shall be defined to include the permanently

affixed plug and attached knob described above for metal bats.

## WOOD BATS

(1) The handle of wood bats shall be no less than  $\frac{7}{8}$ " plus/minus  $\frac{1}{32}$ " in diameter and the barrel no more than  $2\frac{1}{4}$ " plus/minus  $\frac{1}{32}$ " in diameter.

(2) A wood bat must be a safe, solid, one-piece, rounded stick of flame treated or natural finish, hardwood construction.

## COMPOSITE BATS

(1) The handle of composite bats shall be no less than  $\frac{3}{4}$ " plus/minus  $\frac{1}{32}$ " in diameter and the barrel no more than  $2\frac{1}{4}$ " plus/minus  $\frac{1}{32}$ " in diameter.

(2) A composite bat must be a safe unit of multi-material construction.

(b) The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box. The use of the illegal bat must be protested prior to the first pitch to the next batter.

\* (c) Bats with a maximum barrel diameter of  $2\frac{1}{4}$ " which are manufactured and clearly marked approved for play in the Dixie Youth Baseball program shall be legal for league and tournament play. Exception  $2\frac{1}{4}$ " wood bats and  $2\frac{5}{8}$ " metal, wood, or composite bats for use in the 'O' Zone division only and T-ball bats do not have to bear DYB markings, but must not bear the markings of any other program. A violation of this rule 1.10 (c) shall carry the same penalty as noted in paragraph (b) above.

**1.11**—(a) Players may wear any type clothing in local league play approved by the league. (NOTE: Clothing shall include shoes and a pitcher shall not wear a shirt with long white sleeves.) Socks with the colored stripe sewn or dyed into the material are recommended rather than stirrups which can come loose.

(b) Players regular season uniforms shall include the "official" insignia of Dixie Youth Baseball, Inc. on the left shoulder. The "official" insignia shall be the "official" embroidered emblem issued by Dixie Youth Baseball, Inc. or may be screen-printed on the uniform. NOTE: This applies to regular season play only. Only the "official" embroidered emblem may be used on tournament uniforms.

(c) Players or other personnel on the field, including managers, coaches, umpires, bat boys, etc., shall not wear shoes with cleats (molded or screw-on) that contain any metal materials.

(d) Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind. EXCEPTION: Medical or religious tags or medallions may be worn if secured by tape. PENALTY: When a first time occurrence is noted, a warning shall be given to both teams, which applies to all players. Upon the second occurrence, the manager and player(s) will be ejected from the game.

\* **1.12**—The catcher must wear a catcher's mitt (not a first-baseman's mitt or fielder's glove) with shape, size or weight consistent with protecting the hand. PENALTY: For violation of rule 1.12, the illegal equipment must be removed from the game.

\* **1.13**—The first baseman may wear a glove or mitt not more than 12 inches long from top to bottom and not more than eight inches wide across the palm, measured

from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight. **PENALTY:** For violation of rule 1.13, the illegal equipment must be removed from the game.

\* **1.14**—Each fielder, other than the first baseman and the catcher may wear a glove not more than 12 inches long nor more than 7 <sup>3</sup>/<sub>4</sub> inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight. **PENALTY:** For violation of rule 1.14, the illegal equipment must be removed from the game.

\* **1.15**—(a) The pitcher's glove may be of a contrasting color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.

(b) No pitcher shall attach to the glove any foreign material of a color different from the glove.

**PENALTY:** For violation of rule 1.15, the illegal equipment must be removed from the game.

### **Batters Helmets**

**1.16**—(a) The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be made of one piece construction or two pieces if they snap into a single unit similar to the one piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. Helmets may be made with or without chin straps. However, if a snap is provided on the helmet, a chin strap must be worn. Suspension type helmets if still in use will require chin straps. Models that are designed with the side or ear pieces placing pressure under the ear will not require the chin strap unless a snap is provided on the helmet. **IF A SNAP IS PROVIDED ON THE HELMET, OR IF THE HELMET WAS DESIGNED FOR AND ORIGINALLY HAD SNAPS, IT MUST HAVE SNAPS AND A CHIN STRAP MUST BE WORN.**

(b) A player shall not remove his helmet while at bat or while running the bases.

(c) The batter's helmet shall be worn by any offensive player while on the playing field, such as a bat boy, on-deck batter, batter, base runner or player base coach.

**Penalty**—For a first offense the player shall be warned by the umpire; for second and subsequent offenses in the same game, the player shall be called out. If the violation is by a bat boy, on-deck batter, or player base coach the penalty for their second offense is removal from game and from the field.

### **WARNING!!**

**Manufacturers have warned that altering helmets in any way can be dangerous. Alterations of a helmet in any form, including painting, by anyone other than the manufacturer or an authorized dealer may void the warranty!**

(d) **An approved face guard shall be properly installed according to manufacturer's specifications on on batter's helmet. The face guard becomes a permanent part of the helmet in regards to all rules. Approved facial protective devices must provide full coverage which will include, but not be limited to, protection to the eyes, nose, mouth and teeth, jaws and cheek bones and forehead and temple areas.**

(e) Each league shall provide protective helmets which must meet Dixie Youth

specifications and standards. Use of helmet by the batter, on-deck batter, all base runners and coaches is mandatory. Use of helmet by an adult base coach is optional. **NOTE:** The helmets provided by each league must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label as noted below.

### **Catcher's Equipment**

\* **1.17**–(a) Each catcher must wear a catcher's helmet which meets the following requirements: The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic shell with a heavy rubber padding or similar material. The helmet must be of such construction so as to either be a part of the catcher's mask or to firmly attach to the mask. The mask must cover the top of the head, temple and ears. The hockey-style catcher's mask, if manufactured to meet the above requirements, is approved. All catcher's masks (excluding the hockey-style masks) must have a hard plastic throat protector as specified in paragraph 1.17(d) attached to the mask at all times.

(b) Catcher's helmets are required to bear the NOCSAE seal of approval.

(c) The helmet must fit with a snug fit of the head and must be worn as intended by the manufacturer.

\* (d) **CATCHERS MUST WEAR A CATCHER'S MASK ATTACHED TO A HELMET AS DESCRIBED IN PARAGRAPHS (a)–(c) ABOVE. A HARD, PLASTIC PROTECTOR MANUFACTURED FOR THE PURPOSE OF PROTECTING THE THROAT SHALL BE SECURELY ATTACHED TO THE MASK EVEN IF THE MASK HAS AN EXTENSION AT THE BOTTOM EXCLUDING THE HOCKEY-STYLE MASK.** (Homemade devices made from other pieces of equipment may not be used for this purpose.)

(e) **MALE CATCHERS MUST WEAR A PROTECTIVE CUP WITH SUPPORTER IN ALL GAMES. FEMALE CATCHERS MUST WEAR SUFFICIENT PROTECTIVE PADDING TO PREVENT INJURY.**

(f) The catcher's equipment, other than these items, may be the choice of the local league as almost all equipment mentioned is of high quality and affords the protection needed. Dixie Youth Baseball urges that such equipment be purchased to fit the catcher in the way it was manufactured. Injuries may be caused by too loose or too tight adjustments. **NOTE:** Chest protectors should be adjusted for snug fit and shin guards should cover the catcher's knee when in a squatting position.

(g) The softball mask shall not be used at any time in Dixie Youth Baseball play.

(h) Any player warming up a pitcher on the mound, in a bullpen or elsewhere shall wear a catcher's mask with helmet and throat protector even if the mask has a manufactured extension at the bottom of the mask. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up pitchers at anytime during practice or regular season games. No other person should warm up a pitcher without a protective face mask due to the risk of substantial facial or head injury from deflected balls.

**1.18**–(a) The local league shall select all other equipment used in the Dixie Youth Baseball program such as gloves, hats, uniforms, shoes and umpires' equipment.

(b) It is recommended that all male players wear athletic supporters.

(c) The on-deck batter will use the on-deck batter's circle behind the batter that

is at bat during a practice or regular game unless the on-deck circle is behind a protective screen.

1.19—No player wearing a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass when worn on the hand, wrist, forearm or elbow shall be allowed to participate unless the substance is covered by a minimum ½ inch thick, high-density closed-cell polyurethane or a similar material of the same thickness to protect injury. Written permission must be obtained from both a licensed medical physician and the player's parent or guardian and submitted to league president during local league play and the tournament director during tournament play for approval.

## 2.00—DEFINITION OF TERMS

(All definitions in Rule 2.00 are listed alphabetically)

**ADJUDGED** is a judgment decision by an umpire.

An **APPEAL** is an act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally. See rule 7.10 for appeal procedure on runner.

A **BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

### **BALK:**

**“O”ZONE**—A balk in the “O”Zone division is an illegal act by the pitcher or the catcher with a runner or runners on base, entitling all runners to advance one base.

**TRADITIONAL BALK** is an illegal act by the pitcher which shall be declared a no pitch, the ball is dead and no runners advance.

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. [If the pitch touches the ground and bounces through the strike zone, it is a “ball”. If such pitch touches the batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.]

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member or an adult manager or coach, who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BASE ON BALLS** is an award of first base granted to a batter, who during his or her time at bat receives four pitches outside the strike zone.

A **BATTER** is an offensive player who takes a position in the batter's box.

**BATTER-RUNNER** is a term that identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner ends.

The **BATTER'S BOX** is the area within which the batter must stand during a time at bat.

The **BATTERY** is the pitcher and catcher.

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes, and the manager and coaches when they are not actively engaged on the playing field.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A **CALLED GAME** is one in which, for any reason, the umpire-in-chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.

The **CATCHER** is the fielder who takes the position behind the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

\* **CHAMPIONSHIP GAMES** are playoff games played by two or more teams tied at the end of regular season play with identical won/loss records to determine a league champion; or, when applicable, first or second half winners to determine a league champion or playoff games between tied teams to determine first or second half winner. These are not scheduled regular season games but additional games required to determine a league champion or first or second half winner. They are not to be considered as tournament games and are to be played according to regular season rules with the exceptions provided in Rule 8.07 (f), (g), (h).

A **COACH** is one who assists the manager and whose name also appears on the Player Registration Form.

A **COMPLETE TIME AT BAT** begins when a player takes a position in the batter's box as a batter with a count of no balls and no strikes and ends when that player reaches base safely or is declared out.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE (or DEFENSIVE)** is the team, or any player of the team, in the field.

**DOUBLE ELIMINATION** is the loss of two games by the same team in a single tournament at any level, i.e. area, sub-district, district, state, World Series.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is made at any base and the second out is made on a runner for whom the force is removed by reason of the first out.

**DUGOUT** (see definition of "**BENCH**").

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when

bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

**NOTE:** A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

**FAIR TERRITORY** is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0, for violation of the DYB official playing rules/regulations.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

**NOTE:** A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

**FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team which takes the field first at the start of the game.

**ILLEGAL (or ILLEGALLY)** is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch; (3)

when the pitcher delivers the pitch with a foreign substance applied to the ball. Rosin can be applied to the hand. Penalty for (1) is a no pitch. For (2) and (3) refer to Rule 8.02 (a).

An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box. [Rule 6.06(a).]

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair."

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

**NOTE:** If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

**IN FLIGHT** describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

**IN JEOPARDY** is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. An inning starts the moment the third out is made completing the preceding inning.

### **INTERFERENCE**

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.

(e) On any interference the ball is dead.

A **LEAGUE** is a group of teams organized into age divisions of three to seven teams per age division, franchised within a common boundary, who play teams within their division in a pre-arranged schedule under these rules for local league

play to determine a league champion in each division.

**LEGAL (or LEGALLY)** is in accordance with these rules.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

A **LIVE BALL** is a ball which is in play.

A **LOCAL LEAGUE OPTION** gives a league the right to adopt any rule listed for “Local League Option”. If the league’s governing body fails to adopt the rule it does not apply. This option does not give a league the right to redesign the rule to its satisfaction but only the right to accept the option of using it or not.

**LOCAL LEAGUE TOURNAMENTS** are tournaments played at the local level between regular season teams. These local tournaments may be played using either regular season rules or tournament rules

The **MANAGER** is the one who supervises a team and whose name appears on the Team Player Registration Form.

(a) The manager shall always be responsible for the team’s conduct, observance of the official rules, and deference to the umpires.

(b) If a manager leaves the field, that manager shall designate the coach as a substitute and such substitute manager shall have the duties, rights, and responsibilities of the manager.

**OBSTRUCTION** is the act of a fielder, who, while not in possession of the ball, or not in the act of fielding the ball, impedes the progress of any runner.

**OFFENSE** is the team, or any player of the team, at bat.

**OFFICIAL RULES.** The playing rules contained in this book.

**OFFICIAL SCORER.** See Rule 10.00.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

**OVERSLIDE (or OVERSLIDING)** is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of the body, clothing or equipment.

A **PITCH** is a ball delivered to the batter by the pitcher.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The pitcher’s **PIVOT FOOT** is that foot which is in contact with the pitcher’s plate as the pitch is delivered.

“**PLAY**” is the umpire’s order to start the game or to resume action following any dead ball.

A **PLAY SITUATION** is anything covered under the Dixie Youth Baseball playing rules, regulations, and, where applicable, tournament rules.

A **QUICK RETURN** is a pitch made with obvious intent to catch a batter off balance. Refer to Rule 8.02 (a) (7). It is an illegal pitch.

**REGULATION GAME.** See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN (or SCORE)** is the score made by an offensive player who advances from batter to runner and touches first, second, third, and home bases in that order.

A **RUN-DOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

\* A **SANCTIONED TOURNAMENT** is any level of tournament play approved by Dixie Youth Baseball, Inc., (including a two-out-of-three series) which allowed each franchised league to enter ONE team in "O"Zone or Majors, AAA, AA, and A divisions at the first level of tournament play to compete for the right to advance to subsequent levels of sanctioned play. **NOTE:** Any non-sanctioned tournaments supervised by DYB officials must be approved by the respective DYB state organizations.

"**SAFE**" is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.

A **SERIES** is more than one game played between teams.

**SET POSITION** is one of the two legal pitching positions.

A **STRIKE** is a legal pitch which meets any of these conditions (a) Is struck at by the batter and is missed; (b) Is not struck at, if any part of the ball passes through any part of the strike zone; (c) Is fouled by the batter when there is less than two strikes; (d) Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike); (e) Touches the batter's person as the batter strikes at it (dead ball); (f) Touches the batter in flight in the strike zone; or (g) Becomes a foul tip.

The **STRIKE ZONE** is that area over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's natural stance as the batter is prepared to swing at a pitched ball.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"**TIME**" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

To **TOUCH** a player or umpire is to touch any part of the player or umpire's body, clothing or equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **WILD PITCH** is one so high, or low, or wide of the plate that it cannot be handled with ordinary effort by the catcher.

**WIND-UP POSITION** is one of the two legal pitching positions.

### 3:00—GAME PRELIMINARIES

3.01—Before the game begins the umpires shall:

- (a) Require strict observance of all rules governing team personnel, implements of play and equipment of players;
- (b) No personal cell phones or other personal electronic communication equipment, excluding those carried by on-duty medical or security personnel or required to be “on call” by their profession, are allowed on the playing field or in the dugouts during all local league and tournament games.
- (c) Be sure that all playing lines (heavy lines on Diagram No. 1 and No. 2) are marked with **non-caustic** lime, chalk, or other white material easily distinguishable from the ground or grass;
- (d) Receive from the **league** a supply of baseballs which **meet Dixie Youth specifications and standards**. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (e) Be assured by the **league** that additional balls are immediately available for use if required;
- (f) Have possession of at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when—
  - (1) A ball has been batted out of the playing field or into the spectator area;
  - (2) A ball has become discolored or unfit for further use;
  - (3) The pitcher requests such alternate ball.

3.02—No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery-paper, or other foreign substance.

**PENALTY:** The umpire shall demand the ball and **eject** the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the umpire shall warn the pitcher that repeated violations of this rule will cause the pitcher to be removed from the mound.

3.03(a)—A player or players may be substituted during a game at any time the ball is dead, except as covered herein. A substitute shall bat in the replaced player’s position in the team’s batting order but may be used in any fielding position. Managers or coaches shall see that substitutions are properly called to the attention of the official scorekeeper. Any player, whether a starter or substitute, who has been removed from the game may reenter the game one time provided.

1. He occupies the same position in the batting order he originally occupied.
2. A pitcher does not return to the mound as a pitcher.

**NOTE:** A pitcher removed from the mound for a substitute pitcher in the defensive line-up may return to the game in another defensive position but may not return to the mound as a pitcher.

3. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their position as fielder, designate to the scorekeeper such player’s positions in the batting order. If this information is not immediately given to the scorer, he shall have the authority to designate the substitutes’ places in the batting order.

**NOTE 1:** It will be held that an inning starts the moment the third out is made,

completing the previous inning.

**NOTE 2:** “Exception”: In the event a manager has used all of his eligible players and a player is injured, becomes ill and cannot continue, is ejected or removed from the game by an umpire or official, or is not present when a suspended game is resumed, the game shall not be forfeited. The opposing manager shall select a player from the bench who is capable of playing the position of the injured or ill player, but who has already been in the game, and this player shall replace the injured or ill player.

**3.03(b)** Illegal substitutions must be noticed by the opposing manager and called to the attention of an umpire immediately upon the illegal substitute entering the game and before another pitch is thrown or before another play. If no complaint of an illegal substitution is made before the first pitch or play, the substitution then becomes legal. **PENALTY FOR VIOLATION:** (when noticed and protested as outlined above): Immediate removal of the illegal substitute from the game.

**NOTE:** For the purpose of this rule, a player enters the game when:

- (a) a batter steps into the batter’s box;
- (b) a fielder takes a fielding position;
- (c) a runner takes a position on the base path as a runner.

**3.03(c)**—If an illegal pitcher enters the game, or becomes illegal after entering the game, this is a continuing violation and may be protested at any time during its continuation prior to the completion of the game.

**PENALTY FOR VIOLATION:** The illegal pitcher shall be removed from the mound and the offended team shall have the choice of replaying the game from the point the illegal pitcher entered the game to pitch, or continue from the point when the violation is discovered.

If otherwise eligible, the pitcher who is removed from the mound may stay in the game in another defensive position.

**NOTE 1:** Innings pitched by an illegal pitcher shall count as innings pitched for that pitcher.

**NOTE 2:** For the purpose of this rule, a player enters the game as a pitcher when he has delivered the first pitch.

**Example:** John Martin pitches 4 innings on Tuesday, then starts as pitcher on Wednesday. He is an illegal pitcher for the entire game on Wednesday, however if he is not noticed and protested before the game ends, it is a legal game and no protest can be made of that game on the basis of John Martin being an illegal pitcher. At any time during the Wednesday game, upon proper protest, John Martin could have been removed from the mound. If John Martin pitches on Thursday, he is continuing the violation and again subject to removal upon proper protest (the innings pitched Wednesday still count).

**3.03(d)**— **OFFENSIVE PARTICIPATION REQUIREMENT.** For local league play, each league must comply with the participation requirement in 3.03(d) (1) unless it adopts either 3.03(d)(2) or 3.03(d)(3) as a local league option.

(1)— Local League Option #1 - All players on every team must play at least three consecutive outs on defense and complete one time at bat in each game played by his/her team.

**PENALTY: If the winning team violates this rule, it shall forfeit the game**

provided that the opposing manager files a protest within the fifteen-minute time limit allowed for such protest (Refer to Rule 4.19, Paragraph (E), Note 2). (In addition, the umpire-in-chief shall declare a forfeit for any team, which attempts to intentionally allow the opposing team to score in order to extend the game so that it may comply with the player participation requirement.) If both teams violate the rule, both teams shall forfeit the game.

**EXAMPLE:** Team A, at the start of the game, has only 10 players and Team B has 12 players. **RULING:** Team A must play 10 players and Team B must play 12 players. (A complete time at bat begins when a player takes a position in the batter's box as a batter with a count of no balls and no strikes and ends when that player reaches base safely or is declared out.)

**SPECIAL NOTE:** Local leagues shall have the authority to adopt local rules requiring more than one defensive inning of participation and one complete time at bat.

(2)—Local League Option #2 - Managers shall be required to list all players in the batting order for each game.

\* (i) The batting order shall remain the same throughout the game. **EXCEPTION:** If removed from offense while at bat for an injury, medical reason, or ejection the next batter will begin his at bat and will assume the count of the removed player. If removed from offense while on base for an injury, medical reason, or ejection the last preceding player not on base will run for removed player.

**EXAMPLE:** If the Number 5 batter is replaced on base under this rule, the Number 4 batter would replace the removed player. If the Number 4 batter is already on base, then continue to Number 3 or Number 2 batter and so on until the selection of the replacement involves someone who is not currently on base. This rule is intended to prevent a player from coming to bat for a player who is on base running for another player and to eliminate manipulation of runners.

(ii) All players shall be required to enter the game on defense and each player shall complete a minimum of three defensive outs during the game.

(iii) Players who arrive late after the game has started may be added to the end of the batting order.

**NOTE 1:** For the purposes of satisfying Rules 3.03(d)(1) and 3.03(d)(2), a substitute is considered in the game when his name has been added to the batting order by the official scorer and until he is replaced by the official scorer. His name must appear in the batting order for three defensive outs and he must complete one time at bat, except for the extra players as referenced in ruling under 3.03 above.

\* **NOTE 2:** This requirement shall apply to both teams even if the last half of the sixth inning is not required. The only exceptions shall be when the game is considered a regulation game but is not completed in six innings (five and one-half innings with the Home Team leading) because of the 10 or 15 run rule or is shortened because of a game time limit or curfew, or acts of God, or when a team concedes before all available players have participated.

**NOTE 3:** League officials, other than managers or coaches, shall be empowered to make exceptions to 3.03(d)(1) and 3.03(d)(2) in the event of injury or sickness of a player who is unable to complete an inning or a time at bat.

(3) —Local League Option #3

(1) At the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order until all have completed one turn at bat. After all players in the initial batting lineup have batted once, the official offensive lineup will revert to the first nine players listed in the original batting lineup for the remainder of the game. The players not listed in first nine batting positions will become official substitutes and will be eligible to return to the official batting lineup in one of the first nine offensive batting lineup positions at any time.

(2) If a player arrives after the batting order has been submitted but before the initial time through the batting order has been completed, the player must be added to the end of the batting order. If the batting order has reverted back to the original nine-man order, a player arriving before the fourth inning has been completed must fulfill his batting requirement, and must play defense. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

(3) If a player not listed in the first nine batting positions leaves the game because of an injury, illness or disqualification, before he takes his initial turn at bat, this position in the batting lineup will be skipped and the next batter in order takes his place. If this offensive position is one of the top nine, the removed player's position will be filled by one of the official substitutes.

(4) A player removed because of injury or illness may return to the game.

(5) If a manager has used all his eligible players and a player is injured or becomes ill and cannot continue, the game shall not be forfeited. The opposing manager shall select a player from the bench who has already been in the game to replace the injured or ill player in the injured or ill player's batting position.

(e) FREE SUBSTITUTION ON DEFENSE - With the exception of the pitcher, any player may enter the game in any defensive position as many times as deemed necessary by the team manager.

3.04—A player whose name is on the team's batting order may not become a substitute runner for another member of the team. "Courtesy runners" are not permitted.

3.05—(a) The pitcher named in the batting order handed to the official scorer, as provided in Rules 4.01(a) and 4.01(b) shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates the pitcher from pitching.

(b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which in the umpire-in-chief's judgment, incapacitates the pitcher from further play as a pitcher.

(c) Reserved

3.06—The manager shall immediately notify the umpire-in-chief of any substitution

and shall state to the scorer the substitute's place in the batting order.

3.07—The scorer, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08—(a) If no announcement of a substitution is made, the substitute shall be considered to have entered the game when:

(1) If a pitcher, the substitute takes position on the pitcher's plate and commences making warm up pitches during an inning or commences making preliminary pitches at the beginning of his/her team's defensive half of the inning.

(2) If a batter, the substitute takes position in the batter's box;

(3) If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play commences;

(4) If a runner, the substitute takes the place of the runner being replaced.

(b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09—Players, managers, and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.

3.10—(a) The local league officials shall determine the fitness of the playing field before the game starts. **EXCEPTION:** During tournament play, the tournament director shall determine the fitness of the playing field.

(b) Reserved

(c) The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

3.11—Whenever a game is suspended because of the unfitness of the playing field, the local league president, or his designated representative, and the tournament director, during tournament play, shall have control of grounds-keepers for the purpose of making the playing field fit for play.

3.12—When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

3.13—The local league will establish ground rules to be followed by all teams in the league for each playing field. The tournament director will establish ground rules to be followed by all teams in tournament play.

3.14—Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.15—No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires, and news photographers authorized by the league. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball is dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference. Note: See Rule 7.11 for individuals excepted above, also see Rule 7.08(b).

3.16—When there is spectator interference with any thrown or batted ball, the

ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.

**APPROVED RULING:** If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

3.17—Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform and the manager and coaches shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once.

3.18—The local league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field.

## 4.00—STARTING AND ENDING THE GAME

4.01—Prior to the established time to begin the game, the managers of the opposing teams shall follow the following routine in sequence:

(a) The home team manager shall give the batting order in duplicate to the official scorer;

(b) Next, the visiting team manager shall give the batting order in duplicate to the official scorer;

(c) The official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of each batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.

(d) As soon as the umpire-in-chief enters the playing field, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted, or resumed on account of weather or the conditions of the playing field.

4.02—The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "Play," and the game shall start.

4.03—When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

(a) The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play except when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

**PENALTY:** "O"Zone Penalty: Balk (No Pitch).

(b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

(c) Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

(d) Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

4.04—The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order.

4.05—(a) The offensive team shall station two base coaches on the field during

its time at bat, one near first base and one near third base. Base coaches shall remain within the base coaches' boxes at all times and talk to members of their own team only. An offending base coach shall be removed from base coach's box.

(b) Base coaches on the baselines shall be:

(1) Two (2) eligible players in uniform wearing protective helmets, or

(2) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a neat appearance including shirt, pants and shoes. (No metal or removable cleats are allowed), or

(3) Two (2) adult team manager or coaches presenting a neat appearance, including shirt, pants and shoes. (No metal or removable cleats are allowed.)

**NOTE 1:** If (2) above is chosen, the adult team manager or team coach shall choose either the first or third base coaches box at the beginning of the game and shall not change baselines during the game. Any conduct by any base coach considered in the umpire's judgment to be unsportsmanlike or a deliberate attempt to delay the game shall result in: (a) if an adult, the immediate removal of the offender from the game and the playing field and its confines; (b) if a player, the immediate removal of the offender from the coaching box(es) for the remainder of the game. **NO WARNING SHALL BE NECESSARY.**

**NOTE 2:** At least one adult coach must be in the dugout at all times possibly limiting the number of adult coaches allowed to coach on the baselines. In this event, at least one, or possibly two, eligible players in uniform, wearing a protective helmet, must be used as a coach on the baseline. Both base coaching boxes must be filled at all times when a team is on offense.

(c) A player who is removed from the game by his manager shall be eligible to be used as a coach.

4.06—(a) No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere:

(1) Incite, or try to incite, by word or sign, a demonstration by spectators;

(2) Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire, or spectators.

(3) Reserved

(4) Reserved

(b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

**PENALTY:** The offender shall be ejected from the game.

4.07—When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Managers, coaches and players may not be recalled. Players only may remain in the dugout.

4.08—When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:

**PENALTY:** The umpire shall order the offender out of the game and away from the spectator's area.

4.09—HOW A TEAM SCORES

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

**EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made: (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

**4.10(a)**—It shall be a regulation game when:

(1) Both teams have completed six innings, and the visiting team has scored more runs than the home team.

(2) The home team has scored more runs after five innings than the visiting team has scored in six innings.

(3) The home team scores the winning run in the last half of the sixth inning before the third out.

(4) After the end of six innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third out in any extra inning, the game shall be ended.

(5) **EXCEPTION:** When a team is ten (10) runs ahead after three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

(6) Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have batted four times, or in the case of the home team when it is leading, three times.

(7) [Local League Option] Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.

(8) A local league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat.

**EXCEPTION:** In the event a game is called because of a time limit, with the home team leading, it will not be necessary for the last half of the inning in progress when the time limit expires to be played.

\* (9) **15 RUN RULE** - A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times, or in the case of the home team when it is leading, two times. Pitchers shall only be charged for innings actually pitched.

**NOTE:** THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE 15 RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

\* (10) **10 RUN RULE** - A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the

home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched.

**NOTE:** THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE TEN-RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

**4.10(b)**—It is a regulation tie game when:

(1)—The score is even after four or more complete innings.

(2)—After three and one-half or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(3)—Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Rule 8.07.

**NOTE:** This rule does not give a pitcher extra eligibility of innings because he did not possibly use up his eligible innings in the week in which the original tie game was stopped.

(4)—Any game which does not meet any of the conditions noted above shall be declared no contest and shall be replayed from the beginning. **NOTE:** Refer to Rule 4.10(c) below for exception.

\* **4.10(c)**—League championships decided by one game shall be played to a conclusion, regardless of the score or inning, unless the game is shortened because one team is ahead by 15 runs or 10 runs pursuant to Rules 4.10(a)(9) or 4.10(a)(10) or the team behind wishes to concede. If the game is suspended for any other reason, it shall be completed at the earliest possible date and shall be played from the point of termination.

**4.11**—The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(a) The game ends when the visiting team completes its half of the **sixth** inning if the home team is ahead.

(b) The game ends when the **sixth** inning is completed, if the visiting team is ahead.

(c) If the home team scores the winning run in its half of the **sixth** inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

**EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter-runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

**APPROVED RULING:** The batter hits a home run out of the playing field to win the game in the last half of the sixth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

(d) A called game ends at the moment the umpire terminates play.

**EXCEPTION:** If the game is called during an incomplete inning, the local league shall determine whether to complete the game at a later time; or end the game at the end of the last previous completed inning in each of the following situations:

(1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.

(2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

4.12—Reserved

4.13—Reserved

4.14—The umpire-in-chief shall order the playing field lights turned on whenever in such umpire’s opinion darkness makes further play in daylight hazardous.

4.15—A game may be forfeited to the opposing team by the umpire-in-chief of the game in progress when a team—

(a) Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire’s judgment, is unavoidable;

(b) Refuses to continue play unless game was terminated by the umpire;

(c) Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called “Play”;

(d) Fails to obey within a reasonable time the umpire’s order to remove a player from the game;

(e) After warning by the umpire, willfully and persistently violates any rules of the game.

(f) Employs tactics designed to delay, shorten or extend the game.

**NOTE:** Any team which attempts to intentionally allow the opposing team to score in order to extend the game so that it may comply with the player participation requirement in 3.03(d)(1) or (d)(2) (or Tournament Rule IX(A) shall forfeit the game.

(g) Reserved

4.16—Reserved

4.17—(a) A team failing to field at least nine (9) players within fifteen (15) minutes after the scheduled game time shall forfeit the game.(SEE EXCEPTION)

(b) A game **in progress** shall be forfeited to the opposing team when either team is unable or refuses to place nine players on the field. (SEE EXCEPTION)

**EXCEPTION:** (Local League Option) – A league may adopt a provision to permit a team to start or end a game with a minimum of eight players.

4.18—Forfeited games shall be so recorded in the scorebook and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

#### 4.19—PROTESTS

(a)—A protest which involves an umpire’s judgment shall not be accepted.

(b)—Only the team manager or the acting team manager shall be entitled to file a protest to these rules and regulations which apply to the 9-10 and 11-12 age divisions.

\* (c)—The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player or an illegal pitcher. **Playing ineligible players or pitchers may result in forfeiture of games in which players participated illegally if protested by any of the league managers. The local league will decide if the game shall be forfeited for playing ineligible players or using illegal pitchers**

(d)—The protesting manager on a play situation shall notify the umpire he is

protesting before another pitch is thrown. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in writing by team manager or acting team manager and submitted to the local league president within forty-eight (48) hours from the completion of the game.

(e)—A protest on the grounds of ineligibility of a player shall be filed with the local league president within forty-eight (48) hours after the completion of the game. The decision as to whether the game, or games, shall be forfeited or replayed, in the event the protest is upheld, shall be left to the discretion of the local governing body.

**NOTE 1:** Only the game or games protested shall be considered, and all protests of this nature shall be made within forty-eight (48) hours. An illegal substitution is one in violation of playing rules and includes the improper use of a pitcher. Section (D) applies to illegal substitutions and Section (E) to ineligibility of a player.

For the purpose of this rule, an ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions.

**NOTE 2:** AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE ONE INNING PARTICIPATION REQUIREMENT. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

(f)—Any protest in local league play shall be ruled upon by the governing body at the local league level and there shall be no appeal of the league's final decision with the following exception:

(1) If the manager of the team ruled against has evidence that the protest decision is in conflict with Dixie Youth Baseball, Inc., official rules and regulations, he may file a written appeal of the protest decision to the district director. Such appeal must be filed within forty-eight (48) hours from the time that a final written decision is issued by the local league's governing body.

(a) A valid appeal of a protest decision by a local league's governing body must include: i) A check in the amount of \$10.00, payable to the district director. If the original protest decision is upheld, the funds will be deposited in the district operating fund. If the appeal is upheld, the check will be returned to the appealing manager; ii) a copy of the league's written decision from the local protest committee chairman or league president which details the protest situation and the league's reasons for its decision; and iii) a complete explanation from the appealing manager as to what specific Dixie Youth rule or regulation was violated and/or misinterpreted.

(b) The district director, with the approval of the state director, shall have the authority to overrule any local league protest decision if it is in conflict with Dixie Youth Baseball, Inc., rules and regulations.

(c) Only the state director shall have the authority to contact the Commissioner for an official interpretation if the state director deems it necessary or advisable to do so.

## 5.00—PUTTING THE BALL IN PLAY—LIVE BALL

5.01—At the time set for beginning the game the **umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter’s box. As soon as all players are in position the umpire-in-chief shall call “Play”.**

5.02—After the umpire calls “Play” the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire’s call of “Time” suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an overthrow, interference, or a home run or other fair hit out of the playing field).

5.03—The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

5.04—The offensive team’s objective is to have its batter become a runner, and its runners advance.

5.05—The defensive team’s objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06—When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

5.07—When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

5.08—If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

5.09—The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when—

(a) A pitched ball touches a batter, or the batter’s clothing, while in a legal batting position; runners, if forced, advance (see 6.08);

(b) The plate umpire interferes with the catcher’s throw attempting to prevent a stolen base; runners return. If catcher’s throw gets the runner out, the out stands. No umpire interference;

(c) Reserved

(d) A ball is illegally batted **either fair or foul**; runners return;

(e) A foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

(f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. **Runner hit by fair batted ball is out**;

**NOTE:** If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners

advance, if forced.

(g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia and remains out of play; runners advance one base.

(h) Reserved

5.10—The ball becomes dead when an umpire calls "Time." The umpire-in chief shall call "Time".

(a) When in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;

(b) When light failure makes it difficult or impossible for the umpires to follow the play; **NOTE:** A league may adopt its own regulations governing games interrupted by light failure.

(c) When an accident incapacitates a player or an umpire;

(1) If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner, shall be permitted to complete the play.

(d) When a manager requests "Time" for a substitution, or for a conference with one of the players;

(e) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;

(f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. Runners advance one base, ball is dead;

**NOTE:** If a fielder, after making a catch, steps into a bench but does not fall, the ball is in play and runners may advance at their own peril.

(g) When an umpire orders a player or any other person removed from the playing field;

(h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11—After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes position on the plate with possession of the ball.

5.12—A manager shall be entitled to request time, on defense, to talk to his players twice during the same inning while the same pitcher is on the mound without penalty. On the third request for time with the same pitcher on the mound, the manager shall be required to remove the pitcher from the mound but not the game.

**Example:** With Bill Smith pitching, the manager requests and is granted his third time out of the inning. Bill Smith consequently is removed from the mound and is replaced with Sam Scott. Bill Smith is eligible to go to another position or he can come out of the game. The manager subsequently is granted a fourth time out in the same inning. There is no violation this time, and Sam Scott may continue to pitch until the third time out is granted with him on the mound.

5.13—One time-out shall be allowed on offense to talk to a batter during the same time at-bat. Requesting a second time-out to talk to the batter during the same at-bat shall result in the coach being removed from the coach's box and placed in the dugout

for the remainder of the game.

**NOTE:** A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. Also, managers are cautioned that an umpire is the only one who can call time; managers may only request that time be called by the umpire.

## 6.00—THE BATTER

6.01—(a) Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

(b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

**NOTE:** In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02—(a) The batter shall take position in the batter's box promptly when it is said batter's time at bat.

(b) The batter shall not leave that position in the batter's box after the pitcher comes to Set Position, or starts a windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

(c) If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take proper position before three strikes are called, that batter shall be declared out.

6.03—The batter's legal position shall be both feet within the batter's box.

**APPROVED RULING:** The lines defining the box are within the batter's box.

6.04—A batter has legally completed a time at bat when put out or becomes a runner.

6.05—A batter is out when—

(a) A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

(b) A third strike is legally caught by the catcher;

(c) (1) A third strike is not caught by the catcher except for a foul tip. The batter shall be out and the ball shall remain in play, and base runners shall advance at their own risk.

(2) "O"Zone - A third strike is not caught by the catcher, when first base is occupied before two are out;

(d) Bunting foul on a third strike;

(e) An Infield Fly is declared;

(f) That batter attempts to hit a third strike and is touched by the ball;

(g) A fair ball touches said batter before touching a fielder;

(h) After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;

(i) After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

(j) (1) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;

(2) "O"Zone - After a third strike the batter-runner or first base is tagged before said batter-runner touches first base;

(k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(l) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

**APPROVED RULING:** In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.

(n) Reserved

6.06—A batter is out for illegal action when—

(a) Hitting an **illegally batted ball** (See Rule 2:00—Definitions);

(b) Stepping from one batter's box to the other while the pitcher is in position ready to pitch;

(c) Interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

**EXCEPTION:** Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.

(d) Reserved

6.07—**BATTING OUT OF TURN**

(a) A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. (1) The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

**NOTE:** If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.

(d) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

**NOTE 1:** The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players, managers, and coaches of both teams.

**NOTE 2:** There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

### APPROVED RULINGS

To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows:

Abel-Baker-Charles-Daniel-Edward-Frank-George-Henry-Irwin.

PLAY (1). Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals.

RULING: In either case, Abel replaces Baker, with the count 2 balls and 1 strike.

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.

RULING: Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel.

RULING: (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because the advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out, Henry bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George.

RULING: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Henry stays on third and three runs score. Irwin is the proper batter.

PLAY (5). After Play (4) (b) above, George continues to bat. (a) Henry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is

the proper lead off batter in the second inning?

**RULING:** (a) Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple; (b) Henry. When no appeal was made, the first pitch to the lead off batter of the opposing team legalized George's time at bat.

**PLAY (6).** Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is proper batter. There is no appeal and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out, or becomes a runner. Edward does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but Daniel is on second base. Who is the proper batter?

**RULING:** The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper batter.

6.08—The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when—

(a) Four "balls" have been called by the umpire;

(b) The batter is touched by a pitched ball which the batter is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball;

**NOTE:** If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if that batter makes no attempt to avoid being touched.

**APPROVED RULING:** When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.

(c) The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference;

(d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. **NOTE:** If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09—The batter becomes a runner when—

(a) A fair ball is hit;

(b) ("O" Zone Division ONLY) The third strike called by the umpires is not caught, providing (1) first base is unoccupied or (2) when first base is occupied with two outs. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he

may not then attempt to go to first base and shall be called out.

(c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

(d) A fair fly ball passes over a fence or into the stands at a distance from home base of 180 feet or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that passes out of the playing field at a point less than 180 feet from home base shall entitle the batter to advance to second base only;

(e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases;

(f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery or vines on the fence or which sticks in a fence or scoreboard in which case the batter and the runners shall be entitled to two bases;

(g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

(h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 180 feet from home plate, the batter shall be entitled to two bases only.

6.10 Reserved

## **7.00—THE RUNNER**

7.01—A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

7.02—In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.

7.03—Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.04—Each runner, other than the batter, may, without liability to be put out, advance one base when—

(a) Reserved

(b) The batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

(c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across

ropes into a crowd when spectators are on the field;

(d) Reserved

**NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

**7.05**—Each runner including the batter-runner may, without liability to be put out, advance—

(a)(1)—To home base scoring a run if the batter hits a fair fly ball over the fence or into the bleachers 180 feet or more from home plate, provided all runners touch all bases legally; or if a fair ball which in the umpire’s judgment would have gone out of the playing field in flight is deflected by an act of the fielder in throwing a glove, cap or any article of apparel. (Application of this rule is subject to Rule 7.13.) The batter hitting the home run shall be required to run the bases and he shall be required to touch all bases.

(a)(2)—Two bases if the batter hits a fly ball that passes over a fence less than 180 feet from home plate. The ball is dead.

**NOTE:** Dixie Youth Baseball recommends that the home run fence be placed at a minimum distance of 200 feet (Majors/“O” Zone), or 180 feet (AAA & Below) from home plate.

(b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of that fielder’s uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter’s peril;

(c) Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and batter may advance to home plate at that batter’s own peril;

(d) Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;

(e) Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;

(f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting the spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases, the umpire shall be governed by the position of the runners at the time the wild throw was made;

**APPROVED RULING:** If all runners, including the batter-runner, have advanced at least one base when the infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw is made.

(h) One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

\* (i) One base, if the batter becomes a runner on a ball four, or strike three in "O" Zone play, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. **NOTE:** If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

7.06—When obstruction occurs, the umpire shall call or signal "Obstruction."

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any as in that umpire's judgment will nullify the act of obstruction.

7.07 Reserved

7.08—Any runner is out when—

(a)(1) the runner runs more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base;

(b) Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

(c) The runner is tagged, when the ball is alive, while off a base; **EXCEPTION:** A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.

**APPROVED RULING:** (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.

**APPROVED RULING:** (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the point marked by the dislodged bag.

(d) the runner fails to retouch his or her base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play;

(e) the runner fails to reach the next base before a fielder tags said runner or the

base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if oversliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;

(f) the runner is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance;

**EXCEPTION:** If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out.

**NOTE:** If a runner is touched by an Infield Fly when not touching a base, both runner and batter are out.

(g) the runner attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;

(h) the runner passes a preceding runner before such runner is out;

(i) After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;

(j) the runner fails to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or oversliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged;

(k) In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision.

(l) The runner, while attempting to reach the next base, attempts a head-first slide.

**NOTE:** This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.

(m) The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; **NOTE:** The ball is dead and other base runners take bases they had reached, in the umpire's judgment, when the violation occurred.

7.09—It is interference by a batter or a runner when—

(a) After a third strike the batter hinders the catcher in an attempt to field the ball;

(b) After hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

(c) The batter intentionally deflects the course of a foul ball in any manner;

(d) Before two are out and a runner on third base, the batter hinders a fielder

making a play at home base; the runner is out;

(e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate or teammates;

(f) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;

(g) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner;

(h) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;

(i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;

(j) With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;

(k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;

(l) The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

(m) A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. If in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

**PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

7.10—Appeals—Any runner shall be called out on appeal, when—

(a) After a fly ball is caught, the runner fails to retouch the base before said runner or base is tagged;

(b) With the ball in play, the runner, while advancing or returning to a base, fails to touch each base in order before the said runner or base is tagged;

**APPROVED RULING:** (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead, no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.

(c) The runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged; or,

(d) The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

**APPEAL PROCEDURE:**

(1) Any appeal under this rule must be made before the next pitch, or any play or attempted play. An appeal is not to be interpreted as a play or an attempted play;

(2) If the base running violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field. (The defensive team has left field when no players remain in fair territory);

(3) A time out may be granted either team before an appeal play is made. If the defensive team makes an appeal during a time out, the umpire shall instruct the team to put the ball in play and make the appeal again;

(4) The appeal shall be made while the ball is alive (in play) and runners are free to advance while the appeal is being made. When the ball is dead, it becomes alive again when the pitcher has the ball and is on the rubber and the umpire says “play”;

(5) An appeal shall be clearly intended as an appeal, either by verbal request by the player or an act that unmistakably indicates an appeal to the umpire;

(6) If the defensive team on its first appeal “errs,” a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (The intended meaning of the word “err” is that the defensive team in making the appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the dugout or into the stands, no second appeal would be allowed. If the ball merely went into foul territory, the defensive team could retrieve the ball and make a second appeal at the same base on the runner.)

(7) If a player is confused and appeals to the wrong base, the defense can still appeal to the proper base;

(8) Appeal plays may require an umpire to recognize an apparent “fourth out.” If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out.

(9) If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage;

(10) If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, and the first runner is tagged out on his attempt to come back and touch home base or is called out on appeal, then, the first runner shall be considered to have been put out before the

second runner. If the out called on the first runner was the third out, then, the second runner would not score.

7.11—The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

**PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12—Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

7.13—(a) When a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, all runners shall be in contact with their bases and shall not leave their bases until the pitch has reached the plate.

(b) If a runner leaves the base before the pitch reaches the plate, the base umpire shall drop a signal flag to indicate the violation at the time it occurs.

**PENALTY:** The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. **EXCEPTION: The penalty shall not apply when:**

(1) **the batter hits a ground rule double;** all runners will advance two bases without liability to be put out.

(2) **the batter hits a fly ball over the outfield fence in fair territory (home run);** all runners will be allowed to score.

(3) **the batter is hit by a pitched ball;** the ball is dead and all other runners will not advance unless forced to vacate the base for another runner legally entitled to that base.

**NOTE:** This rule shall not apply to the "O Zone" (open base) division play.

## 8.00—THE PITCHER

### 8.01—LEGAL PITCHING DELIVERY

There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher or from the dugout while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

#### (a) THE WINDUP POSITION

(1) The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot.

(2) When a pitcher holds the ball with both hands in front of his body, with

his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position.

(3) In the Windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.

(4) From the Windup Position, the pitcher may:

(i) deliver the ball to the batter, or

(ii) step and throw to a base in an attempt to pick-off a runner, or

(iii) disengage the rubber (if he does he must drop his hand to his sides).

In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a Set position stance from the Windup stance or from the Windup stance to the Set position stance without disengaging the rubber - if he does it is a balk.

(b) **THE SET POSITION**

(1) The Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop.

(2) From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot.

(3) Before assuming the Set position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch". But if he so elects, he shall come to the Set Position before delivering the ball to the batter. After assuming the Set position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

(4) Prior to coming to a set position, the pitcher will be allowed to turn his shoulder to check the runner(s) on base and the pitcher shall have one hand on his side: from this position he shall go to his set position without interruption and in one continuous motion.

(5) The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk". **NOTE:** With no runners on base, the pitcher is not required to come to a complete stop when using the Set position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball.

(6) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. Stepping at a 45-degree angle is acceptable. For instance, stepping directly toward a base is considered acceptable if the pitcher steps at a 45-degree angle between the center of pitchers plate and between home and first base.

(7) The pitcher shall step "ahead of the throw". A snap throw followed by the step directly toward the base is a balk.

(8) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

\* (9) A ball that slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called a no pitch. This would be a balk with men on base in "O"Zone play.

(10) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

8.02—(a) The pitcher shall not -

(1) Bring the pitching hand in contact with his mouth or lips while in the 18 foot circle surrounding the pitching rubber. EXCEPTION: The pitcher shall not be allowed to go to the mouth with the hands or fingers if he is not in contact with the pitcher's plate without distinctly wiping off his hand or fingers before touching the ball. Before removing a pitcher from the mound, the umpire shall issue a warning to the pitcher involved.

(2) Apply a foreign substance of any kind to the ball;

(3) Spit on the ball, either hand or his glove;

(4) Rub the ball on his glove, person or clothing

(5) Deface the ball in any manner

(6) Have on his person, or in his possession any foreign substance;

**NOTE:** The pitcher, of course, is allowed to rub the ball between his bare hands.

**PENALTY:** For violation of this part of rule 8.02(a), the umpire shall immediately call the pitch a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. Even though the offense elects to take the play, the violation shall be recognized and the umpire will ask that the pitcher be removed from the mound. In the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire will warn the pitcher in lieu of removing the pitcher from the mound. If the pitcher persists in violating the rules, the umpire shall apply the penalty (remove the pitcher from the mound). The umpire shall be sole judge on whether any portion of this rule has been violated.

(b) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner. **PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher shall be ejected from the game.

(c) Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to: (i) Expel the pitcher, or the manager and the pitcher, from the game, or (ii) may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant,

both teams may be officially “warned” prior to the game or at any time during the game. To pitch at a batter’s head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

8.03—When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as the umpire deems necessary.

8.04—When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call “Ball.” The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

8.05—If there is a runner, or runners, it is a balk when -

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery; If a left handed or right handed pitcher swings his free foot past the back edge of the pitcher’s rubber, he is required to pitch to the batter except to throw to second base on a pick-off play.

(b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base; Requires the pitcher, while touching his plate to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion “wheels” and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.

(d) The pitcher, while touching his plate, throws, or feints a throw to a unoccupied base, except for the purpose of making a play;

(e) The pitcher makes an illegal pitch; A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter’s box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

- (f) The pitcher delivers the ball to the batter while he is not facing the batter;
- (g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;
- (h) The pitcher unnecessarily delays the game;
- (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;
- (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- (k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- (m) The pitcher delivers the pitch from Set Position without coming to a stop.

**PENALTY:** Majors/AAA/AA Divisions — **NO PENALTY:** Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a no pitch. The ball is dead and no runner shall advance.

**NOTE:** Any action by the batter or any member of the offensive team, including the coaches, that, in the opinion of the umpire-in-chief, causes a pitcher to commit an illegal pitch or balk shall result in the pitch being declared a no pitch. The ball shall be dead and no runners shall advance.

**PENALTY:** "O" Zone Division— The ball is dead immediately. All runners on base shall be entitled to advance one base without liability to be put out.

**DYB APPROVED RULING:** In cases where a pitcher balks and throws wild, the ball is dead. The runner(s) are advanced in accordance with the "O" Zone balk rule.

**DYB APPROVED RULING:** A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. (b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

**8.06—**The following rule governs the visit of the manager or coach to the pitcher or other defensive players:

- (a) This rule limits the number of visits a manager or coach may make to any one pitcher or other defensive players in any one inning;
- (b) A third visit during the same inning to talk to his defensive players while the same pitcher is on the mound will cause the pitcher's automatic removal from the mound but not the game;
- (c) Reserved
- (d) Reserved

**8.07—PITCHING REQUIREMENTS (Regular Season Only)**—These pitching restrictions apply only to regular season play. Rule 8.07 is replaced in its entirety for

tournament play only by a completely new set of tournament pitching requirements (See Tournament Rules Section VII). No manager, group of managers, district director nor anyone else shall waive any pitching requirement unless specifically stated in the following regulations. The intent of this statement shall be to prohibit a so-called gentlemen's agreement, and any such agreement shall be grounds for protest by any Dixie Youth Baseball official. **NOTE: For the purposes of satisfying any portion of Rule 8.07, the pitching of one (1) pitch shall be counted as the pitching of one (1) inning. [Applies to sections (a) through (d)].**

(a)—A pitcher shall not pitch more than six innings between Monday through the following Sunday night except that in a tie game at the end of six innings or more, a pitcher who has pitched in six consecutive innings in the same game may pitch in a seventh consecutive inning. Under no other condition shall a pitcher pitch in more than six innings in one game. **NOTE:** The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning he is NOT charged for that inning.

\* (b)—A pitcher may pitch in two games in the same day provided he does not pitch more than three innings in the first game and does not pitch more than a total of six innings in both games on the same day.

(c)—A pitcher after pitching in four (4) or more innings in the same game or on the same day shall have a minimum of thirty-six (36) hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound. For the purpose of this rule, the pitching of one pitch shall be counted as the pitching of one inning.

(d)—A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.

(e)—Innings pitched in games declared "no contest" shall count. **NOTE:** No innings pitched shall be charged to the pitchers that are listed in the batting order of both teams handed to the official scorer in games forfeited before actual play begins.

\* (f)—In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall pitch in only six innings or seven innings in the case the game is tied after he has pitched in six consecutive innings in the same game. This may be a playoff game or a series to determine a regular season league champion or a first or second half winner in the event two or more teams are tied at the end of the season or either half.

(g)—Local leagues that play regular season teams in a double elimination tournament bracket to decide a league championship or for a regular season local league tournament must use Tournament Pitching Rules in Tournament Rule VII. A pitcher shall not pitch in more than a total of thirteen innings in a double elimination tournament. Exception: A pitcher who pitches all six innings in a single game may pitch a seventh inning only if the game is tied after he has pitched in six consecutive innings in the same game. The six innings per week limitation in 8.07(a) above shall not apply to games played under 8.07(g) and all pitchers shall be eligible to pitch in such tournaments provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply.

\* (h)—Multi- league organizations that play a best-of-three series or a double

elimination bracket format for three or more tournament teams to determine the official host team for a District, State or World Series host team must use Tournament Pitching Rules in Tournament Rule VII. The six innings per week limitation in 8.07(a) above shall not apply to games played under 8.07(f) and all pitchers shall be eligible to pitch in such playoff games, series or tournaments provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply.

**NOTE: The responsibility for the above rules shall be with the managers of the competing teams. However, when the official scorer has knowledge of an illegal pitcher, the official scorer is directed to notify the defensive teams' manager prior to the pitcher making his first pitch in order to prevent a violation of these pitching rules. After a pitching violation occurs, no one shall call attention to the violation except the opposing manager.**

## 9.00—THE UMPIRE

9.01—(a) The league president shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(b) Each umpire is the representative of the league and of Dixie Youth Baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administration of these rules and to enforce the prescribed penalties.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The umpire shall be empowered to call a base runner out or safe for an act either by him or by a fielder that in the opinion of the umpire is unsportsmanlike conduct.

(e) All umpires have authority at their discretion to eject from the playing field:

(1) any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and; (2) any spectator or other person not authorized to be on the playing field.

9.02 (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

(b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(c) If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the

umpire making it.

(d) No umpire may be replaced during a game unless injured or ill.

9.03—(a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

(b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04—(a) The umpire-in-chief shall stand behind the catcher. This umpire usually is called the plate umpire. The duties of the umpire-in-chief shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;

(2) Call and count balls and strikes;

(3) Call and declare fair balls and fouls except those commonly called by field umpires;

(4) Make all decisions on the batter;

(5) Make all decisions except those commonly reserved for the field umpires;

(6) Decide when a game shall be forfeited;

(7) If a time limit has been established by the league, call the game after both teams have completed an equal number of innings unless the home team is ahead after the time limit expires;

(8) Inform the official scorer of the official batting order; and any changes in the lineups and batting order, on request;

(9) Announce any special ground rules.

(b) A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:

(1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;

(2) Take concurrent jurisdiction with the umpire-in-chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player;

(3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05—(a) The umpire shall report to the league president within twenty-four hours after the end of a game all protests, violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player and the reasons therefore.

(b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.

(c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The local league shall impose such penalty as they feel is justified.

9.06—Umpires shall not wear shoes with metal spikes or cleats.

## 10.00—THE OFFICIAL SCORER

10.01—(a) The league president should appoint an official scorer for each league game. The scorer shall have sole authority to make all decisions involving judgment, such as whether a batter's advance to first base is the result of a hit or an error. The scorer shall communicate such decisions to the press by hand signals or over the loudspeaker system and shall advise the public address announcer of such decisions if requested. In the event of a question of eligibility of a pitcher, the record of the Official Scorer shall be deemed official. **NOTE:** When no official scorer has been appointed, the scorebook of the home team shall be the official record.

10.01—(b) Scoring Records

(1) To achieve uniformity in keeping the records a league shall conform strictly to the Official Scoring Rules enumerated in Rule 10.00 of the Official Playing Rules of professional baseball. The scorer shall have authority to rule on any point not specifically covered in the Scoring Rules.

(2) If the teams change sides before three are put out, the scorer shall immediately inform the umpire of the mistake.

(3) If the game is protested or play suspended, the scorer shall make note of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, and the ball and strike count on the batter.

(4) The scorer shall not make any decision conflicting with the Dixie Youth Official Playing rules or with an umpire's decision.

(5) The scorer shall not call the attention of the umpire or of any member of either team to the fact that a player is batting out of turn.

(6) The scorer is an official representative of the league, and is entitled to the respect and dignity of the office.

10.01—(c) Credit the starting pitcher with a game won only if he has pitched at least three (3) complete innings and his team not only is in the lead when he is replaced but remains in the lead for the remainder of the game.

(d) Please refer to the following sections of Rule 10.00 of the Official Playing Rules of professional baseball for detailed Official Scoring Rules:

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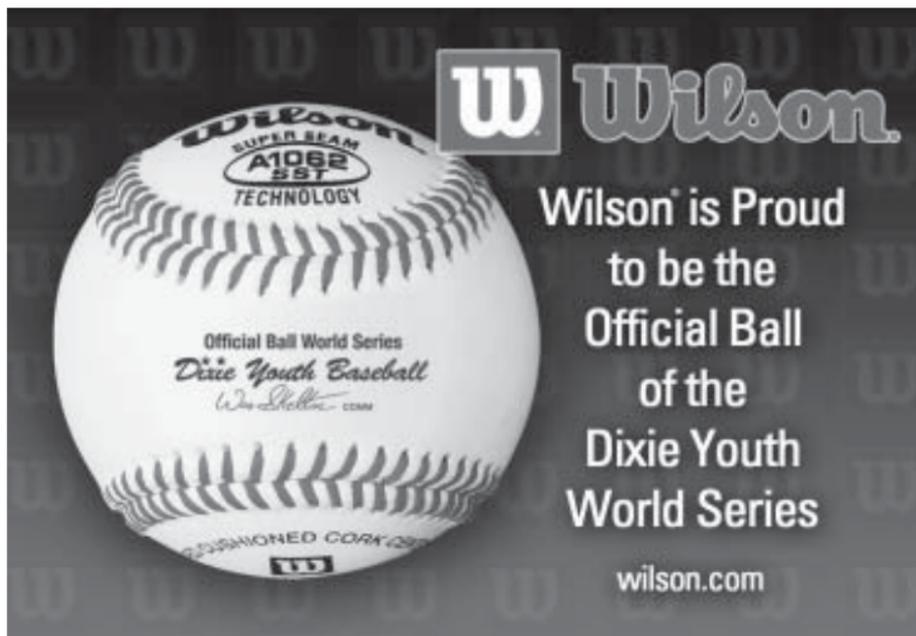
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The advertisement features a large image of a Wilson baseball on the left. The baseball has the following text on it: "Wilson" at the top, "SUPER BEAM" in a curved banner, "A1062 SST" in a circle, "TECHNOLOGY" below the circle, "Official Ball World Series" in a small font, "Dixie Youth Baseball" in a larger font, and "Wilson.com" in a script font. At the bottom of the baseball, it says "CORNERED CORK" and the Wilson logo. To the right of the baseball is the Wilson logo, consisting of a white "W" in a dark square followed by the word "Wilson" in a stylized font. Below the logo, the text reads: "Wilson® is Proud to be the Official Ball of the Dixie Youth World Series". At the bottom right, the website "wilson.com" is listed.

# DIXIE YOUTH BASEBALL, INC. REGULATIONS

## I. The League

(A) The League shall be the smallest unit of organization and shall be governed by those active in the local program which makes up the managing personnel, such as officers, executive committee, team managers, volunteer umpires, sponsors and player agent, serving as the volunteer operating personnel. The community aspect of the program should be the goal and be maintained.

(B)—Each league or group of leagues shall operate within a single boundary, shall adopt a set of local rules and regulations for the operation of the league or leagues, and elect officers to manage the operations of the league(s). Local leagues may not adopt administrative rules and regulations which are in conflict with DYB Official Rules and Regulations.

**NOTE:** Dixie Youth Baseball recognizes that in communities where there are two or more franchised leagues, it may be advisable to have a common set of officers and adopt a single set of local rules and regulations. This is optional and shall be determined by the various leagues. Dixie Youth Baseball, Inc., recommends that league officials who have financial responsibility within the league be bonded.

(C)—Leagues are assigned to districts within a state and are under the direction of a district director. All district directors and the state directors are under the direction of the National Commissioner.

(D)—No district, state or national director or any designated tournament director shall have the authority to add, change, or waive any current rule or regulation, or to permit the violation of any rule or regulation.

\* (E)— Each franchised league shall be composed of a minimum of three (3) teams and not more than seven (7) teams in a division (Majors or “O”Zone, AAA, AA and A), respectively.

Each league shall elect to participate in either the Majors or “O”Zone division for 12U teams by notifying the District and State Director on or before a date specified by the State Board of Directors. A Majors or “O”Zone division team is generally composed of 11 and 12 year old players, but depending upon conditions within a particular community, may include players ages 8, 9, or 10.

Each league may be divided into as many as five (5) divisions: Majors or “O”Zone, AAA, AA and A for local league play. Each division may not have more than seven teams per division. If the AAA division has more than the maximum teams allowed in one league and is operating under one major league, the AAA division will be required to form two leagues with an equal (or almost equal) number of teams in each league. An additional franchise number will be assigned to the additional AAA league by the Commissioner. Furthermore, if 10 year old and under players are assigned to major league teams, the league will be required to designate which major teams will be aligned with each AAA league.

Example: If a franchise has 5 major teams and 9 AAA teams and allows 10 year olds to play in the majors, three of the major teams will be aligned with one of the AAA leagues and the other two majors teams will be aligned with the other AAA

league. This is to help decide which AAA tournament teams the 10 year old majors players will be assigned.

**EXCEPTION**—The Commissioner shall approve a two-team major league on a year-to-year basis if recommended, in writing, by the state director following a complete investigation which determines that not enough qualified candidates are available for three or more major teams.

(F)—A franchised league shall be one which meets all qualifications of Dixie Youth Baseball and which is granted a certificate of franchise by the Commissioner of Dixie Youth Baseball.

(G)—**All leagues having AAA, AA and A division teams shall be required to register all teams in each division with Dixie Youth baseball. Exception:** With the approval of the State Director, Dixie Youth Baseball will accept a new league or leagues having only AAA, AA and/or A division teams.

(H)—The annual franchise registration fee shall be \$12.00 per team per year for the Majors, “O”Zone, AAA divisions and AA division teams. All leagues shall pay the same franchise registration fee, as stated herein, and no exceptions shall be granted. Division A teams must be registered but will not be charged an annual franchise registration fee.

(I)—State registration fees, if any, shall be established by the state organization and shall be paid directly to the State Director in accordance with requirements established by the state organization. The maximum state registration fee per league shall be \$25.00.

(J)—A league’s annual franchise renewal form and all franchise fees must be sent to the Commissioner’s office on or before April 1. Franchise renewals postmarked after April 1 will result in a \$50.00 late penalty assessment which must be paid prior to the District Credentials meeting in order to participate in DYB sanctioned tournaments.

(K)— Majors, “O”Zone, AAA, AA and A divisions are operated under the direction of a franchised league. Divisions are hereby construed to mean all activity in the following age divisions:

- Majors/“O”Zone — League age twelve and under
- AAA — League age ten and under
- AA — League age eight and under
- A — League age six and under

Exceptions to these age divisions may be made by league officials as they see fit during regular season play.

(L)—Each state organization may adopt its own playing and tournament rules for A division and shall make these rules known to all leagues. However, the A division shall be subject to all the “REGULATIONS” in the “Regulations” section of this rule book.

(M)—With respect to the A division, all matters relating to both local league play and tournament play shall be under the exclusive supervision of the District Director unless otherwise provided for by the state organization.

## **II. League Boundaries**

(A)—Each league shall determine the actual boundary from within which it will

select its players. This boundary shall be marked on a map showing total population within the boundary and up-to-date copies of this map shall be on file with the State Director and District Director. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of the State Director and the District Director prior to such establishing of a new league's boundary or a change in the old league's boundary.

(B)—When two or more leagues operate within the same defined boundary they shall be entitled to select players from the combined area IF THEY HAVE A COMMON SET OF LEAGUE OFFICERS AND FOLLOW THE SUPERVISION OF ONE PLAYER AGENT IN PLAYER SELECTION. All managers MUST have equal opportunity in the selection of players and the player selection system must create an equal distribution of players of each LEAGUE AGE in each league.

A multi-league organization, sharing a common boundary, with the written approval of the state director can redraft the entire program annually for the specific purpose of balancing numbers and/or talent between the leagues within the common boundary. The state director may require the District Director or other designated DYB official to monitor the redraft which must be conducted by only one player agent and strictly follow the provisions of Regulation II(D). In a multi-league boundary, players may be redrafted into other leagues within the boundary at this time or at such time as a redraft of the league occurs to place players advancing to a new age division on teams.

(C)—Populations shall be determined by the latest census.

(D)—A franchised league shall limit its defined boundary to a population of not more than 20,000 total population. Under no circumstance shall any league draw players from more than a 20,000 population limit. A multi-league organization operating within the same boundary under a common board of directors must form a separate league for each multiple of 20,000 population within the boundary. Two or more leagues operating under separate boards may operate within the same boundary by agreement of the leagues concerned. **NOTE:** Two leagues operating within the same boundary shall have a combined population of no more than 40,000; three leagues operating within the same boundary shall have a combined population of no more than 60,000, etc.

In both cases above, all team managers must have equal opportunity in the selection of players. To satisfy the requirement of this rule, a multi-league organization is prohibited from selecting its first league from its entire player pool, its second league from the players remaining in the players pool after the first league is formed, its third league from the players remaining after the first two leagues are formed, and so on. **EXAMPLE:** A community of 40,000 population fields two leagues. It picks its top players from the entire 40,000 and puts them in one league before it begins assigning players to its second and third leagues, thus creating an A league and B league in effect. This is illegal.

**EXCEPTION:** The Commissioner, with the consent and approval of the State Director and the National Board members within the state, shall be empowered to make exceptions for justifiable reasons to the boundary population limit as stated above. Exceptions, however, shall be on file at the Commissioner's office prior to the

beginning of the local league season and the request for the exception shall be made with the approval of the district and state directors. If this exception is granted the State Director shall review it annually. After review, the State Director shall recommend to the Commissioner whether or not the exception shall be continued or discontinued.

(E)—Small nearby towns or communities unable to field a league within their own area shall be permitted to form four (4), five (5), six (6) or seven (7) team leagues provided the combined population of the boundary does not exceed 20,000. EXCEPTION: If the baseball program in one of the communities grows to support at least three (3) major teams, it may be awarded its own franchise and boundary. This exception must be approved by the State Director and the Commissioner.

(F)—No new league shall be franchised in the territory of an existing league or leagues without the written approval of the existing league or leagues. Organizations franchised with Dixie Youth Baseball the previous year shall always have first refusal of franchising in succeeding years except as noted below: EXCEPTION: Under certain circumstances, the renewal of a franchise may be denied if it is the opinion of a two-thirds majority of (1) the State Director, (2) all members of the Board of Directors of DYB from the state, and (3) the District Director of the district in which the league plays, that it is for the best interest of DYB, Inc., within the particular state that the existing organization not be franchised for the current year and they each sign a statement to this effect setting out the reasons therefore and provided that team membership shall not form a basis for not franchising. In case the Commissioner of Dixie Youth Baseball, Inc., does not approve the disfranchising of the league, the President of Dixie Youth Baseball shall appoint a committee to investigate the matter and make a final decision.

**EXCEPTION:** In the case of a request for a new league which is located in an area already claimed by a franchised league but the existing league has made no effort to provide a program for the new group, the State Director with the approval of the District Director and the National Directors in that state, may allow the new league to be franchised. (Note: This will only apply in cases where an existing league is obviously preventing a new league from entering DYB.)

(G)—League boundary maps showing total population figures shall be on file with the State Director and District Director prior to the playing of the first game on the schedule. An updated copy of this map with new population figures is to be provided to each of these officials with franchise renewal forms each tenth year beginning in 2002 or at any time the boundaries may be changed. Boundaries for any new league or alterations to existing boundaries must be approved by the District Director and the State Director.

(H)—The Board of Directors of Dixie Youth Baseball, Inc. allows each league and players accepted by a league to continue playing in the league, any player:

- (1) whose residence changes after he becomes a member of the league, and/or;
- (2) who lives outside of the league's boundaries because of a revision of such boundaries, even though now residing in the territorial boundaries of another league.

**NOTE: A player must elect to remain in league or join the new league in which boundary he now lives in the year of change. Once an election is made he**

**must remain in the chosen league until he reaches league age 13.**

(I)—Players who are members of a league or leagues within a defined boundary, including players acquired under Regulations IV(E) and IV(F) shall remain the property of the league unless they move to a new permanent address within the boundary of another DYB league or leagues; or, unless otherwise provided for in these rules.

(J)—Players who are members of a particular league within a multi-league organization, whose leagues share a common boundary, must remain only in this league until such time as ALL PLAYERS of his league age are redrafted pursuant to Regulation II(B) or IV(H). **PENALTY:** Player(s) who violate this rule will be ineligible for tournament play.

(K)—Any league that accepts a player who resides within the boundary of another league shall immediately return the player to the league in whose boundary he resides upon the discovery of the error in registration. Exceptions: Rule II (B, H, I) and Rule IV (E and F). **PENALTY:** A violation of this rule shall result in the immediate ineligibility of the player and disqualification from tournament play with the improper league. **NOTE: The National Board of Directors has directed the State Directors to rigidly enforce the rules regarding boundaries, population, number of teams per league, etc.**

(L)—Any player whose parents own dual residences will be governed by the State DYB Board of Directors as to which boundary the player belongs.

### **III. Teams**

(A)—Each team may consist of a maximum of 15 uniformed players whose names shall be registered with the League President not later than five days prior to the first regularly scheduled game of the league season. Team membership shall be within the sole discretion of each league, provided such membership shall not be in conflict with the Constitution and By-Laws and the Rules and Regulations of Dixie Youth Baseball.

(B)—A team roster shall be composed of a maximum of:

League Age 12 and under (Majors Division) – 8 players of league age 12

League Age 10 and under (AAA Division) – 8 players of league age 10

League Age 8 and under (AA Division) – 8 players of league age 8

**(C) League age is that age attained by a player prior to May 1 of the current baseball season. Example: A player who is ten years of age during the early part of the season but who will be eleven years of age on or before April 30 shall have a league age of eleven. Example: A player who is ten years of age during the season but who will be eleven years of age on or after May 1 shall have a league age of ten.**

(D)—Local league officials shall adopt their own rules in regard to the replacement of players on team rosters. Note: League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for the replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games, and safety precautions. The reason for replacement of players shall be included in a written statement by the team manager filed with league officials.

#### IV. Selection of Players

(A)—Each league shall determine its own method for the selection of players for team rosters. However, any player selection system used shall be in the form of a draft system, a talent distribution system, or an auction system and shall be under the direction of a player agent who shall see that all teams have an equal opportunity in the selection of all players. Dixie Youth Baseball recommends that much care be taken in the selection of the individual to fill the position of player agent. Leagues should also be encouraged to charge an assigned draft pick when children of managers are allowed to play for the parent. Assistant coaches with children should not be assigned until after the player assignments are made. If a parent wants to serve as an assistant for the team on which his or her child plays, he or she should follow the child, not the child following the parent's assignment. This is to prevent the recruiting of assistants for the purpose of getting a specific player.

(B)—The Commissioner of Dixie Youth Baseball, Inc., shall furnish suggested player selection systems upon request by the leagues.

(C)—Those who do not register in time to participate in the player selection system shall be ineligible, with these exceptions:

- (1) any who were sick;
- (2) injured; or,
- (3) any who became new permanent residents of the community after the selection.

Those who were sick or injured shall have their disabilities confirmed by a physician's notarized affidavit. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing.

(D)—Managers shall not drop a player from their rosters in order to sign a new player. The penalty for violation of this regulation shall be loss of tournament eligibility for the player illegally picked up and grounds for protest in local league and tournament play.

(E)—**Player Release**—A player who legally resides **within a league's boundary** shall be eligible to obtain an unconditional written release from the league when the player registers with the league but is not assigned to a team. The league, at its discretion, may give a written release to a player who attempts to register with a league but is not allowed to register for administrative reasons, including but not limited to, registration deadlines, disciplinary reasons, closed team rosters, etc. The release must be signed by the league president and the player's parent or legal guardian, and sent to the District Director and State Director for approval **PRIOR TO MAY 1**. All such releases shall allow the player to register with another DYB league (**outside the boundary in which the player resides**) for the remaining years of eligibility in Dixie Youth Baseball through league age 12. **PENALTY:** A violation of this rule shall result in the immediate ineligibility of the player and disqualification from tournament play with the improper league.

(F)—A child who lives outside the territorial boundaries of a league but whose parent is listed on a local league's player registration forms as an active manager or coach in the league shall be eligible to play on the team coached by the parent

provided written approval is granted before the season begins by the state director and provided the parent was a manager or coach in the same league for the previous three consecutive years. The player shall be considered the property of the league and shall be eligible for the league's tournament team. Children of league officials, scorekeepers or similar league personnel shall not be included.

(G)—Any player to whom the courts have appointed a custodial parent or guardian, whether temporary or permanent, the player must reside within the league boundary where the court appointed custodial parent or guardian resides. **NOTE:** In cases where parents allow courts to appoint custodial parents or guardians only for the purpose of circumventing DYB boundaries, the player shall be ruled ineligible for DYB purposes. Failure to submit satisfactory evidence of residence status upon request of the District Director or the State Director shall be a violation of this rule. **PENALTY:** A violation of this rule shall result in the immediate ineligibility of the player and disqualification from tournament play with the improper league.

(H)—Two or more leagues operating within the same defined boundaries which select players using a single player agent must put all returning players from all teams in any dropped league into a common draft where all managers in the remaining league(s) have an equal opportunity in the selection of players.

#### **V. Player/Coach Eligibility and Registration**

(A)—All leagues shall file a roster of players, managers and coaches of each team in the league with the State and District Director on or before May 1.

(B)—The registration on the official registration form shall include the full name of the player, his date of birth and his residence in detail. **NOTE:** Should there be changes to these rosters the District and State Directors must be notified in writing of the change.

(C)—A maximum of three managers/coaches may be registered on each team. Only those managers/coaches so registered shall be eligible to coach tournament teams.

(D)—An eligible player shall become subject to Dixie Youth Rules and Regulations when he/she registers with the league for the current year.

(E)—Each league shall determine its own method for selection of managers and coaches. Local leagues have the authority to establish league rules to suspend managers and coaches for unsportsmanlike acts or willful violation of local rules and regulations as well as rules and regulations established by Dixie Youth Baseball, Inc.

#### **VI. Player Age Limit and Birth Certificate**

(A)—Anyone whose thirteenth birthday falls on or after May 1 of the current calendar year shall be eligible to compete in regular season and tournament play during the current Dixie Youth Baseball season.

(B)—Dates of birth of players shall be certified by birth or baptismal certificate or other legally accepted proof of age to a designated league official prior to the league's first scheduled game. Each league president is responsible to insure that no player is over league age and that records of proof of age are available upon request. One of the following documents shall be used to verify age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

(3) Baptismal certificate issued within first six years after birth which shows actual date of birth. **NOTE:** A photostatic copy of one of the above certificates, which has a notarized statement on the document stating that it is an exact and true copy of the original, signed by the parent or legal guardian may be accepted.

(4) Dixie Youth Baseball Certification of Birth Record. When one of the above acceptable proof of age documents is presented by local league officials, the district director shall complete the Certification of Birth Record form, return the original copy to the league and keep a copy. Once the Certificate of Birth Record is signed and issued by the district director, it is valid as long as the individual participates in Dixie Youth Baseball and no other proof of age shall be required unless there is proof of fraud. The use of the Certificate of Birth Record is at the option of the local league. (**NOTE:** The only officials authorized to verify and sign the Certificate of Birth Record are Dixie Youth district, state and national directors or the Commissioner. This authority may not be delegated to any other individual.)

(5) U.S. government issued passport. A copy may be made provided it is notarized. The original shall also be available for the credentials committee if needed for verification.

\* (C) The local league shall have the authority to determine the age limits within the league's Major or "O" Zone, AAA, AA and A divisions during regular season play. Any player of league age ten and under who was registered on a major league or "O" Zone team during the regular season shall be eligible to participate in the appropriate AAA, AA and A division (age ten and under) tournaments. A player can participate on only one tournament team. See Tournament Rule IV(B) for age restrictions in tournament play.

## **VII. Pitching Requirements (Regular Season Only)**

See Rule 8.07

## **VIII. Schedule**

(A)—Each major and AAA team shall play a regular schedule of not less than fifteen (15) games nor more than twenty-five (25) games, exclusive of championship games. The number of AA and A division league games shall be determined by the local league.

(B)—Two or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the won and lost column of each league.

(C)—Exhibition games shall be permitted but all pitching rules shall be followed. Permission for exhibition games must be secured from the league president or his delegated authority.

(D)—It is recommended that each team play a schedule of two games per week.

(E)—Any game played before the league's franchise is renewed shall not be considered as an official game and cannot be counted in the minimum number of games required to qualify for tournament participation.

\* (F) CHAMPIONSHIP GAMES are playoff games played by two or more teams tied at the end of regular season play with identical won/loss records to determine a league champion; or when applicable, first or second half winners to determine a

league champion or playoff games between tied teams to determine first or second half winner. These are not scheduled regular season games but additional games required to determine a league champion or first or second half winner. They are not to be considered as tournament games and are to be played according to regular season rules with the exceptions provided in Rule 8.07 (f), (g), (h).

### **IX. Team Sponsors**

No firm or company whose advertising primarily reflects the sale or use of alcoholic beverages or tobacco products shall be permitted as a sponsor of the Dixie Youth Baseball program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

### **X. Admission to Games**

(A)—Admission shall not be charged for regular season games.

(B)—Admission shall be charged at all levels of tournament play through the Dixie Youth World Series. Proceeds shall be used to defray expenses of the tournament.

### **XI. Other Youth League Participation**

(A)—No league franchised with Dixie Youth Baseball, Inc., shall franchise its teams with any other youth baseball program. **PENALTY:** The penalty for violation of this rule will be revocation of the league's Dixie Youth franchise.

(B)—WITH THE APPROVAL OF THE LOCAL LEAGUE, players, managers and coaches may participate in other youth baseball programs during the Dixie Youth regular season provided such participation does not disrupt Dixie Youth regular season play.

**NOTE:** Leagues may remove any player, manager or coach from a team for the current season for repeatedly missing regular season games and/or practices.

### **XII. Conduct and Sportsmanship**

(A)—Members of one team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. The penalty for violation of this rule shall be the removal of the guilty player, players and/or coach or manager from the game and from the dugout.

\* (B)—Local leagues have the authority to ban noisemakers during local league play.

(C)—When a batter wiggles the bat in an **EXTREME MANNER** in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

(D)—The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

- (1) Pull the bat back and take the pitch or,
- (2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the removal of the team manager for the remainder of the game.

(E)—The use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(F)—Local leagues have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled regular season games or tournament games played at its playing facilities.

### **XIII. Child Abuse/Molestation Risk Management Program**

(A) Child abuse/molestation has become a growing concern within recent years and can take many forms including verbal abuse, physical abuse, emotional abuse, and sexual abuse. Any form of child abuse/molestation is despicable and goes against everything that Dixie Youth Baseball stands for.

(B) Dixie Youth Baseball, Inc. is committed to addressing concerns over child abuse/molestation by informing and educating its affiliated leagues on this risk by providing guidelines for establishing a risk management plan that may significantly lessen but not totally eliminate the chance of an occurrence. Failure to implement a child abuse/molestation risk management program may expose leagues and its officials, volunteers and other representatives to significant legal liability.

(C) Dixie Youth Baseball, Inc. strongly recommends that **all franchised leagues adopt and implement a child abuse/molestation risk management program. Guidelines for establishing a child abuse/molestation risk management program are available at no charge through the DYB national office, or the league may develop a similar comprehensive program.**

(D) Dixie Youth Baseball, Inc. has no operational control over league security including the selection of volunteers associated with independent leagues which affiliate with its program. Therefore, it is the sole responsibility of the independent leagues to take action by adopting and implementing a child abuse/molestation risk management program.

(E) Due to the fact Dixie Youth Baseball, Inc. has no operational control over league security including the selection of local league volunteers, each franchised league shall be required to indemnify and hold harmless Dixie Youth Baseball, Inc. against all legal actions based on child abuse/molestation allegations arising from any team, league, tournament or other activities of such league.

(F) Various youth sports/leagues have adopted criminal background checks for coaches/volunteers as the sole means for protecting against this risk. While criminal background checks are an important aspect that should not be overlooked, they are just part of a comprehensive risk management program.

(G) Elements of the Dixie Youth Child Abuse/Molestation Risk Management Program are highlighted below:

(1) - Screen all volunteers who have repeated access to youth by requiring completion of a Volunteer Application and by running a criminal background check. All criminal background checks indicating a conviction involving crimes against a minor must result in disqualification of the volunteer. In addition, other charges and convictions may be an indication of an unfit volunteer and may result in disqualification.

(2) - Distribute materials to educate administrators, volunteers, and parents on the warning signs of child abuse/molestation and how to respond to an allegation.

(3) - Appoint a Conduct Official to administer the program and to be the primary contact for allegations of child abuse/molestation.

(4) - Encourage the use of a “buddy system” where a non-related adult is never alone with a single child.

(5) - Encourage the use of take home/pickup policies to ensure that a single child is not being transported by a volunteer as a result of a parent failing to pick up a child in a timely fashion.

(6) - Prohibition of any overnight sleepover event at any official’s house.

(7) - Limiting the distribution of directories/rosters with names, phone numbers, addresses, and pictures to persons on a “need to know” basis.

## **TOURNAMENT RULES —2010 (TOURNAMENT PLAY ONLY)**

### **TOURNAMENT PARTICIPATION REQUIREMENTS**

#### **I. Tournament Play**

\* (A) A **SANCTIONED TOURNAMENT** is any level of tournament play approved by Dixie Youth Baseball, Inc., (including a two-out-of-three series) which allows each franchised league to enter ONE team in the Major or “O”Zone, AAA, AA, and A divisions at the first level of tournament play to compete for the right to advance to subsequent levels of sanctioned play. **NOTE:** Any non-sanctioned tournaments supervised by DYB officials must be approved by the respective DYB state organization.

\* (B) One league team, either the league champion or a selected “All Star” group, may represent each Major or “O”Zone, AAA, AA and A division in sanctioned DYB tournament competition starting at the SubDistrict or District level. Each league is entitled to enter, and no play-off to enter may be required.

\* (C)—Only double elimination tournament brackets and round-robin tournament formats approved by the Commissioner shall be used in DYB tournament play. “Double elimination” is defined as when a team loses two games in a single tournament at any level, area, sub-district, district, state or World Series, and is eliminated from further participation in that tournament. State organizations may authorize the use of the approved three, four, five, or six team round-robin formats. Round-robin tournaments will be played to completion.

Each state organization may use either the double elimination or round-robin

tournament formats to advance more than one team to the next level of play. Each state organization will establish procedures for advancing more than one team from all levels of tournament play to the state tournament and distribute these procedures in writing to all leagues and DYB officials within the state.

**The tie-breaker** rules listed below will be used in all state tournaments to advance a runner-up team in addition to the state champion to the AA regional tournaments, the “O”Zone World Series and, if applicable, the Majors and AAA World Series. Each state organization may establish the procedure for advancing additional teams, if any, to the AA regional tournaments.

#### TIE-BREAKER RULES

Rule 1. Head-to-Head Record Between Two Tied Teams

Rule 2. Least Runs Allowed Between Two Tied Teams

Rule 3. Least Runs Allowed For the Series

Rule 4. Most Runs Scored for the Series

Rule 5. Coin Flip

(D) All official playing rules and regulations used during regular season play shall be in effect during sanctioned tournament play unless otherwise stated in the tournament rules below.

(E) Appeals are only accepted through DYB channels for the sanctioned tournaments mentioned in (1) above. Appeals in non-sanctioned tournaments must be handled through the organization sponsoring the tournament.

(F) Each community or league sponsoring a state tournament or Dixie Youth World Series shall be granted a host team. **NOTE:** A host team shall be allowed only in the event there is a tournament, not a series between two teams.

(G)—The Dixie Youth World Series for the Majors, “O”Zone and AAA divisions shall begin on the dates recommended by the Executive Committee and approved by the National Board of Directors, annually. These dates will be set five years in advance.

(H)—A team wishing to compete only through the district or state tournament shall be permitted to do so provided the State Director is notified prior to July 1. In the event such a team wins the district or state tournament, the runner-up team shall be declared the representative to the next tournament level.

(I) - The Dixie Youth World Series (Majors and AAA) shall be limited to twelve teams of which one shall be the host and eleven state champions. Beginning in 2010, the Dixie Youth “O”Zone World Series shall be limited to 16 teams one of which shall be the host, eleven state champions, and four state runner’s up. The runner’s up teams will rotate by state, based upon franchised “O”Zone leagues, until all states have participated in the sixteen team format before reconsideration of this rule by the Board for its continuation. Any teams which decline to participate shall be replaced with winners of competitive play determined by the Commissioner and approved by the National Board of Directors.

(J)—A host city having two or more leagues shall be entitled to hold a playoff to determine the host team, and the other leagues shall be entitled to enter district eliminations.

(K)—All state and sectional tournament sites shall be selected on or before June 1

of the current year. In the event a state tournament site is not determined by this date, the State Director with State Board approval, shall have the authority to request bids and award the tournament. In the event a sectional tournament site is not determined by this date, the Commissioner shall have the authority to request bids and award the tournament bid.

(L)—Host teams shall not participate in any tournament in any level of tournament play below that in which they act as host. As a matter of interpretation, however, a host is not a host until selected. See Rule I (D) above. The penalty for violation of this rule is loss of eligibility for tournament play.

(M)—All tournaments qualifying a team for the Dixie Youth Majors or AAA World Series shall be scheduled to be completed by August 1. All tournaments qualifying a team for the “O”Zone World Series shall be scheduled to be completed by July 25. The penalty for violation of this rule is disqualification of the winning team from Dixie Youth World Series.

(N)—All tournament hosts shall be determined using guidelines established by the state organization.

(O)—A Division (T-Ball) tournaments shall be under the exclusive direction of the District Director or his designated representative at the district level.

## **II. Financial Responsibility**

(A)—All teams entering tournament play must be financially able to defray all their travel expenses, with the exception of the Dixie Youth World Series.

(B)—The host city shall pay lodging per diem to all teams in the Dixie Youth World Series beginning with the day prior to the first scheduled game of the World Series.

(C)—The host city shall furnish meal per diem to all teams in the Dixie Youth World Series beginning on with breakfast on the day of the first scheduled game and ending with breakfast on the morning following elimination.

(D)—The host city shall also be responsible to pay any additional meal and lodging per diem for any extra days necessary due to inclement weather or mechanical or electrical problems at the host facilities.

(E)—The host city shall file a financial statement of any Dixie Youth World Series with the Commissioner following the completion of the event.

(F)—Team Insurance For Sanctioned Tournaments—All teams participating in sanctioned DYB tournament play must provide evidence of the following insurance coverages:

(1) Excess Accident—Each tournament team must be covered by an Excess Accident policy with a Medical Limit of at least \$50,000. It is not acceptable for each parent to provide individual evidence of health insurance for his or her child playing on the team; and,

(2) General Liability—Each tournament team must be covered by a General Liability policy with an “each occurrence” limit of at least \$1,000,000 combined single limits for “bodily injury” and “property damage.” Such policy may not provide “claims made” coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants. If the team does not purchase its General Liability

insurance through the approved Dixie Youth Baseball, Inc. insurance program (see rule book advertisement), it is required that the team's General Liability policy name Dixie Youth Baseball, Inc. as an "additional insured."

### III. Team Eligibility Requirements

(A)—Each league shall be entitled to enter either its local league champion or a team chosen from the entire league as its tournament team in each age division.

(B)—Tournament team affidavits must consist of twelve (12) players, a team manager and two coaches and each tournament team must begin each level of tournament play with a full roster of players and coaches. **Alternates are not recognized as part of a tournament team and their participation in any tournament team activity is not authorized by Dixie Youth Baseball, Inc.** NOTE: Nonsanctioned tournaments not supervised by DYB District, State or National officials cannot use the DYB Tournament Team Eligibility Affidavit to qualify teams.

\* (C)—All tournament teams participating in the Majors, "O"Zone, AAA, or AA state tournaments shall be required to deliver an acceptable color photograph or digital photograph of the team in uniform ( including the team manager and only the required number of coaches)

(D)—Each tournament team is required to have twelve (12) players and three (3) manager/coaches present at each tournament game except that any unfilled player vacancy or a player's absence may be approved by the tournament director for justifiable reasons. The tournament director may suspend a team manager from participating in any game where a player vacancy or absence cannot be justified. The tournament director may require a team to replace a player whose continued participation on the team is in doubt.

(E)—The earliest date a sanctioned DYB "O"Zone tournament may be scheduled to begin is the **third** Friday in June and the earliest date a sanctioned DYB Majors or AAA tournament may be scheduled to begin is the **fourth** Friday in June.

(F)—Participating teams shall completely and accurately complete by the deadline all forms furnished them. Teams failing to comply with this rule may not be eligible for tournament participation and may lose their next opportunity to host a tournament.

### IV. Player/Coach Eligibility Requirements

(A)—Only players who have played in a minimum of nine (9) of their local league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in the nine (9) games. Dixie Youth Baseball urges state directors to grant this exception only for good and substantial reasons, such as injury or sickness by the player substantiated by a physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting their seasons and therefore unable to complete a majority of their games prior to the start of tournament play. There may be other reasons for granting an exception, and the state director shall exercise discretion.

(B)—All players on a major tournament team may be 12 years of age, if desired. The maximum age for players on minor league tournament teams shall be league

age ten (10) for AAA division, eight (8) for AA division and six (6) for A division. Any player of league age ten (10) and under who was registered on a major league team during the regular season shall be eligible to participate on the AAA (9-10) tournament team. LOCAL LEAGUE OPTION: A league may require that any player of league age ten (10) and under must be registered on a minor league team during the regular season to be eligible to participate in minor league (Age Ten and Under tournament).

\* (C)—A team or player may play in another tournament between Dixie Youth tournaments but not at the same time as a Dixie Youth tournament is being played. **PENALTY:** Any player, manager or coach who violates this rule shall be removed from their DYB tournament team roster immediately. Any team who violates this rule shall be disqualified from tournament play immediately.

\* (D)—No player, manager or coach shall participate on more than one Dixie Youth sanctioned tournament team. Under no circumstances can a player be listed on more than one Dixie Youth tournament team during the same year.

(E)—Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on their regular season team player rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

(F)—Sub-district, district and state directors and members of the National Board of Directors shall not be eligible to manage or coach a tournament team.

(G)—Upon the recommendation of the Tournament Director, the State Director shall have the authority to suspend from tournament play any player, manager or coach for a flagrant display of unsportsmanlike conduct or for a willful violation of Dixie Youth Baseball Rules and Regulations. A player, manager or coach who is suspended shall not be allowed to participate in further tournament play in any way to include opening or closing ceremonies and trophy presentations. The suspension may be for one or more games or for the remainder of tournament play during the current season. The Commissioner of Dixie Youth Baseball shall have this authority during the Dixie Youth World Series.

(H)—After an investigation conducted by the Commissioner's Office, the National Board of Directors of Dixie Youth Baseball, Inc., by a majority vote shall have the authority to suspend a player, manager or coach for the next season or impose a lifetime ban to the individual from participation in DYB tournaments.

(I)—The State Board of Directors may adopt policies and guidelines to ban managers or coaches from tournament play for one or more years. This decision may be appealed to the Commissioner's Office.

## **V. Tournament Player Affidavit**

(A)—Dixie Youth Baseball shall mail tournament affidavit forms to each league. These affidavit forms shall be completed for each tournament team and delivered to the District Director at the District Credentials Meeting prior to the first tournament game. Each tournament team manager shall have the original of this tournament affidavit, properly completed, at all tournament games.

(B)—The president of each league shall check all birth records of players whose

names appear on the tournament affidavit. The name of the players on the affidavit shall be exactly the same as the name on the birth record.

(C)—**Tournament Director**—With respect to subdistrict, district and state tournaments, district and state directors may delegate their authority to a designated tournament director. The National Commissioner shall designate a tournament director for the Dixie Youth AAA World Series and may designate a tournament director for the Dixie Youth World Series in his absence.

(D)—**Credentials Committee**—In addition to the tournament affidavit each team manager shall have a birth record and medical release form for each player whose name appears on the affidavit. The affidavit, medical release form and the birth records shall be publicly inspected and approved by a credentials committee composed of three members, one of whom may be the tournament director, and this public inspection shall be at least one week (seven days) prior to the first subdistrict or district game. All teams shall be notified of the credentials meeting by the district director or the tournament director at least one week prior to the inspection. This requirement shall be for sub-district and district play only.

(E)—Teams failing to be present at the district credentials meeting with the player affidavit, birth records and medical release form shall forfeit their right to compete in tournament play. Teams shall have a birth record and medical release form at this meeting for each player listed on the player affidavit. In the event a team does not have a birth record for a player at this meeting, the player for whom there is no birth record shall be ineligible to play in the sub-district or district tournament.

(F)—The state or district director shall be empowered, however, to make exceptions to the seven day inspection rule for hardship cases. A player whose birth record is not accepted by the credentials committee at the inspection meeting shall have the opportunity of submitting another birth record to the committee on the evening prior to the first tournament game at a time and place set by the tournament director. Player affidavits may be corrected for spelling, typographical errors, nicknames and so on at either of the two meetings of the credentials committee. Players whose birth records are not accepted by the credentials committee at either of the two meetings shall be ineligible for all games in the sub-district and district tournaments. There shall be no appeal. A team using a player not approved by the credentials committee shall be disqualified from the tournament pursuant to Rule XI, Section (D), of Rules for Tournament Play.

(G)—**A copy of the tournament team affidavit shall be mailed to the Commissioner's office immediately following approval by the credentials committee. This copy must be received by the DYB Commissioner before the first tournament game may begin.**

(H)—Where separate district credentials meetings are held for each division's sub-district tournament, the credentials committee shall inspect the player affidavits and birth records of all the tournament teams in the respective division at the same time. There shall be a credentials meeting for each division in the district. All credentials meetings within a district may be held at the same time.

(I)—The state director or tournament director shall set the date and time for the inspection of the tournament team affidavits and birth records for teams competing in

state tournaments, and this time shall be at least three hours prior to the first game of the tournament. Teams not complying with this rule shall be subject to disqualification from tournament play.

(J)—With the exception of the host team, the actual birth certificates may not be inspected at the Dixie Youth World Series. Instead, each state director may sign the player affidavit of his state's representative team in the Dixie Youth World Series signifying that he or his representative has personally inspected the birth records of the players and found them to be in order. The player affidavit and birth records of the host team shall be inspected by the National Board of Directors. No protest shall be allowed at the Dixie Youth World Series on the basis of eligibility because of age unless the protest is substantiated by actual evidence accepted by the Board of Directors as proof of an age violation.

(K)—Dixie Youth Baseball directs all tournament directors and credentials committee members to accept one of the following as proof of age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

(3) Baptismal certificate issued within six years after birth which shows actual date of birth.

\* **NOTE:** A photostatic copy of one of the above certificates, with a statement on the document signed by the parent or legal guardian stating it is an exact and true copy of the original.

(4) Dixie Youth Baseball, Inc., Certification of Birth Record properly completed, inspected, signed and stamped by a Dixie Youth district, state or national director or the Commissioner.

(L)—Adopted children going by a name other than that which appears on the birth record shall furnish an affidavit of the adoption or name change and a copy of the affidavit shall be attached to the birth record. Players not legally adopted but using a name other than that which appears on the birth record shall be eligible provided a notarized statement of this fact is made before a probate judge or clerk of court or their equivalent and the statement is attached to the birth record with the signature and seal of the probate or clerk of court.

(M)—No protest shall be allowed after the inspection by the credentials committee without absolute proof of fraud. The burden of proof shall be upon the protesting party. In the event proof of fraud is found and accepted by the credentials committee or a protest committee, Rule XI, Section (E), will apply.

(N)—Players who are unable to furnish an approved birth record shall be entitled to mail other documents of proof of age to the Commissioner, who shall be empowered to issue a certificate in lieu of an actual birth record.

## **VI. Replacing Players**

(A)—A team may replace tournament players after their selection to the team following investigation and approval by the District Director at District level, State Director at State level or Commissioner at the World Series. The new player must present proper proof of age and be otherwise eligible according to rules and

regulations of this program. The player who is replaced shall not be entitled to return to the team unless he was a replaced injured player and he replaces another injured player. A replacement certificate shall be available from the District or State Director or Commissioner. Requests for replacements shall be made in writing by the local league President to the District Director at district tournaments, State Director at the state tournament or Commissioner at the World Series.

## VII. Tournament Pitching Rules

These rules completely replace the regular season pitching rules. No manager, group of managers, district director nor anyone else shall waive any tournament pitching rule unless specifically stated in the following rules. The intent of this statement shall be to prohibit a so-called gentlemen's agreement, and any such agreement shall be grounds for protest by any Dixie Youth Baseball official.

(A)—All players on the tournament team roster shall be eligible to pitch. **NOTE:** Any player warming up a pitcher on the mound, in a bullpen, or elsewhere shall wear a catcher's mask with helmet and throat protector even if the mask has a manufactured extension at the bottom of the mask. **A batting (excluding the hockey-style masks) helmet cannot be used to warm up a pitcher.**

(B)—A pitcher shall be charged with an inning pitched for any part of an inning, including a single pitch. A pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning, he is NOT charged for that inning.

(C)—Innings pitched in games declared no contest shall count.

(D)—In the event a game is conceded according to Rule VIII(A), the innings remaining to be played shall not be charged to the pitchers of both teams.

(E)—**INNING RESTRICTIONS ON PITCHERS**—Pitchers shall be governed by Rule 3.03(c), Rule 3.05(a) & (b) and Rule 3.08(1) during tournament play and shall adhere to the following restrictions:

(1) A pitcher shall pitch only thirteen (13) innings in the same tournament. For the purpose of this rule, any combination of innings adding to 13 shall be permitted. **EXCEPTION:** In 12-Team and 16-Team double elimination tournaments ONLY, a pitcher may pitch in up to 15 innings during the tournament.

(2) A pitcher shall not pitch more than six innings in any one game except that in a tie game at the end of six innings or more, a pitcher who has pitched in six consecutive innings in the same game may pitch in a seventh consecutive inning. In the event he pitches seven (7) consecutive innings, all seven (7) innings are charged against the total innings allotted him for the tournament.

\* (3) In a one game playoff or playoff series or championship series decided by a best of three (3) games (including playoff games or series to determine runner-up teams advancing to the next level of tournament play), a pitcher shall pitch only six innings in the series except that in a tie game at the end of six innings or more, a pitcher, who has pitched in six consecutive innings in the same game, may pitch in a seventh consecutive inning.

\* (4) A pitcher may pitch in two games on the same day provided he does not pitch more than three innings in the first game and does not pitch more than six innings in one day. A pitcher who pitches in four (4) or more innings in the same game shall be

subject to the 36-hour rest rule in paragraph (F) below.

(5) Multi-league organizations that play a best-of-three series or a double elimination tournament with three or more teams to determine the official host for a District, State or World Series must use Tournament Pitching Rules in Tournament Rule VII.

(F)—**36-HOUR REST RULE** — A pitcher after pitching in four (4) or more innings in a game or in four (4) or more innings in a calendar day must have a minimum of thirty-six (36) hours rest before becoming eligible to pitch in another tournament game. The rest period shall begin at the time the pitcher leaves the mound.

**EXCEPTION:** In a suspended tournament game which is resumed on the next available day, the 36-hour rest period shall begin when the pitcher leaves the mound only if the pitcher threw in four (4) or more innings in the game.

(G)—All pitchers shall be eligible at the beginning of each level of tournament play provided they have had 36 hours of rest after pitching four (4) or more innings in a game. **NOTE:** Where districts are divided in sub-districts, the sub-district and district tournaments shall be considered separate tournaments for the application of these pitching rules.

**Example A:** The final game of a tournament is completed on Tuesday, and the next tournament begins the following day. Any pitcher who pitched in four or more innings in one game on Tuesday shall not be eligible to pitch on Wednesday even though it is a separate tournament, because he has not had the 36 hours rest.

**Example B:** A pitcher completes his local league season on Wednesday and is credited with four innings in a game as a pitcher. Tournament play begins the following day. The pitcher shall not be eligible to pitch in the tournament until he has had the 36 hours rest.

**\*SPECIAL NOTE: For the purpose of these pitching rules, every series or tournament qualifying a winner shall be considered a level of tournament play and the 36-hour rest rule will apply from one level to the next. For example, a pitcher pitches the final game of a sub-district tournament. He shall be eligible to pitch the first game of the district tournament, if he has complied with the 36-hour rest rule.**

(I)—A pitcher may not return to the mound as a pitcher during the same game. **EXCEPTION:** A pitcher who is replaced in the batting order by a pinch hitter or a pinch runner may return to the mound to pitch provided no other pitcher on the same team has thrown a pitch and all other requirements of the substitution rule are enforced.

**NOTE:** A pitcher removed from the game or line-up for a substitute may return to the game in another defensive position provided all other provisions of substitution rules are observed but may not return to the mound as a pitcher except in accordance with the exception listed in paragraph (I) above.

(J)—A player who is brought in to pitch from another position without benefit of sideline warmup shall be permitted ten (10) warmup pitches or two (2) minutes.

## VIII. Tournament Games

No National, State or District Director or any appointed assistant directors shall be permitted to waive any DYB tournament rule.

\* (A)—All tournament games shall be played to a conclusion regardless of the score or the inning unless the team behind wishes to concede.

(NOTE 1) In the event a game is conceded before completion, the innings remaining to be played shall not be charged to the two pitchers of record at the time the game was conceded. Only innings actually pitched by pitchers shall be charged.

(NOTE 2) When a suspended game is resumed, play shall begin from the actual point of termination. This shall be considered the same game and the same pitchers shall be eligible to pitch just as if the game had been completed on the original day.

### EXCEPTIONS:

(1) **15 RUN RULE** - A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times, or in the case of the home team when it is leading, two times. Pitchers shall only be charged for innings actually pitched. NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE 15 RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

(2) **10 RUN RULE** - A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched.

**NOTE:** THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE TEN-RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT.

**Example A:** The game is called on account of rain in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning. The game shall be resumed at the earliest possible time and play shall resume in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning.

**Example B:** The game is called in the top of the fifth inning for any reason. The game shall be resumed at the earliest possible time from the exact point of termination. The pitchers shall be eligible to complete the game as this is part of the same game and the 36-hour rest rule is not applicable as far as completing the game is concerned.

\* (B)—No team shall be required to play more than two (2) games on the same day during the same tournament and no team shall be required to play as many as two (2) games on the same day more than once during the same tournament, except to play an “if necessary” game to determine the tournament champion. A team playing two (2) games on the same day shall have at least two (2) hours rest between games. In the case of an “if necessary” game to determine a tournament champion there shall be at least one (1) hour rest between games.

**EXCEPTION:** The Commissioner shall be empowered to waive any tournament rule deemed necessary to ensure the completion of any tournament where there have been delays caused by inclement weather or other reason.

(C)—Only baseballs stamped “Official Dixie Youth Baseball” and bearing the Commissioner’s signature shall be used in any tournament. Manufacturers of approved balls will be announced by the Commissioner.

(D)—If games are played under floodlights at any level of tournament play, the approval of the Dixie Youth Baseball official in charge of that tournament must be received before the start of the tournament.

(E)—All rained-out or postponed games shall be rescheduled by the tournament director in the order of postponement. For example: Game 3 is postponed due to rain, wet grounds or for any other reason, but the ground crew gets the field in condition to play again several hours later. Game 3 shall be played before any other game on the schedule.

\* (F)—Teams forfeiting games in tournament competition may not be granted tournament privileges the following year.

### **IX. Player Participation Requirement**

(A)— Every available player on a team’s tournament roster must meet the offensive and defensive requirements specified in paragraphs (B) and (C) below which provides that:

(1) each player must complete one time at bat in every tournament or series game played by his team (See definition- Complete Time At Bat in Rule 2.00); and

(2) each player must play defensively three consecutive outs in any defensive half inning played by his team.

#### **(B)—Offensive Participation Requirement**

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and bat in this order until all have completed one turn at bat. After all players in the initial batting lineup have batted once, the official offensive lineup will revert to the first nine players listed in the original batting lineup for the remainder of the game. The players not listed in first nine batting positions will become official substitutes and will be eligible to return to the official batting lineup in one of the first nine offensive batting lineup positions at any time.

\* (2) If a player arrives after the batting order has been submitted but before the initial time through the batting order has been completed, the player must be added to the end of the batting order. If the batting order has reverted back to the original nine-man order, a player arriving before the fourth inning has been completed must fulfill his batting requirement by substituting for a player in the top nine positions of the batting order, and must play defense. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

\* (3) If a player not listed in the first nine batting positions leaves the game because of an injury, illness or disqualification, before he takes his initial turn at bat, this position in the batting lineup will be skipped for this turn at bat, without penalty and for the remainder of the game if necessary, and the next batter in the batting order takes his place. **EXCEPTION:** If removed from offense while at bat for an injury, medical reason, or ejection, the next batter will begin his at bat and will assume the count of the removed player. If removed from offense while on base for an injury,

medical reason, or ejection, the last preceding player not on base will run for removed player.

\* (4) A player removed because of injury or illness may return to the game, if otherwise eligible.

(5) If a manager has used all his eligible players and a player is injured or becomes ill and cannot continue, the game shall not be forfeited. The opposing manager shall select a player from the bench who has already been in the game to replace the injured or ill player in the injured or ill player's batting position.

(C)— Defensive Participation Requirement

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and the nine defensive starters shall be designated on the team lineup card. Any defensive player, including the pitcher, may be listed in any order on the starting offensive batting lineup.

(2) Each team manager is responsible for playing each available player on the tournament team roster defensively for three consecutive outs during the game.

(3) Each scorer shall indicate in the official scorebook in which inning (or innings) a player met the defensive participation requirement.

(4) The scorer shall notify the team manager and umpire of any player who has not met this requirement at the completion of the fourth inning of play. The tournament director shall notify the umpire to direct such manager to insert in the team's defensive fifth inning any such player(s) who have not met the defensive participation requirement.

(5) FREE SUBSTITUTION ON DEFENSE! (Tournament Play Only)

(a) With the exception of the pitcher, any player may enter the game on defense in any defensive position as many times as deemed necessary by the team manager.

(b) Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill or ejected player or enters the game during a pitching change. Entering the game on defense with the exception of the pitcher does not count as entering/re-entering on offense for the purposes of Rule 3.03(a).

(c) All offensive changes to the batting line-up must be recorded in the official score book and shall be governed by the substitution rules in Rule 3.03(a).

(d) The public address announcer shall maintain a score card for defensive changes. It is recommended that all changes be announced over the public address system

**PENALTY** - The penalty for violation of IX(A)(1) shall be the disqualification of the team manager for the remainder of the game and the remainder of the next game played by his team in the tournament or series.

The penalty for violation of IX(A)(2) shall be the disqualification of the team manager for the remainder of the game and the next game played by his team in the tournament or series. Exception: If the manager refuses to insert players into the defensive lineup during a game after being notified by the official scorer or a DYB official that a player or players on the team has not met the participation requirement, these players shall be inserted in the game by the tournament director and the team manager shall be removed from the team immediately and disqualified for the

remainder of the current tournament season.

**NOTE:** This penalty shall apply to both teams, even if the last half of the sixth inning is not required. The only exceptions shall be when the game is considered a regulation game but is not completed in six innings (five and one-half innings with the Home Team leading) because of the 10 or 15 run rule, or when a team concedes before all available players have participated.

The Board of Directors of Dixie Youth Baseball, Inc., has granted each state organization the right to use the twelve player batting order in tournament play through state tournament level. A written plan, approved by the state organization for use of the rule, must be submitted to the Commissioner for final approval prior to the beginning of tournament play. REGULATION IX (B) OFFENSIVE PARTICIPATION REQUIREMENT remains in effect in all tournaments in states that do not choose to use the continuous batting order rule and will be used in the Dixie Youth World Series.

## **X. Tournament Uniforms**

(A)—All players in tournament play shall wear regular baseball uniforms. No plain, undershirt style T-shirts shall be permitted. Uniform type T-shirts in team colors with numbers shall be considered legal regular baseball uniforms. Coaches may wear the same baseball uniform of the team or matching shirts with collars. The penalty for violation of this rule is possible disqualification of the team by the tournament director from further play. The District Director, State Director and Commissioner shall establish an appropriate dress code for each level of tournament play so as to portray the proper image for Dixie Youth Baseball.

(B)—All players and coaches participating in sanctioned DYB tournaments shall wear the “official” insignia of Dixie Youth Baseball, Inc. on the left shoulder of their shirt. The official insignia shall not be screen printed on the uniform but must be the embroidered emblem issued by Dixie Youth Baseball, Inc.

(C)—All players participating shall have numbers not less than four inches on the back of their uniform shirt. Any players wearing a batting vest shall also have numbers not less than two inches on their sleeve, (preferably the right sleeve). No duplicate numbers shall be allowed. The penalty for violation of this rule shall be that players wearing duplicate numbers shall not be allowed on the field.

(D)—All state championship teams shall purchase T-shirts with the Dixie Youth Baseball insignia and the name of their state for the players and managers of the teams.

(E)—The Dixie Youth World Series host shall present to the Dixie Youth World Series championship team a flag four feet by six feet with the Dixie Youth Baseball insignia.

(F)—All players and managers must present a neat and clean appearance. Hair length must be such as to assure that it will not extend over the eyes and interfere with vision.

## **\* XI. Conduct and Sportsmanship**

\* (A)—Members of one team shall not ride, kid, heckle, poke fun at or in any other

manner do anything that in the opinion of the umpire distracts the opposing team during tournament games. The penalty for violation of this rule shall be the removal of the guilty player, players and/or coach or manager from the game and from the dugout.

\* (B)—Tournament directors, at their discretion, may allow the use of noisemakers. However, spectators may not use noisemakers in an attempt to distract the pitcher's delivery of the pitch to the batter. Any such action will be deemed unsportsmanlike conduct and will not be permitted by the umpire. The tournament director may request the tournament host, as permitted by local and state law, to remove from the tournament playing facilities any spectator who fails to discontinue the use of noisemakers after the umpire-in-chief announces their use is banned for the remainder of the game.

\* (C)—When a batter wiggles the bat in an EXTREME MANNER in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

\* (D)—The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

- (1) Pull the bat back and take the pitch or,
- (2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the removal of the team manager for the remainder of the game.

\* (E)—The use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

\* (F)—Tournament hosts have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled tournament games played at its playing facilities.

## **XII. Protests & Protest Appeals**

### **(THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES.)**

(A) Only the team manager or the acting team manager shall be entitled to file a protest relating to any rule or regulation which applies to the 7-8, 9-10 and 11-12 age divisions during any tournament game or between games if permitted by rule.

(B) Protests shall be made only on a misinterpretation of a rule published in the current edition of the “Official Rules & Regulations of Dixie Youth Baseball Inc.”, including but not limited to, provisions for the ineligibility of a player or players, an illegal substitution, an illegal pitcher or failure to comply with the participation requirement. —A protest which clearly requires an umpire’s judgment shall not be accepted by the tournament director.

(C) All protests of rule violations, except protests of an ineligible player, an illegal pitcher or failure to comply with the participation requirement, must be made to the umpire-in-chief immediately after the occurrence of the violation and before another pitched ball is thrown to a batter. The umpire-in-chief shall discuss any disputed ruling with any umpire involved in the play and/or may consult with umpires not involved in the play to determine if the ruling, in their opinion, was in accordance with Dixie Youth Baseball Inc. Rules and Regulations.

(D) The umpire-in-chief shall explain the disputed rule to each team manager and specify whether the ruling decision will stand or be reversed. If either team manager does not agree with the umpire’s explanation of the ruling, the umpire-in-chief shall refer the protest to the tournament director. **NOTE:** Either manager has the right to put his team in the dugout and refuse to continue play if the umpire-in-chief does not refer any protest to the tournament director.

(E) AFTER THE COMPLETION OF A GAME THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY AS PRESCRIBED BY TOURNAMENT RULE XI (H) OR THE FAILURE OF A TOURNAMENT OFFICIAL TO FOLLOW PROPER PROCEDURES FOR HANDLING PROTEST APPEALS. **NOTE:** A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game ending play or failure to comply with the participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

(F) When the official scorer or other officials have knowledge of a potential illegal substitution of a player or use of an illegal pitcher, they should advise the manager of the violating team. However, after the violation occurs, no one shall call attention to the violation except the opposing manager.

(G) **ILLEGAL PITCHER**—If an illegal pitcher enters the game, or becomes illegal after entering the game, this is a continuing violation and may be protested at any time during its continuation prior to the completion of the game. **PENALTY:** If protested during the game, the illegal pitcher shall be removed from the mound and the offended team shall have the choice of replaying the game from the point where the illegal pitcher entered the game to pitch or became illegal after entering the game or continue from the point where the illegal pitcher is removed from the game. If, in the opinion of the tournament director, the violation was intentional, the tournament team manager shall be disqualified from further tournament play.

(H) **INELIGIBLE PLAYER**—All protests based on ineligibility of a player shall be filed with the tournament director before either of the teams involved in the game in question has played any portion of another game. **EXCEPTIONS:**

(1) A protest of eligibility based on other than age or participation on another

baseball tournament team while a player's DYB tournament team remains in tournament competition must be presented to the tournament director prior to the beginning of each level of tournament play.

**PENALTY:** If, in the opinion of the tournament director, there is no WILLFUL VIOLATION of eligibility rules and, upon actual proof of violation, the tournament director shall disqualify the player from further tournament play. However, if, in the opinion of the tournament director, there is any WILLFUL VIOLATION of eligibility rules and upon actual proof of violation, the tournament director shall forfeit the last game played by the team and the team shall be disqualified from tournament play.

(2) A protest of eligibility based on age or participation on another baseball tournament team while a player's DYB tournament team remains in tournament competition may be made at any time while the player remains in DYB tournament competition.

**PENALTY:** The penalty shall be the immediate removal of the player from his/her DYB tournament team roster and disqualification from tournament play. (See Tournament Rule IV(C)).

(I) **INELIGIBLE MANAGER/COACH** – Any tournament team manager or coach who violates Tournament Rule IV(C) will be removed from his DYB tournament team immediately.

**(J)—PROTEST APPEAL PROCEDURES**

(1) Appeals of protest decisions in AA, AAA, Majors or "O" Zone tournament games may be carried to the Tournament Director, the State Director and up to the Commissioner if so desired but play may not resume until a decision is accepted by both managers or the appeal process is exhausted. Failure to get a final decision through proper appeals before the next pitch is thrown to a batter or before a play is made on a runner will forfeit the right for any further appeal by either team manager.

(2) As provided in Tournament Rule XI(D) above, the Umpire-In Chief shall refer any protest to the Tournament Director who may interview the umpires or the team managers before making a decision. After the Tournament Director renders a decision, either manager can request an appeal to the State Director.

(3) The Tournament Director ONLY shall be permitted to call the State Director. The State Director may interview the Tournament Director, the umpires or the team managers before making a decision. After the State Director renders his decision, either manager can request the State Director to appeal to the Commissioner.

(4) The Commissioner of Dixie Youth Baseball shall be called ONLY by the State Director for a FINAL DECISION on any appeal of a State Director's decision. The Commissioner may reserve the right to speak with the Tournament Director, any umpire in the game or any team manager before making his decision. The Commissioner's decision will be communicated only to the State Director who will inform the Tournament Director.

(5) After a ruling by the Commissioner of Dixie Youth Baseball, no further appeals can be made and play must continue immediately.

(6) No appeal shall be accepted by any Tournament Director or State Director or by the Commissioner in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or

boundary violations.

(7) There shall be no appeal of any protest occurring during an A (T-Ball) Division tournament beyond the District Director unless otherwise provided in an individual state's constitution and bylaws.

(8) Appeals will be allowed only if presented exactly according to the above procedures. Team managers may only request an appeal. Managers cannot present appeals directly to these officials. All officials will be available to receive protest appeals during the tournament season.

### **XIII. Umpires**

(A)—The Commissioner shall approve the umpires for the Dixie Youth World Series, the state director shall approve umpires for the state tournament and the district director shall approve umpires for district tournaments or below.

(B)—Whenever possible, it is recommended that umpires be selected who have not officiated in games of the participating leagues. An umpire shall not officiate as umpire-in-chief in more than two games in the same calendar day.

(C) All umpires shall report IN WRITING to the TOURNAMENT DIRECTOR before leaving the ball park ANY violations leading to the disqualification of any manager, coach, player or DYB official and the reasons therefore.

(D) With respect to any manager, coach, player, spectator or DYB official disqualified for a flagrant offense such as the use of obscene or indecent language, boisterous behavior or an assault on an umpire, manager, coach, player or DYB official, the umpire shall forward full details to the TOURNAMENT DIRECTOR before leaving the ball park the night of the infraction.

(E) This report shall be filed with the TOURNAMENT DIRECTOR and, at the World Series only, with the World Series Umpire Committee to be reviewed for accuracy and clarity. These reports shall be distributed within 12 hours of the conclusion of the game in question or prior to play resuming the following day.

### **\* XIV. Awards**

(A)—Team awards shall be presented to the championship, runner(s)-up and/or third place teams at the Dixie Youth World Series. Individual awards shall be presented to each player, manager and coach of the championship and runner(s)-up teams.

\* (B)—The Majors team championship award shall be presented and known as the Matt Goyak Championship Trophy. A Majors team sportsmanship award shall be presented and known as the Danny Jones Sportsmanship Trophy.

\* (C) - The AAA team championship award shall be presented and known as The Tom Linton Championship Trophy. The AAA team sportsmanship award shall be presented and known as the Bill Harth Sportsmanship Trophy.

### **\*XV. AA Coach Pitch Tournament Rules**

The following Coach Pitch rules are to be used exclusively for district, state and regional tournament play. The Official Dixie Youth rules as currently in use will be the basic set of rules for AA Division play with the exception of the rules listed below.

(A) AA Coach Pitch Playing Field:

(1) Baselines shall be 60 feet.

(2) Recommended minimum distance for the outfield fence to be 160' from home plate. Approved temporary fencing will be allowed.

(3) A 12-foot-diameter circle will be used for the pitching area.

(4) The center of the circle will be 46 feet from the back edge of home plate.

(5) The adult pitcher must pitch from within the circle.

(B) AA Coach Pitch Coaches:

(1) Three adults will be allowed on the playing field at one time (two base coaches and one pitching coach). A fourth adult must remain in the dugout at all times to watch the players. There must be four coaches listed on the tournament team affidavit.

(2) Only the manager may represent or speak for the team.

(C) AA Coach Pitch General Rules:

(1) The infield fly rule is not applied.

(2) No bunting is allowed.

(3) A regulation game shall be (6) innings for tournament play.

(4) The 15-run rule is in effect after both teams have batted 4 times or the home team is ahead in score after 3½ innings.

(5) No play is dead until the player pitcher has control of the ball inside the circle or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk.

(6) An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and base runners are making no attempt to advance.

\* (7) The batter will be allowed five pitches or three strikes. The batter will be called out after the fifth pitch. A foul on the last pitch shall not count unless a foul fly is caught; then the batter is out.

\* (8) Coach Pitch - If a batted ball accidentally hits a coach pitcher the ball is dead and it will be a no pitch.

(9) Teams on defense will use a total of ten players in the field, including the catcher and four outfielders. The outfielders must play regular positions and play no closer than 10 feet behind the normal running base path. A game will be a forfeit if a team cannot field nine players.

(10) All players on a team will bat in a continuous batting order. Players arriving late will be entered at the end of the batting order. A player who leaves the game due to illness or injury and later returns into the game will bat in the same place in the batting order as when they left the game.

(11) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.

(12) No base stealing is allowed.

(13) Catchers must wear full catcher protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the squat position when the ball is pitched.

(D) AA Coach Pitching:

\* (1) Coach Pitch – A coach of the offensive team shall pitch to the batters and

shall throw overhand.

(2) The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be any closer to the batter than even with the pitching rubber. The player pitcher cannot leave the circle until the ball is hit. **PENALTY** - The offensive coach has the option of accepting a hit or taking a no pitch.

(3) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, it is a dead ball situation.

(4) The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given for first offense and he/she will be removed from the mound on the second offense.

(5) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out. **PENALTY:** The runner shall be called out on appeal.

\* (6) A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

(E) AA Coach Pitch Base Running:

(1) When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead (time out shall be called). If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped), the ball is live and all base runners may advance at their own risk to be put out.

(2) There are no HALFWAY MARKS. If the runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance.

(F) AA Coach Pitch Tournament Play:

(1) Balls must be Dixie-Approved for tournament play.

(2) No game shall start after 9:30 pm unless approved by the Tournament Director.

(3) Tournament games must be played until complete.

(4) Facemask and chinstraps are required on batting helmets.

(5) A minimum of two umpires per game is required.

\* (6) Tournament team affidavits must consist of twelve (12) players, a team manager, and three coaches. Each tournament team must begin each level of tournament play with a full roster of players and coaches.

(7) There will be a 7-run per inning run limit with the exception of an over the fence home run or a ground rule double. A game would be over if a team was mathematically prevented from tying or winning.

## **XVI. AA Machine Pitch Tournament Rules**

The following Machine Pitch rules are to be used exclusively for district, state and regional tournament play. The Official Dixie Youth rules as currently in use will be the basic set of rules for AA Division play with the exception of the rules listed below.

(A) AA Machine Pitch Playing Field:

- (1) Baselines shall be 60 feet.
- (2) Recommended minimum distance for the outfield fence to be 160' from home plate. Approved temporary fencing will be allowed.
- (3) A 12-foot-diameter circle will be used for the pitching area.
- (4) The center of the circle will be 46 feet from the back edge of home plate.
- (5) Pitching machine will be placed directly over a pitching rubber which is 46 feet from the back edge of home plate.
- (6) Pitching machine speed will be set at 40 miles per hour out of the machine and checked with a radar gun.

(B) AA Machine Pitch Coaches:

(1) Three adults will be allowed on the playing field at one time (two base coaches and one pitching coach). A fourth adult must remain in the dugout at all times to watch the players. There must be four coaches listed on the tournament team affidavit.

(2) Only the manager may represent or speak for the team.

(C) AA Machine Pitch General Rules:

(1) The infield fly rule is not applied.

(2) No bunting is allowed.

(3) A regulation game shall be (6) six innings for tournament play.

(4) The 15-run rule is in effect after both teams have batted 4 times or the home team is ahead in score after 3½ innings.

(5) No play is dead until the player pitcher has control of the ball inside the circle or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk.

(6) An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and base runners are making no attempt to advance.

(7) The batter will be allowed five pitches or three strikes. The batter will be called out after the fifth pitch. A foul on the last pitch shall not count unless a foul fly is caught; then the batter is out.

\* (8) If a batted ball hits the pitching machine the ball is dead, the batter is awarded one base and any runners forced to advance will also advance one base. If a batted ball hits the coach feeding the machine, the ball is dead and shall be counted as a no pitch.

(9) Teams on defense will use a total of ten players in the field, including the catcher and four outfielders. The outfielders must play regular positions and play no closer than 10 feet behind the normal running base path. A game will be a forfeit if a team cannot field nine players.

(10) All players on a team will bat in a continuous batting order. Players arriving late will be entered at the end of the batting order. A player who leaves the game due to illness or injury and later returns into the game will bat in the same place in the batting order as when they left the game.

(11) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.

(12) No base stealing is allowed.

(13) Catchers must wear full catcher protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the squat position when the

ball is pitched.

(D) AA Machine Pitching:

\* (1) Machine Pitch – A coach of the offensive team shall feed the pitching machine.

(2) The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the pitching machine or behind the pitching machine, and not be any closer to the batter than even with the pitching rubber. The player pitcher cannot leave the circle until the ball is hit. **PENALTY**-The offensive coach has the option of accepting a hit or taking a no pitch.

(3) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, it is a dead ball situation.

(4) The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given for first offense and he/she will be removed from the mound on the second offense.

(5) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out. **PENALTY:** The runner shall be called out on appeal.

\* (6) A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

(E) AA Machine Pitch Base Running:

(1) When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead (time out shall be called). If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped) the ball is live and all base runners may advance at their own risk to be put out.

(2) There are no **HALFWAY MARKS**. If the runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance.

(F) AA Machine Pitch Tournament Play:

(1) Balls must be Dixie-Approved for tournament play.

(2) No game shall start after 9:30 pm unless approved by the Tournament Director.

(3) Tournament games must be played until complete.

(4) Facemask and chinstraps are required on batting helmets.

(5) A minimum of two umpires per game is required.

\* (6) Tournament team affidavits must consist of twelve (12) players, a team manager, and three coaches. Each tournament team must begin each level of tournament play with a full roster of players and coaches.

(7) There will be a 7-run per inning run limit with the exception of an over the fence home run or a ground rule double. A game would be over if a team was mathematically prevented from tying or winning.

## 2011 League Age Chart

### LEAGUE AGE 6

April	2005	October	2004
March	2005	September	2004
February	2005	August	2004
January	2005	July	2004
December	2004	June	2004
November	2004	May	2004

### LEAGUE AGE 7

April	2004	October	2003
March	2004	September	2003
February	2004	August	2003
January	2004	July	2003
December	2003	June	2003
November	2003	May	2003

### LEAGUE AGE 8

April	2003	October	2002
March	2003	September	2002
February	2003	August	2002
January	2003	July	2002
December	2002	June	2002
November	2002	May	2002

### LEAGUE AGE 9

April	2002	October	2001
March	2002	September	2001
February	2002	August	2001
January	2002	July	2001
December	2001	June	2001
November	2001	May	2001

### LEAGUE AGE 10

April	2001	October	2000
March	2001	September	2000
February	2001	August	2000
January	2001	July	2000
December	2000	June	2000
November	2000	May	2000

### LEAGUE AGE 11

April	2000	October	1999
March	2000	September	1999
February	2000	August	1999
January	2000	July	1999
December	1999	June	1999
November	1999	May	1999

### LEAGUE AGE 12

April	1999	October	1998
March	1999	September	1998
February	1999	August	1998
January	1999	July	1998
December	1998	June	1998
November	1998	May	1998

**DIXIE YOUTH BASEBALL, INC.**  
**PLAYER REGISTRATION, EVALUATION AND DRAFT**  
**RECOMMENDED GUIDELINES**

**Player Agent**

Each league shall determine its own player selection system to assign players to team rosters. Each league shall designate a Player Agent who shall develop guidelines for player registration, player evaluation (tryouts) and the player draft (or any other acceptable method of assigning players to team rosters). The Player Agent is required to see that the league's player selection system provides for all teams to have an equal opportunity in the player selection process. The Player Agent's responsibility is to seek to maintain a balance of strength among the teams in the league and to constantly remind everyone that a balanced talent distribution system is in the best interest of the league and the community.

**Player Registration**

Each league's Board of Directors shall establish the dates and locations for registration of players who wish to participate in regular season play administered by the local league. The local league shall provide ample notice to allow parents of players within the league's boundary to register for league play. This notice may be conveyed through newspapers, radio, and television. Such notice may also be communicated through schools, churches or public agencies within the community. Player's should be allowed to register no later than the date scheduled for tryouts and must attend and participate in such tryouts.

The Player Agent shall design registration forms which shall be accompanied by a birth certificate or other document which establishes the player's correct league age. The Player Agent shall also establish that the player lives within the league's boundaries. The residence of the player may be verified by the parent's driver's license, voter's registration card or other legal forms of identification to avoid violation of DYB boundary rules.

**Player Evaluation (Tryouts)**

Every eligible registered player residing within the boundary of the league shall be given notice of the date, time and location of the scheduled tryouts. During the tryouts, each candidate shall be given the opportunity to demonstrate skills such as batting, fielding fly and ground balls, throwing and base running in competition with players of the same age division in which he/she will play. The tryouts shall be conducted in the presence of all team managers or their designated representatives in order to observe the basic playing skills of the candidates. The league may provide each manager evaluation forms or allow them to evaluate players using their own guidelines.

**PLAYER DRAFT GUIDELINES**

**Player Distribution**

Growing in favor with many leagues seeking a more equitable method of assigning players to league teams is the "Annual Player Draft", under which team ownership of players is limited to a single year. Leagues which lose returning players may begin the draft with an imbalance of players among its teams. The league risks creating perpetually unbalanced teams from year to year rather than allowing all teams to begin each season with an equal opportunity to compete.

A league may adopt the following guidelines or adopt another model to provide for an equitable distribution of player talent by conducting an annual draft of players or by drafting

only new players onto teams with returning players. However, any player selection system must ensure that all managers have equal opportunity in the selection of all players.

### **Player Draft**

All players in the draft should be divided into Youth Majors, AAA, AA or A age divisions. A list of all eligible players in each age division draft should be provided to each team manager. Each league should announce the maximum team roster limit and conditions under which exceptions may be allowed.

Leagues which redraft the entire program annually may allow team managers to choose players in a rotation that is determined by drawing draft positions randomly from a hat to establish the draft order. Existing leagues which do not elect to redraft the entire program, annually, may allow the team finishing in last place in the league's prior year standings to get first choice of available eligible players in each round of the draft, the team finishing next-to-last gets second choice in each round, and so forth. Each team selects in this order during each round of the draft until all players have been selected and assigned to league teams. Each manager is restricted to no more than seven or eight players of any league age on the team. The league should adopt policies which keeps the draft position of players confidential.

### **Options on Sons/Daughters and Siblings**

The Player Agent should use the following guidelines with respect to the use of automatic option players:

- (a) Sons/Daughters of Managers - A manager who has sons and/or daughters eligible the draft may select them as an option player if disclosed to the Player Agent and the other team managers prior to beginning the draft. The league shall announce a policy to designate which round the manager must skip to allow for option selection of his son or daughter.
- (b) Brothers/Sisters in the Draft - A manager may request an option selection for brothers/sisters eligible for the draft if disclosed to the Player Agent and the other team managers prior to beginning the draft. The league shall announce a policy for which round the manager must skip to allow for option selection of a sibling.
- (c) Sons/Daughters of Coaches - Assistant coaches with children should not be assigned until after the player assignments are made. If a parent wants to serve as an assistant for the team on which his or her child plays, he or she should follow the child, not the child following the parent's assignment. This is to prevent the recruiting of assistants for the purpose of getting a specific player.

### **Other Provision:**

- (1) The manager may waive exercising an option for his son or daughter.

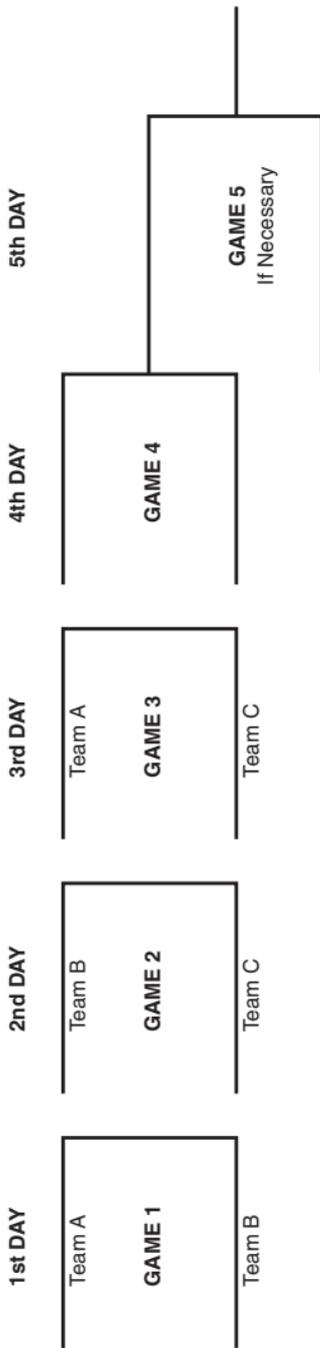
## **TOWN AND COMMUNITY TEAMS**

Certain isolated rural conditions and peculiar urban situations sometimes make it more practical for teams to be determined on the basis of "town" or "community" teams within the league boundary, rather than placing all possible player candidates within the league boundary into a common player pool.

Under this system, a player is assigned to a team representing the town or community in which he resides. Again, a player agent for the entire league should be named, who shall oversee the selection of players on the various teams, making sure that every boy of eligible age within the league boundaries has an opportunity to try out for one of the teams.

## OFFICIAL DIXIE YOUTH BASEBALL THREE-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games **if it is done before the tournament starts**. Drawings must determine original pairings.

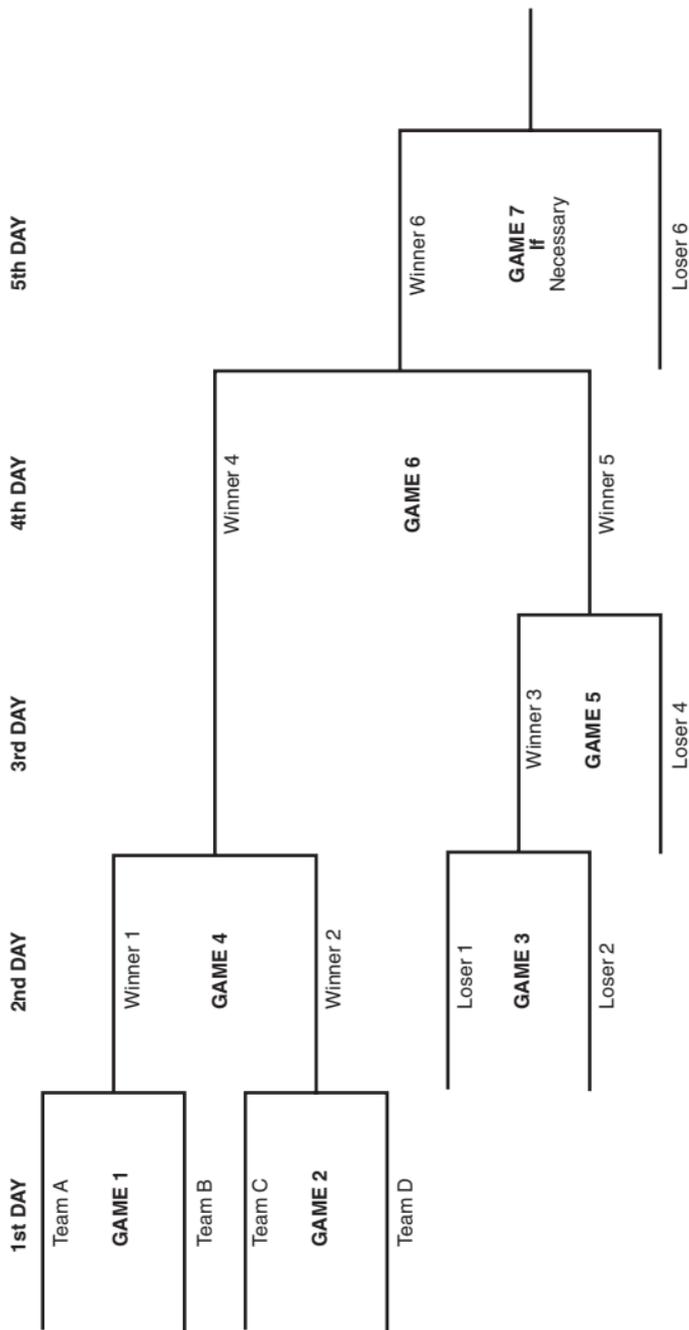


**NOTE:** If three (3) teams remain with one loss each after Game #3, a drawing will be held for the Bye in Game #5. The other two teams will play Game #4.

If only two teams remain after Game #3, they will play Game #4 and Game #5 if necessary.

## OFFICIAL DIXIE YOUTH BASEBALL FOUR-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games **if it is done before the tournament starts**. Drawings must determine original pairings.



# Round-Robin Tournament Formats

The Commissioner allows the use the round-robin format for three, four or five team tournaments. The Commissioner strongly recommends the use of the round robin format in five team tournaments, especially where more than one team will advance to the next level of play.

The three team double elimination bracket is really a round-robin format. The only difference between the brackets in the book and the round-robin format is that the bye is determined by a draw and the bye is determined by the tie-breaker rules in the round robin format. All tournaments should indicate whether it is a double elimination format or a round-robin format.

## Four Team Round Robin (Single Round)

		<u>Visitor - Home</u>
<b>Day 1</b>	<b>Game 1</b>	<b>Team A vs Team B</b>
<b>Day 1</b>	<b>Game 2</b>	<b>Team C vs Team D</b>
<b>Day 2</b>	<b>Game 3</b>	<b>Team D vs Team A</b>
<b>Day 2</b>	<b>Game 4</b>	<b>Team B vs Team C</b>
<b>Day 3</b>	<b>Game 5</b>	<b>Team A vs Team C</b>
<b>Day 3</b>	<b>Game 6</b>	<b>Team B vs Team D</b>
<b>Day 4</b>	<b>Game 7</b>	<b>Note 1</b>
<b>Day 4</b>	<b>Game 8</b>	<b>Note 1</b>

### Note 1 – Playoffs

(a) After Game 6, if two teams are tied for first place and two teams are tied for third place, the two teams tied for first place shall play a one game playoff in Game 7 for first and second place. The two teams tied for third place shall play a one game playoff in Game 8 for third and fourth place.

(b) After Game 6, if three teams are tied for first place, the tie-breaker rules will apply to determine which team draws a bye to Game 8 and the remaining two teams shall play in Game 7 for the right to meet the team which drew the bye in Game 8.

### Tie Breakers

- Rule 1. Head-to-Head Record Between Tied Teams
- Rule 2. Least Runs Allowed Between Tied Teams
- Rule 3. Least Runs Allowed For the Tournament
- Rule 4. Most Men Left on Base For the Tournament
- Rule 5. Coin Flip

**State Option:** The state organization may elect to not use the playoff schedule in Note 1 above and determine the order of finish strictly by tie-breakers only as follows: If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

### Four Team Round Robin (Double Round)

		<u>Visitor - Home</u>
<b>Day 1</b>	<b>Game 1</b>	<b>Team A vs Team B</b>
<b>Day 1</b>	<b>Game 2</b>	<b>Team C vs Team D</b>
<b>Day 2</b>	<b>Game 3</b>	<b>Team D vs Team A</b>
<b>Day 2</b>	<b>Game 4</b>	<b>Team B vs Team C</b>
<b>Day 3</b>	<b>Game 5</b>	<b>Team A vs Team C</b>
<b>Day 3</b>	<b>Game 6</b>	<b>Team B vs Team D</b>
<b>Day 4</b>	<b>Game 7</b>	<b>Team D vs Team C</b>
<b>Day 4</b>	<b>Game 8</b>	<b>Team B vs Team A</b>
<b>Day 5</b>	<b>Game 9</b>	<b>Team C vs Team B</b>
<b>Day 5</b>	<b>Game 10</b>	<b>Team A vs Team D</b>
<b>Day 6</b>	<b>Game 11</b>	<b>Team B vs Team D</b>
<b>Day 6</b>	<b>Game 12</b>	<b>Team C vs Team A</b>
<b>Day 7</b>	<b>Game 13</b>	<b>Note 1</b>
<b>Day 7</b>	<b>Game 14</b>	<b>Note 1</b>
<b>Day 7</b>	<b>Game 15</b>	<b>Note 1</b>

### Note 1 – Playoffs

(a) After Game 12, if two teams are tied for first place and two teams are tied for third place, the two teams tied for first place shall play a one game playoff in Game 13 for first and second place. The two teams tied for third place shall play a one game playoff in Game 14 for third and fourth place.

(b) After Game 12, if three teams are tied for first, second or third place, the tie-breaker rules will apply to determine which team draws a bye to Game 14 and the remaining two teams shall play in Game 13 for the right to meet the team which drew the bye in Game 14.

(c) After Game 12, if two teams are tied for first, second or third place, the two teams shall play in a one game playoff in Game 13.

(d) After Game 12, if all four teams have the same record, the tie breakers will be used to pair the top two teams to play in Game 13. The next two teams will play in Game 14. The winners of Game 13 and Game 14 will play Game 15 for the championship.

The tie breakers will be used to determine third and fourth place between the two teams which lost Games 13 and 14.

### Tie Breakers

- Rule 1. Head-to-Head Record Between Tied Teams
- Rule 2. Least Runs Allowed Between Tied Teams
- Rule 3. Least Runs Allowed For the Tournament
- Rule 4. Most Men Left on Base For the Tournament
- Rule 5. Coin Flip

**State Option:** The state organization may elect to not use the playoff schedule in Note 1 above and determine the order of finish strictly by tie-breakers only as follows: If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

### Five Team Round Robin

#### Visitor - Home

<b>Day 1</b>	<b>Game 1</b>	<b>Team A vs Team B</b>
<b>Day 1</b>	<b>Game 2</b>	<b>Team C vs Team D</b>
<b>Day 2</b>	<b>Game 3</b>	<b>Team E vs Team A</b>
<b>Day 2</b>	<b>Game 4</b>	<b>Team B vs Team C</b>
<b>Day 3</b>	<b>Game 5</b>	<b>Team D vs Team E</b>
<b>Day 3</b>	<b>Game 6</b>	<b>Team C vs Team A</b>
<b>Day 4</b>	<b>Game 7</b>	<b>Team E vs Team C</b>
<b>Day 4</b>	<b>Game 8</b>	<b>Team B vs Team D</b>
<b>Day 5</b>	<b>Game 9</b>	<b>Team E vs Team B</b>
<b>Day 5</b>	<b>Game 10</b>	<b>Team A vs Team D</b>
<b>Day 6</b>	<b>Game 11</b>	<b>Note 1</b>
<b>Day 6</b>	<b>Game 12</b>	<b>Note 1</b>

#### Note 1

- If two teams are tied for first place, they shall play Game 11 in a one game playoff for first and second place;
- If two teams are tied for second place, they shall play Game 12 in a one game play off for third and fourth place;
- If three teams are tied for first place, the team which wins the tie-breaker will receive a bye to game 12 and play winner of Game 11;
- If three teams are tied for second place, the team which wins the tie-breaker will receive a bye to Game 12 and play winner of Game 11.
- If five teams are tied for first place, the tie-breakers below shall be used to determine their order of finish in the tournament.

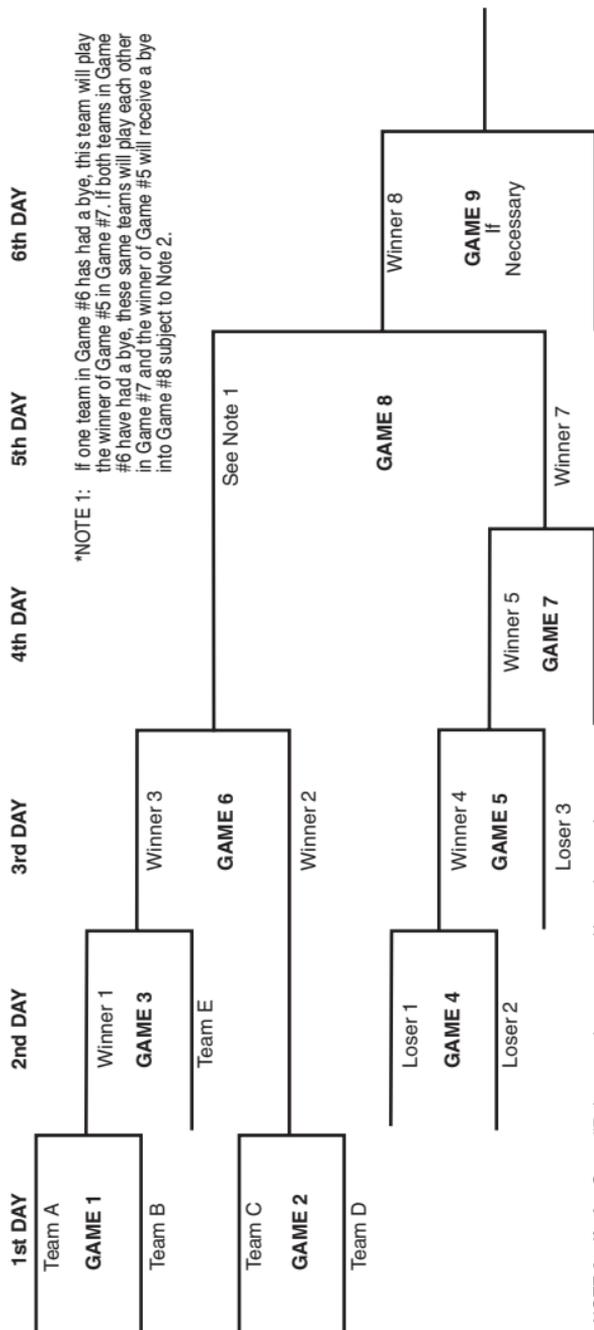
#### Tie Breakers

- Rule 1. Head-to-Head Record Between Tied Teams
- Rule 2. Least Runs Allowed Between Tied Teams
- Rule 3. Least Runs Allowed For the Tournament
- Rule 4. Most Men Left on Base For the Tournament
- Rule 5. Coin Flip

**State Option:** The state organization may elect to not use the playoff schedule in Note 1 above and determine the order of finish strictly by tie-breakers only as follows: If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

# OFFICIAL DIXIE YOUTH BASEBALL FIVE-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.

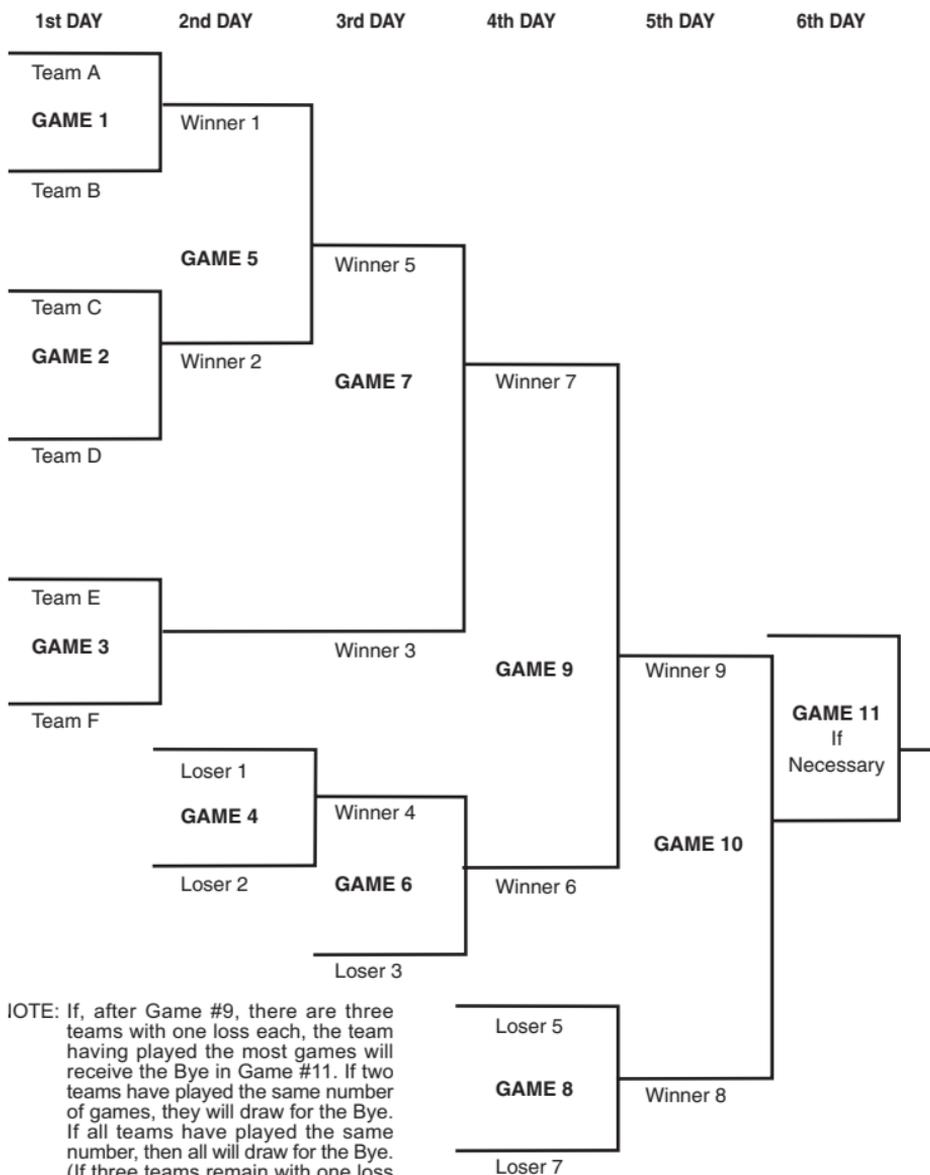


\*NOTE 1: If one team in Game #6 has had a bye, this team will play the winner of Game #5 in Game #7. If both teams in Game #6 have had a bye, these same teams will play each other in Game #7 and the winner of Game #5 will receive a bye into Game #8 subject to Note 2.

NOTE 2: If, after Game #7, there are three teams with one loss each, the team having played the most games will receive the bye into Game #9. If two teams have played the most number of games, they will draw for the bye. If all teams have played the same number of games, then all will draw for the bye. EXCEPTION: If two of the teams played each other in both Game #6 and Game #7, only these two teams will draw for the bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)

## OFFICIAL DIXIE YOUTH BASEBALL SIX-TEAM DOUBLE ELIMINATION BRACKET

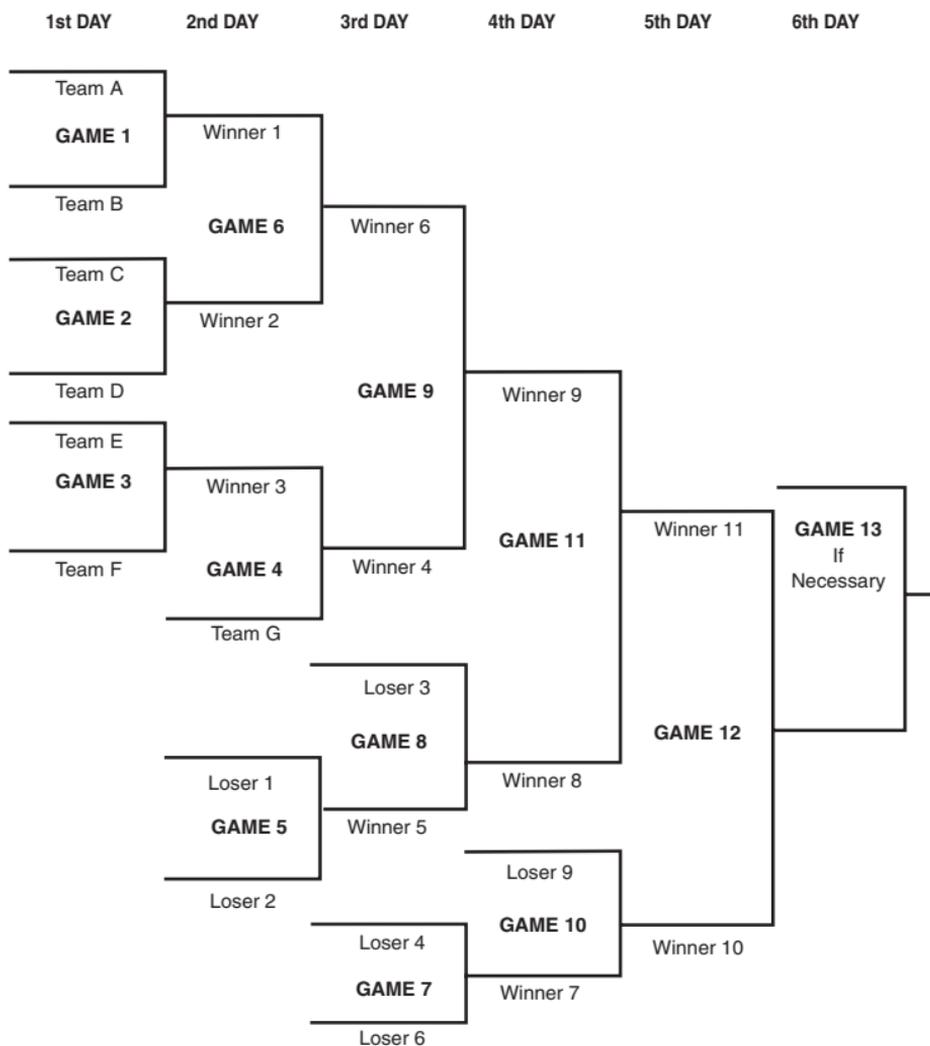
Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.



NOTE: If, after Game #9, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #11. If two teams have played the same number of games, they will draw for the Bye. If all teams have played the same number, then all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)

## OFFICIAL DIXIE YOUTH BASEBALL SEVEN-TEAM DOUBLE ELIMINATION BRACKET

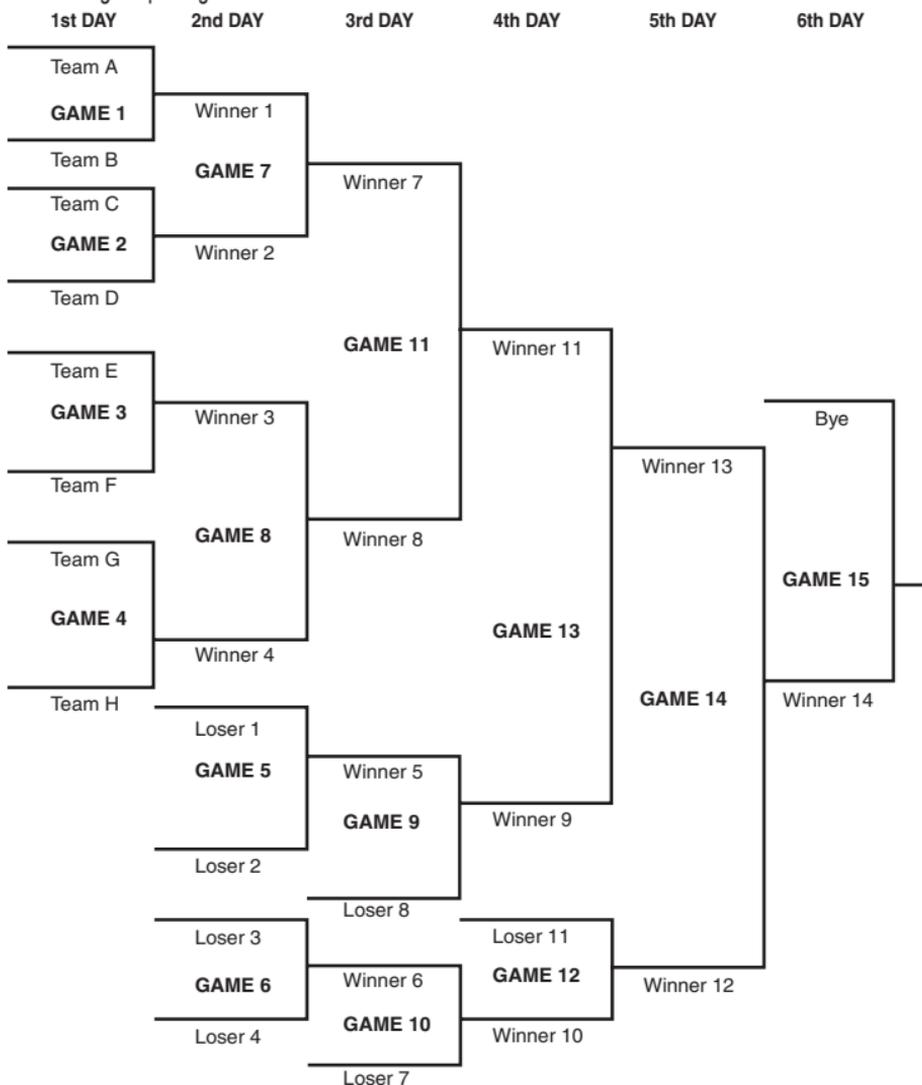
Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games if it is **done before the tournament starts**. Drawings must determine original pairings.



**NOTE:** If, after Game #11, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #13. If two teams have played the same number, they will draw for the Bye. If all three teams have played the same number of games, all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)  
(Revised 8/95)

## OFFICIAL DIXIE YOUTH BASEBALL EIGHT-TEAM DOUBLE ELIMINATION BRACKET

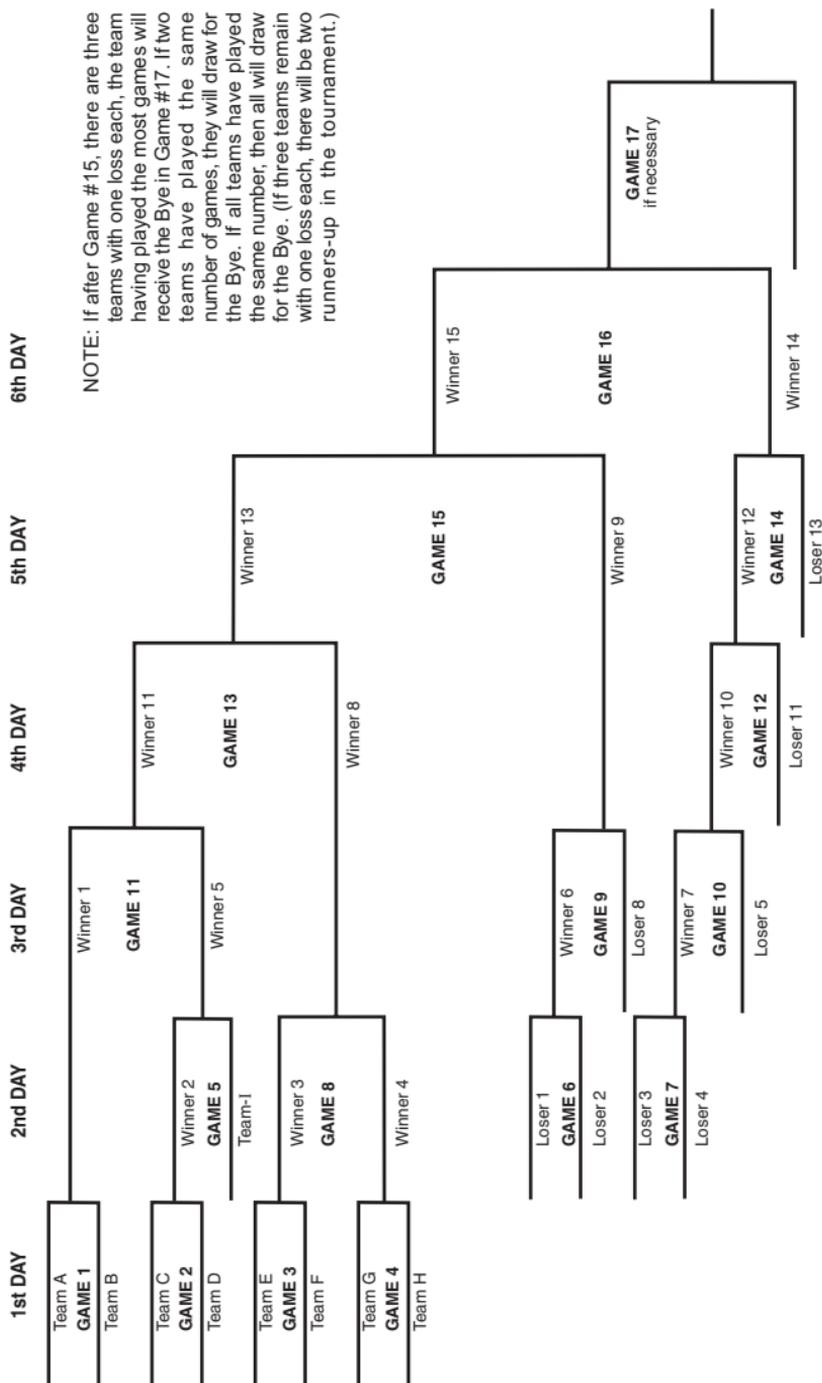
Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.



NOTE: If, after Game #13, there are three teams with one loss each, they will draw for the Bye in Game #15. The other two teams will be paired in Game #14. (In case there is a draw necessary, there will be two runners-up in the tournament.)

# OFFICIAL DIXIE YOUTH BASEBALL NINE-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the WRITTEN consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.



NOTE: If after Game #15, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #17. If two teams have played the same number of games, they will draw for the Bye. If all teams have played the same number, then all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)

# OFFICIAL DIXIE YOUTH BASEBALL TEN-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the WRITTEN consent of all team managers may change the time of assigned games if

it is done before the tournament starts. Drawings must determine original pairings.

6th DAY

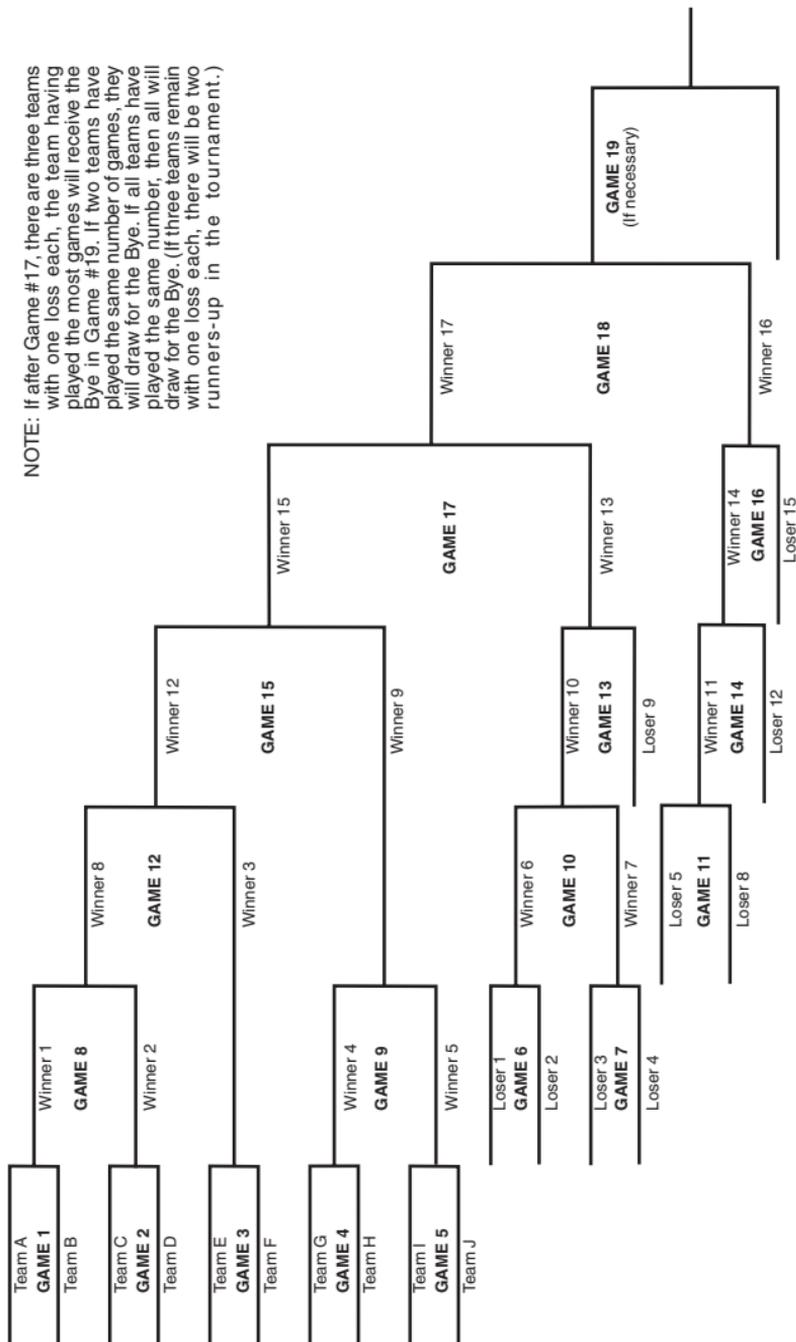
5th DAY

4th DAY

3rd DAY

2nd DAY

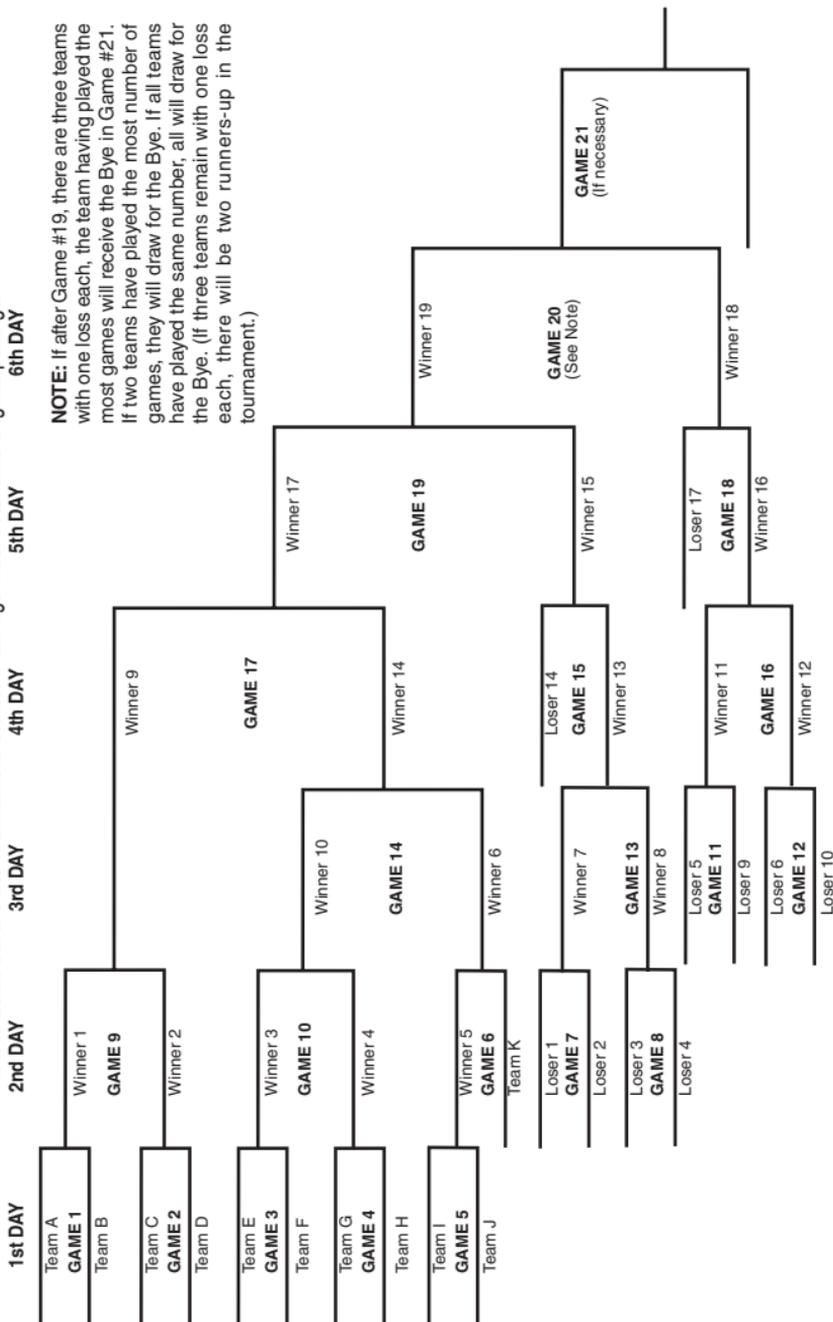
1st DAY



NOTE: If after Game #17, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #19. If two teams have played the same number of games, they will draw for the Bye. If all teams have played the same number, then all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)

# OFFICIAL DIXIE YOUTH BASEBALL ELEVEN-TEAM DOUBLE ELIMINATION BRACKET

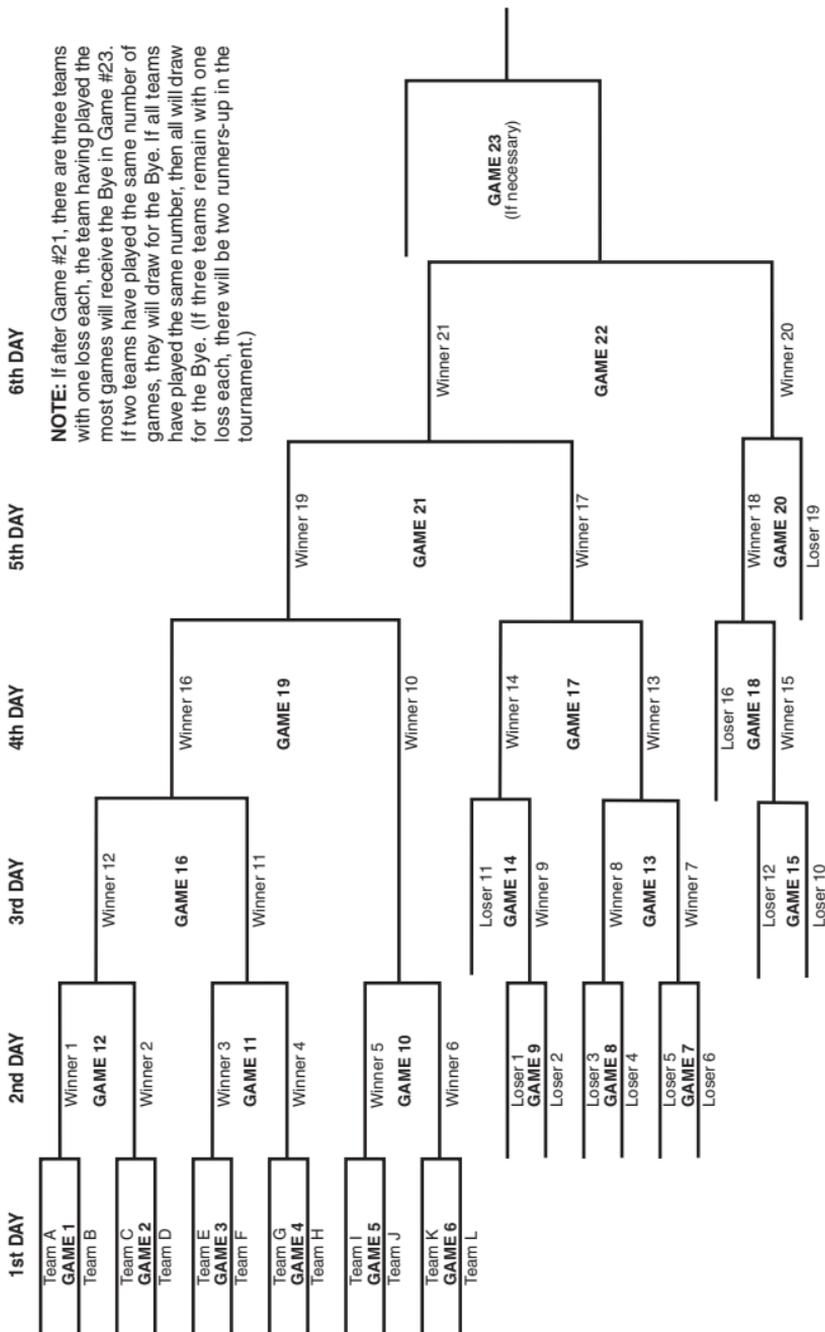
Note: Tournament Director with the WRITTEN consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.



**NOTE:** If after Game #19, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #21. If two teams have played the most number of games, they will draw for the Bye. If all teams have played the same number, all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)

# OFFICIAL DIXIE YOUTH BASEBALL TWELVE-TEAM DOUBLE ELIMINATION BRACKET

Note: Tournament Director with the WRITTEN consent of all team managers may change the time of assigned games if it is done before the tournament starts. Drawings must determine original pairings.



**NOTE:** If after Game #21, there are three teams with one loss each, the team having played the most games will receive the Bye in Game #23. If two teams have played the same number of games, they will draw for the Bye. If all teams have played the same number, then all will draw for the Bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.)