

Mill Creek Athletic Association

@ Bogan Park

Baseball Rules and Regulations

Date Last Revised: October, 2011

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Director of Mill Creek Baseball @ Bogan Park

Date Approved by MCAA Baseball Board:

Revision information:

Date	Rule	Notes
October 2011	3.4.19	Updated
October 2011	3.3.9	Updated – T/P designated hitters
October 2011	3.3.16.8	Added – infielders and outfielders

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1.0 GENERAL INFORMATION:

All age groups and leagues are subject to the following rules and regulations:

- 1.1 Mill Creek Baseball plays a Dixie Youth Modified format. All official rules of Dixie Youth or Dixie Boys-Major Baseball are in effect and must be adhered to unless otherwise noted in the rules. Any exceptions must be approved by the Baseball Board.
- 1.2 Managers and umpires are to read and be familiar with all rules from the Dixie Youth Baseball Rule Book for Tee Ball thru Dixie Youth Major, and the Dixie Youth Boys-Major Rule Book for Pony through Senior. Any rules that may not be covered in this document will be governed by the official rule books. Any rules written in this document supersede those of the Dixie rule book.
- 1.3 Up until game time, games postponed due to weather shall be at the discretion of Gwinnett County Parks and Recreation or the MCAA Baseball director or his delegate. Upon start of the game, the umpire shall have the discretion to postpone or cancel games due to inclement weather. Games that are postponed in the middle of a game shall be resumed at that point at a later date, unless the games are considered complete per the following chart:

 Rookie: 20 minutes of play was completed from beginning of game
 T-Ball/Pee Wee: 3 innings or 2 ½ innings if Home Team is ahead
 Minor/Major/Pony/Senior: 4 innings or 3 ½ if Home Team is ahead

Pitching rules in effect at the time the game was rained out shall carryover to the makeup, with the exception of the "pitch count" rule, which is in place for the safety of our youth.

1.4 LEAGUE STANDINGS

- 1.4.1 First place will be determined by overall winning % of all teams that participate in the regular season. In the event there is a tie we will revert to:

- 1. head-to-head competition
- 2. # of losses
- 3. # of wins
- 4. coin flip if necessary

The same methodology will apply to determining seeding for postseason play.

- 1.4.2 All games ending regulation in a tie will play 1 extra inning if time allows. At the end of that inning, if the score is still tied, the game will be declared a draw, and counted in the standings accordingly. If time does not allow, then the game shall be declared a draw at the close of the time limit. This is referred to as the 5 minute rule. No new inning will start inside the last 5 minutes of a game. Additional innings will not be allowed, even if time remains.

1.4.3 The baseball director (or the respective league director) is responsible for rescheduling games postponed because of rain. All efforts will be made to reschedule games during the week of the rainout or in a reasonable time shortly thereafter. In the event an excessive number of rainouts occur toward the end of the regular season time may not allow for all games to be made up prior to the beginning of post season play. As first place and post season tournament play is determined by winning %, games having a potential impact on division leaders or higher seeds will be given priority for rescheduling. Post season play will not be delayed in order to complete regular season games.

1.5 COACH/PLAYER INFORMATION

1.5.1 Because the children's safety is our primary concern, batters are required to wear batting helmets equipped with both a face mask and chin strap except in Senior League play. This rule applies at all times when a player is hitting, on deck, or running the bases.

1.5.2 No out will be recorded for removal of an injured or sick player and he may reenter the game if his turn at bat has not been missed.

1.5.3 All runners must touch the bases unassisted. A coach may not assist a runner by touching him. (A minor show of congratulations such as a pat or handshake after the play is okay.) Violations will be at the umpire's discretion.

1.6 PLAYER PARTICIPATION

1.6.1 Each player will play in his designated age group based on Dixie Youth designated dates. Players will be allowed to play at the next level up, based on parental consent, and subject to Baseball Director's approval. However, players will not be allowed to play down at a lower level unless a valid medical concern is raised and presented to the Baseball Director. Skill level or lack of experience is **NOT** valid reasons for having players play below their designated age group. EXCEPTION: Should there not be enough players to fill a Senior League, or fulfill multiple Senior teams, players who exceed the age limit, but have not yet entered high school will be allowed to play Pony. Those players, however, will be ineligible to play Dixie Boys all-stars in accordance with Dixie Boys age requirements.

1.6.2 To the extent that Dixie Youth regulations allow participation on other non MCBB athletic teams, players must comply with Dixie Youth regulations to be eligible for participation in MCBB All Stars. Additionally, since support of the player's MCBB team should be of the most importance, the player must play in at least 80% of their regular season MCBB team games to be eligible for participation in All-Stars.

1.6.3 Tournament funding-MCAA will contribute funding for All Star, Travel, and GGBL Baseball teams as follows: 1. For DYB Baseball All Star Teams, MCAA will fund \$1,500 for State (\$125 per player) and \$1,500 for World Series (\$125 per player) to the team as they advance to each level. The criteria is that this money will be used solely for offsetting travel related expenses(i.e. hotels, meals) for the players only. All expenses must be supported by appropriate receipts. 2. For Travel and GGBL baseball teams, any team that enters a State, National, or World Series tournament for which entry is gained through some qualifying criteria by a sanctioning body that is based on excellence and performance of play(not invitational), MCAA will fund the tournament entry fee up to a maximum of \$750 per team.

Player Selection Process

1.7 Reserved Players

1.7.1 Coaches shall be allowed to reserve players at each age group as follows:

1.7.1.1 T-Ball 3 Reserves

1.7.1.2 Pee Wee 4 Reserves

1.7.1.3 Minor 4 Reserves

1.7.1.4 Major 5 Reserves

1.7.1.5 Pony 6 Reserves

1.7.1.6 Senior 6 Reserves

1.8 Player Evaluations- "Tryouts"

- 1.8.1 League Directors for each league will be responsible for running their tryouts.
- 1.8.2 Tryouts will be held a minimum of 4 weeks prior to the start of the Season with the dates and times established by the Board of Directors.
- 1.8.3 Tryouts will consist of hitting, running, fielding, throwing, and pitching evaluations. (Exception: There is no pitching in T Ball)
- 1.8.4 Any coach can request to have a player pitch at tryouts, if a player had originally not planned to pitch.
- 1.8.5 All players are expected to tryout for their age group.
- 1.8.6 All coaches are required to submit Player Protection Forms for their Reserve players to League Directors prior to Tryouts.
- 1.8.7 All players will be scored based on a 10-point numbering system by each Head Coach. Their scores will be based on their abilities witnessed at Tryouts. Upon completion of tryouts, player evaluation forms will be submitted to League Directors for tally. This scoring will determine a player's Tier Level for the draft to follow.
- 1.8.8 If a player fails to attend tryouts, that player will be selected during a random drawing at the completion of the drafting process unless a majority of the coaches in the League agree to the perceived skill level of the player in question. Then, with a majority vote of the coaches, the League Director may place the player in the open draft in the agreed upon Tier level.
- 1.8.9 If a Reserve Player fails to attend tryouts, that player will be rated as an "A" player, or Tier level 1, for draft purposes unless a majority of the coaches in the League agree to the perceived skill level of the player in question. Then, with a majority vote of the coaches for that League, the League Director may place the player in the agreed upon Tier level for the draft.
- 1.8.10 Players can always play up into the next higher age group however no player can play down from a group in which his birth date requires him to play in unless otherwise approved by the Baseball Director.
- 1.8.11 If MCAA is unable to field a Senior Program, 15-year-old players who have not entered the 9th grade will be permitted to play in Pony with the understanding they are not eligible for All Stars.

1.9 Player Drafts

- 1.9.1 Each league will have a player draft within 1 week of tryouts.
- 1.9.2 Each draft must have their League Director and at least one MCAA Board Member present during the process.
- 1.9.3 Draft procedure shall be as follows:
 - 1.9.3.1 Draft order shall be determined by pulling numbers from a hat at player tryouts.
 - 1.9.3.2 Odd numbered rounds shall begin with the first team on the list, and even numbered rounds begin with the last team on the list.
 - 1.9.3.3 Each team will be given one pick per round with the Reserved Players counting toward a coach's pick if his player is to be selected in the present round.
 - 1.9.3.4 Player Reserves are to be selected in the draft round which relates to their Tier level assignment. Determination of a player's Tier level assignment is based on their evaluation scores from tryouts from all Head Coaches. For example, if there are 10 teams in a League, then there will be 10 players assigned for each Tier level. The top 10 players based on their scores from Tryouts will be placed in Tier 1. Players rated 11-20 would be placed in Tier level 2, and so forth. With this process, if a coach's Reserve Player is rated at Tier level 5, that player will be that coach's 5th round selection.
(Note: If a coach were to have 2 Reserves in the same Tier level, then those 2 players would be that coach's current and following round selections).
 - 1.9.3.5 League Directors will determine whether or not to have Tier levels opened or closed during the draft process. Directors can opt to have the entire draft pool open for selection or they can opt to only have two Tiers open at one time. Directors will announce this to the coaches prior to the draft.
 - 1.9.3.6 One trade per team will also be allowed at the conclusion of the draft. The trade request will be submitted to that league's Director for approval. Trades may be disapproved if a Director feels the trade is unbalanced.
 - 1.9.3.7 MCAA will *attempt* to honor requests by parents to have siblings play on the same team. This does not guarantee that we can honor this request.
 - 1.9.3.8 League Directors will submit an electronic copy of the draft layout prior to the draft to the Secretary. This should be in a spreadsheet format. It will identify the draft order and have draft selections entered for Reserve players. This should facilitate a smooth draft process allowing the draft to be completed in a timely manner.
- 1.9.4 All coaches shall attempt to notify their players with 72 hours of being drafted.
- 1.9.5 Should they be unable to reach those players within 1 week, they shall be awarded a replacement player. Replacement players will be selected from a waiting list, if one exists, or if there is no waiting list they will get the next player to sign up for their age group.

2.0 GENERAL RESPONSIBILITIES AND REQUIREMENTS

- 2.1 All Leagues shall maintain an official scorebook that shall be retained for the entire season.
- 2.2 All coaches shall ensure dugouts and bleachers are clean and orderly after each practice or game
- 2.3 Winning teams shall report the score and pitch counts of their games to the League Director and or the Scheduling Coordinator within 48 hours of the scheduled game for accurate record keeping and standings.

- 2.4 **The Home Team shall:**
 - 2.4.1 Keep the official scorebook
 - 2.4.3 Ensure bases, official scorebooks, and score brains are available prior to start of the game if you are the first game of the day.
 - 2.4.4 Have 30 minutes of use of the batting cages 45 minutes before scheduled game time
 - 2.4.5 Get 5 minutes of field warm up time 10 minutes prior to start of the game

- 2.5 **The Visiting Team shall**
 - 2.5.1 Have an individual work the scoreboard
 - 2.5.2 Ensure bases, official scorebooks, and score brains are put away if you are the last game of the day.
 - 2.5.3 Have 30 minutes of use of the batting cages one hour and 15 minutes before scheduled game time
 - 2.5.4 Get 5 minutes of field warm up time 15 minutes prior to start of the game
 - 2.5.5 Line the field if they are the first game of the day, weekday or weekend.
 - 2.6.1 Violation of any of the MCAA league rules may result in penalties being imposed, including but not limited to, reduced practice time, game forfeits, and potential suspension of coaching responsibilities.

3.0 LEAGUE RULES

All Rules for all leagues follow Dixie Youth/Baseball rules, unless otherwise stated in these guidelines

- 3.1 ***Common Rules*** - These rules are common to all age groups
 - 3.1.1 A team may score a maximum of five (5) runs per inning up to the final inning and maximum of ten (10) runs in the final innings (T-Ball/Pee Wee: 5th inning, Minor/Major: 6th inning, Pony, 7th Inning) and during extra innings, except in Pony, where the run limit is 7 runs per inning.
 - 3.1.2 If a game ends in a tie at the end of regulation play one extra inning will be played should time remain within time limits. If at the end of that inning the game ends in a tie, the game will be declared a draw.
 - 3.1.3 The "No Contest" rule follows Dixie Youth rule 4.10(a).9 A game shall be considered a regulation game when a team is ahead by 10 runs after both teams have batted four times, or in the case of the home team when it is leading, three times. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.
 - 3.1.4 All game time limits are subject to the "**5 minute rule**". No new inning will start within 5 minutes of the time limit being reached. This applies to all age groups.
 - 3.1.5 The umpires have the right to waive warm up times for both teams if game schedules are thrown off due to previous extra inning games.
 - 3.1.6 Teams may start a game with as few as eight (8) players; however, an out will be recorded for the ninth position in the batting lineup. A forfeit will result if a team cannot field at least eight (8) players fifteen minutes after the scheduled game time for the first game of the day, and at game time for each subsequent game for that day. A player arriving after the game has started may be added to the bottom of the line-up.
 - 3.1.7 The following supersedes rule 1:16(a) in the Dixie Youth Rule Book: A team warning will be issued for any offensive player removing his helmet while on-deck, at bat, on base, or in the base paths while the ball is in lay, before time out has been called, or upon returning to the dugout after being called out. Removal of a helmet will be a judgment call by the umpire.
 - 3.1.8 All bats used in Rookie, Tee-Ball, Pee Wee, Minor, and Major must adhere to Dixie Youth rule 1.10. Major will follow the rules outlined for Ozone Division. All bats used in Pony and Senior must adhere to Dixie Boys\Majors rule 1:10.
 - 3.1.9 A team warning will be issued upon any incident of a player releasing a bat in an area or manner that may cause harm to a person or property. The next incident by the same team during the same game may result in the batter being called out. This is a judgment call by the umpire.
 - 3.1.10 In the judgment of the umpire, if an adult is stalling, a warning will be issued. The batter will be called out for the next offense.
 - 3.1.11 If a manager, assistant coach or player is ejected from one game, they shall be suspended for the next three games as per the MCAA Code of Conduct. If that individual is ejected from two games in the same season, they shall be suspended for one year.

- 3.1.12 Confirmed violation of pitching rules will result in a coaches warning for the first offense. Upon the second confirmed offense, the coach will be suspended for the remainder of that game and the next game. These rules are in place to protect young arms. In each scenario above, the game resolution itself will follow DYB rule 3.03(c). Pitcher's pitch-count should be tracked in the official scorebook for reference purposes.
- 3.1.13 A pitcher will be allowed 3 "hit by pitch" in an inning or 4 "hit by pitch" in a game. For the safety of the opposing team, the pitcher must be replaced after hitting the 3rd batter in an inning, or the 4th batter in a game.
- 3.1.14 Any player warming up a pitcher either on or off the field MUST wear a full catcher's helmet for protection. Any adult warming up a pitcher must wear a face mask for their protection.
- 3.1.15 A substitute runner will be allowed for the Catcher if he is catching the next half inning. The replaced player MUST catch the entire next half inning and the player running for the catcher must be the last batter out.
- 3.1.16 No buckets will be allowed on the playing field outside of the dugout.
- 3.1.17 Practices will be cancelled and games postponed if the outside temperature is 35 degrees or below.
- 3.1.18 All catchers must wear a throat guard regardless of the style of the helmet.
- 3.1.19 A runner must slide or otherwise avoid contact when a fielder has the ball and is waiting to make the tag.
- 3.1.20 The offense is allowed one (1) time out per batter (see DYB Rule 5:13).
- 3.1.21 The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))

3.1.A Pitch Count Rules

- 3.1.A.1 Any player on a regular season team may pitch, with no limit to the number of pitchers a team may use in a game.
- 3.1.A.2 Once a pitcher is removed from the mound he may not return as a pitcher during that game, although he may remain in or return to the game at another position.
- 3.1.A.3 The manager must remove the pitcher from the mound when the pitcher reaches the limit for their age group as noted below:
 - League
 - Senior (15-18) 105 pitches per day
 - Pony (13-14) 95 pitches per day
 - Major (11-12) 75 pitches per day
 - Minor (9-10) 60 pitches per day
 - Pee Wee AA (8) 50 pitches per day
 - Pee Wee A (7) 35 pitches per day

Exception: If a pitcher reaches the limit imposed in rule 3.1.A.3 above for their league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. The batter is put out; 3. The third out is made to complete the half-inning.

- 3.1.A.4 **Pitchers of Minor and Major must adhere to the following rest requirements:**
 - If a player pitches 61 or more pitches in a game, 72 hours of rest must be observed.
 - If a player pitches 41-60 pitches in a game, 48 hours of rest must be observed.
 - If a player pitches 31-40 pitches in a game, 24 hours of rest must be observed.
 - If a player pitches 30 pitches or less in a game, no hours of rest must be observed.

Pitchers of Pee Wee must adhere to the following rest requirements:

- If a player pitches 51 or more pitches in a game, 72 hours of rest must be observed.
- If a player pitches 41-50 pitches in a game, 48 hours of rest must be observed.
- If a player pitches 31-40 pitches in a game, 24 hours of rest must be observed.
- If a player pitches 30 pitches or less in a game, no hours of rest must be observed.

Pitchers of Pony and Senior must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a game, 40 hours of rest must be observed.
- If a player pitches 31-60 pitches in a game, 30 hours of rest must be observed.
- If a player pitches 30 pitches or less in a game, no hours of rest must be observed.

- 3.1.A.5 The pitch count recorder (official scorekeeper) must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when their pitcher must be removed from the mound.
- 3.1.A.6 The official scorer should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager the pitcher must be removed. The failure of either the official scorer or the umpire-in-chief to make these notifications does not relieve the manager from their responsibility to remove a pitcher when he is no longer eligible.
- 3.1.A.7 Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with the rules governing protests.

NOTES:

3.1.A.7.a Pitches delivered in games declared "Regulation Tie Games", "Suspended Games", or games at other parks shall be charged against the players pitching eligibility.

3.1.A.7.b In suspended games resumed on another day, the pitchers record at the time the game was halted may continue to pitch to the extent of their eligibility for that day when the game resumes, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes on the following Wednesday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required 72 hours of rest.

Example 2: A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because he/she has observed the required 72 hours of rest.

Example 3: A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

3.1.A.8 The hours for rest for all pitchers shall begin at 11:59pm of the day a pitcher throws an official pitch.

NOTE: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

3.2 Rookie League Rules

- 3.2.1 Rookie Games will be 3 innings or one hour time limit. Both teams will bat 3 times regardless of score.
- 3.2.2 RIF (reduced injury factor) balls will be used
- 3.2.3 No official score will be kept and umpires will not be used
- 3.2.4 3 defensive coaches will be in the outfield and an additional coach may stand outside the dugout and instruct the infielders
- 3.2.5 Each batter may only advance 2 bases
- 3.2.6 No "outs" will be recorded; each batter or runner will remain on base
- 3.2.7 Each team will bat in rotation. Half will bat in the 1st inning and the other half in the 2nd. All players will bat in the 3rd inning and will only hit from the tee. A complete game will be 3 innings or 20 minutes in the event game is called due to inclement weather.
- 3.2.8 The coach that is pitching will throw with at least 1 foot inside the circle. All Batters will be thrown 2 pitches, and then hit off the tee until he/she hits a ball into fair territory. The pitch count will increase to 3 pitches per batter at the midseason point.
- 3.2.9 An additional "2nd base coach" may be used until the midseason point.

3.3 T-Ball A & AA Rules

- 3.3.1 T-Ball Games are five (5) innings or 1 hour & 15 minutes. When the time limit is reached, the game is official provided both teams had the same number of "at bats." A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.3.2 All defensive players will play simultaneously. The infield will consist of the standard number of five (5) players, which are pitcher, first baseman, second baseman, third baseman & shortstop. Infielders must play in the infield and outfield must play in the outfield.
- 3.3.3 In order to stop play, one of 3 conditions must be met:
 - 3.3.3.1 A player with possession of the baseball must be in front of the lead runner.
 - 3.3.3.2 All runners must be stopped on or near a base, and not making an effort to advance. Umpire judgment will be used to determine this rule.
 - 3.3.3.3 A defensive player must have possession of the ball inside the pitcher's circle. The player shall raise his hands and call out "time". The ball can be thrown there or a player can run in the circle and make no effort to pursue a base runner for an out.
- 3.3.4 A hit line arc shall be made from baseline to baseline in front of home plate on a ten-foot (10) radius from the back point of home plate. If the ball is struck hard enough to roll past the hit line, it is a fair ball. If the ball is hit so as to land in fair territory and roll back

- across the hit line, it is a foul ball. If it stops on the hit line, it is a fair ball. NOTE: The batter must make contact with the ball, not just the tee.
- 3.3.5 Teams may have five (5) members of the coaching staff, which includes the manager. This allows for two (2) defensive/offensive coaches, a dugout coach, and a pitching coach and a catcher. Two coaches will be allowed in the outfield to work with outfielders during defensive play. If the adult outfield coach is hit by the ball or if in the judgment of the umpire, the coach interferes with a play, intentional or not, runners may be awarded additional bases. A coach may not assist by touching the defensive player. Dugout coaches are to work with the infielders on defense.
- 3.3.6 There will be no infield fly rule.
- 3.3.7 Defensive players may not intentionally roll the ball. The ball should be thrown over-handed during live ball play unless, in the umpire's judgment, an underhanded thrown ball is warranted due to the short distance between the two players throwing and receiving the thrown ball (The umpire will not honor outs made by intentionally rolled balls).
- 3.3.8 During play, if a runner crosses the chalked line between bases before time is called, the runner will receive the base. Time will be called per rule 3.3.3.
- 3.3.9 For TBall A -The batting tee will be optional for all players during the first half of the season. During the last half of the season, (to be determined by league director) an adult will pitch to 3 players in the fall season and 3 players in the spring season. (this rule may be modified by the league director).
For TBall AA -The batting tee will be optional for all players during the first half of the season. During the last half of the season, (to be determined by league director) an adult will pitch to 5 players in the fall season and 8 players in the spring season. (this rule may be modified by the league director).
- 3.3.10 After the first half of the season, (to be determined by league director) before the game, each player will be designated as a "T" or a "P". A designated "T" batter will receive three (3) pitches. If he fails to hit a fair ball, he will be allowed two (2) additional swings from the tee. On the last swing for a "T" hitter, if the batter fouls the ball or if the ball fails to pass the line in front of home plate, that batter will be called out. A designated "P" hitter will receive five (5) pitches. Three swinging strikes is NOT an out. If a "P" hitter fouls the fifth pitch, that batter will continue to receive pitches until he either hits the ball fair or does not make contact with the pitch. Walks are not issued to batters in Tee Ball.
- 3.3.11 A batter not using the tee at the start of the game cannot later use the tee. A batter may be removed from the tee at any time during the game, but cannot subsequently return to the tee.
- 3.3.12 For TBall A - An adult pitcher will pitch overhand and maintain one foot inside the circle until the ball is thrown.
For TBall AA - An adult pitcher will pitch overhand and maintain contact with the pitcher's rubber until the ball is thrown.
- 3.3.13 If the adult pitcher is hit by a batted ball, a "NO PITCH" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on-base runners will be returned to their original bases.
- 3.3.14 For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player. The circle player cannot play closer than the pitcher's rubber.
- 3.3.15 Each infield player will be given "a base and a half" in which area he can run and tag a base runner. Example: First baseman can tag from home plate, half way to 2nd base, 2nd baseman can tag from first base to half-way to third, the shortstop can tag from half-way to second to third, and the 3rd baseman can tag from half-way from second to home. EXCEPTION: 1st baseman can also tag from home plate to half way to third base. The circle player can tag anywhere down the third baseline at anytime on a fielded ball or a ball thrown from another player. The 1st baseman and circle player do not need to establish themselves as a "catcher" to make an out
- 3.3.15.1 Overthrow Rule: When a ball is overthrown to first on an attempt to put the batter out, all base runners will only be allowed to advance one additional base. The base runners will receive the additional base at their own risk of being put out. Any attempt by the defensive team to put out a runner after an overthrown ball negates this rule and the ball becomes "live." This will be the rule for the fall season. During the spring season this rule will be in effect until the halfway point as determined by the league director this rule will be enforced.
Examples: A base runner on first base at the beginning of the play will be allowed to advance to third base. A base runner on second base or third base at the beginning of the play will be allowed to score. If the first baseman throws to second to attempt to get the batter out, the batter will then be allowed to advance at his-own risk.
- 3.3.16 Defensive outs in Tee Ball will not be awarded for the following:
- 3.3.16.1 If the circle player runs to the outfield and retrieves the ball, he cannot run back into the infield and make an out by either tagging a runner or a base.
- 3.3.16.2 If the circle player fields the ball more than 10 feet from first base line, no out will be awarded for tagging the batter-runner.

- 3.3.16.3 If the circle player fields the ball, no out will be awarded for running to tag first, second, or third base. The circle player must throw the ball to the infielder covering the base to make a play. The circle player is allowed to make a force out at home or tag a runner going home.
- 3.3.16.4 If ball is rolled from the outfield back into the infield, the infield would not be allowed to make a play for an out. The infielder may only take the ball to the circle and call time.
- 3.3.16.5 If an outfielder fields a hit ball and runs to the infield and tags a runner or a base, an out will not be awarded.
- 3.3.16.6 Any player not following the "base and a half" rule tags a base runner out.
- 3.3.16.7 The second baseman cannot tag first base and a shortstop cannot tag third base unless they are "natural" baseball plays where the batted ball draws the first or third-basemen away from the base and leaves it unoccupied with no player to throw to.
- 3.3.16.8 An outfielder cannot run the baseball to the infield nor can an infielder go to the outfield to get a ball. If either occurs, the ball must be returned to the circle for time to be called. Outs will not be recorded if an outfielder brings the ball to the infield or if an infielder retrieves a ball from the outfield. The only exception will be if the umpire judges this to be a natural baseball play.
- 3.3.16.9 The above infractions are judgment calls by the umpire, and as such are not grounds for a protest.
- 3.3.17.1 After three defensive player position swaps during an inning, a team must replace their circle player and that player cannot return to the circle during that game. Swapping defensive positions during an inning is considered a timeout and teams are only allowed two defensive timeouts per inning.

3.4 Pee Wee A/AA Rules

- 3.4.1 Games are five (5) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.4.2 Games shortened because of curfew, rain or other acts of nature will be considered official after three (3) complete innings, two and one-half (2 1/2) innings if the home team is leading.
- 3.4.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.4.4 Base paths shall be 50 feet, and pitcher's mound shall be 40 feet.
- 3.4.6 Each player will play a minimum of two (2) defensive innings providing the game lasts the required number of scheduled innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.4.7 Ten players (10) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.4.8 During the regular season, refer to the pitch count rules for pitch limits and rest requirements for Pee Wee A/AA.
- 3.4.9 Please refer to 3.4.20 for Pee Wee A and 3.4.21 for Pee AA pitching rules.
- 3.4.10 The pitcher must stand within one player's step of the mound and no closer than the pitching rubber while the adult is pitching to the batter. Managers need to insure that the defensive pitcher has a clear view of the plate.
- 3.4.11 Strikes in Pee Wee will be called over the plate and between the batter's letters and knees.
- 3.4.12 If the adult pitcher is hit by a batted ball, a "No Pitch" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on base runners will be returned to their original bases.
- 3.4.13 There will be no infield fly rule.
- 3.4.14 The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
- 3.4.15 All players will bat in rotation. There will be no intentional walks, ie: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.4.16 Bunting is allowed only when a player is pitching. There will be no bunting during coach pitch.
- 3.4.17 The offense is allowed one (1) time out per batter (see DYB Rule 5:13). There will be no base stealing, and the runner may not advance (his foot may not leave the bag) until the ball is hit.
- 3.4.18 If runners are not in a position to advance to the next base, time will be called by the umpire.

- 3.4.19 During the same inning, any player removal from the pitching position into another position, even for one batter is considered a change of position and the player cannot return to the pitching position during that inning. DYB rules regarding the pitcher of record will be followed.
- 3.4.20 Natural baseball play will be used. Outs will not be awarded for plays judged to not be natural plays. This is a judgment call and cannot be protested.

3.4.21 Pee Wee A League

Age Requirements

1. Primarily aimed at 7 year olds.
2. 8 year olds would be allowed to play based on final approval by the Baseball Director at the recommendation of the Pee Wee AA League Director.

Pitching Rules

Fall

1. Games 1 thru 4, coach pitch only
2. Games 5 thru 8, coach pitch first 3 innings, kid pitch last 2 innings
3. Games 9 thru last, coach pitch first 2 innings, kid pitch last 3 innings
4. Tournament, same as number 3 above

Spring

1. Games 1 thru 5, coach pitch first 3 innings, kid pitch last 2 innings
2. Games 6 thru last, coach pitch first 2 innings, kid pitch last 3 innings
3. Tournament, same as number 2 above

General Rules

1. During kid pitch, if a pitcher issues a walk to a given batter, the batter will be allowed 3 pitches or 2 swings from his coach if one or less strikes by kid pitch have been recorded, otherwise 2 pitches or 1 swing. If the 3rd pitch is hit foul, the batter will continue to receive pitches from his coach as long as he continues to hit the pitched ball foul. His bat will be over when he puts the ball in play fair, swings and misses 2 coach pitches, or takes the 3rd coach pitch. In the last two cases, the batter will be called out.
2. Run rule would be 5 runs per inning, with the exception of the 5th, which would be 6 runs during kid pitch and 10 runs during coach pitch
3. For the Spring season, an All-star team may be selected from this league, although not guaranteed to be a Dixie Youth All-star team (could be designated to play in invitational All-star tournament format only). No players participating in the AA league may be included on such team.
4. Teams will play only other teams within its own league, and would have its own tryouts, draft and end of season tournament champion.
5. With Baseball Director approval, at the recommendation of the League Director, coaches may coach in Pee Wee A and Pee Wee AA at the same time
6. League must have a minimum of 3 teams, 33 players
7. Home team during tournament play will be given to the team with the better seed

All other rules would follow published Pee Wee league rules or Dixie Youth rules if not covered by league rules

3.4.22 Pee Wee AA League

Age Requirements

7 and 8 year olds.

Pitching Rules

Fall

1. Games 1 thru 4, 2 innings coach pitch, 3 innings kid pitch
2. Games 5 thru last, all kid pitch **Spring**

All Games, kid pitch only **General Rules**

1. Run rule would be 5 runs per inning, with the exception of the 5th, which would be 10 runs
2. Each division would play the other teams within their division twice, back to back, during the season
3. Schedules would be made first, with only a team number within the division, then numbers will be drawn to determine which team is team 1, etc ... The purpose of this is improved parity of schedule for non-division games
4. Division may have up to 7 teams, must have 3
5. Perceived strong divisions may be built, but must not deplete the pitching from entire league
6. Home team during tournament play will be given to the team with the better seed
7. All other rules would follow published Pee Wee league rules or Dixie Youth rules if not covered by league rules

3.5 Minor Rules

- 3.5.1 Games are six (6) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.5.2 Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) innings if the home team is leading.
- 3.5.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.5.4 Base paths shall be 60 feet and pitcher's mound shall be 46 feet.
- 3.5.6 Each player will play a minimum of three (3) defensive innings providing the game lasts the required number of scheduled innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.5.7 Nine (9) players will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.5.8 Strikes in Minor will be called over the plate and between the batter's letters and knees.
- 3.5.9 During the season, refer to the pitch count rules for pitch count limitations and rest requirements.
- 3.5.10 There will be an infield fly rule.
- 3.5.11 The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
- 3.5.12 All players will bat in rotation. There will be no intentional walks. ie: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.5.13 Bunting is allowed.
- 3.5.14 Balks will not be called
- 3.5.15 Stealing is allowed only after the ball crosses home plate. If it is determined that a runner leaves a base early, the opposing coach has the option of accepting all, some, or none of whatever occurs during the play that immediately follows. This includes the pitch thrown to the plate.
- 3.5.15A Upon the pitcher receiving the ball in return after a pitch and taking his/her place on the rubber, all runners will return to base.
- 3.5.16 If runners are not in a position to advance to the next base, time will be called by the umpire.

3.6 Major Rules

- 3.6.1 Games are six (6) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.6.2 Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) innings if the home team is leading.
- 3.6.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A

warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.

- 3.6.4 Base paths shall be 70 feet and pitcher's mound shall be 50 feet.
- 3.6.6 Each player will play a minimum of three (3) defensive innings providing the game lasts the required number of scheduled innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.6.7 Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.6.8 Strikes in Majors will be called over the plate and between the batter's letters and knees.
- 3.6.9 During the season, refer to the pitch count rules for pitch count limitations and rest requirements.
- 3.6.10 There will be an infield fly rule.
- 3.6.11
- 3.6.12 All players will bat in rotation. There will be no intentional walks. ie: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.6.13 Bunting is allowed.
- 3.6.14 Balks will be called per Dixie Boys rules.
- 3.6.15 Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called. Leading off and stealing is done so at the runner's risk.
- 3.6.16 Batter's may take first base on a dropped 3rd strike
- 3.6.17 The offense is allowed one (1) time out per batter (see DB Rule 5:13).
- 3.6.18 If runners are not in a position to advance to the next base, time may be called by the umpire.

3.7 Pony Rules

- 3.7.1 Games are seven (7) innings or one hour and forty-five minutes (1:45) When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.7.2 Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) innings if the home team is leading.
- 3.7.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout at one time. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.7.4 Base paths shall be 80 feet and pitcher's mound shall be 54 feet.
- 3.7.6 Each player will play a minimum of three (3) defensive innings providing the game lasts the required number of scheduled innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.7.7 Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.7.8 Strikes in Pony will be called over the plate and between the batter's letters and knees.
- 3.7.9 During the season, refer to the pitch count rules for pitch count limitations and rest requirements.
- 3.7.10 There will be an infield fly rule.
- 3.7.11 The defense is allowed one time out per inning. On the second time out, the pitcher must be replaced.
- 3.7.12 All players will bat in rotation. There will be no intentional walks. ie: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.7.13 Bunting is allowed.
- 3.7.14 Balks will be called
- 3.7.15 Batters may advance to 1st base on a dropped 3rd strike.
- 3.7.16 Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called. Leading off and stealing is done so at the runner's risk.
- 3.7.17 The offense is allowed one (1) time out per batter
- 3.7.18 If runners are not in a position to advance to the next base, time may be called by the umpire.

- 3.7.19 Players must wear helmets with protective face masks.
- 3.7.20 Metal Cleats are allowed.
- 3.7.21 EXCEPTIONS: In order to increase the team pool, this age group may play other local parks. In such a case, the above rules may be modified so that all teams are playing by the same rules.

3.8 Senior Rules

- 3.8.1 Games are seven (7) innings or one hour and forty-five minutes (1:45). When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.8.2 Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) innings if the home team is leading.
- 3.8.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout at one time. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.8.4 Base paths shall be 90 feet and pitcher's mound shall be 60 feet 6".
- 3.8.6 Each player will play a minimum of three (3) defensive innings providing the game lasts the required number of scheduled innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.8.7 Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.8.8 Strikes in Senior will be called over the plate and between the batter's letters and knees.
- 3.8.9 During the season, refer to the pitch count rules for pitch count limitations and rest requirements.
- 3.8.10 There will be an infield fly rule.
- 3.8.11 The defense is allowed one time out per inning. On the second time out, the pitcher must be replaced.
- 3.8.12 All players will bat in rotation. There will be no intentional walks. i.e.: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.8.13 Bunting is allowed.
- 3.8.14 Balks will be called
- 3.8.15 Batters may advance to 1st base on a dropped 3rd strike.
- 3.8.16 Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called. Leading off and stealing is done so at the runner's risk.
- 3.8.17 The offense is allowed one (1) time out per batter.
- 3.8.18 If runners are not in a position to advance to the next base, time may be called by the umpire.
- 3.8.19 Players must wear helmets pressure-type helmets or helmets with chin straps. Batters helmets must carry the NOCSAE stamp of approval.
- 3.8.20 Metal Cleats are allowed.
- 3.8.21 EXCEPTIONS: In order to increase the team pool, this age group may play other local parks. In such a case, the above rules may be modified so that all teams are playing by the same rules.