



**LOCAL BYLAWS OF  
DECATUR AMERICAN BASEBALL, INC.**

**Decatur, Alabama**

**(Revised January 2023)**

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## **Decatur American Baseball Code of Conduct**

- I will encourage good sportsmanship by demonstrating positive support of all players, coaches, parents, officials, employees, and spectators at every game, practice, or any other event/meeting the league hosts.
- I will treat all players, coaches, parents, officials, employees, and spectators with respect regardless of race, sex, religion, or ability.
- I will place the emotional and physical well-being and safety of my team above all other considerations.
- I will teach my team the appropriate way to respond to success and adversity.
- I will ensure an environment that fosters learning, sportsmanship, and teamwork at every game, practice, or any other event/meeting the league hosts.
- I will refrain from using profanity at every game, practice, or any other event/meeting the league hosts.
- I will refrain from using or being under the influence of drugs, tobacco, or alcohol while attending games, practices, or any other event/meeting the league hosts.
- I will read and understand all the rules of Decatur American Baseball.
- I will keep an open line of communication between myself and other players, coaches, parents, officials, and employees.
- I will set a level of commitment that I will encourage my team to follow.
- I will ALWAYS remember that the game is for YOUTH, not for adults.
- I agree that by not fulfilling any portion of the Decatur American Baseball Code of Conduct outlined on this form, I may forfeit my position or future opportunities to be involved as a volunteer or employee.

## **LOCAL RULES**

These rules are supplemental to the rules listed in the current National Dixie Youth Baseball Official Rules and Regulations and are to replace all previously adopted local rules governing operation of the Decatur American Baseball Youth League. Any rule change must be presented to the Board and voted on at least twenty-one (21) days before the season begins. The draft begins the season.

1. The Leagues' governing body shall consist of an Executive Board and an Advisory Committee.

(a) The Executive Board shall consist of the President, Vice President Black, and Vice President Orange. The Executive Board will make the final decision of the League.

- **President:**
  - Oversees Decatur American Executive Board, Advisory Board and appointed committee
  - Maintains communication with Decatur Park and Recreation
  - Maintains day to day communication as needed
  - Assists in resolving day to day issues as they arise
- **Vice President Orange:**
  - Completes and maintains team practice schedules
  - Completes and maintains team game schedules
  - Assists in financial oversight
  - Assist in oversight of scorekeepers
- **Vice President Black:**
  - Oversees league sponsorships
  - Assists in oversight of umpires
  - Maintains partnership with Perfect Game and coordinates such tournaments.

(b) The Advisory Committee will advise the Executive Board on the League operations and rule enforcement as directed by these Articles. Its Supervisory Members will elect these officers. The Advisory Committee shall consist of:

- **Secretary:**
  - Oversees online registration
  - Assists in spring draft/team assignment
  - Maintains player information and birth certificates
  - Assists in maintaining league website
  - Keeps Board Minutes
  - Assists in maintaining social media pages
  - Assists in completion of required All-Star documentation
- **Treasurer:**
  - Keeps banking records and receipts

- Completes payroll
- Makes league deposits
- Makes payments for league invoices
- Maintains Quickbooks Account/ Consults with league accountant
- Ensures taxes are filed with accountant
- **Equipment Manager:**
  - Keeps inventory of equipment
  - Completes equipment need requests
  - Oversees spring uniform orders and distributes to teams
- **Field Manager:**
  - Ensures upkeep of fields
  - Assist in determining field conditions for game days
  - Serves as point of contact for field maintenance issues/requests
  - Coordinates and directs field work day
- **Event Coordinator:**
  - Plans/coordinates seasonal activities
  - Serves as Tournament Director
  - Oversees trophy orders
  - Oversees team pictures
  - Assists in maintaining social media pages

(c) *The Appointed Committee:* The following positions will be non-voting members appointed by the Executive Board and Advisory Committee each year, serving a one-year term.

- **Chief Umpire:**
  - Supervision of umpires
  - Plans and leads umpire clinics/trainings
  - Trains umpires upon hire and as needed
  - Schedules umpires for games
  - Reviews and appropriately addresses complaints involving umpires.
- **Pressbox Manager:**
  - Supervision of scorekeepers
  - Schedules scorekeepers for all games
  - Reports scorekeeper's payroll to treasurer
  - Hires and trains scorekeepers
  - Enters scores on quickscores after each game
- **Concession Manager:**
  - Supervision of concession stand
  - Maintains inventory and cleanliness
  - Hires and trains concession employees
  - Reports payroll and turns in deposits to treasurer
- **Player Agents:**
  - Facilitate player evaluations
  - Facilitate draft

- Coordinate All-Star Selections
- Point of contact for questions about game rules
- **Social Media Liaison:**
  - Works in conjunction with Events Coordinator and Secretary for information to post on social media
  - Creates graphics to announce league updates, etc. on social media
  - Assists in maintaining social media pages
- **Risk Management Officer:**
  - Ensures Code of Conduct is completed by coaches, volunteers, and anyone else involved with the league
  - Ensures background checks are completed by coaches, volunteers, and anyone else involved with the league
  - Ensures Insurance is renewed each year and each team is covered each season.
- **Assistant Equipment Manager:**
  - Assist with upkeep of equipment inventory
  - Assists with uniform orders as needed
- **Assistant Field Managers:**
  - Assists with resetting fields as needed
  - Assists with upkeep of fields

(d) The Executive Board and Advisory Committee will be known as the “Board” in the Articles contained in the Local Rules section.

**The Board will meet monthly. Schedule to be determined by current administration.**

(e) The Decatur American Baseball, Inc. will be known as the “League” in the Articles contained in the Local Rules section.

(f) Each office will have a two (2) year term. Offices up for election in odd ending years will be: President, Vice President Black, Secretary, and Field Manager. Offices up for election even ending years will be: Vice President Orange, Treasurer, Equipment Manager and Auxiliary Chairperson. These elections will be held at the **League** meeting in the summer before the term starts. Terms start August 1st and or concluding summer election meeting.

(g) Spouses will not be allowed to both serve in supervisory positions. (Effective 2023 elections, current members are exempt in positions currently held.)

2. Two thirds of the Executive Board and Advisory Committee members create a quorum. A majority vote of the Executive Board and Advisory Committee is required to pass legislation except for a change in Bylaws, which requires fifteen (15) days written notice and two thirds vote of the Executive Board and the Advisory Committee.

# 1. RULES OF CONDUCT

1. (a) All volunteers will be required to sign a copy of the Decatur American Code of Conduct (Volunteer Creed) before they will be allowed to hold any position of membership or volunteer status in the program. Any volunteer who in the judgment of a majority of the members of the Board violates any portion(s) of the Volunteer Creed shall be removed from any association with the program and shall not be allowed to reestablish this association without two thirds vote of the Board.

(b) A League official, team Manager, Coach, team mom, Umpire, concession worker, scorekeeper or anyone associated with Decatur American Baseball, Inc. will be considered a Volunteer. The League expects all Volunteers to uphold the ideals expressed in the Volunteer Creed. The League Executive Board and Advisory Committee approve every Volunteer each year. Each Volunteer will sign a volunteer creed. Each volunteer will also be required to concede to a background check. If a potential Volunteer has an objection to signing a volunteer creed or conceding to a background check, a hearing will be scheduled by the Board to hear objections and either approve or disapprove the Volunteer.

2. Any Manager or Coach involved in any action to willfully hide or cover up abilities of a player from other teams or any prospect involved in such a scheme will be ineligible for association or participation in the League program.

3. (a) Any member of a team (Manager, Coach, player, bookkeeper, etc.) will be subject to ejection from a ballgame if he/she makes derogatory remarks including, but not limited to, any type of obscene or abusive language directed toward any Umpire, other players, or anyone connected with the game.

(b) A spirit of **GOOD SPORTSMANSHIP** is to prevail at all times, before, during and after the game.

(c) Any violations of rules 3(a) and 3(b) are to be reported to the League President by the Umpires or any other League Official observing such action immediately. The violators are to appear before the Review Committee composed of the President, a Vice President, and another Board member within forty-eight (48) hours of such a report. If the violation is by a Manager or Coach, the Manager or Coach will be suspended for the next game pending investigation of the complaint. If the Manager or Coach appeals, the Review Committee may or may not waive the suspension pending a decision within 72 hours of appeal. The Review Committee can uphold suspension of one game after reviewing the violation. In the event the violation is by a player, his Manager and one or both parents shall appear before the Review Committee with him/her. The Review Committee has the authority to drop, amend, change or refer suspension to the Board for additional action. The Manager or Coach may appeal the decision to the Board. The Board must be notified of the facts and final disposition of any suspension. Violators are subject to any corrective

action deemed necessary by a majority of the Board up to and including permanent suspension from the League.

4. If a spectator uses obscene language or directs derogatory remarks toward Umpires, Managers, coaches, players, other fans, or League officials during the ball game the Umpire and/or League official may suspend play, forfeit the game, and/or have the offending fan removed from the ballpark.
5. Participants are discouraged from leaving the playing field area (outside the fences) until completion of the game.
6. Only approved Coaches and Managers may be on the field during games. A parent may be used in the dugout if an emergency arises. The team Manager will be responsible for the actions of the parent should this become necessary.
7. Only the Manager will be allowed on the field to discuss a play situation with Umpires.
8. Any Manager that does not complete and turn in all Sponsorship requirements by the due date(s) established by the Board will be subject to losing team practice time or other action as deemed appropriate by the Board.

## **2. MANAGER AND COACH SELECTION**

1. The Board must approve all Managers and Coaches annually. Any returning Manager/Coach or new person wishing to manage a team must make his/her intentions known at the League Spring Pre-Season Coaches' Meeting or by notifying the League President in writing prior to the Coaches' Meeting. Managers or Coaches may not be renewed if Coaching requirements and/or standards are not fulfilled.
2. Team names shall be assigned as follows:
  - a. At the pre-draft meeting returning Managers from the previous season within each division will have the option to retain their team name. This must be declared at this time.
  - b. The remaining open team names will then be listed.
  - c. Based on League seniority points, the Managers not retaining their previous team name and the new Managers will select a team name from the available list.
  - d. In the case of a tie for seniority points, the priority system in (10.) Below will be used for break the tie.
3. The President will review applications of recommended Managers and Coaches of the Leagues with the Board prior to the draft of the League(s) involved. All potential league Managers must be approved by a majority vote of the board. The board will consider behavior relative to the Code of Conduct and participation in the Annual Coach

Certification program and Rules Clinic in approving potential Managers. Approved Managers will be selected by a seniority system.

4. All Managers and Coaches must “pass” a background check according to the criteria established by the board in the league Risk Management Plan or successfully appeal as described in Section 1.1.b or they will not be permitted to manage or coach. Background checks will be completed at least once every 3 years after the initial background check.
5. No Manager will be approved, without majority Board approval, to manage an O-Zone team who has not had actual or the equivalent of O-Zone experience as a Coach of an O-Zone team and/or Manager or Coach of a AAA (Minor A) team, provided such experienced people are available.
6. All Managers and Coaches must complete Concussion Training and submit a certificate to the League Secretary every year.
7. The following paperwork must be submitted by the Manager to the League Secretary before the first practice: approved Background Check, signed Code of Conduct for manager and all coaches, and Concussion Training certificates for manager and all coaches. No practices can be held until all the paperwork is submitted by the Manager to the League Secretary or Risk Management Officer. .
8. A seniority system shall be established and followed in awarding the position of team Manager to qualified applicants. The person with the greatest amount of seniority **points** will have their choice of available Manager positions within the League and first choice of team name available in their division. Subject to Paragraph 1 of this section seniority shall be determined by the total number of seniority points, which must be earned in **consecutive** years of official League service in the positions of League official, Manager, Coach League volunteer, or other official including service in a Dixie Youth Baseball District, State, or National office. Seniority will be based on a point system determined by the volunteer position held (volunteers may not combine points with other volunteers). Seniority points are awarded per year of service as follows:

4 points = District, State, National, or Local Elected Dixie Youth Baseball League board member and Team Managers

2 points = Appointed Board Member Positions and Official Team Coaches

-Beginning Spring 2014, any league volunteer eligible for seniority points as a board member (including board appointed positions) and as a manager/coach will receive the seniority point total for the two positions.

**Managing and coaching Fall and All-star teams earn seniority points consistent with the Spring season. Managers and coaches will not be penalized for not participating in the Fall and All-star seasons.**

9. Seniority will be revoked, and seniority points will reset to zero, if the Manager does not return league equipment by end of closing ceremonies. The equipment Manager will schedule these teams for turn-in of equipment. Summer/Fall Ball equipment will be handed out before the season.

10. In the event two or more persons have the same number of seniority points, team Manager positions shall be awarded based on the following priority system:

**PRIORITY I** – Elected League Officials including those individuals elected to a Local, District, State, or National Office.

**PRIORITY III** – O-Zone Manager from the previous season with the highest total of consecutive years' service in the League.

**PRIORITY IV** – O-Zone Official Coach from the previous season with the highest total of consecutive years' service in the League.

**PRIORITY V** – AAA (Minor A) Manager from the previous season with the highest total of consecutive years' service in the League.

**PRIORITY VI** – AAA (Minor A) official Coach from the previous season with the highest total consecutive years' service in the league.

**PRIORITY VII** – AA (Minor B) Manager from previous season with the highest consecutive years' service in the League.

**PRIORITY VIII** – AA (Minor B) Coach from the previous season with the highest consecutive years' service in the League.

**PRIORITY IX**– A (Tee Ball) Manager from the previous year with the highest consecutive years' service in the League.

**PRIORITY X** – A (Tee Ball) Coach from the previous year with the highest consecutive years' service in the League.

**PRIORITY XI** – Appointed League officials

**PRIORITY XII** – Public

11. In case of equal seniority and priority, the League President shall assign the Manager positions. Each Manager may choose his/her own Coaches with the approval of the Board. Each team may only have two (3) official coaches for O-zone, Minor A, and Minor B (4)

coaches for 5-6 T-Ball and 4 yr old T-Ball although more Coaches may be used to assist with the team at practice.

12. Each team will be allowed one (1) Manager who can act in any official capacity for the team.

13. No Manager or Coach may be listed as an official Manager or official Coach on more than one team at any given time in the League program without Board Approval.

14. No team can have more than two family members on the Coaching staff without Board approval. This does not refer to team mothers.

15. Two members of the same family cannot be Managers in the same division. This would pose too much potential for conflict of interest where competition, standings, All-Stars, etc. are involved.

16. Should a Manager vacancy occur during the season, the League President will appoint a new Manager. The new Manager will be for the remainder of that year only. The vacancy will be filled by normal priority before the next season.

17. Participation by all Managers and Coaches is a requirement for Coaching. All Managers must attend from start to finish at least eighty-five (85) percent of practices and games to be eligible to manage. All Coaches must attend most practices and games to be eligible to Coach.

18. O-Zone and AAA (Minor A) Managers must sign the pitching record within twenty (20) minutes of the conclusion of each game. A signature constitutes the Manager was present for the full game. The Board will determine participation and any exception to this rule and will address all disciplinary action.

19. If a Manager or Coach is removed for non-participation, his/her child may be removed from that team and placed on the first available team opening (other than the team he was removed from) in the League he is participating. This penalty can only be administered by the Board.

20. Seniority will not be transferred from League to League within the city program unless approved in writing by the affected League's Board at the initial time of the League change. The Board may grant seniority transfers from League to League on a case-by-case basis depending upon the circumstances.

21. Any Manager, Coach, or league official may have their seniority extended and a temporary leave of absence granted by the board if:

(1) they are called to temporary active duty in the military.

(2) demands where the employee work requires a change in life-style.

(3) health factors pose a temporary interruption in service.

(4) A Coach is terminated by a Manager or coach resigns, for personal reasons or conflicts during the season.

*A Manager will be appointed by the League President to replace the person granted the leave of absence for the time of the leave.*

22. **COACH CERTIFICATION:** To increase our skill level as Coaches and enhance our credibility with our parents, and to give us a sense of direction toward our goal of having a truly outstanding league, the Board requires the following: All Managers and game coaches are required to attend annual Coaches Clinic approved and arranged by the Board each year. The League President must approve an absence prior to the conduct of the program.

23. The maximum number of managers and coaches that may be within the fence after the start of a game is as follows: Ozone: 4, AAA: 4, AA: 4, A: 5, 4yr old league: 5. The Manager is responsible for ensuring these limitations are met and umpires will suspend game play until they are met.

### **3. AGE LIMITS**

Any candidate who will attain the age of four (4) years by May 1<sup>st</sup> and who will not attain the age of Twelve (12) before May 1<sup>st</sup> shall be eligible for participation in the League program providing he/she meets all requirements.

1. O-Zone teams will be restricted to players of age eleven (11) or twelve (12). No team roster with **twelve or less** may include more than seven (7) players of league age twelve (12) or more than seven (7) players of league age eleven (11). No team roster with **thirteen or more** may include more than eight (8) players of league age twelve (12) or more than eight (8) players of league age eleven (11). All twelve (12) year old's will be drafted in the O-Zone program among the League teams at some point in the draft before completing rosters with eleven (11) year old's, unless the Board prior to the draft grants a medical or parental exception. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. Should many twelve (12) years old's present itself so that they cannot be selected evenly among the teams, the number to go on each team will be selected by drawing "LOTS". The "LOTS" will be completed prior to any draft selections. In the event all O-Zone rosters cannot be filled with players of ages 11 and 12, the League Officers (President, Vice President(s) and Player Agent) may grant an exception for ten (10) year old's to be drafted through the Player Agent, but no participant younger than league age ten (10) shall be allowed to participate in O-Zone.

2. AAA (Minor A) teams will use the same draft system as that used by the O-Zone. AAA Managers must draft all remaining eleven (11) year old's equally among the teams at some point during the draft before completing rosters with ten (10) and nine (9) year old's, except those who have been granted prior waiver by the League Officers (President, Vice President(s) through the Player Agent) due to health or safety reasons. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. An age group is determined as ten and older as one age group and nine years as the other age group in AAA. Should a number of ten (10) year old's present itself so that they cannot be selected evenly among the teams, the number to go on each team will be selected by "LOTS". The "LOTS" will be completed prior to any draft selections. All ten (10) year old's will be drafted in the AAA program among the teams at some point during the draft before completing rosters with nine (9) year old's, unless a medical or parental exception is granted by the Board prior to the draft.
  
3. AA (Minor B) teams will use the same draft system as that used by the O-Zone. AA Managers must draft all remaining nine (9) year old's equally among the teams at some point during the draft before completing rosters with eight (8) and seven (7) year old's, except those who have been granted prior waiver by the League Officers (President, Vice President(s) through the Player Agent) due to health or safety reasons. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. An age group is determined as eight and older as one age group and seven years as the other age group in AA. Should a number of eight (8) year old's present itself so that they cannot be selected evenly among the teams, the number to go on each team will be selected by "LOTS". The "LOTS" will be completed prior to any draft selections. All eight (8) year old's will be drafted in the AA program among the teams at some point during the draft before completing rosters with seven (7) year old's, unless a medical or parental exception is granted by the Board prior to the draft.

## **4. REGISTRATION AND EVALUATIONS**

1. The League board shall set the dates for registration, evaluation, and the draft.
2. All registrants must sign online registration waivers in order to participate in evaluations.
3. All player candidates, except four (4), five (5) and six (6) year old's must attend scheduled tryouts to be eligible for selection in the draft.
4. All Managers must attend or be represented at all evaluations.

5. All prospects participating in tryouts will not leave the field until dismissed by the League official in charge of the evaluations.
6. Registration fees will be set by the Board and reviewed annually.
7. Registration fees will be due by evaluations unless otherwise approved by an executive board member.

## **5. PLAYER DRAFT**

1. All player vacancies will be filled by the draft which will be under the direction of the Player Agent and League President or his/her designee.
2. As approved by the Board – O-Zone, AAA, and AA will re-draft teams each year using the procedure listed below. Tee Ball draft rules are also listed below.
3. O-ZONE, AAA (MINOR A), and AA (Minor B) PLAYER SELECTION PROCESS:
  - a. Every player is placed back into the selection process every season.
  - b. Every player, including Managers' children, must try out to be eligible for selection. Every Manager must rate every player. Exceptions to this rule may only be approved by the two-thirds majority vote of the Board and will only be considered on a case-by-case basis.
  - c. Team Manager or designated coach and League appointed mediators must be at all tryouts and will rate players independently.
  - d. The Managers and mediators, after concluding their evaluation of the tryouts will:
    1. Rank players by age group. (i.e. all 12-year old's in order, all 11-year old's in order, etc.).
    2. Sign and turn into the League a numbered list of all players ranked in order from strongest to weakest, with the strongest player receiving a ranking of one (1).
  - e. Any player, regardless of age, who has previously competed in each division will be ranked with the older age group.
  - f. All returning players from previous, who either were elected or who participated in All Stars (regardless of age) will be identified in their age group and will be noted on both the tryout and draft ranking lists.
  - g. Players new to the league will be ranked where appropriate.
  - h. These rankings should be written on a copy of the tryout list provided by the Player Agent or sorted/listed in order based on the tryout number. The individual lists will



- ii. The Player Agent will place any declared Options, ranked as a 1<sup>st</sup> round draft as dictated by the RANKING LIST, in said team's 1<sup>st</sup> round draft position. That placement will satisfy that teams' selection for that round.
  - iii. Managers not taking an Option in the 1<sup>st</sup> round will select their 1<sup>st</sup> round draft pick based on the Manager with the highest total of seniority points. In the event of a tie, the Priority scale will be used as the tiebreaker.
  - iv. Round 1 of the older age group will be structured based on the order established in (i,2) and (i,3) above. The list of players available to be drafted in the 1<sup>st</sup> round will equal the number of positions to be filled in the 1<sup>st</sup> round, after the options have been placed, plus the number of selections defined by the Board at the Draft Meeting.
7. Once the 1<sup>st</sup> round draft order for the older age group is established, the Player Agent will place all remaining previously declared Options from the older age group on the appropriate team and in the draft round dictated by the RANKING LIST. That placement will satisfy that teams' selection for that round.
8. The older age group draft order will reverse in the even and odd rounds for the remaining rounds.
9. Once the older age group draft is completed a separate draft will be conducted for the younger age group (11, 9, or 7-year-old).
10. The Player Agent will place any previously declared Options falling in the 1<sup>st</sup> round of the younger age group on the 1<sup>st</sup> round draft position dictated by the RANKING LIST for the younger age group. That placement will satisfy that teams' selection for that round.
11. Managers not taking an Option in the 1<sup>st</sup> round of the younger age group will then be assigned a 1<sup>st</sup> round draft position in priority that is reverse of the older age group 1<sup>st</sup> round draft order.
12. 10. Round 1 of the younger age group will be structured based on the order established in (i,8) and (i,9) above.
13. Once the 1<sup>st</sup> round draft order for the younger age group is established, the Player Agent will place all remaining previously declared Options from the younger age group on the appropriate team and in the draft round dictated by the RANKING LIST. That placement will satisfy that teams' selection for that round.
14. The younger age group draft order will reverse in the even and odd rounds for the remaining rounds.
15. Each team must be composed of an equitable number of players from each age group as defined in 'Section 3 – Age Limits' and per Dixie Youth Baseball Official Rules and

Regulations. The Player Agent of his/her designee will track each team's progress through the course of the draft to ensure compliance with these rules.

**Option 2** – One more Option will be available to each team, to be declared prior to the start of the older age group draft. There will be criteria enforced to maintain the goal of redistributing the talent every year. This will be accomplished utilizing the RANKING LIST. Each Option shall be taken in the round designated by the RANKING LIST. If the Option is ranked in the same round of the same age group as other Options one option will be moved to the next higher round.

Example: If both players are in the 2<sup>nd</sup> round of the older age group on the RANKING LIST, the one Option must be taken in the 1<sup>st</sup> round of that age group and the team's next pick will be by draft order in the 3<sup>rd</sup> round. This team would draw a number prior to the start of the older age group draft to determine its draft order since it didn't have an Option ranked in the 1<sup>st</sup> round on the RANKING LIST.

16. **Sibling Policy** – Sibling policy will be executed utilizing the RANKING LIST.

1. Once a player with a younger sibling in the same division (O-Zone, AAA, and AA) is selected – because the older age group must be drafted first – the younger sibling will be immediately placed on that same team, if they desire to play together, in the round in which they are ranked on the RANKING LIST.

2. If a player with a sibling is selected as an Option and the siblings are not the same age that Option must be used to select the OLDER sibling, then the younger sibling would be placed on the same team based on where they rank on the RANKING LIST.

3. If a player with a sibling is selected as an Option and both players are the same age the Option must be used to select the sibling ranked higher on the RANKING LIST, then that player's sibling would be placed on the same team based on where they rank on the RANKING LIST

4. If they do not prefer playing on the same team together, siblings will be selected as though they were unrelated players.

5. If a player is selected in the draft and the sibling falls in a round where that team's selection has already been filled as the result of another Option, the sibling will be placed in the next *available* round below his/her ranking on the RANKING LIST.

Examples: If a team has two 2<sup>nd</sup> round Options due to a sibling's position on the RANKING LIST, the players will be noted as rounds 2 and 3. That team will then pick in round 4 based on draft order. If round 4 has already

been taken by another Option – the players could not be selected by that team, since Options may not be used in three consecutive rounds of the same age group draft. (See section (h) above.

A team has a Manager Option in the 1<sup>st</sup> round of the younger age group. That same manager would like to use another Option in the 3<sup>rd</sup> round of the older age group, but that child has a sibling that is ranked in the 1<sup>st</sup> round in the younger age group on the RANKING LIST. This would not be allowed since it would mean two 1<sup>st</sup> round players would play on the same team as options. (See section (h) above.)

### **Snake Draft Selection Process:**

The manager's selection for their draft snake position will be determined by what round the manager's option is located by ascending order. Manager's options in the 1st round get 1st selection, 2nd round get 2nd selection, and so on. If more than one manager's option is in the same round, those managers will refer to seniority points.

For example, 5 teams are set for Minor A. Teams A, B, C, D & E. Team A's manager option is determined to be a 2nd round pick, team B, a 2nd round pick, team C a 1st round pick, team D a 3rd round pick, and team E a 4th round pick. Manager of team C gets to select where he wants to be on the draft snake 1st. Managers for teams A and B draw for the next selection. Manager of team D gets 4th selection and manager E gets the 5th selection. 11

The following is an example of how the draft may go:

1. Manager C gets 1st selection and takes the 5th slot.
2. Manager B wins coin flip and takes the 1st slot.
3. Manager A loses coin flip and takes the 2nd slot.
4. Manager D gets 4th selection and takes the 3rd slot.
5. Manager E gets 5th selection and takes the 4th slot.

Draft snake order is B, A, D, E, C 1ST ROUND OF DRAFT

1. Team B selects 1st player in the draft.
2. Team A selects 2nd player in the draft.
3. Team D selects 3rd player in the draft.
4. Team E selects the 4th player in the draft.
5. Team C selects the manager's option.

2ND ROUND OF DRAFT

1. Team C selects 5th player in the draft.
2. Team E selects the 6th player in the draft.
3. Team D selects 7th player in the draft.
4. Team A selects the manager's option.
5. Team B selects the manager's option.

#### 3RD ROUND OF DRAFT

1. Team B selects the 8th player in the draft.
2. Team A selects the 9th player in the draft.
3. Team D selects the manager's option.
4. Team E selects the 10th player in the draft.
5. Team C selects the 11th player in the draft.

#### 4TH ROUND OF DRAFT

1. Team C selects the 12th player in the draft.
2. Team E selects the manager's option.
3. Team D selects the 13th player in the draft.
4. Team A selects the 14th player in the draft.
5. Team B selects the 15th player in the draft.

Now all teams have used their manager's option and the draft continues until all players have been selected. This will ensure that every team has a true first round pick and ensure balanced teams regardless of the ability of the manager's child. This will also encourage all parents to be managers regardless of their child's ability

## **6. TEE BALL PLAYER SELECTION PROCESS**

- a) Every player is placed back into the selection process every season.
- b) Each Manager will be allowed a maximum of four (4) Options each season.
- c) ALL Option players require a completed League Option form signed by a parent/guardian. The League Option form must be turned in to the Player Agent at the pre-draft meeting to be eligible for use as an Option in the draft.

d) The Manager Options will be declared before the draft begins. Each team can use two (2) Options for 6-year-old players. The players selected as Options will be placed on the appropriate team and will be removed from the Blind Draw selection process defined in paragraph 5(i) below.

e) All 6-year-old players will be “ranked” in three pools based on end of year rankings from the prior season as follows. Any returning 6-year-old player that was not ranked from the prior season will be ranked by the Managers at the Pre-draft Meeting. All new 6-year-old players that are not known to the Managers will be placed in Pool B.

- a. Pool A – a “top third” 6-year-old player
- b. Pool B – a “middle third” 6-year-old player
- c. Pool C – a “bottom third” 6-year-old player

f) Should a number of 6-year old’s present itself so that they cannot be selected evenly among the teams, the number to be assigned to each team will be determined by drawing “LOTS”. The “LOTS” will be completed prior to any draft selections. Any team with 2 “A” Options will have fewer 6-year-old players than other teams if there is an odd number of players. Once a team roster is filled with the maximum number of 6-year-old player options, that team will be required to draw from the 6 yr. old pools as follows:

- a. 2 “A” Options – draw from Pool C
- b. 1 “A” Option and 1 “B” Option – draw from Pool C
- c. 1 “B” Option – draw from Pools A and C
- d. 1 “B” Option and 1 “C” Option – draw from Pools A, B, and C
- e. No “A” Options – draw from Pools A, B, and C

g) Order of selection for the draft will be determined at the pre-draft or draft meeting by all Managers drawing numbers from a “hat”, with the draft order being in order from low to high (1, 2, 3, etc.). Managers will draw based on the seniority points system. All Managers with zero seniority points will draw alphabetically by last name.

h) All selections in the Tee Ball draft, other than Options, will be done by Blind Draw.

i) The player selection process will be conducted in three parts:

- a. Part one – prior to conducting the Blind Draw selections, the Player Agent or his/her designee will place all declared Options on the appropriate team(s).

- b. Part two – round one will be structured based on rank as described in paragraph (g) above. The Player Agent will blind draw for each team in order as established in (g) and based on guidelines in paragraph (f) above.
- c. Part three – once the first round is completed the Player Agent will blind draw for each team in successive rounds according to paragraph (f) until all 6-year-old players have been selected. Once all 6 year old players have been selected the Blind Draw will progress to the 5 year old's with the order of draw reversing in each round until ALL players have been placed on a team.

## **7. 4YR OLD PLAYER SELECTION PROCESS**

- a) Each team will be allowed a maximum of four (4) Options each season.
- b) ALL Option players require a completed League Option form signed by a parent/guardian. The League Option form must be turned in to the Player Agent at the pre-draft meeting to be eligible for use as an Option in the draft.
- c) The players selected as Options will be placed on the appropriate team and will be removed from the Blind Draw selection process. Each option fills the earliest available round (for example, at team with 4 options has filled rounds 1-4. A team with 3 options has filled rounds 1-3, etc.)
- d) The remaining players will be placed on teams by blind draw by the Player Agent at the draft. The draft order will be determined at the pre-draft meeting by all Managers drawing numbers from a “hat”, with the order being in order from low to high. Managers will draw based on the seniority point system.
- e) The number of players on the 4YR teams will be between 6 and 9 and will be established by the Board immediately following completion of registration.

## **8. PRACTICE LIMITATIONS**

### **REGULAR SEASON**

**NOTE: A team practice or team activity is defined as three (3) or more players and one (1) Manager and/or Coach involved in any team activity.**

1. The Manager or Coach of any team that holds an illegal practice shall appear before the Board to explain their actions. The Board may take any disciplinary action it deems appropriate, including the forfeit of the offending team's next game.
2. No practice session will last for more than two (2) hours unless practice games with out-of-town competition is involved; then a maximum of two (2) six inning games will be allowed.
3. There will be no more than one (1) practice session per day.
4. Sunday and Wednesday practices are optional. Players will not be penalized for not participating in scheduled practice on these days.
5. The official season beginning date starts at the draft and the season ending date for each team is the date of their last regularly scheduled season game or tournament game.
6. These practice limitations apply to pre-season and regular season practices only. (Please refer to the All-stars section for specific rules and regulations).

## **9. UNIFORMS AND EQUIPMENT - PURCHASING**

1. The League Equipment Manager will be responsible for all equipment purchases. No equipment will be purchased without Executive Board or Equipment Manager approval. The Equipment Manager shall be responsible for controlling, issuing, and maintaining all league equipment.
2. The League Equipment Manager will issue all equipment and an equipment issue form will be signed for all issues. The Equipment Manager will keep this signed slip on file.
3. Equipment to be issued no later than draft day designated above or the equipment is misused, the Manager will not be approved as a Manager or Coach the following year and will be billed for the dollar amount of the value of the equipment. The value of the equipment is as set or adjusted by the League President and/or Equipment Manager.
6. All uniforms are to be issued to the team Manager, or as otherwise directed by the Equipment Manager.
7. The equipment manager will be responsible for obtaining and presenting spring season uniform quotes to the board for review. A vote will be held if a vendor change is necessary.

## **10. FIELD USE RULES AND RESPONSIBILITIES**

### **Games Responsibilities:**

1. The home team manager for the last game is responsible for putting up the pitching mound. Failure to do so will result the following penalties;
  - a. 1st Offense = Verbal Warning
  - b. 2nd Offense = Loss of 1 (one) practice time for the following week.
  - c. 3rd Offense = Loss of the following week's practice time.
  - d. 4th Offense = Forfeiture of seniority points.
  - e. 5th Offense = Board Review for resignation.
2. Pick up trash and prepare dugout for the next game.

### **Practice Responsibilities:**

1. Clean up trash, turn off lights, and secure fields (includes locking bathrooms, utility closet, and all gates).
2. Ensure all league equipment including pitching mounds, pitch machines, tape measures, and "L" screens are removed and securely stored.

## **11.TROPHIES AND AWARDS**

1. The league will purchase trophies for the following:
  - (a) A Sportsmanship Award will be given to the Manager of the team chosen from each division (O-Zone, AAA, AA, and A) that has displayed the best sportsmanship. During the last two weeks of the season, each team Manager will choose one team from their division and submit that team name to their Player Agent. A team cannot vote for themselves.
  - (b) Individual trophies for each participant on the League championship and runner-up teams in all five divisions (O-Zone, AAA, AA, and A) are to be presented at the last regular season game or as soon as possible thereafter. In addition, individual participation awards will be given to each AA and A participant on every team regardless of final ranking/standing.
2. Any other award to team players of any type, purchased by anyone other than the League, must be approved by the Board before presentation. Violation of this rule may result in termination of the Manager and/or Coach(s) of the players involved from the

League program. No individual and/or game awards will be allowed during the League season, to include “game balls”, helmet stickers, etc. without the specific approval of the Board.

## **12. SCHEDULES, TIME LIMITS, & MAKE-UP GAMES**

1. Vice President-Orange shall be responsible for preparing the practice and regular season schedule. These schedules are to be approved by the Board.
2. No games are to be scheduled after 6:00 pm on Wednesday night or at any time on Sunday without the approval of the League President.
3. The League President must approve all make-up games to be played on Wednesday and/or Sunday. Approved Sunday games will be scheduled between 1:30pm and 5:00pm.
4. Ten and Fifteen Run Rule is in effect for all age divisions. In O-Zone, AAA, and AA, a team leading by ten (10) or more runs after four (4) full innings (3 1/2 innings if the home team is leading) shall be declared the winner. A team leading by fifteen (15) or more runs after three (3) full innings (2 1/2 innings if the home team is leading) shall be declared the winner.
5. **8 Run limits per inning**
5. O-Zone, AAA, and AA games called because of curfew or act of God (example, rain, darkness, wind, lightning, or other severe weather) before they become regulation games shall be resumed from the point of termination with the same players, score, base runners, balls, strikes etc. until the game is a complete game (time limit or six innings).
6. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have batted four (4) times for O-Zone, AAA, and AA. Also, in the case of the home team leading when it has batted three (3) times for O-Zone, AAA and AA.
7. The Scorekeeper will keep the official game clock. The game clock will be started at the coaches pre-game plate meeting. The Game Clock will be stopped with umpire discretion for injured players and/or game conflicts.
8. NO INNING MAY BE STARTED WITH LESS THAN 5 MINUTES TO THE TIME LIMIT EXPIRATION. **THE NEXT INNING IS CONSIDERED TO HAVE STARTED IMMEDIATELY UPON THE FINAL OUT OF THE PREVIOUS INNING.** Tie games shall be resumed from the exact point of termination, to be rescheduled by the Vice President-

Orange in the same manner as all other Makeup games if necessary to determine post-season play.

9. Makeup games are to be made up on the next open date and time slot or as determined by the Vice President-Orange after consulting with the Umpire-in-Chief and the Managers involved. It will be attempted to reschedule in the same order as originally scheduled unless the League President approves special arrangements. The League Presidents will reschedule inter-league games.
10. Game time limits, outings per week and practice time limits are set as follows:

	Game Time Limits	Outings/Week	Practice Time Limits
O-Zone	1 hour 30 min.	5 per week	2 hours
Minor A	1 hour 30 min.	5 per week	2 hours
Minor B	1 hour 30 min.	4 per week	1 hour 30 min.
T-Ball	1 hour	3 per week	1 hour 30 min.

## **13. UMPIRES**

1. The Board will appoint the Umpire-in-Chief of the League to the position. He/she shall be responsible for the training, directing, and game assignments of the Umpires.
  - a. The Umpire-in-Chief will be paid \$1.25 assignment fee for each game assigned in addition to the regular working fee for any game Umpired.
  - b. The rate of pay for the Umpires will be paid as determined by the Board.
  - c. Rained out games and started or tied games stopped because of time limits: ½ fee per game.

- d. When rained out or tied games are completed: ½ fee per game.
- e. Two Umpires will be assigned for O-Zone, AAA, and AA games.
- f. One Umpire will be assigned to A games.

2. Vice President Black will oversee the UIC and Umpires.

2. The League President or Vice President(s), will make the final decision concerning the playing fitness of the field before a game.

3. The Chief Umpire (plate Umpire), with input from the League President or a Board member, will make the final decision concerning the playing fitness of the field during a game.

4. The Chief Umpire will review Umpire assignments with the League President. The League President will have the right of refusal.

5. No Umpire under seventeen (17) years of age will be allowed to call in O-Zone and Minor A.

6. Umpire Clinic will be scheduled pre-spring season, failure to attend by an umpire will result in lower scheduling priority.

## **14. Pressbox**

- 1. The Board will appoint the Pressbox manager of the League to the position.
- 2. The rate of pay for the manager and scorekeepers will be paid as determined by the Board.
- 3. Scorekeepers shall arrive at least 15 minutes before each game.

## **15. Concessions**

- 1. The Board will appoint the Concession manager of the League to the position.
- 2. The rate of pay for the manager and employees will be paid as determined by the Board.
- 3. Concession stands must open at least 30 minutes before first scheduled game time.

## **17. ALL STAR SELECTIONS**

The purpose of All Stars is to assemble those players who have exhibited exceptional talent, sportsmanship and teamwork throughout the regular season to represent the league in district, regional, state and national DYB and DB tournament competition.

### **PROCEDURE FOR SELECTION OF ALL STARS**

1. Prior to the last Thursday of regular season play the Manager of each team will submit a list to the Player Agent and League President of the twelve (12) league players, that he feels should be placed on the All Star team. Managers are to submit the names of the best available players for the team excluding his own child. The Board shall review the lists to ensure all deserving players are given consideration. All players nominated are part of the player pool.

2. The Player Agent will review the lists and place all players receiving a unanimous number of votes on the All-Star team. A Manager's child will be considered a unanimous selection if his name appears on all lists but his own.

3. Only twelve (12) players (Division I) / (11) players (Division II) shall be chosen for each All-Star team, with 2 alternates. If after review of the submitted lists the twelve (12) player (Division I)/ (11) player (Division II) roster are not filled, the Player Agent will call a meeting with the Managers to fill the remaining positions.

All-star candidates will be drawn from the active pool of players in their respective age division(s). Managers will use observed performance, league statistics, attendance, attitude, and sportsmanship when making their All-star candidate selections.

4. A anonymous vote shall be taken. Each Manager shall submit a written list based on the number of positions to be filled from the player pool that he feels should be considered for the All-Star team. Each time a player's name appears on a list/ballot constitutes a vote for that player.

5. All players receiving a unanimous number of votes at this time shall be placed on the All-Star team. If the roster is not filled on the first anonymous ballot, another ballot will be taken to fill the team roster.

6. If twelve (12)/(11) players have not been unanimously selected after three (3) ballots, another ballot shall be taken and the player(s) receiving the most votes will be added to the team. In the event of a tie for the remaining team positions, additional ballots will be taken using those players that tied for the positions. After two (2) tie ballots, it shall be at the

discretion of the League President to cast the tie breaking vote. Before concluding the selection meeting the team will be reviewed and approved by the Board and by the Managers present.

7. Should a replacement be needed, the All-Star Manager with the assistance of the League President and the Player Agent will select the replacement player from the remaining players in the “alternate pool”. The “player pool” is any player receiving an All-Star vote.

8. Any Manager, or group of Managers or Coaches, who conspire or fix or attempt to fix the All-Star selection will be banned from the League program. Preseason rankings will be reviewed if there seems to be a threat of conspiracy.

9. Managers are to vote for the best players available for the team. The League President or player agent conducting the All-Star selection may declare the All-Star selection invalid for conspiracy, or if the vote was considered not in the spirit intended of the All Star selection process. If declared invalid the League President will make the decision to either conduct a revote or have the team appointed by the Executive Board.

## **SELECTION OF ALL STAR MANAGER AND COACHES**

1. The division winning manager will have first right of refusal to coach either the Primary All-star or the Rookie All-star teams.

2. The remaining team All-Star Manager will be selected by the Division Managers and the Executive Board through an anonymous vote.. All Division Managers are eligible. In the event a Division Manager is a member of the Executive Board he shall vote as a Manager and a member of the Advisory Committee will be appointed to vote in his Executive Board position. Final All-Star Manager selection must be approved by the Board.

3. The All-Star Team Manager will then select the team’s two assistant Coaches from among any of the remaining Managers and Coaches of the League. The selections are subject to the approval of the Board.

4. If Manager selection is not approved by the Executive Board, then a revote will be conducted and the previously selected Manager will not be included in the vote.

**Announcing All Stars** – Players who are selected to an All-Star team will be informed at a time determined by the Board.

**NO INFORMATION CONCERNING ANY ASPECT OF ALL STAR SELECTION WILL BE DISCUSSED AT ANY TIME (BEFORE, DURING, OR AFTER SELECTIONS ARE MADE) OUTSIDE OF THE PARTIES INVOLVED IN THE PROCESS AS PRESCRIBED ABOVE.**

### **ALL-STARS Practice Rules**

All practices will be limited to three (3) hours per session, unless practice games with out-of-town teams are involved, then a maximum of two (2) six (6) inning games will be allowed. However, at the Manager's option, there may be two (2) practice sessions per day of two (2) hours each with four (4) hours rest between practice sessions. Sunday and Wednesday practices are optional.

The official **DYB and tournament patch** is approved by DYB national for **All Star** play.

## **18. TOURNAMENTS**

### **League/Division Champion Criteria**

1. A mid-season tournament will be played during the spring season and a champion and runner up will be decided.

4. All Star and Rookie All-Star teams representing the leagues in O-Zone, AAA, and AA divisions will participate in the sanctioned Dixie Youth Tournaments.
  
5. The Board will make decisions regarding possible bids and bid amounts for hosting any Dixie Youth events.
  
6. Main All-Star and Rookie All-Star teams will receive funding from the league as approved by the board. Initial funding for the All-Star and Rookie All-Star teams will \$350 and \$250 respectively to be used for purchasing uniforms. Teams that qualify for State Tournaments or World Series that require travel of more than 100 miles will be provided with additional funding by the league of \$500 minimum. The board may provide as much as \$1000 (maximum) in cases in which the league has profited from hosting district tournaments. The funds provided to teams must be used for travel expenses with receipts provided to the board.

## **19. MISCELLANEOUS**

1. If an official team function is held which involves the team and parents as a group, all players and parents must be invited to participate.
  
2. Rules Clinics will be held prior to the opening of the season. All Managers, Coaches, and Chief Umpire are required to attend.
  
3. No bat person is allowed other than a league member
  
4. All players will be listed in the batting order and a complete batting order rule will be followed for all age divisions for league play. Also, free substitutions will be allowed. For inter-league play, the local rules of the home team will be followed.

5. ALL players on every team must play at least three consecutive outs on defense within the first four innings, with an additional three consecutive outs in a six-inning game, and bat when their time comes up in the batting order in each game played by his/her team. Penalty for violation of this rule shall be forfeiture of the game, and the Manager must appear before the Board to explain the incident.
  
6. All games in which the minimum number of players are available to play for each team (8 for AAA, Ozone, and 9 for AA) will be played as scheduled, weather and field conditions permitting, with the following exceptions:
  - A. The Manager must notify the Vice President-Orange twenty-four (24) hours before the scheduled start of the game if possible if his team will have fewer than the minimum number of players. The names of absent players and the reasons for absence must be provided in writing to the Vice President-Orange, and the Executive Board must approve rescheduling.
  
  - B. Local League rule for school functions: In order to receive consideration for rescheduling games, conflicts with school functions must be reported to the Vice President-Orange. Two or more players must be involved. The names of the players and the school function must be sent to the Vice President-Orange in writing a minimum of one week in advance of the event. Scheduling will be handled on case-by-case basis, and forfeits are not an option.
  
  - C. In the event a team has less than the minimum number of players (8 for AAA, Ozone and 9 for AA) for a scheduled game, the game will be rescheduled unless both Managers agree to play with one or both teams one player short.
  
7. Incomplete games shall be resumed from the point at which play was stopped.
  
8. If a team does not furnish a Team Parent or representative for the Team Parent meeting, the team will forfeit any scheduled practice time for the first week of the season and will not be allowed to practice in any capacity, at any location, during that first week. If already restricted due to paragraph 13 below, the Manager will be suspended for the first game of the regular season.

9. If a team does not furnish representatives for the Field Work Day, the team will forfeit a week's practice time as determined by the Executive Board prior to the start of the season and will not be allowed to practice in any capacity, at any location, during that week. If already restricted due to paragraph 12 above, the Manager will be suspended for the first game of the regular season.

10. Each batter, runner, and on deck batter will be required to wear an approved helmet with a facemask for AAA and AA. Ozone batters and runners will wear approved helmets. Facemasks for Ozone batters and runners are optional if not required by Dixie Youth Baseball Rules.

11. No smoking is allowed within the confines of Gale Montgomery Park. This is to include the Press Box, Field House, Concession Stand, and restrooms.

12. No firearms of any kind are allowed within the confines of Gale Montgomery Park except those carried by on-duty policemen.

13. Any player who in the judgment of the Umpire slings a bat will be called out. No warnings are required.

14. Any player wishing to play in a division other than their age appropriate division will be required to petition the Board in writing (or e-mail). The Board will schedule an evaluation of the player and render its decision on the petition in a timely manner after the evaluation. Any player approved to play in a division other than their age appropriate division will be considered part of the approved age group they moved to. They will advance with the new age group throughout their DYB career. Players who advanced to an older age group will be eligible for a 3<sup>rd</sup> year of play in the Ozone division, at that time they will rejoin their natural age group. Players that are approved to remain in a division when their natural age group advances will be eligible for only one year of play in the Ozone division. Players may petition the Board to rejoin their natural age group. The Board will render its decision based on the best interests of the player, the league and any safety concerns that may exist. The Board, at their discretion may reassign a player back to their natural age group with justification.

15. Players may use any bat as long as it's stamped with USSSA, USA, and/or BBCOR (Ozone & Minor A).

## **20. OZONE/AAA LOCAL RULES**

O-Zone and AAA are to follow a pitch count.

**O-ZONE:** No pitcher can start another inning in the game, or any other game on the same day once they've pitched 85 pitches. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base or is put out.

1. Pitching distant shall be 50' from tip of plate to front of pitching rubber.
2. Base length shall be 70'.
3. A pitcher shall not pitch more than six innings in a calendar week.
4. A pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of the game.
5. Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch in that game.
6. There will be a 8 run limit per inning in OZONE. If a home run is hit with 7 runs already driven in, the players on base score will count.

**AAA:** No pitcher can start another inning in the game, or any other game on the same day once they've pitched 75 pitches. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base or is put out.

### **Addendum - 2023 Season**

***Lead off from beginning of season. Midseason steal at any time, Balk acknowledged by ump but not called. Re-evaluate with board at end of season. \*\*\*Minor A rule changes approved 7/7 by voting members.***

1. Pitching distance shall be 46' from tip of plate to front of pitching rubber.
2. Base length shall be 60'.

3. A pitcher shall not pitch more than six innings in a calendar week.
4. A pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of the game.
5. Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch in that game.
6. Batter cannot advance on a dropped third strike.
7. **There will be a drop dead 8 run limit per inning for league play.**
8. Day is considered a calendar day. Not 24-hour day.

## **21. AA (COACH PITCH) LOCAL RULES**

1. No “base on balls” will be awarded. No “hit by pitch” base will be awarded. No intentional walks.
2. The infield fly rule will not be enforced.
3. No stealing allowed. The ball is dead after each pitch unless the ball has been hit into play.
4. Once the ball has been hit into play, *it shall be the Umpire’s judgment* as to when the play is ended. This will be when the ball is *in the possession of a fielder who is in a position to stop the flow of play*. The Umpire will call “TIME” when he/she determines this criterion has been met, and play should be continued until that time.
5. There will be a seven-run limit per inning for each team. Play will not be immediately stopped when the seventh run scores, as other base runners may continue to cross the plate until the play is “ended in the Umpire’s judgment” according to paragraph 5 above. (A

maximum of nine (9) runs are possible if the bases are loaded after a team has scored 5 runs, and the next batter hits a home run.)

6. ONLY players and approved Coaches or Managers are allowed in the dugout or on the playing field. If additional help is needed in the dugout, parents or other adults over the age of eighteen (18) may be used, provided they have completed a CREED and paid the required fee. These additional assistants DO NOT accrue League seniority points. The team Manager will be responsible for the conduct of the players, Coaches, and any Volunteers used to assist the team.

7. If a team wishes to discuss any aspect of the conduct of a game, the Manager may only ask questions to clarify a ruling by an Umpire. Once the Umpire has explained the ruling and reasoning for making that ruling the Umpire has satisfied his/her requirement to discuss the issue and will continue play. A Manager who wishes to have continued discussion of the same issue after the Umpire has explained his/her ruling is subject to ejection from the game by the Umpire. If a team disagrees with the ruling, the Manager may call "time" and notify the Umpire that the game will be completed under protest *provided the ruling is not a judgment call by the Umpire. Judgment calls by the Umpire may not be protested.* At that point play will continue and the Manager will proceed under the rules for protest as defined in the Official Rules and Regulations of Dixie Youth Baseball.

8. Overthrown balls will be played per normal DYB rules.

9. No bunting will be allowed in AA.

10. In AA, the defensive team shall consist of ten (10) players, including a player at the catcher's position.

11. Any player who becomes disabled during the game *in the judgment of the Umpire* will have their turn at bat skipped without penalty. They may return to their original batting order when they are able to do so. If they are at bat when they are disabled, the next batter in the lineup will come to bat with a new count. The "disabled" batters at bat does not count. A pre-

game, pre-existing condition that allows someone to play by all other rules will be counted as an out each time the players' time at bat comes around if they are unable to bat.

12. Only 2 defensive time outs per inning.

13. A 12-foot-diameter chalked or painted pitching circle (the "pitching circle") with a chalked or painted line in the center of the pitching circle at 46 feet drawn completely across the circle is the designated pitching area. The center of the pitching circle will be 46 feet from the back edge of home plate.

14. Overthrown balls will be played per normal DYB rules.

15. No bunting will be allowed in AA.

16. In AA, the defensive team shall consist of ten (10) players, including a player at the catcher's position.

17. Any player who becomes disabled during the game *in the judgment of the Umpire* will have their turn at bat skipped without penalty. They may return to their original batting order when they are able to do so. If they are at bat when they are disabled, the next batter in the lineup will come to bat with a new count. The "disabled" batters at bat does not count. A pre-game, pre-existing condition that allows someone to play by all other rules will be counted as an out each time the players' time at bat comes around if they are unable to bat.

18. Only 2 defensive time outs per inning.

19. Only an official adult (18 or older) coach pitcher of the offensive team shall pitch to the batters and he/she shall throw overhand from a standing position.

20. The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. If the coach pitcher does not remain in the circle, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.

21. The player in the pitcher position shall be required to stand in the designated pitching circle. The player pitcher must have one foot inside the designated pitching circle and must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher. The player pitcher must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The player pitcher cannot leave the designated circle until the ball is hit. If a violation occurs, the offensive coach has the option of accepting a hit or taking a no pitch. The player pitcher must wear an approved helmet with facemask.

22. The batter will get five (5) pitches or 3 swings in each at bat. If the 5<sup>th</sup> or additional pitches are fouled off, the batter continues with another pitch until a pitch either goes by the batter or the ball is put in play.

23. If a batted ball hits the coach pitcher (unintentionally in the judgment of the umpire), the ball is declared dead. The batter is awarded a single and **all runners** will advance one (1) base. If a thrown ball hits the coach pitcher (unintentionally in the judgment of the umpire) the ball is live.

24. 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 umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in removal of the coach pitcher from the mound to the dugout for the remainder of the game.

25. The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. The coach pitcher will not be allowed to give any instruction to any player once the ball has been put in play, which is defined as the release of the pitch. Only one (1) warning will be

given. The Coach will be removed from the mound after the second offense and will not be allowed on the field for the duration of the game.

**26. There will be a drop dead 8 run limit per inning for league play**

## **22. “A” (TEE-BALL) LOCAL RULES**

The score will be displayed on the scoreboard for Tee Ball games but may not reflect the “true” score if there is more than a 10-run difference. The official Scorekeeper will keep the actual score of record. The scoreboard operator will update the scoreboard as runs occur **up to a 10-run difference** and will verify the displayed score after each ½ inning.

- Team “A” has 26 runs, and Team “B” has 8 runs – the scoreboard will reflect Team “A” with 18 runs and Team “B” with 8 runs.
- As play continues, Team “B” scores 5 runs – the scoreboard will be updated as Team “B” scores by adding a run to each team’s score, and the scoreboard after 5 runs would display Team “A” has 23 runs and Team “B” has 13 runs.
- As play continues, Team “A” doesn’t score and Team “B” scores 7 more runs – the scoreboard will be updated as Team “B” scores, with Team “A” score stopping at 26 runs (it’s “true” score) and the scoreboard after the 7 runs would display Team “A” has 26 runs and Team “B” has 20 runs.

### **DEFINITION OF TERMS**

1. CATCHER-The defensive team player in the catcher’s position (must wear a batting helmet).
2. PITCHER- The defensive team player in the pitcher’s position, player must have one foot in the circle (must wear batting helmet or face guard).

## 1. THE PLAYING FIELD

1. Base lines shall be fifty feet (50') in length.
2. The distance from the point of home plate to the center of second base and from first base to third base shall be seventy feet and nine inches (70'9").
3. An arc reaching from the first base line to the third base line and measured ten (10) feet from the point of home plate toward the infield shall be drawn to determine when the ball is in play when a batting tee is used. A ball not reaching that line is considered to be a foul ball. A ball that touches the chalk is fair. Unless the Umpire calls "Foul Ball" – IT'S A LIVE BALL.
4. (LOCAL LEAGUE OPTION) A vertical line shall be drawn at the halfway point between first and second base, second and third base, and third base and home plate. The line is to help the Umpire in determining position of the base runner and to which base the runner is entitled when the ball is ruled dead. THE POSITION OF THE RUNNER IS STRICTLY AN UMPIRE'S JUDGMENT CALL AND MAY NOT BE ARGUED OR PROTESTED.

## 2. EQUIPMENT

1. The Batting Tee must have a flat surface, not to exceed seventeen inches (17") in width. It must be adjustable and have at the batting area no less than six inches (6") of a stiff rubber material that may be either flexible or not. The Tee may be made of any material(s) that the League chooses as long as there is at least six inches (6") of a rubber type hose at the top of the Tee. The Tee shall sit completely on home plate when the batter is at bat. The League, prior to game use, shall approve all Tees.

2. The Catcher, if one is used, MUST wear a helmet with a face shield or a regulation catcher's helmet with a mask. If playing the catcher position, player is required to wear a chest protector, shin guards, helmet, and cup.
3. All baseballs will be league approved for Tee Ball.
4. All Tee Ball bats shall be League approved and will be stamped by the manufacturer as an official Tee Ball bat. Tee Ball players may not use any bat, other than a wooden bat, that is not stamped by the manufacturer as an official Tee Ball bat.
5. The Pitcher MUST wear a helmet with a face mask or a face shield designed by the manufacturer to be worn without a helmet while on defense.

### **3. IT SHALL BE A REGULATION GAME WHEN:**

1. Both teams have completed the 4<sup>th</sup> inning and the Visiting team has scored more runs than the Home team.
2. The Home team has more runs after the Visiting team completes their at-bat in the 4<sup>th</sup> inning.
3. The Home team scores the winning run in the last half of the fourth (4<sup>th</sup>) inning before the ninth (9<sup>th</sup>) batter. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.
4. Games shortened by reason of curfew, darkness, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, any time it is ahead after two and one-half (2 ½) innings of play. If the fourth inning has begun but cannot be completed, the score will revert to the score at the end of the third inning and the game will be considered completed.

5. The game is ended once a team has mathematically reached the point that the other team cannot win the game.

6. ONE-HOUR RULING: The Scorekeeper will maintain the official game clock. The Scorekeeper will start the clock when the first pitch is thrown for the first batter of the game. A Tee Ball game will have a 60-minute time limit, and no inning may be started after 60 minutes. An inning is considered to have started immediately following the final out of the previous inning. If the time is at less than 60 minutes when the final out of an inning is made, you have already started another inning – unless the Visiting Team cannot mathematically catch up with the Home Team.

7. If a team has less than 8 players off of team roster this will result in a forfeit. However we encourage you to pick up other tee ball players in the league or play with the number of players available in order to still play the game. If a team has less than 9 players the team will only be allowed to bat a maximum of the number of players in the line up per inning.

#### 4. THE GAME “OFFENSE”

1. The offensive team will be made up of the entire team roster. If the team has 15 players registered on its team roster, and all 15 players show up for the game, then all 15 players shall be listed on the batting order, and all will bat in turn. EXCEPTION: Any player who becomes disabled during the game *in the judgment of the Umpire* will have their turn at bat skipped without penalty. They may return to their original batting order when they are able to do so. If they are at bat when they are disabled, the next batter in the lineup will come to bat with a new count. The “disabled” batters at bat does not count. A pre-game, pre-existing condition that allows someone to play by all other rules will be counted as an out each time the players’ time at bat comes around if they are unable to bat.

2. If a player misses his/her turn at bat for reasons other than sickness or injury, the player shall be called “OUT” but will be allowed to bat when their turn in the batting order comes up again.

3. There may be up to five (5) Coaches allowed when a batting tee is used. ONE of the Coaches must stay in the dugout area while TWO other Coaches will take their places as either a Coach at first or third base. ONE Coach will be at the tee assisting the batter and retrieving pitches. ONE coach will be the pitcher.
  
4. There will be no bunting. If the Umpire rules a batter to have bunted the ball, the batter shall be called "OUT".
  
5. The offensive team's Manager or Scorekeeper must notify the Umpire when the 9<sup>th</sup> batter comes to bat and the Umpire shall notify the defensive team.
  
6. When the ninth batter steps to home plate and takes position in the batter's box, at that point TWO OUTS will be called even though the batting team may not have any outs.
  
7. An inning shall be ended with the end of play of the ninth batter in that inning. The play is ended by getting the third out on any base runner, or by the defensive team touching Home Plate with the ball in their possession. Any run made before the 3<sup>rd</sup> out is made on a base runner or by touching home plate with the ball in possession shall be counted, except if a force out is made at any base.

## 5. THE GAME "DEFENSE"

### Addendum - Spring 2023

***The pitcher, upon fielding any BATTED ball while being required to throw to any base. This would not include home plate or a runner leaving 3rd headed home.***

***Secondly, any batted ball thrown by any infielder to any base(including home plate) that is a wild throw or uncaught ball that leaves the vicinity of the intended base of the throw will now result in an immediate dead ball preventing any further advance of any base runners. A Thrown ball to any base in which a runner is not attempting to advance will remain alive and in play.***

***T-Ball rover position to be played behind and in the vicinity of 2nd base.***

1. All players will be on defense with only 5 players in the infield, excluding the catcher and will all be at least 40 feet from Home Plate at the time the ball is hit by the batter.
2. All outfielders must be at least ten (10) feet behind the base lines at the time the ball is hit by the batter. If any fielder is not at the proper distance when the batter hits the ball, the offensive team shall have the privilege of nullifying any portion of the play that occurred on the violation. This is an Umpire judgment call and may not be argued or protested.
3. Three (3) Coaches may be in the outfield to verbally instruct the players. The Coaches will be given enough time to make sure the players are repositioned before the next play. The Coaches must remain at least ten (10) feet behind the base lines DURING THE ENTIRE TIME THE BALL IS IN PLAY. Remaining Coaches should be in the dugout area.
4. Players cannot intentionally roll the ball (underhand) to get a runner out. In this case the runner will be declared safe.
5. The first baseman is the only player who can make an out on a runner advancing to first base (either by tagging the runner or the base).

## **6. SPECIFIC RULES FOR FOUR PITCH TEE BALL**

### **Addendum - Spring 2023**

***4 coach pitches, 2 off tee for first half of season.***

***Midway through season league will discuss, no tee, 5 coach pitches***

***1 base for balls hit off tee, runners cannot advance more than 1 base.***

1. The distance from the front of the pitcher's plate to the point of home plate shall be 40 feet with a 10 foot radius circle drawn from center of pitchers plate.

2. The distance from the point of home plate to the coach pitch line shall be 20 feet and 25 feet. The coach pitcher shall be between these lines on one knee and pitch with an overhand motion. After four pitches that aren't put into play, the pitching coach should exit field of play for the tee to be used.
3. The player in the pitcher's position must have one foot in the circle at the time the ball is hit by the batter.
4. If tee is used, the catcher, if one is used, must stand beside the home plate Umpire or to the side of the Coach placing the ball on the tee away from the batter when a batter is striking at the ball.
5. Batters get four (4) pitches and two (2) balls off the tee. Batted balls not reaching the ten-foot arc are foul. After four pitches, and ball hasn't been put in play, batter will get two (2) swings off the tee. If neither ball off the tee is put in play, batter will be called out.
6. A base hit off the tee will result in a single for the batter, all other base runners can advance one base.
7. A batted ball that hits the coach pitcher shall be considered a dead ball and batter and baserunners return to where they were. If it is the fourth pitch or second attempt on the tee the batter will receive another attempt.
8. Slinging Bats: Each individual batter will receive a warning on the first infraction. Any subsequent infraction will result in the batter being declared out and all runners will return to their previous base occupied.
9. The home plate Coach shall be responsible for retrieving the four pitched balls, placing the ball on the tee, removing the tee from home plate when a base runner is running to home plate, and replacing the tee upon home plate when play is to resume.

## 7. BASE RUNNING

1. The base runner shall not steal a base or take a lead off the base.
2. The base runner shall advance only when the ball has been hit past the 10-foot arc.
3. If *in the judgment of the Umpire* the base runner is past the halfway mark when the play is called dead the base runner will be awarded the next base.
4. The ball is dead, and all base runners must stop at the base to which the Umpire rules they are entitled when:
  - a. The Umpire makes the announcement that the ball is dead, and play is stopped by declaring "TIME".
  - b. The pitcher or player-pitcher has possession of a thrown ball at any part of the 10-foot Radius Circle.
  - c. At the moment a thrown ball hits the ground inside the 10-foot Radius Circle or touches the pitcher's or player-pitcher's uniform, glove, or person while the pitcher or player-pitcher is within the 10-foot Radius Circle. The pitcher does NOT have to have possession of the ball inside the 10 foot Radius Circle in order to stop play – the ball can be thrown in as long as it hits the ground inside the Circle.
  - d. A defensive player is entitled to make a play by running through the circle. Play is not dead if a **CONTINUOUS** effort to make a play occurs.
  - e. The pitcher must throw a batted ball down or raise both hands if fielded in the circle to indicate no additional play will be made. Time will not be called until the ball is thrown down or both hands are raised. This does not apply to a ball thrown to the pitcher from another fielder, only BATTED balls.

5. If, *in the judgment of the Umpire*, a thrown ball hits the ground inside the 10-foot Radius Circle or touches the pitcher's or player-pitcher's uniform, glove, or person while the pitcher or player-pitcher is inside the 10-foot Radius Circle was thrown in such a manner as to be making a play on a base runner or batter/base runner the ball will not be ruled dead and play shall continue. Play will continue until the Umpire calls "TIME". THIS RULE WILL BE WITHIN THE UMPIRE'S JUDGMENT AND CANNOT BE PROTESTED.

6. If a base runner leaves his/her base before the batter hits the ball, the Umpire shall signal a delayed dead ball to indicate the violation at the time it occurs. The defensive team shall have the privilege of nullifying any portion of the play that occurred on the violation.

7. The INFIELD FLY rule does not apply in Tee Ball play.

8. If a base runner runs past another base runner, he/she will be called "OUT".

9. In a force situation, if two base runners end up on the same base, the runner that did not advance will be called "OUT". In a non-force situation, the preceding runner is declared out if tagged.

10. Any runner that runs bases in reverse will be declared out upon appeal.

11. The Umpires are instructed to not allow a base runner to stop between bases in order to try to make a pitcher or player-pitcher possibly commit an error. The Umpire shall call "TIME" and declare the play over and return all runners to base previously occupied.

## **23. 4YR OLD TEE-BALL LOCAL RULES**

1. The intent of the Four-Year Old Instructional T-Ball league is to introduce young children to organized baseball and foster a love for the game. Managers, coaches, and parents should emphasize fun within this league while teaching basic baseball skills, sportsmanship, and teamwork.

2. The rules for the Four-year Old Instructional T-ball League will follow the same rules as regular T-ball except as noted below:

1. Players must turn 4 by May 1<sup>st</sup>.

2. Teams will have six to nine players on each team so that each player will get more individual attention and opportunities.

3. Each Child who is registered will receive a Uniform Shirt and a Uniform Hat. They will also receive a Trophy or Medal at Closing Ceremonies.

4. There will be a limit of 2 outings per week. Teams will practice one day each week and will play their games mainly in the early time slot during the week.

5. Each team must have at least 5 players present at the published game time.

6. There may be up to five coaches allowed per team. A coach may not touch a player or the ball during a play. Coaches on the playing field must position themselves so that they do not interfere with any defender's play on the ball or defender's position for a throw as his priority. These coaches should remain relatively stationary except when avoiding the defensive play.

Defensive coaches will be allotted a reasonable amount of time between batters to position players before the next batter is permitted to hit.

#### Coaches on Offense

- i. One coach must be in the dugout always.
- ii. One coach should be at the tee assisting the batter.
- iii. One coach each in 1<sup>st</sup> base and 3<sup>rd</sup> base coach's box
- iv. A coach will be allowed to stand in the grass behind 2<sup>nd</sup> base to help instruct runners at that base.

#### Coaches on Defense

- i. Three coaches in the outfield grass behind each base to instruct fielders.
- ii. One coach behind the pitcher's circle.

7. The scoreboard will not be used during four-year-old T-ball games, there will be no score or standings kept.

8. All batters will bat each inning.

9. Baserunners called out will exit the playing field until their team returns to the field to play defense.

10. An inning shall be considered concluded with the end of the play after the last batter bats in that inning. A final out in the inning can be achieved by a player on the defensive team touching home plate with the ball in his/her possession.

11. Catchers will not be used.

12. Each player must play a different position every inning. As an instructional league, this is used to help give the players an overall understanding of what is trying to be accomplished on defense.

13. Infielders may not intentionally roll the ball to make a play. No "bowling". If intentional, the runner will be ruled safe. They must attempt to throw over-handed.

14. A runner can only advance one base on any over-throw to first base.

15. A batting helmet with face guard and chinstrap is required for the pitcher always while playing the pitcher position.

16. Batters, on-deck batters and runners on base will wear a batting helmet with face guard and chinstrap always.

















