

# **Decatur National Dixie Youth Baseball, Inc.**



## **2018 Local League Rules**



2018 Board of Directors  
Decatur National League  
Dixie Youth Baseball, Inc.

President	Luke Howell 256-426-1240 luke.howell@gmail.com
Vice-President	Bo Weinman 256-318-2105 weinman18@gmail.com
Secretary	Vacant
Treasurer	Candy Clarkson 256-221-9574 Candace.owens81@charter.net
Player Agent	Whitt Roby 256-221-4822 whittroby@gmail.com
Equipment/Facilities Manager	Chris Farris 256-616-6636 cfarris75th@gmail.com
Scheduler #1	Chris Smith 256-426-8812 chris.smith81472@gmail.com
Scheduler #2	Vacant
Members at Large	Tracey Mann 256-303-3273 tcdmann@aol.com  Heather Smith 256-221-3737 dndybtreasurer@gmail.com  Rodney Hill 256-318-3553 rodney.h.hill@att.net

**Official Website of Decatur National  
decaturnational.com**



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# Volunteer Creed

As a volunteer in the Decatur National Dixie Youth Baseball program, I promise to:

Regard Dixie Youth Baseball as a proud community asset for my community and help endow it with the highest personal standards.

Respect the individual player. Try to understand each player's capabilities, limitations, and problems of growing up.

Be exemplary in the growing movement of Dixie Youth, ready to improve the state of our youngsters whenever possible, and to find honest enjoyment in the creative service and teaching the program affords.

Recognize obligations in training players and teaching lessons of fair play, discipline and teamwork.

Keep informed in the basic understanding and knowledge of the objectives of the program.

Cooperate in the scrupulous observance of the rules and regulations on a national and local basis, which are the strength of Dixie Youth.

Support the elected officials and directors of the Decatur Dixie Youth National League program and abide by policies and decisions made by them. I will be engaged in no unscrupulous activity, which tends to undermine the authority of those charged with the responsibility of directing this program.

Attend regularly all official meetings and functions of the local program unless hindered by means over which I have no control, always placing the activities of the league at the highest level of importance. Unless hindered by unforeseen circumstances, I will always be present for team practices and games.

Actively encourage participation from all team members and parents in all League fundraising events and programs.

Encourage volunteer support of parents, educators and all agencies devoted to the welfare of youth.

Protect the Dixie Youth franchise against exploitation and use of Dixie Youth players for purposes of personal profit or commercialization.

# Decatur National Dixie Youth Baseball, Inc. Local League Rules

Local rules are supplemental to those provided within the current Dixie Youth Baseball Rule Book, and are to replace all previously adopted local rules governing operation of the Decatur National League of Dixie Youth Baseball.

**Managers and coaches are expected to READ and be familiar with the Decatur National Local League Rule Book as well as the Dixie Youth Baseball Rule Book.**

## I Governance

1. The governing authority of the National League shall be its Board of Directors (hereinafter referred to as "the Board"). The Board shall consist of eight (8) voting members to include the President, Vice-President, Player Agent, Secretary, Treasurer, Two (2) Schedulers and Equipment Manager. The Board may also select three (3) Auxiliary Member(s) at Large to serve who will have voting privileges. The Board shall be elected by a majority vote of those members entitled to vote at the required Annual Meeting. Titles and positions may be changed as required to best accommodate responsibilities and talents of the Board with consent and approval by the voting members of the League. The Board is responsible for the financial and operational functions of the League.
2. The President shall preside at all meetings; in his absence, the Vice-President shall preside. Minutes of all meetings shall be recorded and permanently retained in the National League Book of Minutes by the Secretary; in his/her absence the Scheduler will record meeting minutes. The presiding board member shall only vote in the event of a tie.
3. Voting members of the National League shall consist of the manager of each team and no more than three (3) coaches from each team and any non-manager or coach who is a member of the Board or serves as a League official; the names of which must be recorded on the League's seniority roster for the prior year.
4. Robert's Rules of Order shall govern the proceedings of all meetings.
5. A meeting of the voting members shall be held each year at a called meeting. The meeting shall occur on or after August 1<sup>st</sup> but may not occur earlier than fifteen (15) days after the elimination of all Decatur National All-Star teams from Dixie Youth tournament play and must be conducted no later than forty-five (45) days after the elimination of all Decatur National All-Star teams from Dixie Youth tournament play. The Annual Meeting shall be announced at least fifteen (15) days prior to the meeting. This shall constitute the Annual Meeting of the League at which time the members of the Board shall be elected by the voting members. Other relevant League business will be addressed at this meeting. Special meetings of the voting members may be called by the President, or upon request

of any two (2) members of the Board or any ten (10) voting members. Written notice must be given ten (10) days of any special meetings of the voting members.

6. The majority of members of the Board present at a meeting of the Board shall constitute a quorum at any meeting of the Board and the majority vote of those present shall govern actions of the Board.

## II Rules of Conduct

All volunteers will be required to adhere to the CREED OF THE DECATUR NATIONAL DIXIE YOUTH VOLUNTEER provided at the beginning of this book prior to holding 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 CREED, shall be removed from any association with the program and shall not be allowed to reestablish association without a two-thirds vote of the Board. A spirit of GOOD SPORTSMANSHIP is to prevail at all times, before, during and after the game.

The discipline policy is supplemental to the rules listed in the current Decatur National League Rule Guide and is to replace all previously adopted local rules governing operations of the Decatur National League.

### II.A Code of Conduct

1. It is the policy of Decatur National League (hereinafter referred to as "DNL") that no person (on or off the field), at any DNL event, bears the right to conduct him or herself (physically or verbally) in a manner that negatively reflects on the children of our program. In the event one (1) DNL board member is notified, by one (1) adult person, about any person who is in violation of this policy at any DNL event, and the board member is in agreement that the policy has been violated, the violator will be escorted out of, and banned from the event or playing facilities, for the remainder of the day. In extreme cases, the DNL Board of Directors may choose to ban a violator for longer durations, such as one (1) week, one (1) year, or for life. In these cases, a representative of the Decatur Parks and Recreation Department will be consulted. **NOTE:** To avoid conflicts of interest, any person who participates in a game (as a manager, coach, participant or bystander (if their child is playing in the game)) shall not be considered a DNL board member for the duration of that game.
2. Any manager or coach involved in any action to willfully hide or cover up the abilities of a player from other teams or any prospect involved in such scheme will be ineligible for any association or participation in the DNL Baseball Program.
3. A spirit of Good Sportsmanship is to prevail at all times, before, during and after the Game.
4. Game participants must remain in the dugout except when at bat, on deck, or participating in the ballgame. Managers and coaches may stand in front of or next to the dugout area. No participants may leave the playing field area (outside the fences) until the completion of the game without approval of an umpire. The only exceptions to this rule will be for a child or coach to visit the

restroom, or due to sickness. Managers and coaches must request umpire permission to leave the playing field

5. Only the manager will be allowed on the field to discuss a play situation with umpires. Upon the need for a discussion the manager should request permission from the umpire and proceed ONLY if permission is granted. The conversation should be a discussion and not an argument. Intentionally or not, when a manager argues with an umpire he sends the wrong message to players. **NOTE:** Even without arguing a coach's criticism towards an umpire at any point in the game sets a bad example for players and can encourage spectators in their own misbehavior towards umpires.
  - a. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
  - b. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, or whether a runner is safe or out, is final.
  - c. Arguing BALLS and STRIKES is strictly prohibited and may lead to ejection from the game.

Once a decision is made by an umpire on an appealed call the discussion should be considered over for the duration of the game. This should not be discussed with spectators or players except as a learning experience for players on why a particular call was made.

Any deviations from this rule by managers or coaches will be handled by the board base on the Coaches Misbehavior Policy in section II.B

## II.B Coaches Misbehavior Policy

The primary description of acceptable behavior for coaches is given in the Coaches' Ethics Statement distributed to all coaches at the beginning of the year. Generally, we have few or no problems with coaches behaving in a manner contradictory to that described in the Code of Ethics. However, occasionally a situation does arise where the behavior of a Manager/Coach becomes unacceptable. This policy is intended to describe the procedure that the Decatur National League Board of Directors will follow to address such instances. An occurrence of misbehavior must be documented before the Board will address the matter. Documentation consists of one of two forms:

1. a Board member personally witnesses the misbehavior and brings the matter before the Board, or
2. an eyewitness has observed the misbehavior and submits a written complaint to a Board member within one (1) week of the misbehavior.

Within three (3) days of having received the documentation of the incident, the Board will appoint a Review Committee made up of the President, the Vice President, and a third board member. If the President or Vice President are involved in the incident, an

alternate board member, not involved in the incident, shall be placed on the committee. The Review Committee will interview those filing the complaint, seek to interview others present who witnessed the behavior, and interview the coach and or coaches whose actions are in question. The Review Committee may determine that the event was not a serious violation of the behavior code, or that circumstances dictate that the event be ignored. If such is the case, the matter will be dropped and all participating parties will be notified. The Review Committee may determine that the violation was serious and calls for punitive action by the Board. The first step in such action is for the Board to issue a letter of warning to the coach indicating the Board's disapproval of the indicated behavior, and to advise the Manager/Coach that he or she is being placed on probation for the remainder of the season. The warning letter will also advise the Manager/Coach that subsequent occurrences will result in further disciplinary action including but not limited to the suspension of the Manager or Coach from a part of or all of the remaining season. The letter will be signed by the three members of the Review Committee and delivered to the offending coach for his acknowledgment and signature. A copy will be given to the coach, and the Review Committee will present the action and a copy of the letter to the Board at its next regularly scheduled meeting. Those filing the complaint will also be notified of the actions taken by the Board. In the event that the Review Committee finds the first offense to be serious enough to warrant a punitive action greater than a warning, the Review Committee shall call an emergency meeting of the Board of Directors to discuss the situation. At that meeting the Review Committee will present their evidence and recommendation for punitive action up to and including immediate suspension. Upon a vote of two thirds (2/3) of the total number of board members present, that Manager or Coach shall be reprimanded as recommended and suffers all consequences as determined by the Board of Directors. If a Manager or Coach behaves in such a manner as to create a second event of misbehavior during his or her probationary period, the Board will react to implement further disciplinary action. The Review Committee will investigate the incident and report its findings and recommendation to the Board. The Review Committee will recommend suspending the coach for any or all of the remainder of the season. Written notification of the suspension will be presented to the offending coach. If it is necessary that the coach be suspended for the remainder of the season the Board will appoint a replacement coach and the Review Committee will meet with the parents and players of the team to advise them of the Board's actions. Any coach that is suspended for the year will not be allowed to take a head coaching position the following year. Note: Any Manager (or assistant) who is ejected from a game (regular or post season) by the umpire will serve a mandatory one game suspension, the following game. It is our hope that these procedures will never have to be used. Because our main concern is for the enjoyment and recreation of the hundreds of parents, coaches, and children who are out to enjoy team and family time together, we will not be tolerant of continued violations of the Coaches' Code of Ethics.

## II.C Player Misbehavior Policy

Decatur National League Baseball seeks to encourage good sportsmanship, fair play, and team spirit among all of its players. Because DNL is about working with 4-12 year old children, occasional lapses in the behavior of the players are to be expected. However, repeated misbehavior, which violates the basic spirit that DNL and its players are striving for, will not be tolerated. Examples of such misbehavior include, but are

not limited to, repeated verbal abuse of teammates, coaches, spectators, or opponents, repeated use of profanity, aggression toward any other players, particularly physical aggression, and repeated refusal to cooperate with coaches or league officials, including umpires. Any such behavior when observed by a DNL Board member or reported in writing by a DNL coach, parent, or spectator, will result in a review of the incident by a committee consisting of the League President, Vice-President and a third board member. If the President or Vice President are involved in the incident, an alternate board member, not involved in the incident, shall be placed on the committee. The committee for player misbehavior review can recommend to the Board the action to be taken. For a valid first infraction, a warning will be issued to the player (and sent to his/her parents). Further actions may be recommended to the Board as deemed appropriate. All actions will be Board-approved. If the player is involved in further incidents, automatic suspension for a set number of games is a likely recommendation by the committee. After any suspension, a player-parent-Board conference is required before the player can resume play. If the player is allowed to continue to participate after suspension, and misbehavior continues beyond this, the Board will be free to suspend the player for the remainder of the year with no refund of registration fee. Any suspension will result in disqualifying the player for All-Star nomination. It is the intent of DNL to create an atmosphere where all player participants can have fun, learn baseball, and most of all develop the attitudes and good behavior associated with sportsmanship and fair play.

## II.D Spectator Misbehavior Policy

The primary description of acceptable behavior for spectators is given in the Code of Conduct. Generally, we have few or no problems with spectators misbehaving in a manner contradictory to that which is described in the Code of Ethics. However, occasionally a situation does arise where the behavior of a spectator becomes unacceptable. This policy is intended to describe the procedure that Decatur National Dixie Youth Baseball will follow to address such instances. It is not the intent of this policy to try and define every instance that might be described as constituting unacceptable spectator behavior. We will however make mention of certain types of known behavior that we have experienced in the past and will use these examples to illustrate unacceptable spectator behavior. Such examples are, but not limited to, the following:

- Boisterous taunting of an umpire, coach, league official, or player in a negative manner
- The use of profanity or vulgar language
- Embarrassing negative remarks aimed at your own child or any other child while he/she is playing a game
- The use of Alcoholic beverages while at Point Mallard Park
- Threatening or aggressive remarks towards umpires, coaches, league officials, or fans.
- Physical confrontations with umpires, coaches, league officials, or fans

- Failure to remove yourself from the field after you have been ejected from the field
- Failure to remove yourself from Point Mallard Fields after having been ejected.

Any such behavior as listed above will be dealt with by the Association in the following manner. You will first be addressed by the team manager and asked politely to calm down. If you should persist then you will be warned by the umpire officiating the game to control your behavior. If you continue to present a problem you will be ejected from the game and the game will not resume until you have left the Point Mallard Fields. If you fail to leave the Point Mallard Fields a league official will be summoned to escort you away. If you fail to do so and refuse to calm down, the Decatur Police Department will be called to arrest you and take you from Point Mallard Fields. It is our hope that we do not have to initiate any of the above steps necessary to control parental behavior. It is the intent of the Decatur National Dixie Youth to create a family atmosphere for the enjoyment and recreation of hundreds of parents, coaches, and players who are out to enjoy team and family time together. We hope to provide the basis for all players to have fun, learn the game of baseball, and most of all develop the attitudes and good behavior associated with sportsmanship, fair play, and teamwork. We are asking you as spectators to help us reach our goal. Please lead by example and remember that hundreds of small eyes and ears are looking and listening to everything you say and do.

## II.E Suspension

1. The Board of Directors shall have the authority to suspend from the corporation any member whose conduct is considered by a majority of the Board to be detrimental to the best interests of the Corporation.
2. Members of the Board of Directors shall, upon evidence of the misconduct of any player in connection with the activities of the corporation, notify the manager of the team of which the player is a member. The manager shall appear with the player's parent in the capacity of an advisor before the next scheduled game.
3. Any Member of the Board of Directors, who misses three (3) consecutive meetings without providing reasonable notice, will be removed from the Board of Directors, due to lack of participation/interest.
4. Any Manager (or assistant) who is ejected from a game (regular or post season) by the umpire will serve a mandatory one (1) game suspension, the following game.
5. Any incident involving the ejection of a Manager or Coach must be reported immediately to the President by the umpires or other League official observing such action. The Manager/Coach will be required to appear before the Board within five (5) days of such a report prior to the next game whichever occurs first. In the event the violation is by a player, his manager and one or both of the player's parents shall appear before the Board with the player involved. Violators are subject to any corrective or disciplinary action deemed necessary by a

majority of the Board. Actions may include, but not limited to suspension in future game(s) or up to permanent suspension from the League.

### III Manager and Coach Selections

1. The President will review timely submitted applications of recommended Managers and Coaches of the Leagues with the Board prior to draft of the League(s) involved. Applications are to be submitted with a completed Coaches' Code of Conduct Form and a Volunteer Application prior to or at the League Winter Meeting, or prior to the draft in the event of vacancies. All potential league Managers must be approved annually by a majority vote of the board. As a part of the approval process, the board will consider behavior relative to the Coaches' Code of Conduct and participation in the Annual Coach Certification program and Rules Clinic in approving potential Managers, as well as the standing of the applicant with the League. Approved Managers will be selected by a seniority system. A T-Ball coach cannot move from one team to another team unless moving to a manager position and the present team is not available unless approved by the President.
2. The President will submit a list of recommended managers and coaches to the Board at least three (3) days prior to the player draft.
3. All Managers and Coaches must "pass" a background check pursuant to the guidelines and criteria of the background agency acceptable to the league's insurer or they will not be permitted to manage or coach. Background checks will be completed at least once every three (3) years after the initial background check.
4. A seniority system shall be followed in awarding the position of team manager to qualified applicants. The person with the greatest amount of seniority will have his choice of available manager positions, subject to paragraph 1 of this section.
5. A seniority system shall be established and followed in awarding the open positions 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. 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, 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. Seniority points are awarded per year of service as follows: team Manager = 2 points; official team Coach = 1 point. District, State, National, or Local Dixie Youth Baseball League board member = additional 1 point; Any manager or coach eligible for points in more than one category will be awarded the higher point value only to determine total seniority points for that year. A League volunteer is eligible to earn points as a Coach or Manager in only one division. As a result, the maximum number of points a League volunteer is eligible to earn in any given year is 3 – serving as a Manager in a league and being a League official. 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:

- a. PRIORITY 1 – Elected League Officials including those individuals elected to a Local, District, State, or National Office
  - b. PRIORITY 2 – Team Manager from the previous season
  - c. PRIORITY 3 – Highest total consecutive years of service in the league
  - d. PRIORITY 4 – In case of equal seniority and priority, the President shall flip a coin to break this tie.
6. For Ozone, Minor A and Minor B each team will be allowed 1 manager to act in any official capacity for the team and whose child shall qualify under the draft option. For Minor B and T- ball each manager will have a coach's option. Ozone, Minor A, and T-ball may have 2 additional coaches; Minor B will have 2 additional coaches after draft. T-Ball may have 1 additional coach for a total of 3 (only 2 will receive seniority), who can act in a coaching capacity and whose seniority will count toward future appointments, but whose child will not be eligible for draft option.
  7. No manager or coach will be approved by the Board to manage more than one team at any given time in Decatur Dixie Youth Baseball.
  8. Should a manager vacancy occur during the season, the President will appoint a new manager with the approval of the Board. The new manager will be for that year only. The vacancy will be filled by the priority system the next season.
  9. The manager will devote as much time as possible to coaching his team. If the President determines a manager is not devoting ample time to the task, he may be removed subject to the approval of the Board. The vacancy will be filled by the President with approval of the Board. The new manager will be for that year only. The position will be filled by the priority system next season. If a manager is removed for non-participation, his son may be removed from that team and placed on the first available opening in the League. This penalty can only be imposed by the Board.
  10. For T-Ball and Minor B, any coach exercising a coach option must actively participate in the program for the playing year, unless prohibited by doctor's certificate, change in work location or hours. If the President determines a coach is not actively participating, the son of that coach may be removed from the team and placed on the first available team opening in the League. This penalty can only be imposed by the Board.
  11. Seniority will not be transferred from league to league within the Decatur Dixie Youth program unless submitted in writing and approved by the Board at the initial time the person changes leagues. The Board will consider seniority transfers from other leagues on a case- by-case basis, provided the coach satisfactory serves as an official coach for one year within the National League. Approval of service will be limited to two (2) years as a coach from another league.

## IV Player Draft

All team rosters will be filled by draft, which will be under the direction of the League Player Agent. In the interest of Competition, the Board may determine to field teams of only 9 players in Ozone and Minor A Divisions.

The draft shall be conducted in the following manner:

Ozone, Minor A and Minor B and T-ball will redraft annually. Managers will be selected based on seniority criteria. Each team will be assigned a Manager and his child placed on that team as an option. Coach options will not be utilized in Ozone or Minor A. Coaches can be selected from parents of players drafted. For Minor B, each manager will have a coach's option. No team in Minor B is allowed to have a manager and coaches option both with 2nd year players. T-Ball Managers may identify one Coach and his child placed on that team as a Coach option. Any disputes that may arise will be settled by the Players Agent with the responsibility to insure competitive teams.

### IV.A Ozone, Minor A, and Minor B Draft

Each team will begin the draft with one player, the Manager option. Each manager's option will be rated by other managers to determine what round that player would be selected if he was in the open draft. This will determine what "round" that child would have been picked in if not for the manager's option. When the Manager reaches this round on the draft snake, this is the automatic pick for his team. For Minor B, there will also be a coach's option.

The player agent will hold an open meeting with all managers and the board president. The meeting will be an open discussion about where each manager's option (and coach's option for Minor B) would be in the draft. Managers will be asked to comment on other manager's options as well as their own manager's option. The Player Agent will be responsible for establishing these ratings based on manager's discussion and releasing that information prior to the draft.

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 draw for priority.

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.

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

### **1<sup>ST</sup> 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.

### **2<sup>ND</sup> 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.

### **3<sup>RD</sup> 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.

### **4<sup>TH</sup> 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.

## IV.B T-Ball Draft

1. T-Ball will redraft annually. T-Ball will select eligible players by a random draw. The Player Agent shall develop a selection process whereby as much as possible each team has parity in the players age 5 & 6. A Manager may select ONE official coach and place his child/children on the roster prior to the draft as an option. The remainder of the team will be determined by balancing the number of returning players among the teams in the league. Each team will have a consistent balance of experienced and new players. The process will be determined by the Board to insure competitive teams.

## IV.C Draft Notes

1. Based upon the number of players registered, the Board will establish the number teams per league/division and the number of players on each roster. The minimum number of players per team will be 10 and the maximum 14. In determining the number of players per team, the Board will set this number to create a pool of 11 year olds to remain on Minor A teams and a pool 9 year olds to remain on Minor B teams to fill vacancies which might occur in Ozone/Minor A. In order to begin the season with an equal number of players on each team, the Player Agent and League Vice President will diligently work to assess skills and seek volunteers to return to a lower league, encouraging parents of players with less than average skills that an additional year in a lower league may improve the skill level and benefit the player.
2. Minor B coach's options must be exercised prior to beginning the draft.
3. Manager Option - Manager must use this option for his/her child.
4. Siblings of players must be announced prior to the draft and a mutual determination made by the managers present as to the equitable round for the selection of the second son. In Ozone/Minor A/Minor B, siblings will require forfeiture of a later round selection. For example, brother A is chosen in round 2, the manager will be required to select the sibling in round 4, should it be determined the siblings should be selected two rounds apart. For a Manager with 2 sons, the second son will be rated and round determined in which he would be the Team selection.
5. Following the draft, only players drafted by a team may participate in any team function. Any person violating the rules in this paragraph will forfeit eligibility for that team. All team activities end with the playing of the team's final regularly scheduled season game or tournament game.
6. If an Ozone or Minor A team loses a player for any reason (quit, move, injury, disciplinary, etc.) requiring the player to be removed from the team roster, the open slot will be filled by eligible players on the League waiting list maintained by the Player Agent.

If no players are on the active waiting list, the President and Player Agent will assess the impact to all divisions and determine the best course of action for the League and players involved. If the team is not below the league minimum (see

#3 above), a replacement player will not be required to be pulled from a lower league, provided the President and Player Agent mutually determine that such action would unnecessarily disrupt the player(s), team(s) and lower division teams affected by the roster moves. This determination will provide consideration to pre-draft requests made by the player and/or his parents to remain in a lower skill league and equity among teams within each division.

If an Ozone or Minor A team roster falls below the roster minimum established by the Board, the open slot will be filled by the following procedure:

The manager and Player Agent will identify players eligible for the move. The manager has five (5) calendar days to select a new player from the Minor A (age 11) or Minor B (Age 9) program. If the selection is not made within 5 days, the President and Player Agent will select a player. The League should be prepared to reimburse the family for additional uniform cost required by this move.

**EXCEPTION:** If a team falls below the roster minimum in the last 3 weeks of a season, no action will be required to move a player(s) to fill open slots provided the team has a sufficient number to field a team (9).

7. Any participant refusing to play on a team for which he is chosen shall be ineligible for participation in the National League program for the current season. A player has the right to strike one (1) manager. A player striking a manager cannot be drafted by that manager. The election to strike a manager must be made in writing to the Player Agent. Further, the manager will be notified of the strike and the reason for the strike. If a player wishes to strike additional manager(s), information must be presented to the board as to why more than one manager should be struck. The board must approve all manager strikes if more than one is requested. Any player striking a manager must make this election prior to the completion of any scheduled make-up tryouts. If a person is not eligible to Manage or Coach due to the number of strikes against you, you will keep your current points and Seniority. If there are no make-up tryouts required, the election must be made prior to the announced time for the potential make-up tryouts.
8. Any player quitting a team for any reason will not be eligible to participate for the remainder of the season. The player will be allowed to register for the following season. The Board reserves the right to adjudicate all concerns and conflicts regarding player absenteeism which do not fall within the framework of the circumstances described herein.
9. Once a player is drafted and placed on a team roster, he may be released from that roster only after a full investigation by the President and Player Agent. A player can be dropped from a roster for the following reasons only:
  - a. Moving out of area.
  - b. Sickness or injury.
  - c. Serious disciplinary problem (derogatory remarks, dissension, etc.)
  - d. Failure to attend practice or games (after warning).
  - e. Suspension from League for reasons covered in these rules.

10. If a player moves from another area and is eligible for National League play, he should notify the Player Agent who will apply league draft rules to place him in openings. However, if the player has previously been on an Ozone league roster, he will not be eligible for minor league play.

## V Age Limits

1. Any candidate who will attain the age of five (5) on or before December 31<sup>st</sup> and will not attain the age of thirteen (13) on or before April 30<sup>th</sup> of the current year, shall be eligible for participation in the National League program provided all other requirements are met. See the league age chart in Appendix A.
2. Ozone teams will be restricted to players of league age 11 or 12 except under the circumstances set out below. All available league age 12-year-old players must be drafted in the Major program. In the event all Major league rosters cannot be filled with players of ages 11 and 12, the Board may grant an exception for 10 year olds to be drafted through the Player Agent, but no participant younger than league age 10 shall be allowed to participate in the Ozone league unless approved by the board.
3. Minor A teams will be restricted to players of league age 11, 10 and 9. All 11 year olds not drafted by a Major league team and all 10 year olds must be selected during the Minor A draft.
4. Minor B teams will be restricted to players of league age 7, 8 & 9.
5. No Ozone, Minor A or Minor B league team roster may include more than eight (8) players of oldest age group (12 - Major, 10 - Minor A, 8 - Minor B).
6. T-ball teams will be restricted to players of league age 6 & 5. Seven (7) year olds may occasionally be allowed to remain in T-Ball, subject parental request and skill level as assessed by the majority of Minor B managers, the Player Agent or Board.
7. Players will only be allowed to play in a league higher than their age group with Board approval. For example, a six-year-old will only be allowed to play in Minor B with prior Board approval.

## VI Registration and Tryouts

1. The dates for registration, tryouts and draft shall be set by the Board. All candidates for participation in the League must submit a registration form via mail or attend a registration meeting accompanied by at least one parent. Parents are required to sign a release form at this meeting. Proof of age records must be provided upon initial registration in the National League and further at the request of League officials. Registration is officially over at the completion of makeup tryouts. The only exception to this is if a family has moved into town at a recent date and did not know of dates or if a documented illness prevented registration.

2. All player candidates, except T-Ball age groups, must attend scheduled tryouts and all managers must attend or be represented. Any player requesting to play in a league above their age group must attend the tryout for their respective age group (if any) and the prospective league in which they wish to participate.
3. Registration fees are subject to change with board approval. The board receives a 50% discount.

## VII Practice Limitations

1. There will be no team practice or activity before the league draft. A pick-up game involving players from more multiple teams does not constitute an official practice. A team practice or function is defined as any activity where 3 or more players from the same team and a manager or coach from that team are involved. Any manager holding an illegal practice shall appear before the Board to explain his actions. The Board may consider any appropriate disciplinary action, including forfeit of the next team game. To develop skills and enhance teamwork, Teams should practice as a minimum two times per week.
2. No practice session for Ozone, Minor A and Minor B teams will last for more than 2 hours, unless practice games with out-of-town competition is involved; then a maximum of two (2) six inning games will be allowed. T-ball practices are limited to 90 minutes per outing, however a 1 hour limit is recommended.
3. There will be no more than 1 practice session per day unless interrupted by inclement weather. If so, total practice time shall not exceed the limits within note 2.
4. T-ball teams are limited to 3 practices, meetings, and/or games/week. Minor B teams are limited to 4 practices, meetings and/or games/week. Although there are no limitations on frequency of outings for Ozone and Minor A teams, discretion and common sense is strongly suggested.
5. Wednesday practices must end by 6 p.m. Sunday practice is not allowed.
6. All team players and parents must be invited to all official team functions. (See Note 1 above)
7. In the event of inclement weather, use common sense and consider the age of the participants.
8. If a team's Manager or Coaches elect to conduct a practice off site or have a hitting practice at a local facility, the Manager of Coaches WILL BE responsible for paying for the rental of the Facility. Players WILL NOT be asked to pay.

## VIII Equipment

1. The League Equipment Manager will be responsible for purchases of all equipment. No equipment will be purchased without his consent and approval of the Board.

2. All equipment will be issued by the Equipment Manager. **An equipment issue slip will be signed for all equipment issued and kept on file by the Equipment Manager. The team manager will be responsible for all equipment issued to him.**

All equipment is to be returned to the Equipment Manager within ten (10) days from the date of the team's last game. The Equipment Manager will maintain an inventory list of equipment.

**EXCEPTION:** A manager may utilize equipment through All-star tournaments but the equipment must be turned in ten (10) days from the date of the team's last game.

## IX Schedules, Time Limits, & Make-ups

1. The League Scheduler shall be responsible for preparing practice and regular season game schedules. These schedules are to be approved by the Board.
2. Make-up games are to be rescheduled at the earliest possible date as determined by the President after consulting with the Umpire-in-Chief and the managers involved. Make-up games shall be scheduled in the same order as originally scheduled unless special arrangements are approved.
3. A team leading by 10 or more runs after 4 full innings (3 1/2 innings if home team is leading) shall be declared the winner. If a team is leading by 15 or more after 3 innings, the run rule is in effect as well.
4. A game shortened by reason of rain or any other reason shall be a regulation game provided both teams have batted 4 times, or in the case of the home team leading, when it has batted three 3 times.
5. All games called because of rain or any other reason before they become regulation games shall be resumed from the point of termination. Game time limits still apply to games that must be resumed at a later time or date.
6. Tie games shall be resumed from the exact point that they are suspended.
7. Game Time Limits:
  - a. Major: 2 hours
  - b. Minor A: 1 hour 45 minutes
  - c. Minor B: 1 hour 30 minutes
  - d. T-Ball: 1 hour
8. The official game time will be kept on a clock in the press box.
9. The Game Clock will be stopped in the last 10 minutes for Timeouts and Injuries. The Umpire will then tell the scorekeeper when to restart the clock.
10. Teams should warm up in the outfield prior to the first game. This is to prevent the infield and baselines from damage.

## X Umpires

1. The League's Umpire-in-Chief will be selected by the Board and shall be responsible for the training, directing and game assignments of the umpires. The President shall have the right to refuse any particular assignment.
2. The Board shall decide the fee schedule for umpires each year.
3. Once a game has begun, The Chief Umpire or designated agent, in consultation with the President or designated agent will make the decision concerning the fitness of the playing field.

## XI Batting Order and Defensive Play

As allowed by Rule 3.03(d) of the National Dixie Youth Rules, the National League adopts the following rules regarding batting order and player participation.

1. Managers shall be required to list all players present in the batting order. All players listed on the batting order shall bat his turn each time throughout the entire game. A manager is not required to list a player in the batting order though present if due to illness, injury, disciplinary or other justifiable reason provided the opposing manager and official scorekeeper are notified prior to the game.
2. Starting defensive players may be listed anywhere in the batting order.
3. Players arriving after the game has started are added to the end of order.
4. Players may be substituted freely on defense, except a player may not return to the pitcher's position after being removed as the pitcher during the game. Each player present and listed on the batting order must play at least 2 defensive innings during the game, unless shortened by mercy rule or weather. The League strongly encourages playing each player 3 defensive innings/game.

## XII Miscellaneous

1. Batboys must be a team member.
2. Each batter, runner, batboy and on deck batter will be required to wear an approved helmet with a chin strap if the helmet is designed to have a chin strap attached. Facemasks are optional on batting helmets for those in Minor B, Minor A and Ozone. The exception to this will be the Pitcher in Minor B will continue to wear a batting helmet WITH a facemask. All Players in the 4 Year Old T-Ball and 5&6 Year Old T-Ball Leagues will Wear Facemasks on their Helmets. The Pitcher in T-Ball will also wear a batting helmet with a Facemask.
3. No use of any tobacco product is allowed in the press box, dugout, playing field, park area or concessions stand. No pets allowed in the ball park.
4. A player may not square to bunt (i.e. fake bunt) and then swing away at the ball. Any batter violating this rule will be called out.

5. In the event a player slings a bat, which in the judgment of the Umpire constitutes a safety concern, the player and team will receive a warning. The next player on that Team called for slinging a bat will be called out, and play considered a dead ball with base runner returning to the position occupied before the play.
6. Balls may not be hit off a tee or soft toss into any fence or backstop around fields and/or batting cages with the exception of soft toss or tee screens.
7. Minor A and Ozone are allowed one (1) manager and two (2) coaches on the field. Minor B is allowed one (1) manager and three (3) coaches on the field.
8. Only the manager may speak for the team.
9. Managers and Coaches may stand outside the dugouts, within a reasonable range of the door and away from the playing field.
10. The Home team is responsible to have a parent in the press box for each game of Minor B, Minor A and Ozone. The parent/adult's responsibility is to ensure that the scoreboard is kept correctly and to keep the scorekeeper from being distracted. No more than 2 people may be in the press box without Board approval. The scorekeeper's responsibility is to keep a correct proceeding of the game and to keep the correct pitch count for Ozone and Minor A games.

### XIII Player Pitching Rules

1. A League Age 11 or 12 pitcher shall not throw more than eighty-five (85) pitches in the same game or on the same day. **EXCEPTION:** If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
2. A League Age 10 and under pitcher shall not throw more than seventy-five (75) pitches in the same game or on the same day. **EXCEPTION:** If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
3. All pitchers in local league play **MUST** adhere to the following pitch count rest requirements

<b><u>No Rest</u></b>	<b><u>1 Day Rest</u></b>	<b><u>2 Days Rest</u></b>	<b><u>3 Days Rest</u></b>
1-30 pitches	31-45 pitches	46-65 pitches	66+ pitches

**NOTE:** There are no exceptions to the rest periods pitch count thresholds.

4. A pitcher shall not pitch more that **six (6) innings in the calendar week** from 12:01 a.m. Monday to 12:00 midnight the following Sunday. A single pitch during an inning will be counted as one (1) inning.
5. The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning he is **NOT** charged for that inning.

6. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game. **EXCEPTION:** A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch in that game.
7. The scorekeeper will be the official count and must provide the pitch count when requested by either manager or any umpire. The scorekeeper will notify the umpire-in-chief when a pitcher has reached the maximum limit. The umpire-in-chief will notify the manager. The failure of the scorekeeper to notify the umpire-in-chief and/or the failure of the umpire-in-chief to notify the manager does not remove the manager's responsibility to remove a pitcher that is no longer eligible. **The scorekeeper's pitch count is the official pitch count and cannot be protested. Protests of an illegal pitcher and penalty shall be handled pursuant to Dixie Youth Rule 3.03(c).** **Note:** If the pitcher reached his pitch count daily maximum on the previous batter, the pitcher must be removed immediately upon discovery.

## XIV Minor B Coach Pitch

### XIV.A Minor B Playing Field

1. Baselines shall be 60 feet.
2. Recommended minimum distance for the outfield fence to be 160' from home plate. Approved temporary fencing will be allowed.
3. A 12-foot-diameter chalked or painted pitching circle (the "pitching circle") with a chalked or painted line in the center of the pitching circle at forty-six (46) feet drawn completely across the circle is the designated pitching area. The center of the pitching circle will be forty-six (46) feet from the back edge of home plate.

### XIV.B Minor B General Rules

1. The infield fly rule is not applied.
2. No bunting is allowed.
3. No base stealing is allowed.
4. No intentional walks are allowed.
5. The batter will be allowed five (5) pitches or three (3) strikes. The batter will be called out after the fifth pitch. A foul on the last pitch will count as a no pitch.
6. Teams on defense will use a total of ten players in the field, including the catcher and four outfielders. The outfielders must play regular positions and play no closer than twenty (20) feet behind the normal running base path. A game will be a forfeit if a team cannot field eight (8) players.
7. Each team is required to field a catcher. The catcher must wear full catcher protective equipment. The catcher may use a fielder's glove or catcher's mitt.

The catcher must be in the squat position in the catcher's box when the ball is pitched.

8. There will be a seven (7) run limit per inning with the exception of an over the fence home run. A game will be over if a team is mathematically prevented from tying or winning.

#### XIV.C Minor B Coach Pitcher

1. The adult coach pitcher shall pitch to the batters from a standing position with a natural pitching motion. The natural pitching motion will be enforced by the umpire.
2. 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. **NOTE:** The coach does not have to pitch from the pitching rubber or half-way mark of the circle. If one foot is in within the circle and any part of the foot is in contact with the chalked or painted outline of the circle when the pitch is released, the coach will be considered in the circle. **PENALTY:** 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.
3. The coach pitcher shall exit the playing field behind the runner or away from any play on the field. **PENALTY:** If the umpire determines interference by the coach pitcher the batter is out and all runners shall return to the base occupied at the time of the pitch.
4. If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.
5. The coach pitcher may coach or position the batter only. He/she cannot coach runners. **PENALTY:** A warning will be given for first offense and he/she will be removed from the mound on the second offense.
6. The coach pitcher cannot leave the mound and return to the mound during the same inning with the exception of illness or injury.

#### XIV.D Minor B Player Pitcher Position

1. The defensive team will place a player in the designated pitching circle at the pitcher position. The player pitcher must have one foot inside the designated circle, must stand in position on either the left side or the right side of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be closer to the batter than even with the forty-six (46) line until the ball is hit. The player pitcher cannot leave the circle until the ball is hit. **PENALTY:** The offensive coach has the option of accepting a hit or taking a no pitch.
2. The player pitcher is required to wear a batting helmet with a face guard while playing this position.

## XIV.E Minor B Base Running

1. If a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base at his/her own risk.
2. With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
3. A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out.  
**PENALTY:** The runner shall be called out on appeal.

## XV T-Ball Playing Rules (5/6 Years)

1. The Board strongly encourages managers and coaches to emphasize fun within this League and set a positive example for the parents. Certainly, managers and coaches are to teach the basic fundamentals of the game. However, please keep in mind the age of the participants.
2. Each year the Board is to review the format for T-Ball to determine if any, a portion or all of the games will be officially scored.
3. In the event T-Ball has two (2) divisions (Red and Black), prior to beginning the 2nd half, each manager will rank the T-Ball teams. Using the rankings, the Board will seed teams placing the highest ranked teams in separate divisions. The Board will attempt, based on manager rankings, to equally split the teams into divisions. The home team will be the official book; the visiting team will run the scoreboard and sound system. The visiting team's manager is responsible for returning scoreboard controller to press box and to turn off power to scoreboard.

### XV.A 5/6y T-Ball Playing Field

3. Base line shall be fifty feet (50') in length. 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").
4. An arc reaching from the 1st base line to the 3rd base line and measured 10 feet (10') from the point of home plate toward the infield shall be drawn to determine when ball is in play.
5. A vertical line shall be drawn at the halfway point between 1st and 2nd base, 2nd and 3rd base and 3rd base and home plate. The line is to help the umpire determine position of the base runner and to which base the base runner is entitled when the ball is ruled dead.
6. The distance from the front of the pitcher's rubber to the point of home plate shall be 40 feet. The player playing the pitchers position must have both feet in contact with the pitcher's rubber at the point in time when the batter hits the ball.

7. The coach of the batting team will pitch to his/her players. The pitching coach must pitch between twenty (20) and twenty-five (25) feet from the back point of home plate. Lines will be placed on the field at twenty (20) and twenty-five (25) feet from the back of home plate.

## XV.B 5/6y T-Ball Equipment

1. The batting tee must have a flat surface, not to exceed seventeen (17) inches in width, be adjustable and have at the batting area no less than six (6) inches of rubber material. The tee shall sit upon home plate when the batter is at bat.
2. Tees and balls will be provided by the League. All tee ball bats must be approved by Dixie Youth Baseball. All batting helmets must have chin strap attached as well as faceguard.
3. T-ball uniform pants are recommended to be the drawstring / elastic waist variety. This eliminates need for belt and is a more cost effective alternative to more expensive pants. The entire team must wear the same style of pants.

## XV.C 5/6y T-Ball Games

1. **ONE-HOUR RULING:** A T-Ball game with or without an official scorekeeper will have a sixty (60) minute time limit. An inning starts when the 3rd out of the previous inning is made. If the time is at less than sixty (60) minutes, teams may start another inning. A T-Ball game will be considered an official game when:
  - a. One (1) hour time limit after 3rd out or 9th batter of the current full inning, unless the home team is ahead after the visitor bats in the top of an inning.
  - b. After four (4) complete innings or the home team has more runs after the visitor team completes their bat in the 4th inning, that is after 3 ½ innings.
  - c. The home team scores the winning run in the last half of the 4th inning.
2. No inning may be started after sixty (60) minutes, except in case of a tie. If tied after four (4) complete innings, play is continued for one (1) full inning (five (5) maximum) to determine the winner. If the home team scores the winning run before the 9th batter in an extra inning, the game shall end. Games tied after one (1) extra inning will end in a tie.

**EXCEPTION:** A game shortened by rain or any other reason shall be a regulation game provided both teams have batted three (3) times or in the case of the home team leading, when it has batted two (2) times.
3. All games suspended before regulation shall be resumed from the point of termination. Time limits apply to games that must be resumed at a later time or date.

4. Each time must have at least eight (8) players present at published game time or a forfeit will be called.
5. Any player arriving after the start of the game will be allowed to play. Their name will be moved to end of the batting roster.

## XV.D 5/6y T-Ball Offense

1. The offensive team will be made up of the entire team roster. All players shall be listed on the batting order, will bat his/her turn. In the case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty. The injured or ill player shall be allowed to re- enter the game in which he became injured or ill.
2. If a player misses his/her turn at bat for reasons other than sickness/ injury, he shall be called "OUT", but will be allowed to bat when his turn comes again.
3. There may be up to four coaches allowed per team. Pitcher, 1<sup>st</sup> Base Coach, 3<sup>rd</sup> Base Coach, Batter Positioning Coach. There must also be an adult in the dugout at all time.
  - a. The batter positioning coach should be used to assist the batter to get into a proper batting stance, NOT to gain a strategic advantage.
  - b. The pitching coach may not coach the runners.
4. The pitching coach will pitch to his/her players. The pitching coach must be between the twenty (20) and twenty-five (25) foot marked lines.
5. All pitches must be delivered to the plate with an overhand throwing motion, however the coach may pitch from one (1) knee.
6. A batter will receive a maximum of three (3) pitches. The batter will either hit the ball, swing and miss, or let the ball go by without swinging. If a fair ball is not hit during the three (3) pitches, the ball will be placed on the tee for two (2) swings. On the second swing from the tee, the batter is considered out if the ball is hit foul or if the ball is missed.
7. A batter must make an attempt to swing at the ball. A batter cannot hold out the bat and have the coach attempt to hit the bat with the ball. This will be an illegal pitch and count as one (1) pitch. The illegal hit is a judgement call of the umpire.
8. When a batted ball in play hits the pitching coach directly or indirectly, the ball is dead and it will be declared a no pitch. The batter and base runners will return as they were before the hit.
9. There will be no bunting.
10. The offensive team's manager and/or scorekeeper must notify the umpire when the 9th batter comes to bat and the umpire shall notify the defensive team. When the 9th batter steps to home plate, at that point two outs will be called even though the batting team may not have any outs. If one team is playing with eight (8) players, then the 8th batter of the inning shall be considered the 9th batter. No player may bat more than once per inning.

11. An inning shall be considered concluded with the end of the play after the ninth batter bats in that inning. The play is ended by getting the third out on any base runner or by a player on the defensive team touching home plate with the ball in his/her possession. Any run made before the 3rd out is made or home is touched shall be counted except if a force or another out is made at any base.

## XV.E 5/6y T-Ball Defense

1. All players will play on defense with only six (6) players in the infield. All infielders must be positioned at least forty (40) feet from home plate at the point in time when the batter hits the ball. For regular season games, catchers will not be used
2. All outfielders must be positioned at least ten (10) feet behind the base lines at the point in time when the ball is hit. NO DEFENSIVE SHIFTS, i.e.: no changing playing positions during an inning.
3. Two (2) coaches may be located in the outfield to verbally instruct the defensive players. The coach should be given enough time to make sure his players are repositioned before the next play. The coach shall also be positioned at least ten (10) feet behind the base lines at the point in time when the batter hits the ball. Remaining defensive coaches should be near or in the dugout area.
4. 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 all the way to the base.
5. The 1st Baseman is the only player who can make an out on a runner advancing to 1st Base, either by tagging the runner or the base.
6. A batting helmet with face guard is required for the pitcher at all times while playing the pitcher position.

## XV.F 5/6y T-Ball Miscellaneous

1. Batters are allowed five (5) swings to place the ball in play beyond the 10-foot arc. After the 5<sup>th</sup> swing, unless the ball is placed in fair territory, the batter is out.
2. Slinging Bats: If in the judgment of the umpire the batter slings the bat after he/she hits the ball, the manager will be given their team warning, any batter after that who slings his/her bat will be called "OUT".
3. The home plate coach shall be responsible for placing the ball on the tee, removing the tee when a base runner is running to home and replacing the tee upon home plate when play is to resume. To keep the game moving, prolonged instruction while the player is in the batter's box and/or between swings is NOT permitted.

## XV.G 5/6y T-Ball Base Running

1. A base runner shall not steal a base or take a lead off the base. A base runner shall advance only when the ball has been hit past the 10-foot arc.
2. If the base runner is past the halfway mark when the play is called dead the base runner will be awarded the next base, if not, the base runner will have to return to the previous base. This is a judgement call by the umpire. This rule does not apply when the 9th batter has hit the ball.
3. The ball is dead and all base runners must stop at the base the umpire rules they are entitled when:
  - a. The pitcher or any defensive player has possession of a thrown ball inside any part of the 10-foot radius circle.
  - b. At the moment a thrown ball hits the ground on or inside the 10-foot radius circle or touches the pitcher's uniform while within the 10-foot radius circle.
  - c. 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.
  - d. If in the umpires judgment, a thrown ball that hits the ground inside the 10-foot radius circle or touches the pitcher's uniform 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 the ball will be ruled live and play shall continue. This rule will be within the umpire's judgment and cannot be protested.
4. If a base runner leaves the base before the batter hits the ball, the umpire shall signal to indicate this violation at the time it occurs. The defensive team shall have the privilege of nullifying the play that occurred on the violation.

**EXCEPTION:** If the base runner leaves the base after the bat breaks the plane of the batting tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the 10-foot arc, there will be no penalty. The ball is ruled dead. The umpire shall determine in his judgment whether the bat comes in contact with the ball or if the bat breaks the plane of the tee or home plate.
5. If both the offensive and defensive teams are in violation of a rule on the same play, the ball is ruled dead and the play is re-played.
6. The infield fly rule does not apply.
7. To promote Player development, runners may not advance on an overthrow to 1st Base. They may advance at their own risk 1 Base on an overthrow to any other portion of the field.
8. If a base runner runs past another runner, he/she will be called "OUT".

9. If two base runners are on the same base, the runner that did not advance will be called "OUT", unless the runner could not advance due to an occupied base. In that case, the trailing runner shall be called out.
10. Each Base runner shall without danger of being put out, advance: Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside foul lines or if it goes through/under a fence, or into the dugout, or bounces over a fence.
  - a. Base runners caught between bases must stop at the next base, or return to the last base he was legally entitled as judged by the umpire. The base runner will not be called out if he does not immediately advance or return to a base. This is a judgment call by the umpire and shall not be questioned.
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 commit an error.
12. Any coach on the field touching a base runner during "LIVE" play, then that runner shall be called out. No coach can interfere with the base runner by physically stopping or starting the runner.

## XV.H 5/6y T-Ball Coaches and Managers

1. The spirit of good sportsmanship shall prevail at all times. It is the goal of T-ball division to instill a love for the game as well as to start teaching the fundamentals of baseball.
2. The manager of the team should take responsibility for his team's conduct as well as the conduct of the fans and spectators. We are to only be encouraging these players. Any taunting or "rooting against" another player will not be tolerated by his team or his fans. The manager should immediately ask the offending person to stop their actions. If that fails, then the manager should send for one of the board members at the complex to quickly deal with the situation
3. Managers of both teams will set the tone for the game for the players. Therefore, we would like both managers to start each game with a handshake in front of their players at home plate.

## XVI T-Ball Playing Rules (4 Years)

This League is established to introduce 4 Year Old Boys and Girls to organized Baseball. The Board strongly encourages managers and coaches to emphasize fun within this League and set a positive example for the parents while teaching them basic baseball skills. However, please keep in mind the age of the participants.

There will be a limit of two (2) outings per week. An outing is either a Practice or a Game. All Games will be played at Point Mallard Fields. Games will be played on Saturday Mornings.

Each Child who is registered will be placed on a Team under the Authority of the Player Agent. There will be as equal a number of boys and girls placed on each team to the best of the ability of the Player Agent.

Each Child who is registered will receive a Uniform Shirt and a Uniform Hat. They will also receive a Trophy at Closing Ceremonies at the conclusion of the year. All Players will participate in the Decatur National Dixie Youth Baseball League Sponsored Fundraiser.

Each year the Board is to review the format for T-Ball to determine if any, a portion or all of the games will be officially scored.

## **XVI.A 4y T-Ball Field**

1. Base line shall be fifty feet (50') in length. 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").
2. An arc reaching from the 1st base line to the 3rd base line and measured 10 feet (10') from the point of home plate toward the infield shall be drawn to determine when ball is in play.
3. A vertical line shall be drawn at the halfway point between 1st and 2nd base, 2nd and 3rd base and 3rd base and home plate. The line is to help the umpire determine position of the base runner and to which base the base runner is entitled when the ball is ruled dead.
4. The distance from the front of the pitcher's rubber to the point of home plate shall be 40 feet. The player playing the pitchers position must have both feet in contact with the pitcher's rubber at the point in time when the batter hits the ball.

## **XVI.B 4y T-Ball Equipment**

1. The batting tee must have a flat surface, not to exceed seventeen (17) inches in width, be adjustable and have at the batting area no less than six (6) inches of rubber material. The tee shall sit upon home plate when the batter is at bat.
2. Tees and balls will be provided by the League. All tee ball bats must be approved by Dixie Youth Baseball. All batting helmets must have chin strap attached as well as faceguard.

## **XVI.C 4y T-Ball Games**

1. ONE-HOUR RULING: A T-Ball game with or without an official scorekeeper will have a sixty (60) minute time limit. If the time is at less than sixty (60) minutes, teams may start another inning. A T-Ball game will be considered an official game when:
  - a. One (1) hour time limit after both teams have had an equal number of turns at bat. For example, if the home team is getting ready to bat

in the bottom of the inning, the game will end at the conclusion of the home teams turn at bat.

2. No inning may be started after sixty (60) minutes

**EXCEPTION:** A game shortened by rain or any other reason shall be a regulation game provided both teams have batted three (3) times.

3. All games suspended before regulation shall be resumed from the point of termination. Time limits apply to games that must be resumed at a later time or date.
4. Each time must have at least eight (8) players present at published game time.
5. Any player arriving after the start of the game will be allowed to play. Their name will be moved to end of the batting roster.

## XVI.D 4y T-Ball Offense

1. The offensive team will be made up of the entire team roster. All players shall be listed on the batting order, will bat his/her turn. In the case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty. The injured or ill player shall be allowed to re- enter the game in which he became injured or ill.
2. If a player misses his/her turn at bat for reasons other than sickness/ injury, he shall be called "OUT", but will be allowed to bat when his turn comes again.
3. There may be up to four (4) coaches allowed per team. One of the coaches must stay in the dugout area while two other coaches will take positions as either a coach at 1st or 3rd base. One coach should be at the tee assisting the batter.
4. There will be no bunting.
5. The offensive team's manager and/or scorekeeper must notify the opposing (defensive) team when the last batter for that team comes to bat.
6. An inning shall be considered concluded with the end of the play after the last batter bats in that inning. The play is ended by getting the third out on any base runner or by a player on the defensive team touching home plate with the ball in his/her possession.
7. The Offensive Team may place one Coach behind 2nd Base to assist the base runner from 1st base. He will not interfere with the Defense and their attempt to make a play.
8. There is a two (2) base maximum for each Batter or Base Runner.

## XVI.E 4y T-Ball Defense

1. All players will play on defense with only six (6) players in the infield. All infielders must be positioned at least forty (40) feet from home plate at the point in time when the batter hits the ball. For regular season games, catchers will not be used

2. All outfielders must be positioned at least ten (10) feet behind the base lines at the point in time when the ball is hit. NO DEFENSIVE SHIFTS, i.e.: no changing playing positions during an inning.
3. Three coaches may be located in the playing field to verbally instruct the defensive players. There will be only ONE (1) coach allowed in the infield who may take his initial position behind the circle. The defensive coaches should be given enough time to make sure their players are repositioned before the next play. The TWO coaches positioned in the outfield shall also be positioned at least ten (10) feet behind the base lines at the point in time when the batter hits the ball. Remaining defensive coaches should be near or in the dugout area.
4. 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 all the way to the base.
5. A batting helmet with face guard is required for the pitcher at all times while playing the pitcher position.

## XVI.F 4y T-Ball Miscellaneous

1. Batters are allowed five (5) swings to place the ball in play beyond the 10-foot arc. After the 5<sup>th</sup> swing, unless the ball is placed in fair territory, the batter is out.
2. Slinging Bats: If in the judgment of both coaches the batter slings the bat after he/she hits the ball, the manager will be given their team warning, any batter after that who slings his/her bat will be called "OUT".
3. The home plate coach shall be responsible for placing the ball on the tee, removing the tee when a base runner is running to home and replacing the tee upon home plate when play is to resume. To keep the game moving, prolonged instruction while the player is in the batter's box and/or between swings is NOT permitted.

## XVI.G 4y T-Ball Base running

1. A base runner shall not steal a base or take a lead off the base. A base runner shall advance only when the ball has been hit past the 10-foot arc.
2. If the base runner is past the halfway mark when the play is called dead the base runner will be awarded the next base, if not, the base runner will have to return to the previous base. This is called by the umpire. This rule does not apply when the 9th batter has hit the ball.
3. The ball is dead and all base runners must stop at the next base they are entitled when:
  - a. The pitcher or any defensive player has possession of a thrown ball inside any part of the 10-foot radius circle.

- b. At the moment a thrown ball hits the ground on or inside the 10-foot radius circle or touches the pitcher's uniform while within the 10-foot radius circle.
  - c. 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.
  - d. If in the umpires judgment, a thrown ball that hits the ground inside the 10-foot radius circle or touches the pitcher's uniform 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 the ball will be ruled live and play shall continue. This rule will be within the umpire's judgment and cannot be protested.
4. If a base runner leaves the base before the batter hits the ball, the umpire shall signal to indicate this violation at the time it occurs. The defensive team shall have the privilege of nullifying the play that occurred on the violation.

**EXCEPTION:** If the base runner leaves the base after the bat breaks the plane of the batting tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the 10-foot arc, there will be no penalty. The ball is ruled dead. The umpire shall determine in his judgment whether the bat comes in contact with the ball or if the bat breaks the plane of the tee or home plate.
5. If both the offensive and defensive teams are in violation of a rule on the same play, the ball is ruled dead and the play is re-played.
6. The infield fly rule does not apply.
7. On overthrows outside base lines, runners may advance at their own risk a maximum of one (1) base.
8. If a base runner runs past another runner, he/she will be called "OUT".
9. If two base runners are on the same base, the runner that did not advance will be called "OUT", unless the runner could not advance due to an occupied base. In that case, the trailing runner shall be called out.
10. Each Base runner shall without danger of being put out, advance: Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside foul lines or if it goes through/under a fence, or into the dugout, or bounces over a fence.
  - a. Base runners caught between bases must stop at the next base, or return to the last base he was legally entitled as judged by the umpire. The base runner will not be called out if he does not immediately advance or return to a base. This is a judgment call by the umpire and shall not be questioned.
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 commit an error.

12. Any coach on the field touching a base runner during "LIVE" play, then that runner shall be called out. No coach can interfere with the base runner by physically stopping or starting the runner.

## XVI.H 4y T-Ball Coaches and Managers

1. The spirit of good sportsmanship shall prevail at all times. It is the goal of T-ball division to instill a love for the game as well as to start teaching the fundamentals of baseball.
2. The manager of the team should take responsibility for his team's conduct as well as the conduct of the fans and spectators. We are to only be encouraging these players. Any taunting or "rooting against" another player will not be tolerated by his team or his fans. The manager should immediately ask the offending person to stop their actions. If that fails, then the manager should send for one of the board members at the complex to quickly deal with the situation
3. Managers of both teams will set the tone for the game for the players. Therefore, we would like both managers to start each game with a handshake in front of their players at home plate.

## XVII Trophies and Awards

1. The League will purchase trophies for the following:
  - a. Individual trophies for each player of league champion and runner-up team in all divisions (Ozone, Minor A, Minor B and 5&6 Year T-Ball) presented at closing ceremonies or as soon as possible thereafter.
  - b. Individual trophies to each player of the City champion and second place teams in each division, if not provided by the tournament host.
  - c. All Players in the 4 Year Old T-Ball Division will receive a Trophy.
2. Any additional awards to team players of any type, purchased by anyone other than the League must be approved by the Board before presentation.

## XVIII Tournaments

A City Tournament is held to determine a City Champion in Ozone, Minor A, Minor B and T- Ball. Pairings and other details concerning the Tournament will be determined by the City Commissioner with the League Presidents. At the discretion of the City Board, each Division within each league will be represented by a champion and runner-up. If a League has two (2) divisions, for example a Red and Black division, there will be four (4) teams total, a champion and runner up of each division.

Champions and runner-up teams eligible for the City Tournament will be determined by won/loss record. In the event, two (2) teams eligible for the City Tournament end their regular season with identical won-loss records the following criteria will determine the league champion and/or runner up:

1. Head-to-Head Competition
2. One (1) Game Playoff

In the event, more than two (2) teams eligible for the City Tournament end their regular season with identical won-loss records the following criteria will determine the league champion and/or runner up:

1. Head-to-Head Competition, if possible, as determined by the Board
2. Playoff – bracket determined by number of teams, seed/placement in bracket determined by draw.

## XIX All-Star Competition

Any All-star teams representing the National League will participate in sanctioned Dixie Youth All-Star tournaments. The Board will make decisions regarding possible bids and bid amounts for hosting any Dixie Youth tournaments.

## XX All-Star Selections

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

### XX.A Procedure for selection of All-Stars

**Any Manager, or group of Managers or Coaches, who conspire or attempt to fix the All-Star selection or exert personal bias toward an individual player will be disciplined up to banishment from the League program. Preseason rankings will be reviewed if there seems to be a threat of conspiracy. Integrity and confidentiality is an absolute requirement. It is incumbent on each manager to select the most deserving players regardless of personal opinions or bias. No league official shall try to influence the selection of a player or coach based on personal bias.**

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 fourteen (14) league players that he feels are qualified to be on the All-Star team. Managers are to submit the names of the most deserving players available for the team. The Board shall review the lists to ensure all deserving players are given consideration. All players who appear on the lists 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.
3. Only twelve (12) players shall be chosen for each All-Star team, with no alternates. If after review of the submitted lists the twelve (12) player roster is not filled the Player Agent will call a meeting of the Managers to fill the remaining positions. If there are more than twelve (12) unanimous selections the

Player Agent will also call a meeting of the Managers to fill the twelve (12) positions. If a voting meeting is required, the unanimous players and the player pool will not be given to the managers until the meeting.

4. At the voting meeting a secret vote shall be taken. Each Manager shall submit a written list from the player pool based on the number of positions to be filled. 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 twelve (12) player roster is not filled on the first secret ballot, another ballot will be taken to fill the team roster.
6. If twelve (12) 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 Members and Managers present.
7. After the All-Star team roster is complete, the Division Managers and the Executive Board will vote to elect the All-Star Manager. 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.
8. After the All-Star team has been selected and approved, the managers will vote for and nominate one (1) manager to be the All-Star manager. Any manager being voted on unanimously by all other managers will be the All-Star manager. If the league managers cannot unanimously select an All-Star manager, the Board members present at the meeting will select the All-Star manager.
9. The All-Star team manager will select two (2) coaches, from the managers or coaches in the League. The Minor B All-Star team manager will select three (3) coaches from the managers or coaches in the League. These will be the official team coaches reported to Dixie Youth Baseball.

**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 "player pool".**

10. Managers are to vote for the most deserving players available for the team. The League President, player agent, or Board member 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. 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.**

11. 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 THPROCESS AS PRESCRIBED ABOVE.**
12. Minor B and 5/6 T-Ball participation is optional and annually determined by the Board. If the National League participates in All-Star competition at this level it is imperative the age of the participant be considered when scheduling practice, practice games and performance expectations.
13. All uniforms will be submitted to the board for approval before they are ordered.
14. The League will determine the All-Star uniform for each team. Each team is fully responsible for the full cost of the uniform, including hats.

## **XXI All-Star Practice Limitations**

Ozone and Minor A practices will be limited to three (3) hours per session, unless practice games with an out-of-town team is involved, then a maximum of two 6-inning games will be allowed.

However, at manager's option there may be two (2) sessions per day of two (2) hours maximum each with four (4) hours rest between sessions. There will be a maximum of eighteen (18) hours of practice per week

For Minor B, practices will be limited to two (2) hours per session, one (1) per day, unless practice games with an out-of-town team is involved or session interrupted by inclement weather. There will be a maximum of twelve (12) hours of practice per week. Consideration must be given the age of the player.

No practice allowed on Sunday or after 6:00 p.m. on Wednesday. All time utilized during practice games will count toward the maximum practice time per week.

# XXII 2018 Age Chart

Match player's birth month (top row) with year of birth to determine League Age.

LEAGUE AGE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	LEAGUE AGE
3	2015	2015	2015	2015	2014	2014	2014	2014	2014	2014	2014	2014	3
4	2014	2014	2014	2014	2013	2013	2013	2013	2013	2013	2013	2013	4
5	2013	2013	2013	2013	2012	2012	2012	2012	2012	2012	2012	2012	5
6	2012	2012	2012	2012	2011	2011	2011	2011	2011	2011	2011	2011	6
7	2011	2011	2011	2011	2010	2010	2010	2010	2010	2010	2010	2010	7
8	2010	2010	2010	2010	2009	2009	2009	2009	2009	2009	2009	2009	8
9	2009	2009	2009	2009	2008	2008	2008	2008	2008	2008	2008	2008	9
10	2008	2008	2008	2008	2007	2007	2007	2007	2007	2007	2007	2007	10
11	2007	2007	2007	2007	2006	2006	2006	2006	2006	2006	2006	2006	11
12	2006	2006	2006	2006	2005	2005	2005	2005	2005	2005	2005	2005	12



