

2018
MORGAN COUNTY COMMUNITY LEAGUE
DIXIE YOUTH BASEBALL & DIXIE BOYS
BASEBALL RULES AND REGULATIONS

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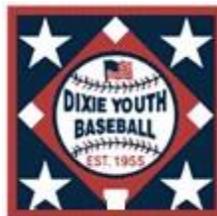


Table of Contents

Page	Content
3	Local Rules
	Player eligibility
	General Rules and Overview
4	Rules of Conduct
	Sportsmanship of Fans, Coaches and Participants
	Coaching Requirements
	Coaches clinic participation
	Background check
	Heads up Certificate
5	Manager Coaches Selection
	Team name Selection
5	Age Limits
	Cut off Limits
	Playing up a Division
6	Registration
6	Draft Procedures
	Draft Procedure for Baseball
	Order of Draft
	Predraft
	Managers Option
	Coaches Option (Assistant Coach Selection)
	Legacy Option
	Draft Procedures for Tball
7	Practice Limitations
7	Uniforms and Equipment
8	Schedules, Time Limits and Makeup Games
	Run Limits
	Tied Games on School Nights
	Official Scorekeeper
	Rescheduling
	Rainouts
	Inclement Weather
	Game Time Limits
10	Tournaments
	Seeding due to tiebreakers
10	Umpires
11	Trophies and Awards
11	All Star Selection
	Conduct of All Star Coach
	Team Selection Process
	Manager Selection
	Rookie All Star Teams
13	Miscellaneous
	Addition of players mid-season
	Batting option for coaches (AAA & Ozone Only)
	Protest
	Pitch Count Limitations
15	AA Rules
16	A Rules
18	T Ball Rules

MORGAN COUNTY YOUTH BASEBALL LEAGUE

LOCAL RULES

These rules are supplemental to the rules listed in the current National Dixie Youth Baseball and Dixie Boys Baseball Official Rules and Regulations, and are to replace all previously adopted local rules governing operation of the Morgan County Community League. Any rule change must be presented to the Board and voted on at least twenty-one (21) days before the season begins. No rules shall be implied or understood unless specifically listed in this rule book

1. The Board of Directors shall be made up of the League President and Representatives from each participating community and shall have the authority to suspend, discharge or otherwise discipline any member, manager, coach, fan player, league official, umpire or other persons whose conduct is considered detrimental to the best interest of the league.
2. Representatives shall be elected by each community independently and the process determined by the community
3. All safety rules observed by the Dixie Youth Rule Book shall be enforced
4. Players must play with their local community baseball team unless released in writing. “Local Community” refers to the area in the county in which they would attend school. *(Example - If someone lives in Somerville and they are zoned to go to Cotaco. Then they would need to play for Cotaco’s Community League.)* If someone wants to go play in Hartselle or Decatur, they would need a release from Morgan County Baseball in order to participate and be eligible for All Stars. The current year’s president must sign the release. If a community does not offer a team in a specific age group, then those players...who have signed up with their local community... may then go play in another community, but they are not eligible to play elsewhere until the local community has determined they do not have enough to field a team.
5. Requirements for eligibility to play in a Morgan County community:
 - a. The player must live in Morgan County
 - b. Or the player must attend a Morgan County School
6. All player’s birth certificates or age verification must be on file with the Morgan County Parks & Recreation Department (MCPR)
7. There shall be no discrimination regarding race, religion, sex, or national origin.
8. Any applicable sanction fees, insurance fees, evidence of insurance coverage, and rosters must be submitted by the deadline set each year by the community representatives at a league meeting.
9. Any situation not covered in the Morgan County Baseball Rules will revert back to the rules in the DYB Handbook.
10. Dixie Youth Rule Books will apply to all 7/8, 9/10 and 11/12 age groups

1. RULES OF CONDUCT

1. (a) Any member of a team (Manager, Coach, player, scorekeeper fans, 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. Any remarks made by the coaches or players while they are on the field or in the dugout will be directed toward their own team and no derogatory remarks will be made to other players.

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

Bullying, threatening, or degrading behavior of any form, including social media, will not be tolerated. All coaches, players and spectators should review MCPR Athletics' social media policy found on www.quickscores.com/morganal.

(c) Any violations of rules 1(a) and 1(b) are to be reported to the League President by the Umpires or any other League Official observing such action immediately. Pending investigation, it will be up to the League President to determine if disciplinary action is warranted.

Per MCPR: Any coach suspended for an entire sports season due to unsportsmanlike conduct will not be able to coach in any Morgan County Community League until suspended coach's community applies for reinstatement and receives approval through Morgan County Parks and Recreation. Reinstatement form is available on www.quickscores.com/morganal.

2. Any player, coach, parent, umpire or fan removed from a game for unsportsmanlike conduct will be suspended for a minimum of one game. This person will not be allowed anywhere on the premises of the next ballgame. If this person attends the above game, then the game will be a forfeit. After the third ejection the person will not be allowed to attend any more games for the season or tournament. If offense warrants, suspension will begin immediately.
3. If a fan uses obscene language or directs derogatory remarks toward Umpires, Managers, players, other fans, or League officials during the ball game the Umpire and/or League official may suspend play, eject the offending fan from the ballpark or forfeit the game.
4. Participants are discouraged from leaving the playing field area (outside the fences) until completion of the game.
5. Only approved Coaches and Managers may be on the field during games. Any coach on the field must have a background check and "Heads Up" Concussion certificate on file with the MCPR. No exceptions. DYB Rules state that If a team does not have enough coaches during a game, a player wearing a helmet with a facemask is to take the place of the absent coach in one of the 2 coaches boxes. An adult coach must remain in the dugout at all times.

6. Only the Manager will be allowed on the field to discuss a play situation with Umpires.
7. Any Manager that does not complete and turn in all requirements for the Manager and Coaches (HEADS UP, background check, & coaches clinic) 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.
8. The pre-season Coaches Clinic is required for all Managers. If the Manager (or designated coach) does not participate, the Manager will sit out the 1st game of the season.
9. If a Manager knowingly plays an ineligible player, he will be suspended from coaching for the remainder of the season and the next season.

2. MANAGER AND COACH SELECTION

1. Each community 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 prior to coaching selections to be held at each community's discretion.
2. Team names shall be assigned as follows:
 - (a) At the 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 team names will be selected in an order that is reverse of the draft order.
3. All Managers and Coaches must "pass" a background check according to the criteria established by MCPR or successfully appeal or they will not be permitted to manage or coach. Background checks will be completed at least once every 2 years** after the initial background check. *** This is based on the time limits of the current background used. If the type of check changes which requires an annual recheck, this will change*
4. All Managers and Coaches must complete Concussion Training and submit a certificate to the MCPR Athletic Director every year.
5. In the case that the number of volunteer coaches exceeds the number of teams to be formed (dependent upon the number of players signed up), it shall be left up to each community on the selection process for coaches
6. Each Manager may choose his/her own Coaches. "A" Teams will have a total of 5 coaches. "AA" Teams will have a total of 4 Coaches. "AAA" and "Ozone" Teams will have a total 3 Coaches. More Coaches may be used to assist with the team in practices and pregame throughout the regular season but DYB Guidelines dictate the number of coaches allowed on the field during games
7. Each team will be allowed one (1) Manager or one (1) Coach who can act in any official capacity for the team.
8. Should a Manager vacancy occur during the season, the League President may work with the community rep to find a new Manager

3. AGE LIMITS

1. Any candidate who will attain the age of four (4) years by or on May 1st and who will not attain the age of Fifteen (15) before May 1st shall be eligible for participation in the League program providing he/she meets all requirements.
2. The age limits for participation within Ozone, AAA, AA, & A shall be in accordance with current National Dixie Youth Rules and Regulations.
3. If a player chooses to move up in an age group, he will only be allowed to move up one age.
Example - A 6 year old that chooses to play 7/8 Baseball will be allowed to do so, but a 5 year old can not move up to 7/8.

4. REGISTRATION

1. The League President and MCPR shall set the dates for registration and draft.
2. All candidates for participation in the League must attend a registration meeting accompanied by at least one parent and a signed parent release form must be turned in at this meeting unless registration is conducted either on-line through the internet or by mail. Proof of age records must be provided or be on file with the league to participate in the league.
3. Registration fees will be set by each individual community

5. PLAYER DRAFT

1. All player vacancies will be filled by the draft which will be under the direction of the League President or his/her designee. The draft will continue until there are no players remaining in the draft pool.
2. Dixie Boys, O-Zone, AAA, AA, and A will re-draft teams each year using the procedure listed below. 4 Yr Old Tee Ball draft rules are also listed below.
3. The draft order shall be determined randomly by coin flip if there are only 2 coaches, or by a blind draw of numbers if there are 3 or more coaches. A blind draw shall consist of the numbers 1 through 10 written on small pieces of paper, folded so the number is not visible, and placed in a hat. Each Manager will then blindly obtain an unknown number from the hat. The order of the draft will start with the Manager with the lowest number and will end with the Manager that drew the highest number.
4. Pre-draft Options: The following options, if selected, must be presented and made known to all Managers prior to the start of the draft. The players selected as Options will be placed on the appropriate team and will be removed from the draft selection process.

Manager Option – selection of a player that is the Manager's child/grandchild or the Manager must be the player's legal guardian. This option will be used for the 1st round of the draft only. If the manager has 2 children playing, The 2nd child will automatically be added to the roster

Coach Option – selection of a player whose parent or legal guardian will be an official rostered Coach on a specific Manager’s team. A Manager may elect to use one Coach option and shall be used for the 2nd round only. This Manager shall communicate with the other coaches and community Baseball Rep prior to the player draft and let his/her intentions of who is being used as a Coach Option. The purpose of this Option is to allow Manager/Coach partnerships, and is not intended – nor shall it be used – to “stack” a team and upset the distribution of talent.

Legacy Option – selection of a player who was rostered on that Manager’s team during the previous season. This option is available only to Manager’s who managed a team during the previous season. A Manager may elect to use up to five Legacy Options and shall be used in the 2nd, 3rd, 4th, 5th, and 6th rounds only. At the end of the Legacy Option, the Manager can have no more than 6 players on his/her roster. This includes all of the managers children/ grandchildren* and assistant coaches children/ grandchildren*. (**could be any kin*)

5. **Sibling Policy** - Once a player with a sibling is drafted, the undrafted sibling will be immediately placed on that same team, if they desire to play together. If they do not prefer playing on the same team, siblings will be selected as though they were unrelated players. 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 Dixie Boys, O-Zone, AAA, AA, and A, siblings will require forfeiture of a later round selection. For example, the first sibling is chosen in round 2, the manager will be required to select the second sibling in round 8, should it be determined that the second sibling is of talent equal to players in the 8th round. If a player with a sibling is selected as a Legacy Option, a Manager will be limited to the use of Legacy Options in the 2nd, 3rd, 4th, and 5th rounds only – the ability to use a Legacy Option in the 6th round will be forfeited with the pick of the first sibling.
6. Any coach who is new and did not have a team the previous year will be able to have first choice of eligible players until all coaches have equal number of players before going to Round 7. If there is more than 1 coach who is new. A draft order based on the guidelines stated in Section 5.3 until all coaches have equal players before going to Round 7
7. 4YR Old Player Selection Process:
 - A. The draft order will be established randomly per rule 5.3
 - B. Each team will be allowed one Manager Option and one Coach Options
 - C. Siblings will be selected in consecutive rounds. For example, if the first sibling is selected in the 3rd round, the second sibling must be taken in the 4th round.

6. PRACTICE LIMITATIONS

REGULAR SEASON AND COUNTY TOURNAMENT

1. 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.
2. There will be no more than one (1) practice session per day.

3. There will be no mandatory Wednesday or Sunday practice. *MCPR will not consider such practices as official and make no special considerations. Fields would be available on a first come, first serve basis.*
4. The official season beginning date is the date of the first practice and the season ending date for each team is the date of their last regularly scheduled season game or tournament game.
5. These practice limitations apply to pre-season, regular season and county tournament practices.
*** Regular season practice limits excludes all stars*
6. **ALL-STARS:** 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.

7. UNIFORMS AND EQUIPMENT - PURCHASING

1. Equipment and uniforms will be the responsibility of each community. Morgan County does not provide uniforms or equipment

8. SCHEDULES, TIME LIMITS, & MAKE-UP GAMES

1. No games are to be scheduled on Wednesday night or at any time on Sunday without the approval of the League President
2. The League President must approve all make-up games to be played on Wednesday.
3. Ten and Fifteen Run Rule is in effect for all age divisions. In O-Zone, AAA, AA, and A, 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. For Dixie Boys, a team leading by ten (10) or more runs after five (5) full innings (4 1/2 innings if the home team is leading) shall be declared the winner. A team leading by fifteen (15) or more runs after four (4) full innings (3 1/2 innings if the home team is leading) shall be declared the winner.
4. O-Zone, AAA, AA, and A games called because of curfew, time limit, 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). The game will only be rescheduled only if it makes a difference in the standings.
5. After 4 complete innings, if another inning is started then the game will be completed. Time limit and run rule will apply.
6. For a tied games on school nights (Mon – Thurs) the 1st game ONLY will end in a tie when limit has expires. The game completion will be scheduled only if it makes a difference in the standings. Curfew shall be 10:00PM for AAA, AA, A and 10:30PM for Dixie Boys and O-Zone.

Once the curfew has been reached, the inning will not be finished but the batter will complete his time at bat and scorekeepers are responsible for marking the scorebook for the point the game was stopped.

Remaining games will end at 10:00pm (9 & 10 Division) (1-8-2014), 10:30 (11/12 Division & 13 & 14). Inning will not be finished but batter will complete his time at bat, scorekeepers are responsible for marking the scorebooks for the point the game ended. Game will resume from this point. Date and time for completion of tie games will be handled by MCPR and community reps.

7. The home team scorekeeper will keep the official game clock. The game clock will be started when the pitcher, batter, and umpire are all in position for the first pitch of the game. The Game Clock will be stopped during game stoppages (timeouts, pitching changes, injured players) during the last 10 minutes of the game, on if directed by the umpire. The Game Clock will not be stopped between routine offense/defense changes.
8. **NO INNING MAY BE STARTED AFTER THE TIME LIMIT HAS EXPIRED. THE NEXT INNING IS CONSIDERED TO HAVE STARTED IMMEDIATELY UPON THE FINAL OUT OF THE PREVIOUS INNING.**
9. Tie games shall be resumed from the exact point of termination, to be rescheduled by the league in the same manner as all other Makeup games if necessary to determine post-season play. For tied games on school nights (Mon – Thurs), the 1st game ONLY will end in a tie when the time limit has expired. The remaining games on school nights will stop at curfew.
10. No game will be rescheduled without the approval of MCPR. As a rule, the only games rescheduled will be due to a school or church functions, death of an immediate family member directly effecting the team, and on a case by case basis due to extreme hardships. If you have 10 players remaining, you cannot cancel for these functions.
11. Makeup games are to be made up on the next open date and time slot or as determined by the MCPR after consulting with the Umpire-in-Chief and the Community Reps involved. It will be attempted to reschedule in the same order as originally scheduled unless the League President approves special arrangements.
12. Rainouts – Pitching use applicable rule book with no exceptions.
13. Rescheduling : Rainout games must be rescheduled and played within 2 weeks from game time in a single week (Mon – Sat). It shall be at the coach's option.
14. After 4 complete innings – if another inning is started then the game will be completed. Time limit and run rule will apply.
15. If a tornado warning is issued by the National Weather Service for Morgan county during the time the games are scheduled to be played. If the 6:00 game is canceled due to a warning, then the 8:00 game will be canceled to allow for travel time.
16. There will be a 15-minute grace period for the 1st game only. The game clock will be started at the scheduled game time and if a team does not have the minimum players required before the grace period expires, that team will forfeit the game.
17. Game time limits, outings per week and practice time limits are set as follows:

	Game Time Limits	Outings/Week	Practice Time Limits
Dixie Boys	2 hours	5 per week	2 hours
O-Zone	1 hour 45 min	5 per week	2 hours
AAA	1 hour 45 min.	5 per week	2 hours
AA	1 hour 30 min.	4 per week	2 hours
A	1 hour 15min.	4 per week	1 hour 30 min.

*** Outings /Week are for Regular season teams only. It is allowed for all star coaches to start practicing once teams are formed where players participating on these teams will exceed the outings / week. ** League President has the ability to approve additional outings/ week if necessary due to weather issues / makeup games or for other issues at his discretion.*

9. TOURNAMENTS

League/Division Champion Criteria

The following criteria will be used to name the champions and runners-up in each Division and in each league (Dixie Boys, O-Zone, AAA, AA, and A).

1. The current format for the Division County Tournament is a double elimination tournament for Dixie Boys, O-Zone and AAA, AA, and A. An official Dixie Youth Baseball double elimination bracket, per the Dixie Youth Rule Book, shall be used.
2. Seeding for bracket play shall be per the metrics below:
 - I. **Within Division Won/Loss Record**—If teams have the same Within Division Won/Loss Records, then compare:
 - II. **Head-to-Head Match-up Record**—If teams have the same Within Division and Head-to-Head Won/Loss Records, then:
 - III. **Runs Allowed Head-to-Head** - If teams have the same Within Division Record, Head-to-Head Record, and Runs Allowed Head-to-Head, then:
 - IV. **Runs Allowed Within Division**
 - V. **Additional Tie Breakers will follow Dixie Youth Guidelines**
3. The winner of each Division County Tournament will play one winner-take-all championship game
4. The Division and County Championship playoff will be played under Tournament batting and pitching rules.
5. The tournament host for each division will be decided by a blind draw. MCPR and MCB will handle the process for scheduling this meeting.

10. UMPIRES

1. All league games will have at least one umpire that is a member of the Morgan County Baseball Umpire's Association and he/she will be designated as the head umpire.
2. 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 rate of pay for the Umpires is set by the Umpire Assignor
 - b. Two Umpires will be assigned for Dixie Boys, O-Zone, AAA, and AA games.
 - c. One Umpire will be assigned to A games
3. The Field Manager or park coordinator with input from the chief umpire, will make the final decision concerning the playing fitness of the field before a game
(MCPR may call games well before game time if field conditions and lack of time to prepare fields demand)
4. No Umpire under seventeen (17) years of age will be allowed to call in Dixie Boys, O-Zone, AAA, or AA.
5. NOTE: From time to time there may be changes in officiating for the league. In the absence of certified officials, who officiates must be aggregable with both coaches. It will not be a forfeit for not agreeing to play.

12. TROPHIES AND AWARDS

1. The community hosting the Tournament will purchase individual trophies for each participant on the winning team and the runner up of the Division Tournaments in all divisions (Dixie Boys, O-Zone, AAA, AA, and A) are to be presented at the last tournament game or as soon as possible thereafter.

11. 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.

For All-Stars: If a Manager or Coach behaves in an unsportsmanlike manner (physical or verbal with a possible ejection) before, during or after any All-Star game then that coach will be suspended immediately for one full calendar year

PROCEDURE FOR SELECTION OF ALL STARS

1. Only twelve (12) players shall be chosen for each All-Star team, with no alternates.
2. The League President will set a date prior to the last week of the regular season for all star nominations to be turned in. The Manager of each team will submit a list to his/her Baseball Rep and League President of the twelve (12) players in his/her division, that he/she 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.

3. The League President 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.
4. If at least nine (9) players have been selected unanimously, the All-Star selection will be considered complete and the remaining positions will be selected by the Manager coaching the All-Star team. More than nine (9) players can be placed on the All-Star team at this point ONLY if the selection is unanimous.
5. If nine (9) players have not be selected after review of the submitted lists, the Baseball Rep and President will call a meeting of the Managers to fill the remaining positions. A secret vote shall be taken. Each Manager shall submit a written list based on the number of positions to be filled of players 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.
6. Only players receiving a unanimous number of votes at this time shall be placed on the All-Star team. If a total of nine (9) players have not been selected after the first secret ballot, another ballot will be taken to fill the team roster.
7. If nine (9) 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, up to nine (9) total players. 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.
8. After secret ballot vote to fill nine (9) positions, the Manager of the All-Star team will select players to fill the remaining positions.
9. Should a replacement be needed, the All-Star Manager with the assistance of the League President and the Baseball Rep will select the replacement player.
10. Any Manager, or group of Managers or Coaches, who conspire or fix or attempt to fix the All-Star selection may be banned from the League program.
11. Managers are to vote for the best players available for the team. The League President or 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 Board.
12. The Manager of the team in first place in the division at the end of the regular season shall have the first option to manage the All-Star team. If he passes, 2nd and 3rd place team will have the opportunity.
13. All coaches must be a rostered coach

14. 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.
15. 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.**
16. Rookie All-Stars - Rookie Ball is a DYB sanctioned tournament played at the end of the season offered to deserving players in A, AA, AAA, Ozone and Dixie Boys divisions. Morgan County participation in Rookie All Stars including divisions and number of teams participating is at the discretion of the Board. Rookie All-Stars and Rookie All-Star Managers will be selected following the same process as the All-Stars with the following exceptions:
 - a. Rookie All-Stars will be selected after All-Stars have been selected
 - b. Consensus selections are established by vote **AFTER** All-Star selections are completed.
 - c. The Rookie All-Star Pool is composed of (i) All-Star pool players not selected for the All-Star Team (ii) additional players nominated from a Manager's own team (not nominated by the Manager for the All-Star Team) (iii) players nominated by a Manager of another team at the Rookie All-Star Selection meeting.
 - d. The league will follow DYB rules regarding the maximum number of 2nd year players that can participate on a Rookie All-Star team. If there are more consensus 2nd year players nominated in the first round of voting than are allowed by DYB rules, a vote on just 2nd year consensus players will be conducted with a voting limit established at the DYB limit.

13. MISCELLANEOUS

1. Rosters must have 11 names listed when turned in
2. A team must have less than 11 players before submitting a request for an additional player. A team may add up to 11 players with permission from the league president.
3. Any players added after May 1st are not eligible to be pitchers or catchers during the county tournament.
4. A team may not add an additional player to the roster if the Morgan County Tournaments have started, unless the team is in a situation where it will have to forfeit .
5. Registration form and birth certificate must be turned in to the board member prior to taking the field. If the Registration form/and or birth certificate is not in possession a board member before the start of the game, the player will be considered ineligible. If the manager plays a player that is ineligible, disciplinary action could result based on the rules governing playing illegal players.
6. It is the responsibility of the board member to send the registration form and birth certificate to the MCPR office within 48 hours.
7. Batting Options : Rule applies for AAA, Ozone & Dixie Boys

- A. Bat 9 players
- B. Bat all players
- C. Match the team with the lowest number of players. (Example – If team A has 11, and team B has 12, Team B has the choice to bat 9, bat 11 or bat all of the players)

NOTE : PLAYER PARTICIPATION RULES STILL APPLY

8. Home ground rules stand in game
9. If a player moves into the community then he may be added to the roster after the deadline
10. Protests will be settled by the League President. Any Manager that protests any game must deposit \$25.00 with MCPR. The protest must be on a rule and not on an umpire's decision. If the protest is won, the deposit will be returned. All protests and deposit must be filed with the League President and MCPR within 48 hours.
11. 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.
12. Dixie Boys, O-Zone and AAA are to follow pitch count rules established by the Dixie Youth Rule Book.
Please Refer to the DYB Rule Book for Rest periods during regular season as well as rest periods for tournament play
13. No bat person is allowed other than a team member.
14. No player can sit for 2 consecutive innings during a game. Penalty for violations will result in a forfeit. Protest of violation must be made before the end of the game.
15. The minimum number of players required to start each game shall be 8 for all age groups. If the minimum number of players are not present by the expiration of the grace period (rule 8.11), that team will forfeit.
16. All games in which the minimum number of players are available to play for each team will be played as scheduled, weather and field conditions permitting, with the following exceptions:
 - A. Local League rule for school and church functions: In order to receive consideration for rescheduling games, conflicts with school and church functions must be reported to MCPR. If 10 players are available to play, the game will not be rescheduled.
17. A team may score a maximum of seven runs per inning. A team may score more than seven runs on a ground rule double or an over the fence home run.
18. No smoking is allowed within the confines of any park within Morgan County. This is to include the Press Box, Field House, Concession Stand, and restrooms.
19. No firearms of any kind are allowed on the field of play except those carried by on-duty policemen.
20. If a child is injured and blood is showing on the child or his clothing, the clothes must be changed and all blood removed from the child before he can return to the game. 5 minutes is allow for this.

The child can play the remainder of the game in street clothes (T-shirt, jeans, sweat pants) if a uniform is not available.

21. No noisemakers of any kind will be allowed at the games.
22. Each team is responsible for cleaning out their dugout after each game
23. Anything that is not covered must go before the League President and Representatives

15. AA LOCAL RULES

1. 7 & 8 games will begin at 6:00pm or 7:30pm with a 1 hr and 30 min. time limit. If an inning begins before time limit expires, that inning will be completed.
2. If the 6pm game is tied after 6 innings or time limit has expired, the game will be called and rescheduled if it makes a difference in league standings. (THIS IS FOR SCHOOL NIGHTS ONLY)
3. A player must be 7 years old **before** May 1, 2018 to be eligible to play on a 7 & 8-year-old baseball team. Exception: 6 year olds maybe moved up if needed to fill a team (11 players). A maximum of four 6 year old is all that will be allowed to move up. If a community has more than one team and moves 6 year olds up, they have to be split evenly among the teams. It has to be offered to all 6 year olds. Special situation that arise are subject to league approval.
4. A team must have 8 players present to start a game or it will be a forfeit. 10 players (if present) will be used on defense.(for outfielders) The outfielders will be positioned 20 feet behind the baseline.
5. Helmets with face masks are optional EXCEPT for Defensive pitchers MUST HAVE helmet with face mask. (1-8-14)
6. No player can sit for 2 consecutive innings during a game. If rule is not followed game will result in a forfeit.(protest must be made before end of game) (12-7-16)

COACH PITCH RULES

1. The pitching rubber will be 46 ft from home plate inside a 12 ft circle. The pitching coach will pitch the ball and must remain inside the 12 ft circle throughout the delivery of the pitch. He/she is not allowed to step outside the circle while pitching.
2. A coach whose name appears on the roster of a team will pitch and release the pitch in a reasonable time. (2-10)
3. The player pitcher shall stay behind the line with in 3 foot of the pitching rubber, (umpire judgment) on either side of pitching coach, until the ball is put into play. (2-10)
4. A batter will be allowed 4 pitches to hit or strike out. If he does not hit or strike out, the 4 pitches count as an out. A foul on the Fourth pitch – batter gets another pitch and will continue to bat until out is made or base is reached. (1-15)
5. There will be a 7-run per inning run limit with the exception of a over the fence home run.

6. The Pitching Coach cannot coach runners. But is allowed one offensive time out per inning provided the base coach had not already called a time out. The pitching coach must remain behind the line unless time has been called.

7 & 8 LINE UP

7 & 8 will bat a 12-man line up, or may use the option of batting all players present. Both line-ups will be free substitution.

Addition: DYB Rule All players on every team must play at least 3 consecutive outs on defense and complete one time at bat in each game played by his/her team.

7 & 8 APPEAL

The pitcher gets the ball from the pitching coach and stand at other side of the pitching coach then the coach tells the umpire what he wants to appeal.

NOTE: ALL COACHES PLEASE REVIEW ALL NEW RULE CHANGES IN FRONT OF CURRENT YEARS RULE BOOK.

16. A LOCAL RULES

2017 MORGAN COUNTY COMMUNITY LEAGUE 5 & 6 COACH PITCH RULES

7. Base and pitching distances: Bases 50 ft and pitching 33 ft (10' circle) (See rule 1 below)
8. No base stealing.
9. Regulation DY Baseball will be used.
10. All players must wear batting helmets with facemask and chinstrap while batting, on deck or running bases.
11. 5 & 6 are to play 6 innings.
12. 5 & 6 games will begin at 6pm with a 1:15¹⁻⁹⁻¹⁴ hour time limit. If an inning begins before time limit expires, that inning will be completed.
13. 5 & 6 are allowed five coaches. (Must be listed on the roster)
14. A player must be 5 years old before May 1, 2018 to be eligible to play on a 5 & 6-year-old baseball team.
15. No player can sit for 2 consecutive innings during a game. If rule is not followed game will result in a forfeit.(protest must be made before end of game) (12-7-16)
16. A team must have 8 players present to start a game. After filling the infield all additional players will be used in the outfield. The outfielders will be positioned 20 feet behind the baseline. ALL players must be put in the batting line up.
17. All other coach pitch regulations will remain as the Alabama AA Rules state. (12-7-16)

COACH PITCH RULES 5 & 6

7. Coach Pitch– The distance from the front of the pitching rubber to the back of home plate shall be 33 ft. (12-7-16)
8. The Pitching Coach has the option to throw the ball over or under handed and the option to be in a standing position or on one knee.
9. The pitching coach does not have to be in contact of rubber while the pitch is being delivered. The player pitcher shall stay behind the line with in 3 foot of the pitching rubber (umpire judgment) on either side of the pitching coach, until the ball is put into play.
10. A coach whose name appears on the roster of a team will pitch and release the pitch in a reasonable time. (2-10)
11. There shall be no walks.
12. A batter will be allowed a total of 4 swings per at bat, on the 4th pitch there is an option to place the ball on a tee rather than a pitch. A foul on the 4th pitch – batter gets another pitch and will continue to bat until out is made or base is reached. (Changed 11-10-15)
 - a. If a batter uses the option to hit off a tee he/she is limited to a single base.(no doubles, triples, HRs) 2-10-15
 - b. If a runner is on base when a tee is used, the runner can only advance one Base at their own risk. 2-10-15
 - c. If a batter is using a tee on a 4th pitch and the player hit the tee-stand or if the ball land in front of the plate and does not cross the line of play this will be declared an out.
13. There will be a 7-run per inning run limit with the exception of a over the fence home run. (12-7-16)
8. Coach at pitching position cannot coach runners. But is allowed one offensive time out per inning provided the base coach had not already called a time out. The pitching coach must remain in the circle unless time has been called.
9. The ball is considered dead all runners advance one base when a fair batted ball touches or hits the pitching coach before it touches an infielder including the pitcher. If a thrown ball hits the pitching coach or a fair ball after being touched by an infielder hits the pitching coach, the ball is alive and in play.
10. The ball will become dead when the pitcher has control of the ball and is within the circle. The judgment of the umpire will determine the position of the base runners. Hash marks will be put half way between bases to aid the umpires in their judgment. If a base runner, in the judgment of the umpire, has reached halfway to the next base before the pitcher is in the circle with the ball in control he is awarded that base of if he has not reached the halfway point, he shall be sent back to the last base.
11. The ball will become dead when all play ceases or infielder holding ball in front of lead runner.
12. No infield fly rule or bunting allowed.

13. Coaches (**Must be an Adult only**) will be catchers and needs to stand at least 10 foot out side of the catchers box to either side **MUST** wear a catchers mask with a throat guard if standing any closer. (1-17-07) Any player can cover home for outs.
14. APPEALS will be made by Coaches Only.
15. All bats must be stamped Dixie Youth Approved ONLY.

17. 4YR OLD T-BALL RULES

Requirements to be eligible to play the Morgan County T-Ball League:

- A. Must live within the boundaries of the Morgan County School System.
 - B. Must have birth certificate on file with the Morgan County Parks And Recreation Dept.
1. Age and birthday cut off is September 1st. No child will be allowed to play if they have reached the age of 7 prior to May 1st. Also, a player must have reached the age of 5 by September 1, 2016 to be eligible to play.
 2. Base length will be 50 feet.
 3. Time Limit: 1 hour and 15 minutes or 5 innings.
 4. Batting helmets with chin straps are mandatory.
 5. There is no stealing and there is no leading off the base until the ball has been batted for the tee.
 6. There are no bench warmers in T-Ball. All team members play at all times during a T-Ball game (there will be 5 infielders, all other players must be in the outfield). All infield positions must be filled. No catcher will be used.
 7. Must be a minimum of 8 players to start a game (1-2-13)
 8. If a base runner advances past the half way mark before the pitcher has control of the ball in the circle he/she is awarded the advanced base. The play stops when the pitcher enters the circle.
 9. Only T-Ball bats will be used.
 10. If a child is on a T-Ball team he/she is not eligible to play other county baseball or softball.
 11. On a ball batted directly at the pitcher in the circle: it is a dead ball UNLESS the pitcher attempts to make a play. Exception to the dead Ball will be a forced advanced.
 12. One warning (per team) will be issued for slinging a bat. The next time the batter is out.
 13. Infielders can play no closer than 38 ft while the batter is batting.
 14. Outfielders can play no closer than 20 ft behind the baseline until the Ball is hit.
 15. The offensive side is retired when three outs are made or when 10 Batters have batted.
 16. The batting line up will consist of the entire roster present.
 17. Batters must take a full swing. NO BUNTING.

18. Batters will get 3 strikes. If fouled (batter has to make contact with the ball not the tee to be considered a foul ball) on the 3rd strike the batter will swing Again until he/she strikes out or hits
19. Three defensive coaches are permitted on the field (one infield, and two outfield for instructional purposes). Coaches are not permitted to touch a live ball but they may instruct players. Three offensive coaches are permitted (2 in the coaches boxes, 1 at home plate, for instruction to runners and batters.) Coaches may not physically assist players. Penalty for defensive coach: offensive player is awarded 1 extra base. Penalty for offensive coach: offensive player is out.
20. If a ball hits a defensive coach it is still a live ball.
21. All shirts have to have a number on the back, front or sleeve.
22. An overthrow in foul territory on the 1st or 3rd baseline (the ball must go past the 3 ft running line) It is an automatic one base award and is a dead ball. On the 10th batter. The overthrow will not be a dead ball and play continues until 3rd out is. Made or pitcher is in the circle. An overthrow will be from start of the running line to first base and extend past 1st base 3 ft. and to include the same criteria on 3rd baseline 1-2-13 (see diagram)
23. The Worth RIF Level 5, Wilson Level 5, and Riddell Level 5 balls will be used. Leather preferred but not required.
24. The coach that is placing the ball on the tee must remove the tee from home plate after the ball is hit if there is a runner coming home. The tee has to set on top of home plate.
26. If a coach removes a player during the game then that player will not be allowed to reenter the game.
27. If a child is injured and blood is showing on the child and his/her clothing then the clothes must be changed and all blood removed before the child can reenter the game. The child may play the remainder of the game in street clothes.
28. Any player, coach, parent or fan removed from a game for unsportsmanlike conduct will be suspended for a minimum of one game. This person will not be allowed anywhere on the premise site of the next ball game. If this person persists in attending the above game, then the game will be a forfeit.
30. On an attempt to make an out at 1st, 2nd and 3rd base the ball has to be thrown. Due to having no catcher the ball does not have to be thrown to home but a run down and tag can be made for the out. Run downs are not allowed otherwise. Regular baseball tag outs are allowed.
31. The pitcher has to stay inside the baseline when receiving the ball from the outfield. If the pitcher crosses the baseline into the outfield it is a dead ball and runners advance one base. Pitcher is allowed to field the ball in foul territory between home and first, and home and third.
33. After an out is made at base the player must throw (not roll) the ball back to the pitcher. The penalty for rolling will be a dead ball and runners will advance one base (The out still counts). The pitcher has to be the one to stop play in the circle
34. No under hand rolling of the ball, by any player on the field will be allowed. One warning per team will be given. Penalties are applied after play stops (one base advancement)
35. A pitcher fielding the ball near the first base line may be in position to make an out at first base.

- B. A pitcher fielding the ball near the third base line may be in position to make an out at third base or chase a runner back to third.
 - C. A pitcher out of the circle accepting the ball from the outfield, may be in position to tag a runner going to second base.
 - D. A pitcher out of the circle accepting the ball from the outfield, may be in position to tag a runner going to third base.
 - E. Any defensive player can make the play a home.
36. There will be a 7-run per inning run limit with the exception of a over the fence home run.(12-7-16)