COMMENT: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run- down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

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

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

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

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

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

(f) The runner is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance; **EXCEPTION:** If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out;
NOTE: If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

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

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

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

COMMENT: If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

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

COMMENT: Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09(a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08(j);

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

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

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

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

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

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

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

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

(d) Before two are out and a runner on third base, the batter hinders a fielder making a play at home base; the runner is out;

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

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

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

(h) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes

with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;
(i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;
(j) With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;
(k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
(l) The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;
(m) A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. If in the judgment
of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.
PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.
7.10–Appeals–Any runner shall be called out on appeal, when—
(a)After a fly ball is caught, the runner fails to retouch the base before said runner or base is tagged;
(b) With the ball in play, the runner, while advancing or returning to a base, fails to touch each base in order before the said runner or base is tagged;
APPROVED RULING: (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead, no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.
(c) The runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged; or,
(d) The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.
APPEAL PROCEDURE:
(1) Any appeal under this rule must be made before the next pitch, or any play or attempted play. An appeal is not to be interpreted as a play or an attempted play;
If the base running violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field. (The defensive team has left field when no players remain in fair territory);

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

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

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

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

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

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

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

(9) If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, and the first runner is tagged out on his attempt to come back and touch home base or is called out on appeal, then, the first runner shall be considered to have been put out before the second runner. If the out called on the first runner was the third out, then, the second runner would not score.

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

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12–Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

7.13–(a) When a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, all runners shall be in contact with their bases and shall not leave their bases until the pitch has reached the plate.

(b) If a runner leaves the base before the pitch reaches the plate, the base umpire shall drop a signal flag to indicate the violation at the time it occurs.

PENALTY: The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. **EXCEPTION: The penalty shall not apply when:**

(1) the batter hits a ground rule double; all runners will advance two bases without liability to be put out.

(2) the batter hits a fly ball over the outfield fence in fair territory (home

run); all runners will be allowed to score.

(3) the batter is hit by a pitched ball; the ball is dead and all other runners will not advance unless forced to vacate the base for another runner legally entitled to that base.

NOTE: This rule shall not apply to the "O Zone" (open base) division play.

8.00—THE PITCHER

8.01–**LEGAL PITCHING DELIVERY**

There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher or from the dugout while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

(a) **THE WINDUP POSITION**

(1) The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot.

(2) When a pitcher holds the ball with both hands in front of his body, with his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position.

(3) In the Windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.

(4) From the Windup Position, the pitcher may:

(i) deliver the ball to the batter, or

(ii) step and throw to a base in an attempt to pick-off a runner, or

(iii) disengage the rubber (if he does he must drop his hand to his sides).

In disengaging the rubber, the pitcher must step off with his pivot foot and not his free foot first. He may not go into a Set position stance from the Windup stance or from the Windup stance to the Set position stance without disengaging the rubber - if he does it is a balk.

(b) **THE SET POSITION**

(1) The Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop.

(2) From such Set Position, he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot;

(3) Before assuming the Set position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch". However, if he so elects, he shall come to the Set Position before delivering the ball to the batter After assuming the Set position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption;

(4) Prior to coming to a set position, the pitcher will be allowed to turn his shoulder

to check the runner(s) on base and the pitcher shall have one hand on his side: from this position, he shall go to his set position without interruption and in one continuous motion;

(5) The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk". NOTE: With no runners on base, the pitcher is not required to come to a complete stop when using the Set position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball;

(6) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. Stepping at a 45- degree angle is acceptable. For instance, stepping directly toward a base is considered acceptable if the pitcher steps at a 45- degree angle between the center of pitcher's plate and between home and first base;

(7) The pitcher shall step "ahead of the throw". A snap throw followed by the step directly toward the base is a balk;

(8) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise;

(9) A ball that slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called a no pitch. This would be a balk with men on base in "O"Zone play;

(10) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes
a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

8.02–(a) The pitcher shall not -

(1) While in the 12-foot circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or the pitcher's plate;

(2) Apply a foreign substance of any kind to the ball;

(3) Spit on the ball, either hand or his glove;

(4) Rub the ball on his glove, person or clothing;

(5) Deface the ball in any manner;

(6) Have on his person, or in his possession any foreign substance;

(7) Deliver a "quick" return pitch.

NOTE: The pitcher, of course, is allowed to rub the ball between his bare hands.

PENALTY: For violation of this part of rule 8.02(a), the umpire shall:

(i) Immediately call the pitch a ball;

(ii) However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(iii) Even though the offense elects to take the play, the violation shall be recognized and the umpire will ask that the pitcher be removed from the mound. In the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire will warn the pitcher in lieu of removing the pitcher from the mound. If the pitcher persists in violating the rules, the umpire shall apply the penalty (remove the pitcher from the mound).

(iv) The umpire shall be sole judge on whether any portion of this rule has been violated. The Umpire-In-Chief shall inspect and approve one official rosin bag. The umpire in chief is responsible for placing the rosin bag on the ground back of the pitcher's plate. If at any time the ball hits the rosin bag it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag.

(b) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;
PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher shall be ejected from the game.

(c) Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to: (i) Expel the pitcher, or the manager and the pitcher, from the game, or (ii) may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game. To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

8.03–When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as the umpire deems necessary.

8.04–When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

8.05–If there is a runner, or runners, it is a balk when -

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery. If a left handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play;

(b) ("O"Zone Play Only) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

(c) ("O"Zone Play Only) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

COMMENT: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

(e) The pitcher makes an illegal pitch; A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted;

(f) The pitcher delivers the ball to the batter while he is not facing the batter;

(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;

(h) The pitcher unnecessarily delays the game;

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

(k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;

(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

(m) The pitcher delivers the pitch from Set Position without coming to a stop.

PENALTY: Majors/AAA/AA Divisions — NO PENALTY: Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a no pitch. The ball is dead and no runner shall advance.

NOTE: Any action by the batter or any member of the offensive team, including the coaches, that, in the opinion of the umpire-in-chief, causes a pitcher to commit an illegal pitch or balk shall result in the pitch being declared a no pitch. The ball shall be dead and no runners shall advance.

PENALTY: "O"Zone Division — The ball is dead immediately. All runners on base shall be entitled to advance one base without liability to be put out.

DYB APPROVED RULING: In cases where a pitcher balks and throws wild, the ball is dead. The runner(s) are advanced in accordance with the "O" Zone balk rule.

DYB APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. (b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

8.06–The following rule governs the visit of the manager or coach to the pitcher or other defensive players:

(a) This rule limits the number of visits a manager or coach may make to any one pitcher or other defensive players in any one inning;

(b) A third visit during the same inning to talk to his defensive players while the same pitcher is on the mound will cause the pitcher's automatic removal from the mound but not the game;

8.07–PITCHING Limitations (Regular Season Only)—These pitching restrictions apply only to regular season play. Rule 8.07 is replaced in its entirety for tournament play by a completely new set of tournament pitching requirements.

Pitch Counts

All players on a regular season team may pitch in any game during the regular season subject to the following limitations:

***Pitch Count Limitations**

(1) A League Age 10 and under pitcher shall not throw more than 75 pitches in a game or in a calendar day. Exception: If the pitcher reaches the daily pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, is put out or, a third out is made on a base-runner to end the half-inning.

(2) A League Age 11 or 12 pitcher shall not throw more than 85 pitches in a game or in a calendar day. Exception: If the pitcher reaches the daily pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, is put out or, a third out is made on a base-runner to end the half-inning.

(3) A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.

(4) All pitchers in local league play must adhere to the following daily pitch count rest requirements:

League Age	No Rest	1 Day	2 Days	3 Days
09-12	1-30	31-45	46-65	66+

There are no exceptions to the rest period pitch count thresholds.

NOTE: These pitching rest requirements are based on the number of pitches a player throws in a calendar day. If for any reason, a game ends after midnight, the pitches thrown in the game will be charged to the previous day. The pitcher begins his rest requirement at midnight when his total pitch count for the calendar day exceeds 30 pitches in one or more games.

(5) SUSPENDED GAMES - In a game suspended by darkness, weather, or other causes and resumed on a following calendar day, the pitcher of record at the time the game was suspended may continue to pitch provided he/she had delivered 30 or less pitches on the calendar day the game was suspended. If the pitcher is eligible to return to the mound when the game is resumed, the pitcher's game pitch count limit will carryover but the daily pitch count limit will be reset to zero.

Innings Limitations

(6) A pitcher shall not pitch more than six innings in the calendar week between from 12:01 a.m. Monday to 12:00 midnight the following Sunday. For the purposes of satisfying any portion of Rule 8.07(a), the pitching of one (1) pitch shall be counted as the pitching of one inning.

(7) 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. No innings pitched shall be charged to the pitchers that are listed in the batting order of both teams handed to the official scorer in games forfeited before actual play begins.

(8) 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 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 or more complete innings in a game is not eligible to pitch in that game.

(9) Local leagues that play regular season teams in a double elimination tournament bracket to decide a league championship or for a regular season local league tournament must use Tournament Pitching Rules in Tournament Rule VII.

Official Pitch Count Record

(10) The local league must designate the scorekeeper or another game official as the official pitch count statistician for each game. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a "no pitch" by the umpire. The official pitch count statistician's pitch count is the official pitch count and cannot be protested.

(11) The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing his pitcher's pitch count at all times and when his/her pitcher must be removed to meet the rest requirements above.

(12) The official pitch count statistician shall inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed after the current batter reaches base safely or is put out. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(13) **Protests of an Illegal Pitcher and Penalty** shall be handled pursuant to Rule 3.03(c) Note: If the pitcher reached his pitch count daily maximum on a previous batter, the pitcher must be removed immediately upon discovery.

9.00—THE UMPIRE

9.01–(a) The league president shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(b) Each umpire is the representative of the league and of Dixie Youth Baseball®, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administration of these rules and to enforce the prescribed penalties.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The umpire shall be empowered to call a base runner out or safe for an act either by him or by a fielder that in the opinion of the umpire is unsportsmanlike conduct.

(e) All umpires have authority at their discretion to eject from the playing field:

(1) any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and; (2) any spectator or other person not authorized to be on the playing field.

9.02–(a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

(b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(c) If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

(d) No umpire may be replaced during a game unless injured or ill.

9.03–(a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

(b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04–(a) The umpire-in-chief shall stand behind the catcher. This umpire usually is called the plate umpire. The duties of the umpire-in-chief shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;

(2) Call and count balls and strikes;

(3) Call and declare fair balls and fouls except those commonly called by field umpires;

(4) Make all decisions on the batter;
(5) Make all decisions except those commonly reserved for the field umpires;
(6) Decide when a game shall be forfeited;
(7) If a time limit has been established by the league, call the game after both teams have completed an equal number of innings unless the home team is ahead after the time limit expires;
(8) Inform the official scorer of the official batting order and any changes in the lineups and batting order, on request;
(9) Announce any special ground rules.

(b) A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:

(1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;

(2) Take concurrent jurisdiction with the umpire-in-chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player;

(3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05–(a) The umpire shall report to the league president within twenty-four hours after the end of a game all protests, violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player and the reasons therefore.

(b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.

(c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The local league shall impose such penalty as they feel is justified.

9.06–Umpires shall not wear shoes with metal spikes or cleats.

10.00—THE OFFICIAL SCORER

10.01–(a) The league president should appoint an official scorer for each league game. The scorer shall have sole authority to make all decisions involving judgment, such as whether a batter's advance to first base is the result of a hit or an error. The scorer shall communicate such decisions to the press by hand signals or over the loudspeaker system and shall advise the public-address announcer of such decisions if requested. In the event of a question of eligibility of a pitcher, the record of the Official Scorer shall be deemed official. **NOTE:** When no official scorer has been appointed, the scorebook of the home team shall be the official record.

10.01–(b) Scoring Records

(1) To achieve uniformity in keeping the records a league shall conform strictly to the Official Scoring Rules enumerated in Rule 10.00 of the Official Playing Rules of professional baseball. The scorer shall have authority to rule on any point not specifically covered in the Scoring Rules.

(2) If the teams change sides before three are put out, the scorer shall immediately inform the umpire of the mistake.

(3) If the game is protested or play suspended, the scorer shall make note of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, and the ball and strike count on the batter.

(4) The scorer shall not make any decision conflicting with the Dixie Youth Official Playing rules or with an umpire's decision.

(5) The scorer shall not call the attention of the umpire or of any member of either team to the fact that a player is batting out of turn.

(6) The scorer is an official representative of the league, and is entitled to the respect and dignity of the office.

10.01–(c) Credit the starting pitcher with a game won only if he has pitched at least three (3) complete innings and his team not only is in the lead when he is replaced but remains in the lead for the remainder of the game.

(d) Please refer to Rule 10.00 of the Official Playing Rules of professional baseball for detailed Official Scoring Rules.

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DIXIE YOUTH BASEBALL®, INC.
REGULATIONS

I. The League

(A) The League shall be the smallest unit of organization and shall be governed by those active in the local program which makes up the managing personnel, such as officers, executive committee, team managers, volunteer umpires, sponsors and player agent, serving as the volunteer operating personnel. The community aspect of the program should be the goal and be maintained.

(B) Each league or group of leagues shall operate within a single boundary, shall adopt a set of local rules and regulations for the operation of the league or leagues, and elect officers to manage the operations of the league(s). Local leagues may not adopt administrative rules and regulations which are in conflict with DYB Official Rules and Regulations.

NOTE: Dixie Youth Baseball® recognizes that in communities where there are two or more franchised leagues, it may be advisable to have a common set of officers and adopt a single set of local rules and regulations. This is optional and shall be determined by the various leagues. Dixie Youth Baseball®, Inc., recommends that league officials who have financial responsibility within the league be bonded.

(C) Leagues are assigned to districts within a state and are under the direction of a district director. All district directors and the state directors are under the direction of the National Commissioner.

(D) No district, state or national director or any designated tournament director shall have the authority to add, change, or waive any current rule or regulation, or to permit the violation of any rule or regulation.

(E)(1) Each franchised league shall be composed of a minimum of three (3) teams and not more than seven (7) teams in the (Majors or "O"Zone and AAA divisions; not more than nine (9) teams in the AA division and not more than eleven (11) teams in the A division.

(E)(2) Each league shall elect to participate in either the Majors or "O"Zone division for 12U teams by notifying the District and State Director on or before a date specified by the State Board of Directors.

(E)(3) Each league may be divided into as many as four (4) playing divisions: Majors or "O"Zone, AAA, AA and A for local league play. If the AAA, AA or A divisions has more than the maximum teams allowed in one league and is operating under a single franchise, the divisions with excess teams will be required to form another league with an equal (or almost equal) number of teams in each division in each league. An additional franchise number will be assigned to the additional league for the excess teams by the Commissioner. EXCEPTION—The State Director may approve a two-team major league on a year-to-year basis.

(F) A franchised league shall be one which meets all qualifications of Dixie Youth Baseball and which is granted a certificate of franchise by the Commissioner of Dixie Youth Baseball®.

(G) All leagues having AAA, AA and A division teams shall be required to register all teams in each division with Dixie Youth Baseball®. Exception: With

the approval of the State Director, Dixie Youth Baseball® will accept a new league or leagues having only AAA, AA and/or A division teams.

(H) The annual franchise registration fee shall be $14.00 per team per year for the Majors, "O"Zone, AAA divisions and AA division teams and $8.00 per team per year for the A division teams. All leagues shall pay the same franchise registration fee, as stated herein, and no exceptions shall be granted.

(I) State registration fees, if any, shall be established by the state organization and shall be paid with the national franchise fees. The maximum state registration fee per league shall be $50.00.

(J) A league's annual franchise renewal form and all franchise fees must be sent to the Commissioner's office on or before April 1. Franchise renewals postmarked after April 1 will result in a $50.00 late penalty assessment which must be paid prior to the District Credentials meeting in order to participate in DYB sanctioned tournaments.

(K) Majors, "O"Zone, AAA, AA and A divisions are operated under the direction of a franchised league. Divisions are hereby construed to mean all activity in the following age divisions:

Majors/"O"Zone — League age twelve and under
AAA — League age ten and under
AA — League age eight and under
A — League age six and under

Exceptions to these age divisions may be made by league officials as they see fit during regular season play.

(L) Each state organization may adopt its own playing and tournament rules for A division and shall make these rules known to all leagues. However, the A division shall be subject to all the "REGULATIONS" in the "Regulations" section of this rule book.

(M) With respect to the A division, all matters relating to both local league play and tournament play shall be under the exclusive supervision of the District Director unless otherwise provided for by the state organization.

II. League Boundaries

(A) Each league shall determine the actual boundary from within which it will select its players. This boundary shall be marked on a map showing total population within the boundary and up-to-date copies of this map shall be on file with the State Director and District Director. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of the State Director and the District Director prior to such establishing of a new league's boundary or a change in the old league's boundary.

(B) When two or more leagues operate within the same defined boundary they shall be entitled to select players from the combined area IF THEY HAVE A COMMON SET OF LEAGUE OFFICERS AND FOLLOW THE SUPERVISION OF ONE PLAYER AGENT IN PLAYER SELECTION. All managers MUST have equal opportunity in the selection of players and the player selection system must create an equal distribution of players of each LEAGUE AGE in each league.

A multi-league organization, sharing a common boundary, with the written approval of the state director can redraft the entire program annually for the specific purpose of

balancing numbers and/or talent between the leagues within the common boundary. The state director may require the District Director or other designated DYB official to monitor the redraft which must be conducted by only one player agent and strictly follow the provisions of Regulation II(D). In a multi-league boundary, players may be redrafted into other leagues within the boundary at this time or at such time as a redraft of the league occurs to place players advancing to a new age division on teams.

(C) Populations shall be determined by the latest census.

(D) Two or more leagues operating under separate boards may operate within the same boundary or an overlapping boundary area shown on their boundary maps by written agreement of the leagues concerned and approved by the State Director.

(E) Small Towns or Communities - Small nearby towns or communities unable to field a league within their own area shall be permitted to form three (3), four (4), five (5), six (6) or seven (7) teams with each town or community forming teams without a common draft with the other small towns or communities in the league.

(F) No new league shall be franchised in the territory of an existing league or leagues without the written approval of the existing league or leagues. Organizations franchised with Dixie Youth Baseball® the previous year shall always have first refusal of franchising in succeeding years except as noted below: EXCEPTION:
Under certain circumstances, the renewal of a franchise may be denied if it is the opinion of a two-thirds majority of (1) the State Director, (2) all members of the Board of Directors of DYB from the state, and (3) the District Director of the district in which the league plays, that it is for the best interest of DYB, Inc., within the particular state that the existing organization not be franchised for the current year and they each sign a statement to this effect setting out the reasons therefore and provided that team membership shall not form a basis for not franchising. In case the Commissioner of Dixie Youth Baseball®, Inc., does not approve the disfranchising of the league, the President of Dixie Youth Baseball® shall appoint a committee to investigate the matter and make a final decision.

EXCEPTION: In the case of a request for a new league which is located in an area already claimed by a franchised league but the existing league has made no effort to provide a program for the new group, the State Director with the approval of the District Director and the National Directors in that state, may allow the new league to be franchised. (Note: This will only apply in cases where an existing league is obviously preventing a new league from entering DYB.)

(G) League boundary maps showing total population figures shall be on file with the State Director and District Director prior to the playing of the first game on the schedule. An updated copy of this map with new population figures is to be provided to each of these officials with franchise renewal forms each tenth year beginning in 2002 or at any time the boundaries may be changed. Boundaries for any new league or alterations to existing boundaries must be approved by the District Director and the State Director.

(H) The Board of Directors of Dixie Youth Baseball®, Inc. allows each league and players accepted by a league to continue playing in the league, any player:

(1) whose residence changes after he becomes a member of the league, and/or;

(2) who lives outside of the league's boundaries because of a revision of such boundaries, even though now residing in the territorial boundaries of another league.

NOTE: A player must elect to remain in league or join the new league in which boundary he now lives in the year of change. Once an election is made, he must remain in the chosen league until he reaches league age 13. Exception IV(E) or IV(F).

(I) Players who are members of a league or leagues within a defined boundary, including players acquired under Regulations IV(D), IV(E) and IV(F) shall remain the property of the league unless they move to a new permanent address within the boundary of another DYB league or leagues; or, unless otherwise provided for in these rules.

(J) Players who are members of a particular league within a multi-league organization, whose leagues share a common boundary, must remain only in this league until such time as ALL PLAYERS of his league age are redrafted pursuant to Regulation II(B) or IV(G). **PENALTY:** Player(s) who violate this rule will be ineligible for tournament play.

(K) 1) INELIGIBLE PLAYER is a player who is ineligible to be a member of a tournament team for a league because he does not live within the approved boundary of the league, a player who did not meet the participation requirements in his/her league, or a player who is older than the maximum league age allowed for the respective age division of play. Example: A league age 12 player shall not play on a league age 10 and under division tournament team.

(2) Any player that registers and plays in any DYB league shall be ineligible to participate as a member of the league's tournament team if he does not reside within the league's approved boundary under any circumstance except as provided in Regulation IV(D), IV(E) or IV(F). Any such player shall be designated as an "ineligible player" for tournament eligibility purposes. No waivers or releases are allowed for any reason other than as provided in Regulation IV(D). The parent or guardian of the player shall be responsible for determining if his/her child is eligible to participate on any of the league tournament teams under DYB Rules and Regulations.

(3) Any league that registers and allows a player who does not reside within its approved boundary or does not meet the requirements of Regulation IV(E) or IV(F) to participate in its league shall not allow such player to participate as a member of the league's tournament team under any circumstance except as provided in Regulation IV(D). Any such player shall be designated as an "ineligible player" for tournament eligibility purposes. No waivers or releases are allowed for any reason other than as provided in Regulation IV(D). All league officials including coaches and volunteers in a league shall be responsible for determining if a player is eligible to participate on any of the league tournament teams under DYB Rules and Regulations.

PENALTY: The player shall be ineligible to participate on any of the league's tournament teams. If the league places an ineligible player on a league tournament team roster, the player shall be subject to disqualification and removal from the team upon protest, prior to or during tournament play. See Tournament Rule XII (H).

(L) The state Board of Directors has exclusive authority to determine the proper boundary for eligibility purposes for any player whose parents claim to own or rent dual residences located in more than one league boundary.

III. Teams

(A) Each team may consist of a maximum of 15 uniformed players whose names shall be registered with the League President not later than five days prior to the first regularly scheduled game of the league season. Team membership shall be within the sole discretion of each league, provided such membership shall not be in conflict with the Constitution and By-Laws and the Rules and Regulations of Dixie Youth Baseball®.

(B) League age is that age attained by a player prior to May 1 of the current baseball season.

(C) Local league officials shall adopt their own rules in regard to the replacement of players on team rosters. **NOTE**: League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for the replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games, and safety precautions. The reason for replacement of players shall be included in a written statement by the team manager filed with league officials.

IV. Selection of Players

(A) Each league shall determine its own method for the selection of players for team rosters. However, any player selection system used shall be in the form of a draft system, a talent distribution system, or an auction system and shall be under the direction of a player agent who shall see that all teams have an equal opportunity in the selection of all players. Dixie Youth Baseball® recommends that much care be taken in the selection of the individual to fill the position of player agent. Leagues should also be encouraged to charge an assigned draft pick when children of managers or assistant coaches do not go through a player selection system.

(B) The Commissioner of Dixie Youth Baseball®, Inc., shall furnish suggested player selection systems upon request by the leagues.

(C) Players who do not register in time to participate in the player selection system shall be ineligible, with these exceptions:

(1) any who were sick or injured during registration period and confirmed by a physician's written statement; or

(2) any who became new permanent residents of the community after the registration period. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing.

(3) **Local League Option:** A player may be signed up after the local league drafts are completed prior to or on the first game day of a league's regular season provided the regular season team(s) with the least number of players on its roster(s) will be eligible to draw for the right to select the player.

(D) **Player Releases** — The League President where a player legally resides may request a release by submitting an application for the player's release. The deadline for submitting an application shall be by April 1st or before the first league game of the releasing league, whichever date is earlier. The application will be submitted to the State Director and State Board of Directors and acted upon by the State Board of Directors within 10 days of State Director's receipt of the application.

(E) Managers shall not drop a player from their rosters in order to sign a new player. **PENALTY:** The penalty for violation of this regulation shall be loss of tournament eligibility for the player illegally picked up and grounds for protest in local league.

(F) Any player to whom the courts have appointed a custodial parent or guardian may play local league and be eligible for tournament play for a league in either the boundary of the custodial parent or the boundary of the non-custodial parent without a release.

(G) Any player may play local league and be eligible for tournament play for a league in either the boundary where he resides or the boundary of the league where he attends public or private school (excluding home schools) with the exception that he/she can only transfer from school to school one (1) time and cannot go back and forth.

(H) Two or more leagues operating within the same defined boundaries which select players using a single player agent must put all returning players from all teams in any dropped league into a common draft where all managers in the remaining league(s) have an equal opportunity in the selection of players.

V. Player/Coach Eligibility and Registration

(A) All leagues shall file a roster of players, managers and coaches of each team in the league with the State and District Director on or before May 1.

(B) The online roster form shall include the full name of the player, his date of birth and his residence in detail. **NOTE**: Should there be changes to these rosters the District and State Directors must be notified in writing of the change.

(C) A maximum of three managers/coaches may be registered on each Majors, "O"Zone or AAA team. A maximum of four managers/coaches may be registered on each AA or A division team Only those managers/coaches so registered shall be eligible to coach tournament teams.

(D) An eligible player shall become subject to Dixie Youth Rules and Regulations when he/she registers with the league for the current year.

(E) Each league shall determine its own method for selection of managers and coaches. All managers and coaches shall be adults of at least 18 years of age. Local leagues have the authority to establish league rules to suspend managers and coaches for unsportsmanlike acts or willful violation of local rules and regulations as well as rules and regulations established by Dixie Youth Baseball®, Inc.

VI. Player Age Limit and Birth Certificate

(A) Anyone whose thirteenth birthday falls on or after May 1 of the current calendar year shall be eligible to compete in regular season and tournament play during the current Dixie Youth Baseball® season. (See page 78)

(B) Dates of birth of players shall be certified by birth or baptismal certificate, U.S. passport or other legally accepted proof of age to a designated league official prior to the league's first scheduled game. Each league president is responsible to ensure that no player is over league age and that records of proof of age are available upon request. One of the following documents shall be used to verify age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

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

(4) Unexpired passport issued by the U.S. Government.

(C) The local league shall have the authority to determine the age limits within the league's Major or "O"Zone, AAA, AA and A divisions during regular season play. Any player of league age ten and under who was registered on a major league or "O"Zone team during the regular season shall be eligible to participate in the appropriate AAA, AA and A division (age ten and under) tournaments. A player can participate on only one tournament team. See Tournament Rule IV(B) for age restrictions in tournament play.

VII. Pitching Requirements (Regular Season Only) See Rule 8.07

VIII. Schedule

(A) Each major and AAA team shall play a regular schedule of not less than fifteen (15) games nor more than twenty-five (25) games, exclusive of championship games. The number of AA and A division league games shall be determined by the local league.

(B) Two or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the won and lost column of each league.

(C) Exhibition games shall be permitted but all pitching rules shall be followed. Permission for exhibition games must be secured from the league president or his delegated authority.

(D) It is recommended that each team play a schedule of two games per week.

(E) Any game played before the league's franchise is renewed shall not be considered as an official game and cannot be counted in the minimum number of games required to qualify for tournament participation.

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

IX. Team Sponsors

No firm or company whose advertising primarily reflects the sale or use of alcoholic beverages or tobacco products (including e-cigarettes) shall be permitted as a sponsor of the Dixie Youth Baseball® program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

X. Admission to Games

(A) Admission shall not be charged for regular season games.

(B) Admission shall be charged at all levels of tournament play through the Dixie Youth World Series. Proceeds shall be used to defray expenses of the tournament.

XI. Other Youth League Participation

(A) No league franchised with Dixie Youth Baseball® Inc., shall franchise its teams with any other youth baseball program. **PENALTY**: The penalty for violation of this rule will be revocation of the league's Dixie Youth franchise.

(B) WITH THE APPROVAL OF THE LOCAL LEAGUE, players, managers and coaches may participate in other youth baseball programs during the Dixie Youth regular season provided such participation does not disrupt Dixie Youth regular season play. **NOTE**: Leagues may remove any player, manager or coach from a team for the current season for repeatedly missing regular season games and/or practices.

XII. Conduct and Sportsmanship

(A) Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. A player shall not throw a bat, helmet or other equipment in anger or disgust. The penalty for violation of this rule shall be the removal of the guilty player from the game for the remainder of the game. The penalty for violation of this rule by a manager or coach shall be his removal from the game and the dugout for the remainder of the game.

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

(C) When a batter wiggles the bat in an EXTREME MANNER in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

(D) The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

(1) Pull the bat back and take the pitch or,

(2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the removal of the team manager for the remainder of the game.

(E) The use of any alcoholic beverage or tobacco product (including e-cigarettes) within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(F) Local leagues have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled regular season games or tournament games played at its playing facilities.

XIII. Child Abuse/Molestation Risk Management Program

(A) Child abuse/molestation has become a growing concern within recent years and can take many forms including verbal abuse, physical abuse, emotional abuse, and sexual abuse. Any form of child abuse/molestation is despicable and goes against everything that Dixie Youth Baseball® stands for.

(B) Dixie Youth Baseball®, Inc. is committed to addressing concerns over child abuse/molestation by informing and educating its affiliated leagues on this risk by providing guidelines for establishing a risk management plan that may significantly lessen but not totally eliminate the chance of an occurrence. Failure to implement a child abuse/molestation risk management program may expose leagues and its officials, volunteers and other representatives to significant legal liability.

(C) Dixie Youth Baseball®, Inc. strongly recommends that all franchised leagues adopt and implement a child abuse/molestation risk management program. A sample league abuse/molestation risk management program is available on the DYB website at youth.dixie.org which a league can customize, or the league may choose to develop a similar comprehensive program.

(D) Dixie Youth Baseball®, Inc. has no operational control over league security including the selection of volunteers associated with independent leagues which affiliate with its program. Therefore, it is the sole responsibility of the independent leagues to take action by adopting and implementing a child abuse/molestation risk management program.

(E) Due to the fact Dixie Youth Baseball®, Inc. has no operational control over league security including the selection of local league volunteers, each franchised league shall be

required to indemnify and hold harmless Dixie Youth Baseball®, Inc. against all legal actions based on child abuse/molestation allegations arising from any team, league, tournament or other activities of such league.

(F) Various youth sports/leagues have adopted criminal background checks for coaches/volunteers as the sole means for protecting against this risk. While criminal background checks are an important aspect that should not be overlooked, they are just part of a comprehensive risk management program.

(G) Elements of any Abuse/Molestation Risk Management Program are highlighted below:

(1) Screen all volunteers who have repeated access to youth by requiring completion of a Volunteer Application and by running a criminal background check. All criminal background checks indicating a conviction involving crimes against a minor must result in disqualification of the volunteer. In addition, other charges and convictions may be an indication of an unfit volunteer and may result in disqualification.

(2) Distribute materials to educate administrators, volunteers, and parents on the warning signs of child abuse/molestation and how to respond to an allegation.

(3) Appoint a Conduct Official to administer the program and to be the primary contact for allegations of child abuse/molestation.

(4) Encourage the use of a "buddy system" where a non-related adult is never alone with a single child.

(5) Encourage the use of take home/pickup policies to ensure that a single child is not being transported by a volunteer as a result of a parent failing to pick up a child in a timely fashion.

(6)Prohibition of any overnight sleepover event at any official's house.

(7)Limiting the distribution of directories/rosters with names, phone numbers, addresses, and pictures to persons on a "need to know" basis.

TOURNAMENT RULES
(TOURNAMENT PLAY ONLY)

No National, State or District Director or any appointed assistant directors shall be permitted to waive any DYB tournament rule.

I. Tournament Play

(A) A SANCTIONED TOURNAMENT is any level of tournament play approved by Dixie Youth Baseball®, Inc., (including a two- out-of- three series) which allows each franchised league to enter TWO teams in the Major or "O"Zone, AAA, AA, and A divisions at the first level of tournament play to compete for the right to advance to subsequent levels of sanctioned play. **NOTE:** Any nonsanctioned tournaments supervised by DYB officials must be approved by the respective DYB state organization. **STATE OPTION:** Each state organization may allow two teams from each league. In 12U divisions, one team may play in "O" Zone tournament play and the other in Majors tournament play.

(B) Two league teams, either the league champion and/or selected "All Star" groups, may represent each Major or "O"Zone, AAA, AA and A division in sanctioned DYB tournament competition starting at the Sub-District or District level. Each league is entitled to enter, and no play-off to enter may be required.

STATE OPTION: Each state organization may allow two teams from each league. In 12U divisions, one team may play in "O"Zone division tournament play and the other in Majors division tournament play.

(C) (1) Each state organization may use only double elimination tournament brackets and three, four, five, or six team pool play tournament formats approved by the Commissioner to advance teams to the next level of tournament play. States may a dvance more than one team to the next level of play.

(2) "Double elimination" is defined as when a team loses two games in a single tournament using double-elimination brackets at any level, area, sub-district, district, state or World Series, and is eliminated from further participation in that tournament.

(3) "Pool Play" is defined as a round-robin tournament where teams in a designated pool or pools play each other once. The pool play winner shall be the team with the best won-lost record at the completion of pool play. Round-robin tournaments will be played to completion.

(4) Each state organization may advance more than one team from all levels of tournament play to the state tournament. and distribute these procedures in writing to all leagues and DYB officials within the state.

(5)(a) **Two Runners-Up -** If three teams remain with one loss and all have played the same number of games in double elimination brackets approved by the Commissioner, there will be two runners-up in the tournament.

(b) Advancing More Than One Team from Tournament Bracket - Any two tied teams with the same won-loss record after completion of a double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. EXCEPTION: The head-to-head tie-breaker rules may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used in double elimination tournaments.

(6) The tie-breaker rules listed below will be used in all round-robin tournaments to advance a runner-up team or teams in addition to the champion to the next level of tournament play.

TIE-BREAKER RULES

Rule 1. Head-to-Head Record Between Tied Teams
Rule 2. Least Runs Allowed Between Tied Teams
Rule 3. Least Runs Allowed for All Games
Rule 4. Most Runs Scored for All Games
Rule 5. Coin Flip

State Option: The state organization may elect to not use the playoff schedules in the round robin pool play formats and may determine the order of finish strictly by tie-breakers. **EXCEPTION:** If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

(7) The state organization may authorize a one game playoff between two teams advancing from separate double-elimination brackets or round-robin tournaments; or, the state organization may use a two-out-of-three Series format.

(8) In double elimination tournaments, two-out-of-three, three-out-of-five or one game playoffs with teams advancing from double elimination or pool play round robin play shall be considered a new level of play for pitching restrictions but all rest requirements for all pitchers shall remain in effect.

(D) All official playing rules and regulations used during regular season play shall be in effect during sanctioned tournament play unless otherwise stated in the tournament rules below.

(E) A Division (T-Ball) tournaments shall be under the exclusive direction of the District Director or his designated representative at the district level.

(F) Appeals are only accepted through DYB channels for the sanctioned tournaments. Appeals in non-sanctioned tournaments must be handled through the organization sponsoring the tournament.

(G) Each community or league sponsoring a state tournament or a Division I or Division II Dixie Youth World Series shall be granted a host team. **Exception:** A Division I league which hosts a Division II World Series must designate a Division II league within its state as the host team. **NOTE**: A host team shall be allowed only in the event there is a tournament, not a series between two teams.

(H) A host city having two or more leagues shall be entitled to hold a playoff to determine the host team, and the other leagues shall be entitled to enter district eliminations.

(I) All tournament hosts shall be determined using guidelines established by the state organization.

(J) Host teams shall not participate in any tournament in any level of tournament play below that in which they act as host. As a matter of interpretation, however, a host is not a host until selected. The penalty for violation of this rule is loss of eligibility for tournament play.

(K) Any tournament team wishing to compete only through the district or state tournament shall be permitted to do so provided the State Director is notified prior

to July 1. In the event, such a team wins the district or state tournament, the runner-up team shall be declared the representative to the next tournament level.

(L) The Division I and Division II Dixie Youth World Series (Majors, "O"Zone, AAA and AA) shall be limited to a maximum of twelve teams of which one shall be the host team and a maximum of eleven state champions. All teams will be winners/qualifiers of state/regional Division I and Division II competitive play. Any qualifying teams which decline to participate shall be replaced with winners of competitive play as determined by the Commissioner.

(M) Each state organization shall approve the Division I and Division II status of each franchised league and/or adjust a league's Division I or II status within its state pursuant to guidelines established by the National Board of Directors.

(N) All state and sectional tournament sites shall be selected on or before June 1 of the current year. In the event a state tournament site is not determined by this date, the State Director with State Board approval, shall have the authority to request bids and award the tournament. In the event a sectional tournament site is not determined by this date; the Commissioner shall have the authority to request bids and award the tournament bid.

Tournament Dates

(O) The Division I and Division II Dixie Youth World Series for the Majors, "O"Zone, AAA and AA divisions shall begin on the dates recommended by the Executive Committee and approved by the National Board of Directors, annually. These dates will be set five years in advance.

(P) All tournaments qualifying a team for the Division I and Division II Majors, "O" Zone, AAA or AA World Series shall be scheduled to be completed no later than ten calendar days prior to the day of the opening ceremonies of the respective World Series. The penalty for violation of this rule is disqualification of the winning state/ regional team from the Dixie Youth World Series.

(Q) The earliest date a sanctioned DYB tournament may be scheduled to begin shall be determined by each state organization.

II. Financial Responsibility

(A) All teams entering tournament play must be financially able to defray all their travel expenses.

(B) The host city shall file a financial statement of any Dixie Youth World Series with the Commissioner following the completion of the event.

(C)Tournament Host Insurance & Team Insurance for Sanctioned Tournaments

Tournament hosts must present required insurance coverage to the District Director, State Director or Commissioner, as applicable. Tournament teams must present required insurance coverage to the tournament credentials committee(s). Hosts and all teams participating in sanctioned and other approved DYB tournament play must provide evidence of insurance coverage which meets the following requirements:

(1) Excess Accident – The Tournament Host and each tournament team must be covered by an Excess Accident policy under their respective organizations' names with a medical limit of at least $50,000. For teams, it is not acceptable for each parent to provide individual evidence of health insurance for his or her child. For the tournament host, coverage must be provided for all umpires, scorekeepers, employees and volunteers; and,

(2) General Liability – The Tournament Host and each tournament team must be covered by a General Liability policy under their respective organizations' names with an "each occurrence" limit of at least $1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have exclusion for lawsuits arising out of injuries to athletic participants. If the tournament host or team does not purchase its General Liability insurance through the approved Dixie Youth Baseball®, Inc. insurance program, it is required that the General Liability policy name Dixie Youth Baseball®, Inc. as an "additional insured".

III. Team Eligibility Requirements

(A) Each league shall be entitled to enter either its local league champion or a team chosen from the entire league as its tournament team in each age division.

(B) Tournament team affidavits must consist of twelve (12) players, a team manager and two coaches and each tournament team must begin each level of tournament play with a full roster of players and coaches. **Alternates are not recognized as part of a tournament team and their participation in any tournament team activity is not authorized by Dixie Youth Baseball®, Inc. NOTE:** Non-sanctioned tournaments not supervised by DYB District, State or National officials cannot use the DYB Tournament Team Eligibility Affidavit to qualify teams.

(C) All tournament teams participating in the Majors, "O"Zone, AAA, or AA state tournaments shall be required to deliver an acceptable digital group photo image of the team in uniform (including the team manager and only the required number of coaches)

(D) Each tournament team is required to have twelve (12) players and three (3) manager/coaches present at each tournament game except that any unfilled player vacancy or a player's absence may be approved by the tournament director for justifiable reasons except for participation in other tournaments or family vacations which are covered under Tournament Rule IV(C). The tournament director may suspend a team manager from participating in any game where a player vacancy or absence cannot be justified. The tournament director may require a team to replace a player whose continued participation on the team is in doubt.

(E) Participating teams shall completely and accurately complete by the deadline all forms furnished them. Teams failing to comply with this rule may not be eligible for tournament participation and may lose their next opportunity to host a tournament.

IV. Player/Coach Eligibility Requirements

(A) Only players who have played in a minimum of eleven (11) of their local league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in eleven (11) games. Dixie Youth Baseball® urges state directors to grant this exception only for good and substantial reasons, such as injury or sickness by the player substantiated by a physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting its seasons and therefore unable to complete a majority of its games prior to the start of tournament play. There may be other reasons for granting an exception, and the state director shall exercise discretion.

(B) All players on a major tournament team may be 12 years of age, if desired. The maximum age for players on minor league tournament teams shall be league age ten (10) for AAA division, eight (8) for AA division and six (6) for A division. Any player of league age ten (10) and under who was registered on a major league team during the regular season shall be eligible to participate on the AAA (9-10) tournament team. LOCAL LEAGUE OPTION: A league may require that any player of league age ten (10) and under must be registered on a minor league team during the regular season to be eligible to participate in minor league (Age Ten and Under tournament).

(C)(1) A player, a coach or a team may participate or play in another tournament between scheduled Dixie Youth tournaments. However, a player, or replacement player, coach or a team shall not participate in any other tournament *during a sanctioned DYB tournament including any days their team is not scheduled to play during the DYB tournament.* **PENALTY:** Any player, or replacement player, manager or coach who violates this rule shall be removed from their DYB tournament team roster immediately. Any team who violates this rule shall be disqualified from tournament play immediately.

(2) A player, replacement player, manager or coach shall not miss the first game of each level of DYB tournament play due to travel delays from participation in another tournament or travel delays from a family vacation. **PENALTY:** Any player, or replacement player, manager or coach who violates this rule shall be suspended for the second game of the tournament and the player shall be ineligible to pitch in this level of play but may pitch in the next level of play if his team advances.

(3) A team shall not miss the first game of each level of DYB tournament play due to participation in another tournament for any reason. **PENALTY:** Any team who violates this rule shall be disqualified from tournament play immediately.

(D) No manager or coach shall participate on more than one Dixie Youth sanctioned tournament team at the same time.

(E)(1) No player shall participate on more than one of a League's Dixie Youth sanctioned tournament teams at the same time.

(E)(2) Under no circumstances can a player be listed on the original tournament roster affidavit of more than one of a league's Dixie Youth tournament teams during the same year. **Exception:** Players who are rostered under a specific league franchise number who participate on non-sanctioned rosters or the rosters of second sanctioned teams within a playing division may be used as replacement players with the approval of the state director if their original tournament team has been eliminated from competition.

(F) Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on their regular season team player rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

(G) **ALL DYB officials**, elected or appointed, shall not be eligible to manage or coach a tournament team under any circumstances.

(H) Upon the recommendation of the Tournament Director, the State Director shall have the authority to suspend from tournament play any player, manager or coach for a flagrant display of unsportsmanlike conduct or for a willful violation of Dixie Youth Baseball® Rules and Regulations. A player, manager or coach who is suspended shall not be allowed to participate in further tournament play in any way

to include opening or closing ceremonies and trophy presentations. The suspension may be for one or more games or for the remainder of tournament play during the current season. The Commissioner of Dixie Youth Baseball® shall have this authority during the Dixie Youth World Series.

(I) After an investigation conducted by the Commissioner's Office, the National Board of Directors of Dixie Youth Baseball® Inc., by a majority vote shall have the authority to suspend a player, manager or coach for the next season or impose a lifetime ban to the individual from participation in DYB tournaments.

(J) The State Board of Directors may adopt policies and guidelines to ban managers or coaches from tournament play for one or more years. This decision may be appealed to the Commissioner's Office.

V. Tournament Player Affidavit

(A) Dixie Youth Baseball® shall mail tournament affidavit forms to each league. These affidavit forms shall be completed for each tournament team and delivered to the District Director at the District Credentials Meeting prior to the first tournament game. Each tournament team manager shall have the original of this tournament affidavit, properly completed, at all tournament games.

(B) The president of each league shall check all birth records of players whose names appear on the tournament affidavit. The name of the players on the affidavit shall be exactly the same as the name on the birth record.

(C) –**Tournament Director**– With respect to sub district, district and state tournaments, district and state directors may delegate their authority to a designated tournament director. The National Commissioner shall designate a tournament director for the Dixie Youth AAA World Series and may designate a tournament director for the Dixie Youth World Series in his absence.

(D) –**Credentials Committee**– In addition to the tournament affidavit each team manager shall have a birth record and medical release form for each player whose name appears on the affidavit. The affidavit, medical release form and the birth records shall be publicly inspected and approved by a credentials committee composed of three members, one of whom may be the tournament director, and this public inspection shall be at least one week (seven days) prior to the first sub district or district game. All teams shall be notified of the credentials meeting by the district director or the tournament director at least one week prior to the inspection. This requirement shall be for sub-district and district play only.

(E) Teams failing to be present at the district credentials meeting with the player affidavit, birth records and medical release form shall forfeit their right to compete in tournament play. Teams shall have a birth record and medical release form at this meeting for each player listed on the player affidavit. In the event a team does not have a birth record for a player at this meeting, the player for whom there is no birth record shall be ineligible to play in the sub-district or district tournament.

(F) The state or district director shall be empowered, however, to make exceptions to the seven-day inspection rule for hardship cases. A player whose birth record is not accepted by the credentials committee at the inspection meeting shall have the opportunity of submitting another birth record to the committee on the evening prior to

the first tournament game at a time and place set by the tournament director. Player affidavits may be corrected for spelling, typographical errors, nicknames and so on at either of the two meetings of the credentials committee. Players whose birth records are not accepted by the credentials committee at either of the two meetings shall be ineligible for all games in the sub-district and district tournaments. There shall be no appeal. A team using a player not approved by the credentials committee shall be disqualified from the tournament pursuant to Rule XI, Section (D), of Rules for Tournament Play.

(G) **A copy of the tournament team affidavit shall be mailed to the Commissioner's office immediately following approval by the credentials committee. This copy must be received by the DYB Commissioner before the first tournament game may begin.**

(H) Where separate district credentials meetings are held for each division's sub-district tournament, the credentials committee shall inspect the player affidavits and birth records of all the tournament teams in the respective division at the same time. There shall be a credentials meeting for each division in the district. All credentials meetings within a district may be held at the same time.

(I) The state director or tournament director shall set the date and time for the inspection of the tournament team affidavits and birth records for teams competing in state tournaments, and this time shall be at least three hours prior to the first game of the tournament. Teams not complying with this rule shall be subject to disqualification from tournament play.

(J) With the exception of the host team, the actual birth certificates may not be inspected at the Dixie Youth World Series. Instead, each state director may sign the player affidavit of his state's representative team in the Dixie Youth World Series signifying that he or his representative has personally inspected the birth records of the players and found them to be in order. The player affidavit and birth records of the host team shall be inspected by the National Board of Directors. No protest shall be allowed at the Dixie Youth World Series on the basis of eligibility because of age unless the protest is substantiated by actual evidence accepted by the Board of Directors as proof of an age violation.

(K) Dixie Youth Baseball® directs all tournament directors and credentials committee members to accept one of the following as proof of age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

(3) Baptismal certificate issued within six years after birth which shows actual date of birth.

NOTE: A photo static copy of one of the above certificates, with a statement on the document signed by the parent or legal guardian stating it is an exact and true copy of the original.

(4) Dixie Youth Baseball®, Inc., Certification of Birth Record properly completed, inspected, signed and stamped by a Dixie Youth district, state or national director or the Commissioner.

(L) Adopted children going by a name other than that which appears on the birth record shall furnish an affidavit of the adoption or name change and a copy of the affidavit shall be attached to the birth record. Players not legally adopted but using a name other than that which appears on the birth record shall be eligible provided a notarized statement of this fact is made before a probate judge or clerk of court or their equivalent and the statement is attached to the birth record with the signature and seal of the probate or clerk of court.

(M) A Protest of eligibility based on age may be presented to the tournament director at any time during tournament play. No protest of an age violation shall be allowed after the inspection by the credentials committee without absolute proof of fraud. The burden of proof shall be upon the protesting party. In the event proof of fraud is found and accepted by the credentials committee or a tournament director, Rule XII, Section (H)(3) will apply.

(N) Players who are unable to furnish an approved birth record shall be entitled to mail other documents of proof of age to the Commissioner, who shall be empowered to issue a certificate in lieu of an actual birth record.

VI. Replacing Players

(A) A team may replace tournament players after their selection to the team following investigation and approval by the District Director at District level, State Director at State level or Commissioner at the World Series. The new player must present proper proof of age and be otherwise eligible according to rules and regulations of this program including the restrictions in Regulation IV(C). The player who is replaced shall not be entitled to return to the team unless he was a replaced injured player and he replaces another injured player. A replacement certificate shall be available from the
District or State Director or Commissioner. Requests for replacements shall be made in writing by the local league President to the District Director at district tournaments, State Director at the state tournament or Commissioner at the World Series.

VII. Tournament Pitching Rules

These tournament pitching rules completely replace the pitching restrictions used in regular season play. Protecting youth pitcher's arms is extremely important and the following pitching restrictions and mandatory pitcher rest requirements are designed to minimize or prevent serious arm injuries to youth players.

Pitcher Substitutions/Restrictions

(A) All players on the tournament team roster may pitch in any tournament (bracket or pool play) game.

(B) All pitchers shall be eligible at the beginning of each level of tournament play provided they have had the required number of hours of rest as noted below since their last tournament game in the previous tournament.

(C) Pitchers shall be governed by the substitution provisions of Rule 3.03(c), Rule 3.05(a) & (b) and Rule 3.08(1) during tournament play. A pitcher may not return to the mound as a pitcher during the same game. **EXCEPTION**: A pitcher

who is replaced in the batting order by a substitute runner or substitute batter may return to the mound to pitch provided no other pitcher on the same team has thrown a pitch and all other requirements of the substitution rules are enforced.

(A) A pitcher removed from the game or line-up for a substitute may remain in the game in another defensive position provided all other provisions of the substitution rules. **Exception:** A pitcher who delivers 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 or more innings in a game is not eligible to pitch in that game.

(B) A player who is brought in to pitch from another position without benefit of sideline warmup shall be permitted ten (10) warmup pitches or two (2) minutes.

(C) Any player warming up a pitcher on the mound, in a bullpen, or elsewhere shall wear a catcher's mask with helmet and throat protector even if the mask has a manufactured extension at the bottom of the mask. A batting helmet cannot be used to warm up a pitcher.

Pitch Count Limitations

(G) There are no limitations on the number of innings a pitcher may pitch in a tournament (bracket or pool play) game subject to the following pitch count limitations:

(1) A League Age 10 and under pitcher shall not throw more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, is put out or, a third out is made on a base-runner to end the half-inning.

(2) A League Age 11 or 12 pitcher shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, is put out or, a third out is made on a base-runner to end the half-inning.

(3) All pitchers must adhere to the following pitch count rest requirements before pitching in another tournament game:

Tournament Pitching Rest Requirements

Required Rest	No Rest	36 Hours	48 Hours
Total Pitches	1-40	41-65	66+

There are no exceptions to the rest period pitch count thresholds.

NOTE: These pitching rest requirements are based on the number of pitches a player throws in a calendar day. If for any reason, a game ends after midnight, the pitches thrown in the game will be charged to the previous day. The pitcher begins his rest requirement when he leaves the mound in a game and his total cumulative pitch count for the calendar day exceeds 40 pitches. In games suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 40 or less pitches;

(4) SUSPENDED GAMES - In a game suspended by darkness, weather, or other causes and resumed on a following calendar day, the pitcher of record at the time the game was suspended may continue to pitch provided he/she had delivered 40 or less pitches on the calendar day the game was suspended. If the pitcher is eligible to return to the mound when the game is resumed, the pitcher's game pitch count limit will carryover but the daily pitch count limit will be reset to zero.

(5) A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 40 cumulative pitches in the previous game or games on the same calendar day.

(6) These pitch count limitations will also apply to all games played to determine a district, state or World Series tournament host team or to determine any runner-up teams advancing to the next level of tournament play;

Official Pitch Count Record

(H) The Tournament Director must designate the scorekeeper or another game official as the official pitch count statistician for each game. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a "no pitch" by the umpire. The official pitch count statistician's pitch count is the official pitch count and cannot be protested.

(I) The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing his pitcher's pitch count at all times and when his/her pitcher must be removed to meet the rest requirements above.

(J) The official pitch count statistician shall inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed after the current batter reaches base safely or is put out. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(K) **Protests of an Illegal Pitcher and Penalty shall be handled pursuant to Tournament Rule XII(G). NOTE:** If the pitcher reached his pitch count daily maximum on a previous batter, the pitcher must be removed immediately upon discovery.

VIII. Tournament Games

(A) All tournament games shall be played to a conclusion regardless of the score or the inning unless the team behind wishes to concede. **State Option: A state may use a 2-hour time limit for all games in tournament pool play and bracket play except for the championship game(s).**

(NOTE 1) In the event a tournament game is conceded before completion, the innings remaining to be played shall not be charged to the two pitchers of record at the time the game was conceded. Only innings actually pitched by pitchers shall be charged.

(NOTE 2) When a suspended game is resumed, play shall begin from the actual point of termination. This shall be considered the same game and the same pitchers shall be eligible to pitch just as if the game had been completed on the original day.

Example A: The game is called on account of rain in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning. The game shall be resumed at the earliest possible time and play shall resume in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning.

Example B: The game is called in the top of the fifth inning for any reason. The game shall be resumed at the earliest possible time from the exact point of termination. The pitchers shall be eligible to complete the game as this is part of the same game and the 36-hour rest rule is not applicable as far as completing the game is concerned.

EXCEPTIONS:

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

(2) **10 RUN RULE** - A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched.

NOTE: THE VISITING TEAM WILL BE DECLARED THE WINNER OF A GAME UNDER THE TEN-RUN RULE PROVISION ONLY IF THE HOME TEAM HAS HAD AN EQUAL NUMBER OF TIMES AT BAT and all players on both teams have batted at least once.

NOTE: If the umpire fails to terminate the game when a ten (10) or fifteen (15) run rule should be invoked, the run rule exceptions shall not apply if the team which has a ten (10) or fifteen (15) run rule advantage continues to play until there is no longer a ten (10) or fifteen (15) run difference in the score.

(B) **Majors, "O"Zone, and AAA Divisions -** No team shall be required to play more than two (2) games on the same day during the same tournament and no team shall be required to play as many as two (2) games on the same day more than twice during the same tournament, except to play an "if necessary" game to determine the tournament champion. A team playing two (2) games on the same day shall have at least two (2) hours rest between games. In the case of an "if necessary" game to determine a tournament champion there shall be at least one (1) hour rest between games.

AA and A Divisions - No team shall be required to play more than three (3) games on the same day during the same tournament and no team shall be required to play as many as three (3) games on the same day more than twice during the same tournament, except to play an "if necessary" game to determine the tournament champion. A team playing three (3) games on the same day shall have at least one and one half (1 1/2) hours rest between games. In the case of an "if necessary" game to determine a tournament champion there shall be at least one (1) hour rest between games.

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

(D) Only baseballs stamped "Official Dixie Youth Baseball®" and bearing the Commissioner's signature shall be used in any tournament. Manufacturers of approved balls will be announced by the Commissioner.

(E) If games are played under floodlights at any level of tournament play, the approval of the Dixie Youth Baseball® official in charge of that tournament must be received before the start of the tournament.

(F) All rained-out or postponed games shall be rescheduled by the tournament director in the order of postponement. For example: Game 3 is postponed due to rain, wet grounds or for any other reason, but the ground crew gets the field in condition to play again several hours later. Game 3 shall be played before any other game on the schedule.

(G) Teams forfeiting games in tournament competition may not be granted tournament privileges the following year.

IX. Player Participation Requirement

(A) Every available player on a team's tournament roster must meet the offensive and defensive requirements specified in paragraphs (B) - (F) below which provides that:

(1) each player must complete one time at bat in every tournament or series game played by his team (See definition- Complete Time at Bat in Rule 2.00); **PENALTY** - The penalty for violation of IX(A)(1) shall be the disqualification of the team manager for the remainder of the game and the remainder of the next game played by his team in the tournament or series, and

(2) each player must play defensively three consecutive outs in any defensive half inning played by his team. **PENALTY** - The penalty for violation of IX(A)(2) shall be the disqualification of the team manager for the remainder of the game and the next game played by his team in the tournament or series. **Exception**: If the manager refuses to insert players into the defensive lineup during a game after being notified by the official scorer or a DYB official that a player or players on the team has not met the participation requirement, these players shall be inserted in the game by the tournament director and the team manager shall be removed from the team immediately and disqualified for the remainder of the current tournament season. **NOTE:** These penalties shall apply to both teams, even if the last half of the sixth inning is not required. The only exceptions shall be when the game is considered a regulation game but is not completed in six innings (five and one-half innings with the Home Team leading) because of the 10 or 15 run-rule, or when a team concedes before all available players have participated.

(B) **Offensive Participation Requirements –** The tournament director shall notify each manager whether the tournament offensive participation requirement will use a continuous batting order throughout the game or revert to a nine-man order after all available players on the roster have batted one time.

(C) Continuous Batting Order (Reverting to Nine Man Batting Order)

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and bat in this order until all have completed one turn at bat. After all players in the initial batting lineup have batted once, the official offensive lineup will revert to the first nine players listed in the original batting

lineup for the remainder of the game. The players not listed in first nine batting positions will become official substitutes and will be eligible to return to the official batting lineup in one of the first nine offensive batting lineup positions at any time.
(2) If a player arrives after the batting order has been submitted but before the initial time through the batting order has been completed, the player must be added to the end of the batting order. If the batting order has reverted back to the original nine-man order, a player arriving before the fourth inning has been completed must fulfill his batting requirement by substituting for a player in the top nine positions of the batting order, and must play defense. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.
(3) The batting position of a player who leaves the game because of an injury, illness or disqualification BEFORE THE LINEUP REVERTS TO A NINE-MAN BATTING ORDER shall be:

(a) Skipped if player is not listed in one of the top nine positions of the batting lineup;
(b) Replaced if player is listed in one of the top nine positions of the batting line-up by a substitute player who is not listed in one of top nine positions of the batting line-up; Note: If the substitute resumes the substituted players' count to complete his at-bat, he will not bat again unless he remains in the batting position of the substituted player;
(c) No player will be called "out" who is skipped by rule in the batting lineup.

(4) Any player listed in the top nine batting positions who leaves the game because of an injury, illness or disqualification after all players have batted once in a Continuous Batting Line-up [which reverts to a nine-man lineup] will be substituted by an available player who was not listed in the top nine batting positions. If the player is injured while at bat, the substitute batter will assume his count.

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

(D) Continuous Batting Order – The Board of Directors of Dixie Youth Baseball®, Inc., has granted each state organization the right to use the continuous batting order in tournament play through the state tournament level. TOURNAMENT RULE IX(C) will be used in the Dixie Youth Majors, "O"Zone and AAA World Series and in all tournaments, which do not use the continuous batting order rule.

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.

(2) If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. Players who arrive late shall be substituted for the next batter in the lineup when they enter a game late and have them bat immediately only if the late player cannot mathematically have a plate appearance. If this is the case, then the substituted

player will skip his at-bat once and the substitute player will go to the last position in the batting order for the remainder of the game. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

(3) If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

(4) If the player is injured while at bat, the next batter will assume his count. EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to an injury and the substitute runner shall not change his position in the batting line-up.

(E) A player removed because of injury or illness may return to the game, if otherwise eligible.

(F) Defensive Participation Requirement

(1)At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and the defensive starters shall be designated on the team lineup card. Any defensive player, including the pitcher, may be listed in any order on the starting offensive batting lineup.

(2) Each player must play on defense for three consecutive outs in any defensive half inning played by his/her team. Each team manager is responsible for playing each available player on the tournament team roster defensively for three consecutive outs
during the game.

(3) Each scorer shall indicate in the official scorebook in which inning (or innings) a player met the defensive participation requirement.

(4) The scorer shall notify the team manager and umpire of any player who has not met this requirement at the completion of the fourth inning of play. The tournament director shall notify the umpire to direct such manager to insert in the team's defensive fifth inning any such player(s) who have not met the defensive participation requirement.

(5) FREE SUBSTITUTION ON DEFENSE! (Tournament Play Only)

(a) With the exception of the pitcher in Majors, "O"Zone and AAA Division play, any player may enter the game on defense in any defensive position as many times as deemed necessary by the team manager.

(b) Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill or ejected player or enters the game during a pitching change. Entering the game on defense with the exception of the pitcher does not count as entering/re-entering on offense for the purposes of Rule 3.03(a).

(c) All offensive changes to the batting line-up must be recorded in the official score book and shall be governed by the substitution rules in Rule 3.03(a).

(d) The public-address announcer shall maintain a score card for defensive changes. It is recommended that all changes be announced over the public-address system.

The Board of Directors of Dixie Youth Baseball®, Inc., has granted each state organization the right to use the twelve-player batting order in tournament play through state tournament level. A written plan, approved by the state organization for use of the rule, must be submitted to the Commissioner for final approval prior to the beginning of tournament play. REGULATION IX (B) OFFENSIVE PARTICIPATION REQUIREMENT remains in effect in all tournaments in states that do not choose to use the continuous batting order rule and will be used in the Dixie Youth World Series.

X. Tournament Uniforms

(A) All players in tournament play shall wear regular baseball uniforms. No plain, unnumbered, undershirt style T-shirts shall be permitted for uniform jerseys. Uniform type T-shirts in team colors with numbers shall be considered legal regular baseball uniforms. Coaches may wear the same baseball uniform of the team or matching shirts with collars. The penalty for violation of this rule is possible disqualification of the team by the tournament director from further play. The District Director, State Director and Commissioner shall establish an appropriate dress code for each level of tournament play so as to portray the proper image for Dixie Youth Baseball®.

(B) All players and coaches participating in sanctioned DYB tournaments shall wear an approved "official" DYB patch of Dixie Youth Baseball® Inc. on the left shirt sleeve and the DYB World Series patch shall be worn on the right sleeve of World Series uniforms. The official DYB insignias shall not be screen printed on the uniform but must be the embroidered emblems issued by Dixie Youth Baseball®, Inc.

NOTE: Older embroidered emblems with the Dixie Youth Baseball logo are also permitted on tournament uniforms.

(C) All players participating shall have numbers not less than four inches on the back of their uniform shirt. Any players wearing a batting vest shall also have numbers not less than two inches on their sleeve, (preferably the right sleeve). No duplicate numbers shall be allowed. **PENALTY:** The penalty for violation of this rule shall be that players wearing duplicate numbers shall not be allowed on the field.

(D) All state championship teams advancing to a DYB World Series and the host team shall purchase, if not provided by the state organization, T-shirts with the Dixie Youth Baseball® insignia and the name of their state [or league name if the host team] for the players and managers of the teams.

(E) The Dixie Youth World Series host shall present to the Dixie Youth World Series championship team a flag four feet by six feet with the Dixie Youth Baseball® insignia.

(F) All players and managers must present a neat and clean appearance. Hair length must be such as to assure that it will not extend over the eyes and interfere with vision.

XI. Conduct and Sportsmanship

(A) Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. A player shall not throw a bat, helmet or other equipment in anger or disgust. The penalty for violation of this rule shall be the removal of the guilty player from the game for the remainder of the game. The penalty for violation of this rule by a manager or coach shall be his removal from the game and the dugout for the remainder of the game.

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

(C) When a batter wiggles the bat in an EXTREME MANNER in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

(D) The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

(1) Pull the bat back and take the pitch, or
(2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. **A second occurrence will result in the player being called out.**

(E) The use of any alcoholic beverage or tobacco product (including e-cigarettes) within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(F) Tournament hosts have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled tournament games played at its playing facilities.

XII. Protests & Protest Appeals

(THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES.)

(A) Only the team manager or the acting team manager shall be entitled to file a protest relating to any rule or regulation which applies to the 7-8, 9-10 and 11-12 age divisions during any tournament game or between games if permitted by rule.

(B) Protests shall be made only on a misinterpretation of a rule published in the current edition of the "Official Rules & Regulations of Dixie Youth Baseball® Inc.", including but not limited to, provisions for the ineligibility of a player or players, an illegal substitution, an illegal pitcher or failure to comply with the participation requirement. —A protest which clearly requires an umpire's judgment shall not be accepted by the tournament director.

(C) All protests of rule violations, except protests of an ineligible player, an illegal pitcher or failure to comply with the participation requirement, must be made to the umpire-in-chief immediately after the occurrence of the violation and before another pitched ball is thrown to a batter. The umpire-in-chief shall discuss any disputed ruling with any umpire involved in the play and/ or may consult with umpires not involved in the play to determine if the ruling, in their opinion, was in accordance with Dixie Youth Baseball® Inc. Rules and Regulations.

(D) The umpire-in-chief shall explain the disputed rule to each team manager and specify whether the ruling decision will stand or be reversed. If either team manager does not agree with the umpire's explanation of the ruling, the umpire-in-chief shall refer the protest to the tournament director. **NOTE**: Either manager has the right to put his team in the dugout and refuse to continue play if the umpire-in-chief does not refer any protest to the tournament director.

(E) AFTER THE COMPLETION OF A GAME THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH94 THE EXCEPTION OF A PROTEST ON ELIGIBILITY AS PRESCRIBED BY TOURNAMENT RULE XI (H) OR THE FAILURE OF A TOURNAMENT OFFICIAL TO FOLLOW PROPER PROCEDURES FOR HANDLING PROTEST APPEALS. **NOTE**: A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game ending play or failure to comply with the participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

(F) When the official scorer or other officials have knowledge of a potential illegal substitution of a player or use of an illegal pitcher, they should advise the manager of the violating team. However, after the violation occurs, no one shall call attention to the violation except the opposing manager.

(G) **ILLEGAL PITCHER**—If an illegal pitcher enters the game, or becomes illegal after entering the game, this is a continuing violation and may be protested at any time during its continuation prior to the completion of the game. **PENALTY:** If protested during the game, the illegal pitcher shall be removed from the mound and the offended team shall have the choice of replaying the game from the point where the illegal pitcher entered the game to pitch or became illegal after entering the game or continue from the point where the illegal pitcher is removed from the

game. If, in the opinion of the tournament director, the violation was intentional, the tournament team manager shall be disqualified from further tournament play.

(H) (1) An **INELIGIBLE PLAYER** is a player who is ineligible to be a member of a tournament team for a league because he does not live within the approved boundary of the league, a player who did not meet the participation requirements in his/her league, a player who violates Tournament Rule IV(C) or, a player who is older than the maximum league age allowed for the respective age division of play.

(2) All protests based on the ineligibility of a player shall be filed with the tournament director prior to the beginning of any game in tournament play. No protest shall be accepted during a game except protest based on age eligibility. **PENALTY:** The penalty shall be the immediate removal of the player from his/her DYB tournament team roster and disqualification from tournament play.

(3) A protest of eligibility based on age may be presented to the tournament director at any time during tournament play. **PENALTY:** If, in the opinion of the tournament director, there is sufficient evidence of an age violation but there is no WILLFUL VIOLATION of the age eligibility rules, the tournament director shall disqualify the player from further tournament play. If in the opinion of the tournament director, there is sufficient evidence of a WILLFUL VIOLATION of age eligibility rules, the tournament director shall forfeit the last game played by the team and the team shall be disqualified from tournament play.

(I) **INELIGIBLE MANAGER/COACH** – Any tournament team manager or coach who violates Tournament Rule IV(C) will be removed from his DYB tournament team immediately.

(J) **PROTEST APPEAL PROCEDURES**

(1) Appeals of protest decisions in AA, AAA, Majors or "O" Zone tournament games may be carried to the Tournament Director, the State Director and up to the Commissioner if so desired but play may not resume until a decision is accepted by both the game or continue from the point where the illegal pitcher is removed from the game. If, in the opinion of the tournament director, the violation was intentional, the tournament team manager shall be disqualified from further tournament play. managers or the appeal process is exhausted. Failure to get a final decision through proper appeals before the next pitch is thrown to a batter or before a play is made on a runner will forfeit the right for any further appeal by either team manager.

(2) As provided in Tournament Rule XI(D) above, the Umpire-In Chief shall refer any protest to the Tournament Director who may interview the umpires or the team managers before making a decision. After the Tournament Director renders a decision, either manager can request an appeal to the State Director.

(3) The Tournament Director ONLY shall be permitted to call the State Director. The State Director may interview the Tournament Director, the umpires or the team managers before making a decision. After the State Director renders his decision, either manager can request the State Director to appeal to the Commissioner.

(4) The Commissioner of Dixie Youth Baseball® shall be called ONLY by the State Director for a FINAL DECISION on any appeal of a State Director's decision. The Commissioner may reserve the right to speak with the Tournament Director, any umpire in the game or any team manager before making his decision.

The Commissioner's decision will be communicated only to the State Director who will inform the Tournament Director.

(5) After a ruling by the Commissioner of Dixie Youth Baseball® Inc, no further appeals can be made and play must continue immediately.

(6) No appeal shall be accepted by any Tournament Director or State Director or by the Commissioner in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or boundary violations.

(7) There shall be no appeal of any protest occurring during an A (T-Ball) Division tournament beyond the District Director unless otherwise provided in an individual state's constitution and bylaws.

(8) Appeals will be allowed only if presented exactly according to the above procedures. Team managers may only request an appeal. Managers cannot present appeals directly to these officials. All officials will be available to receive protest appeals during the tournament season.

XIII. Umpires

(A) The Commissioner shall approve the umpires for the Dixie Youth World Series, the state director shall approve umpires for the state tournament and the district director shall approve umpires for district tournaments or below.

(B) Whenever possible, it is recommended that umpires be selected who have not officiated in games of the participating leagues. An umpire shall not officiate as umpire-in-chief in more than two games in the same calendar day.

(C) All umpires shall report IN WRITING to the TOURNAMENT DIRECTOR before leaving the ball park ANY violations leading to the disqualification of any manager, coach, player or DYB official and the reasons therefore.

(D) With respect to any manager, coach, player, spectator or DYB official disqualified for a flagrant offense such as the use of obscene or indecent language, boisterous behavior or an assault on an umpire, manager, coach, player or DYB official, the umpire shall forward full details to the TOURNAMENT DIRECTOR
before leaving the ball park the night of the infraction.

(E) This report shall be filed with the TOURNAMENT DIRECTOR and, at the World Series only, with the World Series Umpire Committee to be reviewed for accuracy and clarity. These reports shall be distributed within 12 hours of the conclusion of the game in question or prior to play resuming the following day.

XIV. Awards

(A) Team awards shall be presented to the championship, runner(s)-up and/or third place teams at the Dixie Youth World Series. Individual awards shall be presented to each player, manager and coach of the championship and runner(s)-up teams.

(B) The Majors team championship award shall be presented and known as the Matt Goyak Championship Trophy. A Majors team sportsmanship award shall be presented and known as the Danny Jones Sportsmanship Trophy.

(C) The AAA team championship award shall be presented and known as "The Tom Linton Championship Trophy". The AAA team sportsmanship award shall be presented and known as the Bill Harth Sportsmanship Trophy.

XV. AA Tournament Rules

The following rules shall be used to govern AA Coach Pitch and AA Machine Pitch programs exclusively for district, state and World Series tournament play. The Official Dixie Youth playing and tournament rules as currently in use will be the basic set of rules for AA Division play with the exception of the rules emphasized or modified for AA play only listed below:

(A) Tournament Play:

(1) A game will be a forfeit if a team cannot field nine players.

(2) No game shall start after 9:30 pm unless approved by the Tournament Director.

(3) Tournament games must be played until complete. **State Option:** The state may impose a time limit in AA pool play only.

(4) Balls must be Dixie Youth Approved for tournament play.

(5) A minimum of two umpires per game is required.

(6) Tournament team affidavits must consist of twelve (12) players, a team manager, and three coaches.

(7) Each tournament team must begin each level of tournament play with a full roster of players and coaches.

(8) **AA World Series Play** - If three teams are tied at 1-1 after three-team pool play ends, a two-game single-elimination playoff will be held to determine the first, second and third place positions. The Tie breaker rules will be used to determine the team with a bye and the other two teams will play each other. The winner of the first playoff game will play the team with the bye to determine the first and second place teams to advance to the AA Championship bracket in Coach and Machine Pitch. The loser of the first playoff game will be the third place team in pool play and advance to the AA World Series consolation bracket.

(B) Playing Field:

(1) Baselines shall be 60 feet.

(2) Recommended minimum distance for the outfield fence to be 160 feet 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 46 feet drawn completely across the circle is the designated pitching area. The center of the pitching circle will be 46 feet from the back edge of home plate.

(C) AA Coach Eligibility:

(1) Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team and they shall be registered on their regular season team player rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

(2) There must be four (4) coaches listed on the tournament team affidavit.

(3) Three (3) coaches will be allowed on the playing field at one time, two (2) base coaches, and one (1) pitching coach.

(4) The fourth (4th) coach must remain in the dugout at all times to supervise the players.

(D) Coach Pitch

(1) The adult coach pitcher of the offensive team shall pitch to the batters and he shall throw overhand from standing position.

(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:** Coach pitcher does not have to pitch from the pitching rubber or half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. **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 when the ball is hit into fair play to avoid interference. **PENALTY:** If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.

(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, prior to the delivery of a pitch. He/she cannot coach the runners. **PENALTY:** A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

(6) Only the manager shall represent or speak for the team.

(7) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.

(8) The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury.

(E) Player Pitcher Position (Coach Pitch)

(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 pitching circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated 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.

(3) Tournament Pitching Rules (VII) do not apply to the player pitching position.

(F) Machine Pitch

(1) The pitching machine shall be a single wheel, electric motorized machine. The legs shall be a minimum 32 inches and a maximum of 41 inches in length.

(2) The adult coach pitcher of the offensive team shall feed the baseballs into the pitching machine. The coach pitcher is not permitted to adjust or prop on the pitching machine.

(3) Three (3) adults will be allowed on the playing field at one time, two (2) base coaches and one (1) pitching coach. The fourth (4th) coach must remain in the dugout at all times to supervise the players.

(4) The coach pitcher feeding the pitching machine may coach or position his/ her batter only. The coach pitcher cannot coach the runners. **PENALTY:** A warning will be given for the first offense and the coach pitcher will be removed from the mound to the dugout for the remainder of the game on a second offense.

(5) The pitching machine will be placed in the center of the pitching circle, directly over the 46-foot line of the circle.

(6) The pitching machine speed will be set where the ball crosses the plate at 40 miles per hour. The ball speed will be checked with a radar gun. Once the machine is correct, the machine will be tagged with the digital reading for the tournament. Machines will not be checked for speed unless they are replaced or moved to different electrical outlets.

(7) The pitching machine shall be adjusted by the umpire crew only. If the machine throws three consecutive pitches outside the strike zone, the umpire shall declare the third pitch a no pitch. The three consecutive pitches outside the strike ozone may be to the same batter or to two different batters. If it is the same batter the umpire will adjust the machine and the batter will have three pitches remaining. If it is two different batters the umpire will adjust the machine and the batter at bat will have the number of pitches (one or two) that the machine pitched out of the strike zone. If the ball is hit by a batter on the third consecutive pitch, the ball is live and shall be played.

(8) Only the manager shall represent or speak for the team.

(9) Coaches cannot go outside the playing field without the permission of the umpire. **PENALTY:** Coaches will be removed from the game for violation.

(G) Player Pitcher Position (Machine Pitch)

(1) The defensive team will place a player in the designated pitching circle as the pitcher. The player pitcher must have one foot inside the designated pitching circle, must stand in position on either the left side or the right of the pitching machine, or behind the pitching machine, and not be any closer than the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit. **PENALTY** - The offensive coach has the option of accepting a hit or taking a no pitch.

(2) If a batted ball hits the pitching machine, the ball is dead; the batter is awarded first base and any runners forced to advance will also advance one base. If a batted ball hits the coach feeding the machine, the ball is declared dead and shall be declared a no pitch.

(3) The player pitcher is required to wear a batting helmet with a face guard while playing the pitching position.

(4) Tournament Pitching Rules (VII) do not apply to the player pitching position.

(H) Equipment

(1) Catchers must wear full catcher protective equipment. The catcher may use a baseball fielder's glove or catcher's mitt. The catcher must be in the squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched.

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

(I) General Playing Rules:

(1) The infield fly rule is NOT applicable.

(2) Bunting is NOT allowed. **PENALTY:** If a player bunts a ball in fair territory, it is a violation of this rule and the umpire shall immediately call time; no players may advance and the batter will charged with a pitch and a strike.

(3) Base stealing is NOT allowed.

(4) No intentional walks will not be allowed

(5) A regulation game shall be six (6) innings for tournament play in all AA games unless the 10 or 15-run rule applies (Fifteen runs after three (3) innings or ten runs after four (4) innings).

State Options:

(a) A state organization may adopt a rule to allow a team to score a maximum of seven (7) runs per half-inning, except the 6th inning in district and/or state tournament play. After the 6th inning, the seven (7) run maximum is in force for the remainder of the game.

(b) A state organization may impose a time limit In AA pool play games only.

(5) The 15-run rule will apply after three innings only if all players have completed one time at bat.

(6) The batter will be allowed five (5) pitches or three (3) strikes. The batter will be called out after the fifth (5th) pitch unless the fifth pitch is a foul ball. A foul on the last pitch shall not count unless a foul fly is caught in the air; then the batter is declared out.

(7) The outfielders may play anywhere in the outfield but no closer than twenty feet behind the normal base path. A chalked or painted line will be placed at the twenty-foot point.

(8) A game will be a forfeit if a team cannot field nine players in all AA games.

(9) Teams on defense will use a total of ten players in the field, including four outfielders.

(J) 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.

(K) Player Participation Requirement

(1) Offensive participation requirement. All players will bat in a continuous batting order. At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting line up and bat in this order for the entire game. If a player becomes injured **or** ill while on base the previous player making an out shall run for him/her.

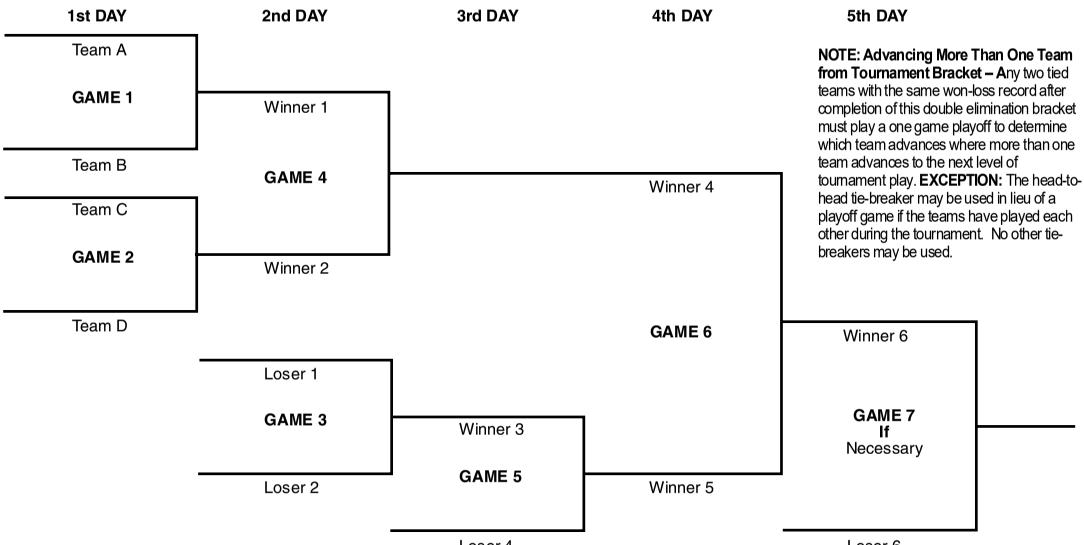
(2) If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. Players who arrive late shall be substituted for the next batter in the lineup when they enter a game late and have them bat immediately only if the late player cannot mathematically have a plate appearance. If this is the case, then the substituted player will skip his at-bat once and the substituted player will go to the last position in the batting order for the remainder of the game. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

(3) A player who becomes ill or injured and leaves the game may later return to the same place in the batting order as when he/she left the game.

(4) Defensive participation requirement - Each player must player three consecutive outs in the field.

(5) FREE SUBSTITUTION ON DEFENSE.

OFFICIAL DIXIE YOUTH BASEBALL FOUR-TEAM DOUBLE ELIMINATION BRACKET



NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. **EXCEPTION:** The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

Round-Robin Tournament Formats

The Commissioner allows the use the round-robin format for three, four or five team tournaments. The Commissioner strongly recommends the use of the round robin format in five team tournaments, especially where more than one team will advance to the next level of play.

The three team double elimination bracket is really a round-robin format. The only difference between the brackets in the book and the round-robin format is that the bye is determined by a draw and the bye is determined by the tie-breaker rules in the round robin format. All tournaments should indicate whether it is a double elimination format or a round-robin format.

Four Team Round Robin (Single Round)

		Visitor - Home
Day 1	**Game 1**	**Team A vs Team B**
Day 1	**Game 2**	**Team C vs Team D**
Day 2	**Game 3**	**Team D vs Team A**
Day 2	**Game 4**	**Team B vs Team C**
Day 3	**Game 5**	**Team A vs Team C**
Day 3	**Game 6**	**Team B vs Team D**
Day 4	**Game 7**	**Note 1**
Day 4	**Game 8**	**Note 1**

Note 1 – Playoffs

(a) After Game 6, if two teams are tied for first place and two teams are tied for third place, the two teams tied for first place shall play a one game playoff in Game 7 for first and second place. The two teams tied for third place shall play a one game playoff in Game 8 for third and fourth place.

(b) After Game 6, if three teams are tied for first place, the tie-breaker rules will apply to determine which team draws a bye to Game 8 and the remaining two teams shall play in Game 7 for the right to meet the team which drew the bye in Game 8.

Tie Breakers

Rule 1. Head-to-Head Record Between Tied Teams
Rule 2. Least Runs Allowed Between Tied Teams
Rule 3. Least Runs Allowed For the Tournament
Rule 4. Most Runs Scored for the Tournament
Rule 5. Coin Flip

State Option: The state organization may elect to not use the playoff schedule in Note 1 above and determine the order of finish strictly by tie-breakers only as follows: If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

Four Team Round Robin (Double Round)

		Visitor - Home
Day 1	Game 1	Team A vs Team B
Day 1	Game 2	Team C vs Team D
Day 2	Game 3	Team D vs Team A
Day 2	Game 4	Team B vs Team C
Day 3	Game 5	Team A vs Team C
Day 3	Game 6	Team B vs Team D
Day 4	Game 7	Team D vs Team C
Day 4	Game 8	Team B vs Team A
Day 5	Game 9	Team C vs Team B
Day 5	Game 10	Team A vs Team D
Day 6	Game 11	Team B vs Team D
Day 6	Game 12	Team C vs Team A
Day 7	Game 13	Note 1
Day 7	Game 14	Note 1
Day 7	Game 15	Note 1

Note 1 – Playoffs

(a) After Game12, if two teams are tied for first place and two teams are tied for third place, the two teams tied for first place shall play a one game playoff in Game 13 for first and second place. The two teams tied for third place shall play a one game playoff in Game 14 for third and fourth place.

(b) After Game 12, if three teams are tied for first, second or third place, the tie-breaker rules will apply to determine which team draws a bye to Game 14 and the remaining two teams shall play in Game 13 for the right to meet the team which drew the bye in Game 14.

(c) After Game 12, if two teams are tied for first, second or third place, the two teams shall play in a one game playoff in Game 13.

(d) After Game 12, if all four teams have the same record, the tie breakers will be used to pair the top two teams to play in Game 13. The next two teams will play in Game 14. The winners of Game 13 and Game 14 will play Game 15 for the championship.

The tie breakers will be used to determine third and fourth place between the two teams which lost Games 13 and 14.

Tie Breakers

Rule 1. Head-to-Head Record Between Tied Teams
Rule 2. Least Runs Allowed Between Tied Teams
Rule 3. Least Runs Allowed For the Tournament
Rule 4. Most Runs Scored for the Tournament
Rule 5. Coin Flip

State Option: The state organization may elect to not use the playoff schedule in Note 1 aboveand determine the order of finish strictly by tie-breakers only as follows: If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

Five Team Round Robin

		Visitor - Home
Day 1	**Game 1**	**Team A vs Team B**
Day 1	**Game 2**	**Team C vs Team D**
Day 2	**Game 3**	**Team A vs Team E**
Day 2	**Game 4**	**Team B vs Team C**
Day 3	**Game 5**	**Team D vs Team E**
Day 3	**Game 6**	**Team C vs Team A**
Day 4	**Game 7**	**Team E vs Team C**
Day 4	**Game 8**	**Team B vs Team D**
Day 5	**Game 9**	**Team E vs Team B**
Day 5	**Game 10**	**Team D vs Team A**
Day 6	**Game 11**	**Note 1**
Day 6	**Game 12**	**Note 1**

Note 1

(a) If two teams are tied for first place, they shall play Game 11 in a one game playoff for first and second place;

(b) If two teams are tied for second place, they shall play Game 12 in a one game play off for third and fourth place;

(c) If three teams are tied for first place, the team which wins the tie-breaker will receive a bye to game 12 and play winner of Game 11;

(d) If three teams are tied for second place, the team which wins the tie-breaker will receive a bye to Game 12 and play winner of Game 11;

(e) If five teams are tied for first place, the tie-breakers below shall be used to determine their order of finish in the tournament.

Tie Breakers

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

Rule 2. Least Runs Allowed Between Tied Teams

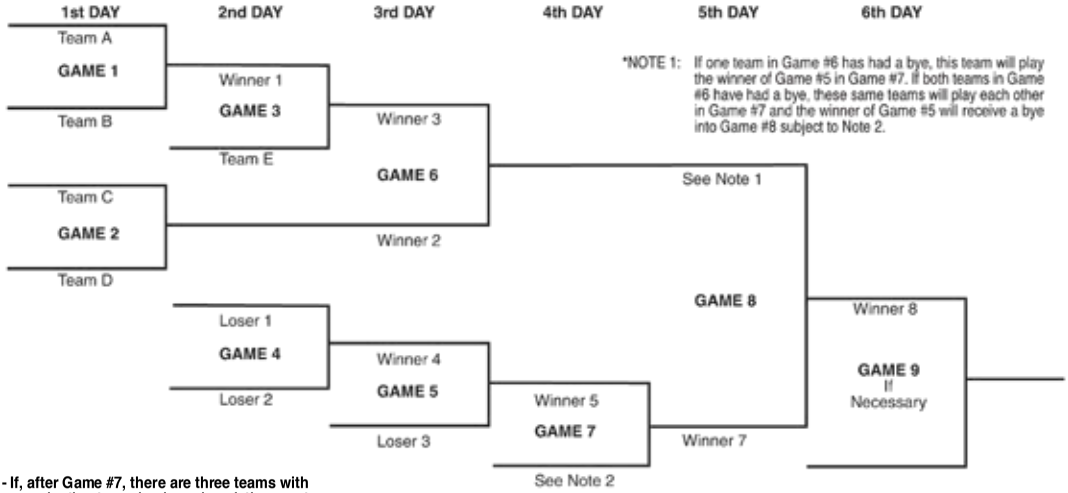
Rule 3. Least Runs Allowed For the Tournament

Rule 4. Most Runs Scored for the Tournament

Rule 5. Coin Flip

State Option: The state organization may elect to not use the playoff schedule in Note 1 above and determine the order of finish strictly by tie-breakers only as follows:
If three or more teams are tied with the same won-lost record, apply each tie-breaker rule in order until you break out a team; then, apply each tie-breaker rule in order for the remaining teams until you break out a second team, and so on until all ties are broken.

OFFICIAL DIXIE YOUTH BASEBALL FIVE-TEAM DOUBLE ELIMINATION BRACKET

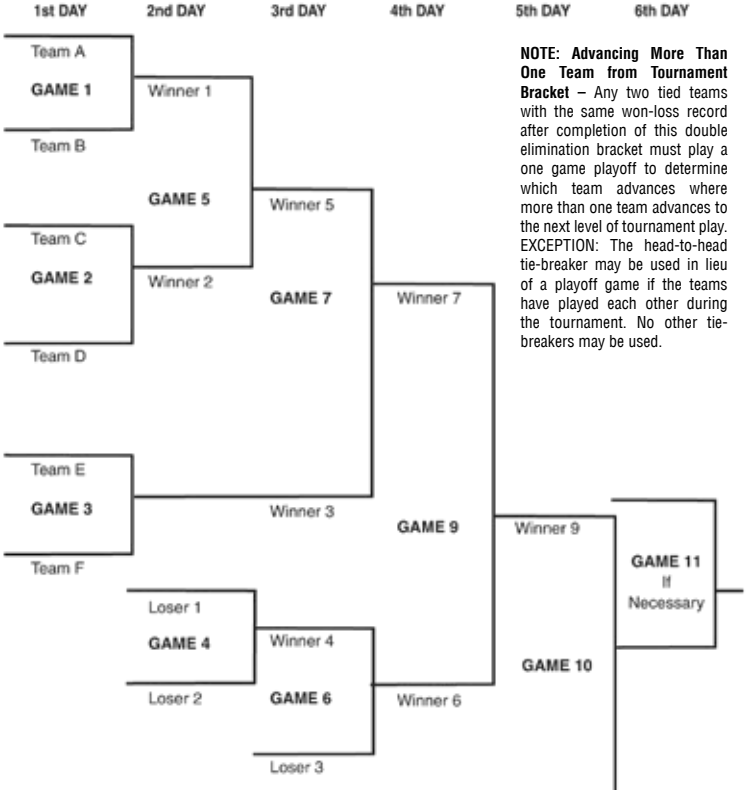


Note 2 - If, after Game #7, there are three teams with one loss each, the team having played the most games will receive the Game #9 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #9 Bye. [If all teams have played the same number of games, then all will draw for the Game #9 Bye. EXCEPTION: If two of the teams played each other in both Game #6 and Game #7, only these two teams will draw for the Game #9 Bye.] (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play.
EXCEPTION: The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

OFFICIAL DIXIE YOUTH BASEBALL
SIX-TEAM DOUBLE ELIMINATION BRACKET

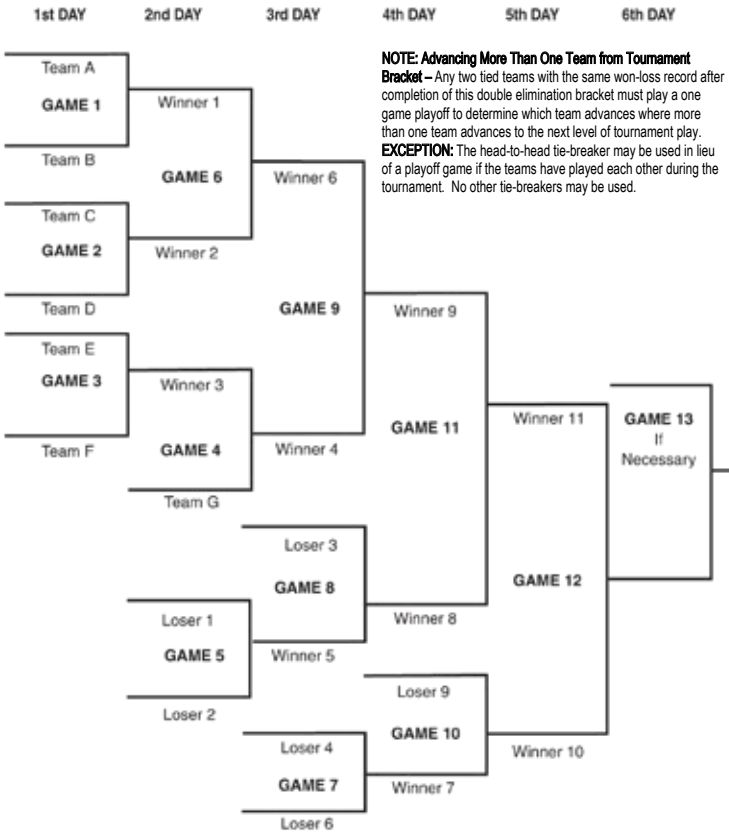
Note: Tournament Director with the **WRITTEN** consent of all team managers may change the time of assigned games **if it is done before the tournament starts.** Drawings must determine original pairings.



NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. EXCEPTION: The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

Note - If, after Game #9, there are three teams with one loss each, the team having played the most games will receive the Game #11 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #11 Bye. If all teams have played the same number, then all will draw for the Game #11 Bye. (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

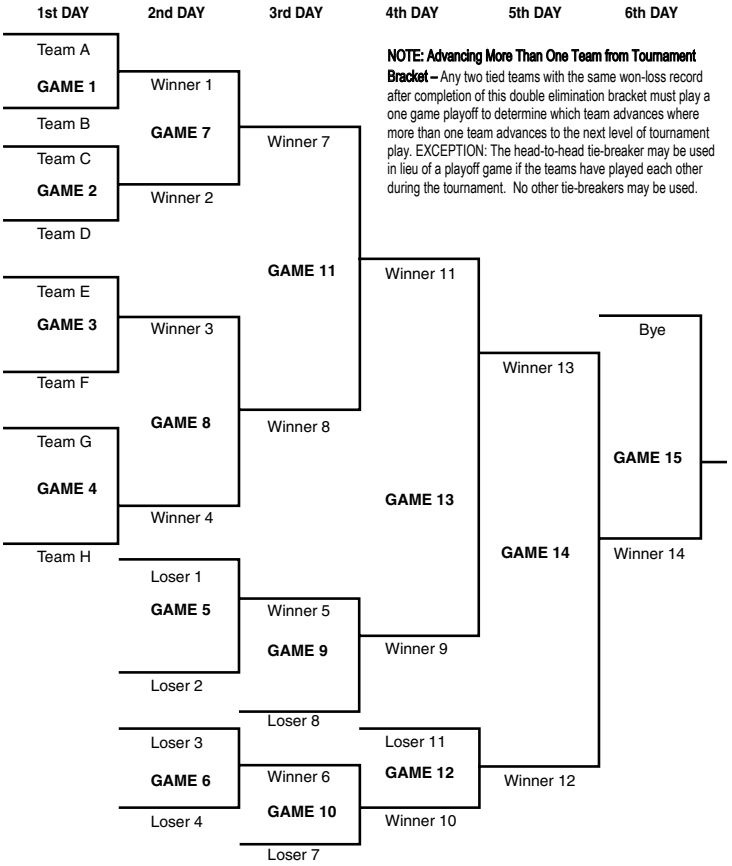
OFFICIAL DIXIE YOUTH BASEBALL
SEVEN-TEAM DOUBLE ELIMINATION BRACKET



NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. **EXCEPTION:** The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

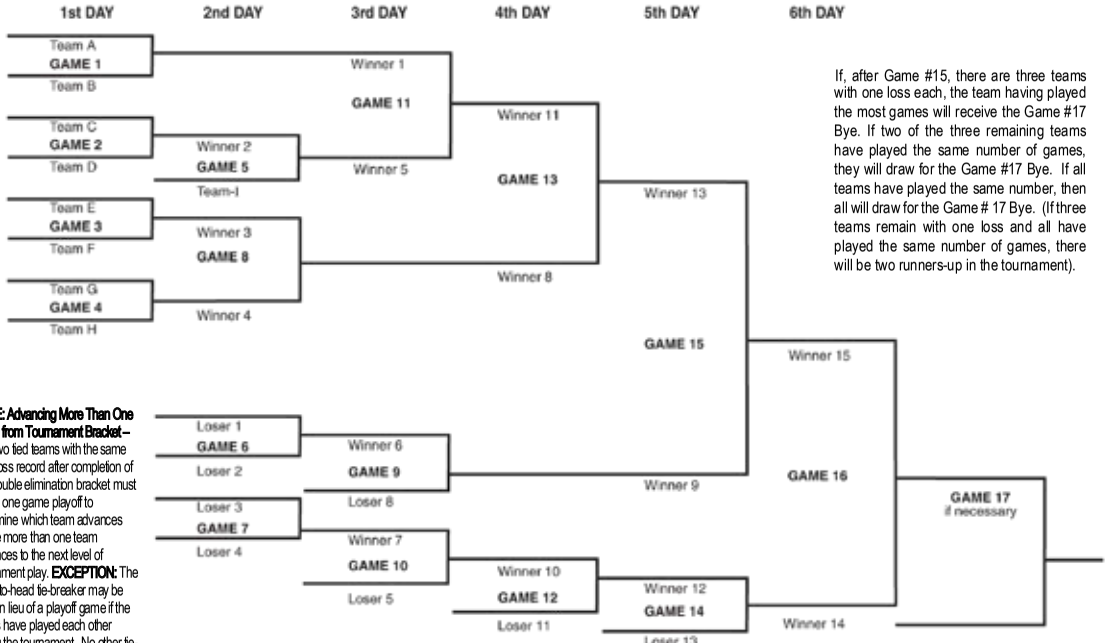
Note - If, after Game #11, there are three teams with one loss each, the team having played the most games will receive the Game #13 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #13 Bye. If all teams have played the same number, then all will draw for the Game # 13 Bye. (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

OFFICIAL DIXIE YOUTH BASEBALL
EIGHT-TEAM DOUBLE ELIMINATION BRACKET



Note - If, after Game #13, there are three teams with one loss each, all will draw for the Game # 15 Bye. (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

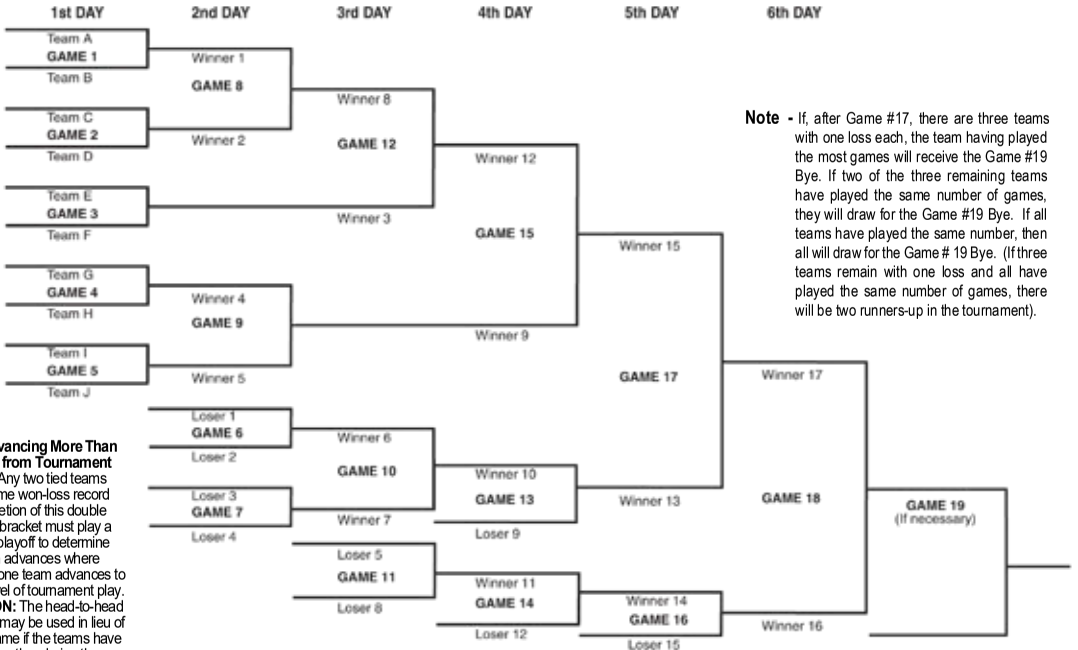
OFFICIAL DIXIE YOUTH BASEBALL NINE-TEAM DOUBLE ELIMINATION BRACKET



If, after Game #15, there are three teams with one loss each, the team having played the most games will receive the Game #17 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #17 Bye. If all teams have played the same number, then all will draw for the Game # 17 Bye. (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. **EXCEPTION:** The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

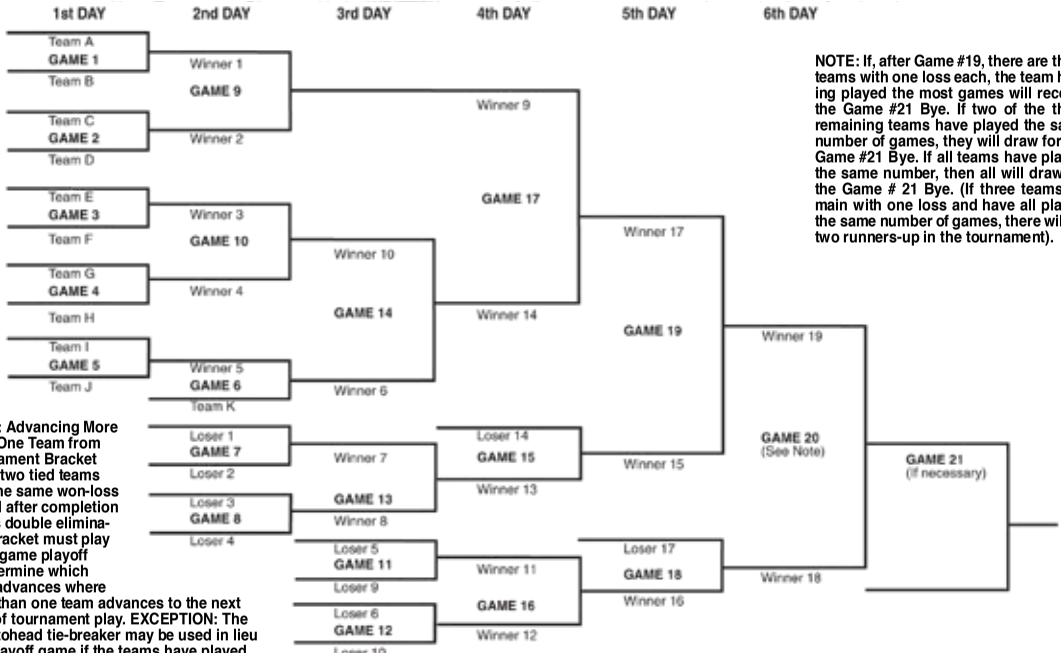
OFFICIAL DIXIE YOUTH BASEBALL TEN-TEAM DOUBLE ELIMINATION BRACKET



Note - If, after Game #17, there are three teams with one loss each, the team having played the most games will receive the Game #19 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #19 Bye. If all teams have played the same number, then all will draw for the Game # 19 Bye. (If three teams remain with one loss and all have played the same number of games, there will be two runners-up in the tournament).

NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. **EXCEPTION:** The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.

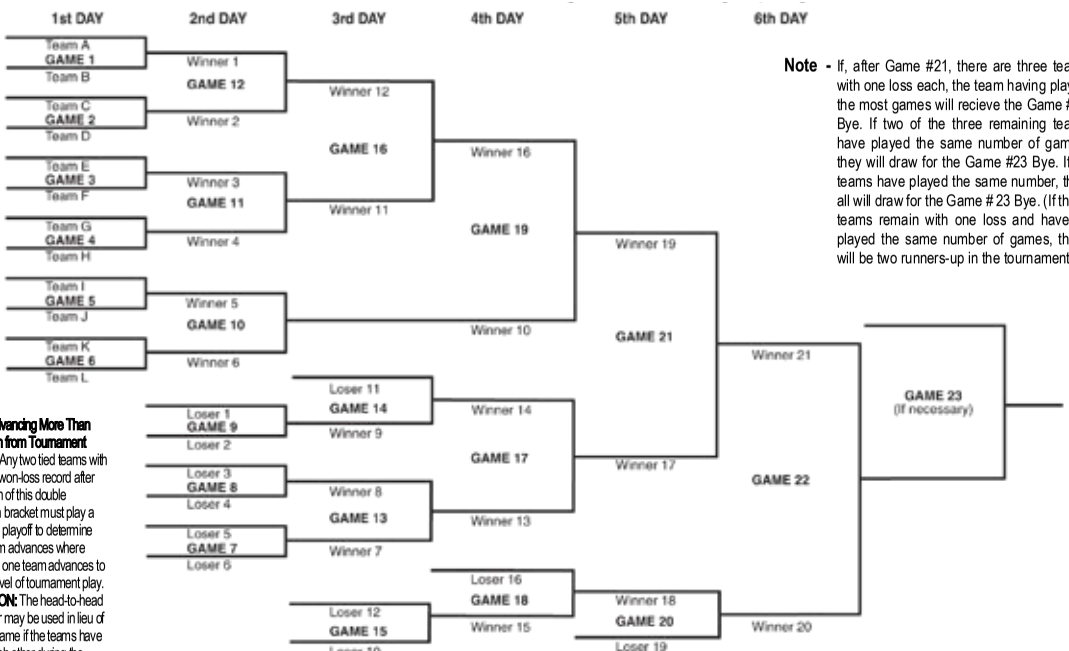
OFFICIAL DIXIE YOUTH BASEBALL ELEVEN-TEAM DOUBLE ELIMINATION BRACKET



NOTE: If, after Game #19, there are three teams with one loss each, the team having played the most games will receive the Game #21 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #21 Bye. If all teams have played the same number, then all will draw for the Game # 21 Bye. (If three teams remain with one loss and have all played the same number of games, there will be two runners-up in the tournament).

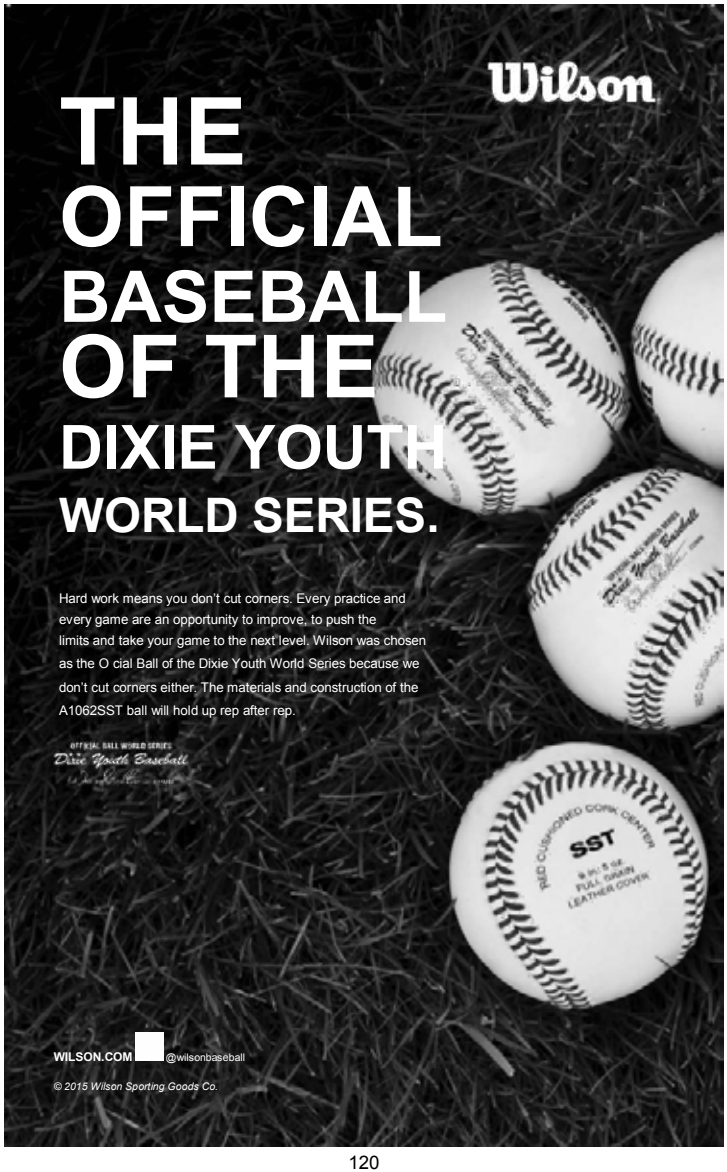
NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. EXCEPTION: The head-tohead tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tiebreakers may be used.

OFFICIAL DIXIE YOUTH BASEBALL TWELVE-TEAM DOUBLE ELIMINATION BRACKET



Note - If, after Game #21, there are three teams with one loss each, the team having played the most games will recieve the Game #23 Bye. If two of the three remaining teams have played the same number of games, they will draw for the Game #23 Bye. If all teams have played the same number, then all will draw for the Game # 23 Bye. (If three teams remain with one loss and have all played the same number of games, there will be two runners-up in the tournament).

NOTE: Advancing More Than One Team from Tournament Bracket – Any two tied teams with the same won-loss record after completion of this double elimination bracket must play a one game playoff to determine which team advances where more than one team advances to the next level of tournament play. **EXCEPTION:** The head-to-head tie-breaker may be used in lieu of a playoff game if the teams have played each other during the tournament. No other tie-breakers may be used.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