

Fall 2016 Inter-League Baseball Rules

Date Last Revised: August 26, 2016

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Date Approved by Interleague members: August 17

Revision Information:

Date	Area/Rule	Notes
August 2016	General Rule 12 (p.3)	Teams with 8 players take an out the first time thru the order.
August 2016	Runs Allowed (P. 8)	Capped runs per inning

For purposes of this rulebook, the term “league” and “interleague” will refer to the following associations:

The Interleague will play according to modified Dixie Boys Baseball rules for Pony, and Senior, which plays strictly by Dixie Majors Baseball rules. Any rule or action not covered in these league rules will revert to the appropriate Dixie rulebook and/or **National Federation of High Schools Baseball rulebook**. For additional information you are encouraged to go to the Dixie Baseball website (www.dixie.org).

The age groups of Pony/Senior will have “interleague” play consisting of:

- City of Buford Athletics
- Collins Hill Athletic Association
- Dacula Athletic Association
- Mountain View Athletic Association
- Mill Creek Athletic Association
- North Gwinnett Athletic Association
- North Metro Athletics

General League Rules

1. Games delayed by rain, or other acts of nature shall be regulation games if 4 innings have been played, or the home team is ahead after 3 1/2 innings. Games shortened by reason of curfew, rain, or unforeseen conditions before they become regulation games shall be resumed from the point of termination.
2. In the event of weather or other unforeseen conditions prior to the start of a game, members of the local baseball committee, in consultation with the umpires and league director, will determine whether playing conditions are safe. If a game has been started, the home plate umpire is in control and will have the responsibility and authority to suspend or continue play. If a lightning detector is utilized. The detector will be the determining factor as to whether a game or practices at the park are halted due to lightning. Once the detector registers lightning, ALL GAMES AND PRACTICES will be halted. Everyone must clear the fields and dugout. All game participants and visitors are to proceed to their vehicles until an all clear signal is sounded which will be three (3) short blasts of the air horn. THERE ARE NO EXCEPTIONS! A team will be given one warning and if they do not adhere to that, they will forfeit the game. A waiting period of thirty minutes will be allowed to start or resume a game due to field conditions after the Detector sounds the ALL CLEAR. The league director in accordance with the scheduling and umpire coordinator will reschedule games for the next available time on the field in question not occupied by a previously scheduled game.
3. Interleague Temperature rule - If at the start of the game or practice the temperature is 40 degrees or below on the at park thermometer the game *or practice* will be rescheduled. In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used. The ON-DUTY Director will consider the wind chill factor. This is a Gwinnett County Ordinance therefore a condition of league use for the park.
4. For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play

will be allowed to continue. (Refer to Dixie Rule Book)

5. The home team shall occupy the batting cages first followed by the visiting team. The home team will have use of the cages an hour before the game for twenty-five (25) minutes. The visiting team will have use of the cages thirty-five (35) minutes before game time for twenty-five (25) minutes. Each team needs to be at the field ten (10) minutes prior to game time.
6. The home team of the first and last game of each playing day shall be responsible for getting and returning the electronic score board equipment and game box to the storage. Both teams are responsible for the cleanup of their dugout and stands after each game.
7. Each team shall have one responsible person keeping the scoreboard and scorebook/ pitch log during every game. The home team will keep the scorebook and the scoreboard/ pitch log. Two adults will use the pitch counters. (These need to be competent people who can handle the responsibility for each team, no one under the age 18.)
8. RESERVED (removed due to redundancy/inaccuracies with later rules.)
9. RESERVED (removed due to redundancy/inaccuracies with later rules.)
10. The team will be given one warning for "slinging the bat." The second and subsequent occurrences in the same game will result in the player being called out. The umpire must notify the official scorekeeper and manager of each warning.
11. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
12. If a team starts play with eight players, an out will be taken for the ninth position in the batting order the first time through the order. (No penalty of an out if loss during game due to injury/sickness, Refer to Dixie Rules. If an ejection results in a batting order of less than 9, the team will be penalized by an out each time through the order.) A sickness/injury loss can return to the game. Players arriving after the game has started may be put into the game, but must bat as the last batter of the starting order. A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit

the game. A team shall be allowed to complete any game with less than the normal nine players under described conditions.

13. If a team is unable to field nine players in a game they may fill up to two positions for a nine- player roster from the lower age groups or within the same league of current host park recreation league players only. They may not pull more than is necessary to fill a nine-player roster. The non-roster players must be used in the outfield and placed at the end of the batting order. The Manager of the opposing team must be notified of the non-roster player prior to the start of the game. Senior may pull from other Senior Teams.
14. Substitute runners are allowed only if the original player is injured. The player that made the last out shall be used as the substitute runner. Courtesy runners are allowed for catchers in all innings except the last inning to speed up the game. The player who recorded the prior out must run for the catcher. The catcher then must catch the next inning.
15. Sliding is highly suggested under all conditions permitted, but not required. Any action, which, in the judgment of the umpire, is made to collide with a defensive player will result in the offensive player being called out. All batter- runners and runners are required to AVOID contact with a defensive player. It is the sole judgment of the umpires and therefore not a protestable call. On all slides it is the responsibility of the runner to attempt to avoid contact. When in doubt, slide.
16. Free defensive substitutions are permitted provided that minimum play requirements are met. These requirements are at least every other inning.
17. Any player warming up a pitcher on the mound, in a bullpen or elsewhere shall wear a catcher's helmet or catcher's mask with a throat guard. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up a pitcher at any time. No other person should warm up a pitcher without a protective face mask due to the risk of substantial facial or head injury from deflected balls.
18. Catchers wearing hockey style masks shall NOT be required to wear a throat protector.

19. No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast for the purpose of this rule. The Home Plate Umpire has the final say in the safety of any soft cast.
20. Only the Manager may represent or speak for the team unless otherwise requested by the Manager or duty officer. Managers must request and receive a time out from an umpire to discuss a call or rule. Anyone who charges the umpire or who does not request and receive a time out or who displays, at the discretion of the umpire, un-sportsman like conduct, may be ejected from the game and must leave the immediate playing field and grandstand area within **two minutes of ejection**. *Failure to leave these areas or any further disruptions may result in forfeiture of the game. Anyone ejected from a game is automatically suspended from the next game. Further disciplinary action may be taken by the specific Association within which the individual in question, or their family member/player or team, is a member.*
21. Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind.
- Exception: (1) Players may wear breakaway sports necklaces. Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief.
(2) Defensive players may wear sunglasses.
- Penalty: When a first time occurrence is noted, a warning shall be given to both teams, which applies to all players. Upon the second occurrence, the manager and player(s) will be ejected from the game.
22. Protests
- a. Protests that involve an umpire's judgment shall not be accepted.
 - b. Only the team manager or the acting team manager shall be entitled to file a protest.
 - c. The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher
 - d. The protesting manager must request time, notify the umpire he is

protesting, notify the official scorekeeper to record the point in the game, and continue the game.

- e. The protest shall be considered only if it is placed in writing in accordance with the interleague rules by the manager in person along with a check of \$50.00 payable to the association at which the game takes place and to that park within 48 hours of the completion of the game. If protest is refused, the protest fee will be forfeited to that association. Any protests will be decided on by the protest committee.
- f. The award for winning a protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league.
- g. **AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION.** 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 one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

A manager may choose to sit out a player for disciplinary reasons. The manager must inform the home plate umpire and the opposing manager and/or scorekeeper of this situation at the time rosters are exchanged. The manager during the game for disciplinary reasons may also remove players. This may be as a substitution if other players are available. The league director must be notified in writing if this situation occurs.

All Bats (Pony, Senior)

Dixie Boys (age 13-14)-The bat rule for the 2016 season once again addresses the use of composite barrel bats.

Rule 1:10 DB—Bats must be manufactured meeting specifications as determined by Dixie Boys Baseball. As such, a bat can have a 2 ^{1/2} inch barrel or a 2 ^{5/8} inch barrel diameter. There is no weight to length limitation. *Aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed.*

Point of Emphasis: All bats having a composite barrel must be BBCOR .50 certified.

15U Division, Pre-Majors & Dixie Majors (age 15-19)- The bat rule for the 2016 season remains the same.

Rule 1:10 DM—BBCOR is the approved bat standard for 15U Division, Pre-Majors & Dixie Majors Baseball. Note: The length to weight “difference” (i.e. -3) will be maintained through BBCOR standards.

2016 Official Rules of Dixie Boys Baseball, Inc. (Point of Emphasis)

Any player found to have used a bat that has been altered (shaved, rolled, etc.) will be immediately disqualified from further play and is subject to permanent dismissal from the program.

Length of Play and Runs Allowed by League

Pony

- Games are 7 innings or a time limit of 2 Hours. A new inning will not start after 1 hour and 55 minutes of play.
- If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 ½ innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 ½ innings if the home team is leading, the game will be declared over.
- Teams are limited to 8 Runs Per Inning except the 7th Inning which allows unlimited runs.

Senior

- Games are 7 innings or a time limit of 2 hours. A new inning will not start after 1 hour and 55 minutes of play.
- If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 1/2 innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 1/2 innings if the home team is leading, the game will be declared over.
- Teams are limited to 10 Runs Per Inning except the 7th Inning which allows unlimited runs.

Pitch Counts

The official scorebook keeper/ scoreboard operator should keep pitch counts for both teams' pitchers as well as a participant from the visiting team. At the end of each inning, the totals should be compared and agreed upon. In the event that the counts do not match, the counts should be added together, divided by 2 and rounded up. A pitcher reaching the maximum limit may finish the batter.

A coach's failure to comply with the pitch counts and rest period rules is subject to discipline in accordance with that coach's association.

Pitches thrown in a make up game count for the day the game is played, not the day originally scheduled.

Game summary/Pitch count log sheet must be completed at the end of each game and signed by both Managers/Coaches. Furthermore the final score and pitch counts must be entered in the online scoring system.

The manager must remove the pitcher from the mound when the pitcher reaches the limit for their age group as noted below:

- League Senior (15-18) 105 pitches per two consecutive days
- Pony (13-14) 95 pitches per two consecutive days

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

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

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

Pony

All Pony rules will be according to the Dixie Boys & Majors (DB) rulebook except for the following.

1. Metal cleats are allowed.
2. Facemasks on batter's helmets are optional.
3. Head-first sliding will be allowed, except when the runner's helmet has a facemask or any face protection.
4. The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
5. Balks will be called.
6. The Infield Fly Rule will be called.
7. Bunting is allowed. Faking a Bunt and pulling back and hitting the ball is not allowed.
8. There will be one Defensive Time Out per inning; on the second Time Out the Pitcher must be replaced.
9. Runners may advance on a dropped Third Strike.

Senior

All Senior rules will be played according to the Dixie Boys & Majors (DM) rulebook, unless otherwise stated in this rulebook.

1. The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
2. Balks will be called.
3. The Infield Fly Rule will be called.
4. Bunting is allowed. Faking a Bunt and pulling back and hitting the ball is not allowed.
5. There will be one Defensive Time Out per inning; on the second Time Out the Pitcher must be replaced.
6. Runners may advance on a dropped Third Strike.