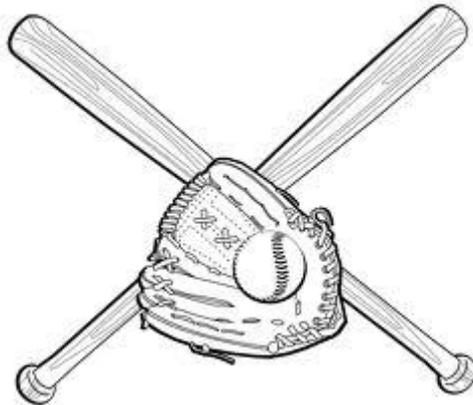


Mountain Park Athletic Association



MPAA



Baseball Handbook

MOUNTAIN PARK ATHLETIC ASSOCIATION CONTACTS

Baseball

Ben Michael, Baseball Director (678) 614-1221
Albert Burt, Asst. Baseball Director (404) 966-3863

MPAA Board

Ray Lail, President (770) 380-9009
Henry Page, Vice-President-Concessions (770) 921-1497
Rudy Talik, Vice-President-Administration (678) 380-1324
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Jamie Rowe, Equipment Director (uniforms) (770) 717-3967
Kelly Lindsey, IT Director (404) 786-3082

League Commissioner Contact Information

Age Group	Names	Phone Numbers	Email
Rookie League (3-4)	Ben Michael	(678) 614-1221	baseball@plaympaa.com
Tee Ball (5-6)	Mike Morgan	(404) 372-3743	mmorgan@wilmingtontrust.com
Pee Wee (7-8)	Ben Michael	(678) 614-1221	baseball@plaympaa.com
Minor (9-10)	Kelly Lindsey	(404) 786-3082	kellylindsey2008@gmail.com
Major (11-12)	Rod Pixton	(678) 517-1639	RAPixton@GAPAC.com
Dixie Boys (13-15)	Phil Harbin	(404) 444-2962	philharbin@yahoo.com
Dixie Majors (15-19)	Albert Burt	(404) 966-3863	albsure_22@bellsouth.net
Travel Commissioner	Mark Lowery	(770) 880-0895	mlowery20@gmail.com

MPAA Information Hotline Number (678) 264-0810

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CODE OF CONDUCT

Mountain Park Athletic Association, Inc. ("MPAA") is a non-profit corporation whose mission is to promote voluntary youth development in the sports of baseball, basketball, cheerleading, football, and softball, and to manage and support such youth athletic programs that operate out of Gwinnett County, Georgia's Mountain Park Park and out of public schools in the Parkview High School cluster. MPAA is a member of the Gwinnett Football League, which governs its football and cheerleading programs. Likewise, MPAA holds franchises with Dixie Youth Baseball, Inc. and Dixie Boys Baseball, Inc., which governs its baseball program.* Members of MPAA, including all coaches, officers, directors, commissioners, officials, parents, spectators, and participants shall at all times conduct themselves in such a manner so as not to bring discredit on MPAA or any of its members.

MPAA's goals include teaching proper skills and techniques, instructing the principle of good sportsmanship, emphasizing physical fitness, providing an opportunity for fun and enjoyment, the development of a team-work attitude, promotion of pride in one's sense of accomplishment, recognition of one's shortcomings, the acceptance of defeat, and the joys associated with winning. MPAA recognizes that each player has varying degrees of skill, and that participation should be fun, but that the values of persistence and hard work are to be emphasized.

It should always be realized by all adults associated with MPAA that its programs are designed as a recreational outlet solely for the enjoyment of youngsters. It is not intended as a hobby for adults seeking to inflate their own egos nor is MPAA's purpose to produce future professional ball players. MPAA's emphasis is on participation rather than perfection. Derisive conduct by spectators or coaches, including without limitation, outburst that demean or belittle the players or those officiating the game, has no place in MPAA's program and will not be tolerated.

All who are associated with MPAA, including members, directors, commissioners, officials, coaches, players, and parents, understand and hereby agree that such goals constitute the Code of Conduct of MPAA and understand that actions in contravention of this Code of Conduct may in the sole discretion of MPAA's Board of Directors, constitute ground for suspension or expulsion of the member, director, commissioner, coach, official, parent, spectator, or participant whose actions are in contravention of the Code of Conduct.

DIRECTOR'S NOTE

This rule book is designed as a medium to give guidance and direction for the betterment of youth baseball and the success of the baseball program. If an issue arises that has not been addressed or governed by this book or any other Dixie rule book, the board reserves the right to render a decision in good conscience and implement praise or discipline where necessary.

Mountain Park Athletic Association will sponsor the following baseball leagues:

SPONSORED LEAGUES

A baseball player's age shall be the age he / she will be on April 30th of the current year. A player must be 4 years of age on or before April 30th to be eligible to sign up.

	<u>LEAGUE</u>	<u>AGES</u>
Dixie Youth	Rookie (RK) (Spring Only)	3-4
	T-Ball (TB)	4-6
	Pee-Wee	
	(Fall – Coach Pitch)	7-8
	(Spring – Coach Pitch)	7
	(Spring – Kid Pitch)	8
	Minor (MN)	9-10
Major (MJ)	11-12	
Dixie Baseball	Dixie Boys (DB)	
	(Spring)	13-14
	(Fall)	13-15
	Dixie Major (DM) (Spring Only)	15-19
GGBL	GGBL-9	9 U
	GGBL-10	10 U
	GGBL-11	11 U
	GGBL-12	12 U
	GGBL-13	13 U
	GGBL-14	14 U

***All players must play in their respective age groups. Exceptions to this rule may be made only by the Baseball Board. ***

MPAA BASEBALL GENERAL RULES

FIRST AID

On Field Injury Response

- Don't be in a hurry to move the player
- Reassure the player
- Find the injury
- Understand the problem
- Compare the problem to a similar non-injured area
- Evaluate injury: mild, moderate or severe
 - Severe: unable to move, large immediate swelling, noticeable deformity (call 911)
 - Moderate: some assistance off the field, stitches
 - Mild: little or no assistance off the field

Treatment

Minor Cuts, Scrapes and Bruises 1. Stop Bleeding 2. Clean Wound 3. Protect Wound	Fracture or Broken Arm 1. Immobilize (towel under arm and around neck) 2. Ice inside a towel or bag (20 minutes) 3. Elevate (fractures)
Profuse Bleeding 1. Apply direct pressure 2. Elevate if possible	Bites and Stings (minor swelling, redness, pain, and itching) 1. Remove stinger 2. Apply ice compress (20 minutes) 3. Insect sting salve or ointment
Bloody Nose	Strains and Sprains (starts off as a pain, may take

<ol style="list-style-type: none"> 1. Sit Victim Down 2. Lean victim forward with chin toward chest 3. Pinch nose 	minutes or hours to swell) <ol style="list-style-type: none"> 1. Rest 2. Ice 3. Compressions (wrap snug not tight) 4. Elevation
<p>Choking is an emergency. Call 911 emergency medical services. Do not attempt to drive a choking person to a hospital emergency department. What to do if a person starts to choke: It is best not to do anything if the person is coughing forcefully and not turning a bluish color. Ask, "Are you choking?" If the person is able to answer you by speaking, it is a partial airway obstruction. Stay with the person and encourage him or her to cough until the obstruction is cleared.</p> <p>Someone who cannot answer by speaking and can only nod the head has a complete airway obstruction and needs emergency help. Older than 1 of age use the abdominal thrusts (Heimlich Maneuver)</p>	

Reporting and Reinstatement

Please report all moderate and severe injuries to the league and parents. Fractures and Broken Arms are always considered a moderate or severe injury as well as any incident requiring a 911 call. All moderate and severe injuries require a medical release from the doctor that must be presented to the league before the player can be reinstated.

CONCESSION DUTY

Concession duty is mandatory. Concession duty schedules will be delivered to the Team Managers and/or Team Moms during the baseball season regarding their commitments to the Concession Stand as soon as possible. Any team which fails to provide the required number of workers on the time and date specified will lose one win on their overall season record and added one loss. If the team has played all of its games, the record will be so corrected. If divisions are set for baseball then this will be a division loss. However, upon complete payment of fees to the Concession Coordinator, the team's record will be corrected to reflect its true win-loss record. There will be no exceptions from the penalty cited and no Board Member will be allowed to excuse a team who fails to meet concession obligations. A team has the option of two (2) buy outs at \$40.00/each. A parent's failure to appear at the specified time and date for concession duty, as agreed to in signing the player's registration form, shall require them to pay MPAA \$50.00. The player will not be able to participate until the fine is paid in full. Parents need to be aware that volunteers run Concessions and it is dependant upon them to help continue its existence.

FIELD PREPARATION AND MAINTENANCE

Facility preparation and maintenance is a top priority for MPAA. The following responsibilities are instituted for baseball managers and participants.

All Managers will provide two persons from each team to participate in a "work-day" event to assist in manicuring the fields for the upcoming season. Managers who fail to meet the minimum number of people for the workday will be exempt from any All-Star Coaching opportunities.

During the season, the Home team will be responsible for preparing the field for their games. When applicable this includes chalking and dragging the field, and connecting the score brains.

1. First, take three bases from the equipment box and the line marker and the measuring tape from the equipment room.
2. After retrieving the rubber stoppers (mushrooms) out of the 1st, 2nd & 3rd base stems, place them along the fence near the 1st base dugout. If a stopper is missing or if the stem(s) has filled with brick dust, take the digging tool from the equipment room/equipment box and clean the debris before inserting the bases to insure a proper seat level with the ground. If the rubber stems (mushrooms) are missing, notify your League Commissioner or the Baseball Director.
3. Make sure the line marker has a sufficient amount of chalk to complete the work. DO NOT OVERFILL! If less than two bags of chalk remain, please report this to either your league director or a member of the Baseball Board for restocking.
4. CHALK USING 2" LINES ONLY!
5. Position the Batter's Box Template correctly on the ground next to home plate. Trace the batter's box and then set aside the template.
6. Pull the line marker (string) from the back of Home Plate to the RIGHT of the painted foul line in the grass just past the brick-dust infield. Start at the point where the string crosses the top line of the batter's box outline and chalk the foul line using the string as a guide for the farthest right/left

placement of the line-marker and stay right/left on the string depending on which foul line is being marked. Repeat for the other foul line. Remember foul lines are actually in fair territory.

7. Next, using the line marker, mark the Batter's Boxes, two Batter's Circles and two Coach's Boxes. For T-Ball, add Batter's Arc, Pitching Circle, and halfway lines between 1st & 2nd bases, 2nd & 3rd bases and 3rd base & Home Plate.
8. Insure the mound is properly positioned for applicable league play

Cleaning up the dugout and surrounding spectator area following your team's game or practice is mandatory. After each game / practice the Team Manager will be responsible for picking up trash from these areas. If a team arrives at the field and finds the dugout and adjacent areas in an unsatisfactory condition, you must immediately report this to the Board Member on duty and ensure that the date and time is recorded. This report will be given to the Baseball Director or designee for appropriate action.

FIELD SIZES

T-Ball (TB)

Baselines: 50 feet
Pitching Rubber: 36 feet
Home to Second: 70.75 feet

Pee-Wee (PW)

Baselines: 50 feet
Pitching Rubber: 40 feet
Home to Second: 70.75 feet

Minor (MN)

Baselines: 60 feet
Pitching Rubber: 46 feet
Home to Second: 84.8 feet

Major (MJ)

Baselines: 70 feet
Pitching Rubber: 50 feet
Home to Second: 99 feet

Dixie Boys (DB)

Baselines: 80 feet
Pitching Rubber: 54 feet
Home to Second: 113 feet

Dixie Major (DM)

Baselines: 90 feet
Pitching Rubber: 60.5 feet
Home to Second: 127 feet

BATTING CAGE RULES

Batting cages are for use on a first-come first-served basis with the following restrictions. Coaches will be responsible for coordinating their team's use of the cages.

- Teams with scheduled games have priority.
- Teams have priority over individuals.
- There will be no cage holding. Teams must be present to have priority for a cage.
- Helmets must be worn by participants 18 years old and under.
- The use of any batting cage will be limited to 45 minutes.
- There will be no metal spikes used in the cages.
- On deck batters must stand outside of the cage. There is to be no swinging of any bats outside of the fenced in cage areas.
- Teams are limited to one cage at a time.
- There will be no foul or abusive language.

BULLPEN RULES

The Bullpen belongs to the team that has a practice or game on the respective field at that time. Only members of the playing teams are allowed in the Bullpen during a game.

SELECTION PROCESS FOR COACHES

The Baseball Director and the Commissioner for their respective leagues at their sole discretion determine which coaches are selected using the following as a GUIDE:

Candidates will be required to sign the "Coaches Code of Conduct" and "Coaches Commitment" forms. Interested parties will also be required to fill out a "Background Check" form authorizing MPAA to conduct a standard background check to determine Coaching eligibility. MPAA's purpose is to promote the best possible candidate for mentoring the children. Approval to become a Manager or Assistant Coach of a team will also be contingent upon the outcome of the background check. MPAA and its Baseball Board,

reserves the right to withdraw any Manager or Assistant Coach from any team at anytime.

If in the next season there are too many manager/coaches for a particular league, of those who have been approved, those managers/head coaches/league officials who had a team the previous year in that league or served in an official capacity and then those coming up from another league will be given consideration in that order. Both those being fulfilled, the next order will be those who are moving down from another league. The final selection will be from those that are new to managing/coaching with preference given to those individuals having experience in coaching as an assistant, etc. The tie breaker for all cases listed above will be consecutive years managing, coaching at the Association. Absence from coaching for a year constitutes a loss of seniority. Coaches are not allowed to be the manager/head coach of more than one team at MPAA during the Baseball Season without prior approval of a committee consisting of the Association President, Baseball Director and Softball director. If a coach has priority in more than one league during the same season, preference will be recognized in only one league.

SELECTION OF ALL MANAGERS/COACHES IS SUBJECT TO MPAA BOARD APPROVAL. THE BASEBALL DIRECTOR AND COMMISSIONERS WILL HAVE THE FINAL RECOMMENDATION WITH BOARD APPROVAL.

RULES CONCERNING DISAPPROVAL OF MANAGERS AND OF HEAD COACHES

The umpire, baseball board member, or MPAA Board Member will write their opinion concerning the conduct of managers/coaches towards the fans, players, and the game itself. The opinion will be forwarded to the Baseball Director following any occurrences.

The following is the list of offenses and are grounds for disapproval:

1. Thrown out of the game.
2. Touching umpire/referee or other manager/coach, player or spectator in an abusive manner.
3. Cursing the umpire/referee, opposing manager/coach, spectator, or player.

The Baseball Director will immediately report to the MPAA Board no later than 48 hours after such offenses occur.

The following list of offenses cannot be turned in by the umpire/referee because they do not concern the game, but those offenses are also causes for disapproval:

1. Not turning in equipment.
2. Not turning in money.
3. Two written complaints verified and justifiable.
4. Failure to fulfill team requirement for concession stand duty.
5. Failure to clean up dugout and surrounding spectator area following team's game or practice.

CONSEQUENCES FOR GAME EJECTION FOR UNSPORTSMANLIKE CONDUCT DURING OR IMMEDIATELY BEFORE OR AFTER A GAME

1st Offense Coach: Suspension from the next game and probation for the rest of the season.
2nd Offense Coach: Suspension for the rest of the season and he/she will not be guaranteed a coaching position in the future.

1st Offense Player: Suspension from the next game and probation for the rest of the season.
2nd Offense Player: Suspension for the next two games and ineligible for post season play.
3rd Offense Player: Suspension for the rest of the season.

Any Player, Manager or Coach ejected reserves the right to appeal the suspension. The appeal must be submitted in writing along with a \$100.00 fee to any Baseball Board Member within 24 hours of the infraction. The Baseball Board will make the final determination whether to uphold or negate the suspension. For second subsequent offenses involving a Player, Manager or Coach, that Player, Manager or Coach must appear before the Baseball Board for adjudication. NOTE: Any offense that is considered a major infraction will be addressed by the full Baseball Board. All suspension appeal will require a \$100.00 fee. In the event the appeal is denied, said \$100.00 will be forfeited. If the appeal is upheld, said \$100.00 would be refunded

GENERAL BASEBALL RULES

The following was taken from the Commissioner's Views on Objectives of Dixie Youth Baseball and will be our governing theme:

"It should always be realized by all adults associated with Dixie Youth Baseball that this program is designed as a recreational outlet purely for the enjoyment of youngsters. It was not intended by its organizers and is still not to be used as a hobby for adults seeking to inflate their own egos. This program is not intended to be an does not claim to be a baseball player producing factory with designs for building future big league stars. Its purpose is simply to provide an enjoyable recreational experience with emphasis on participation instead of perfection."

Let me strongly emphasize that because this is a "fun" program, local leaders should never put undue importance on the tournament phase of our program. Any league which does so risks forfeiture of its franchise because we will not tolerate actions of any local league which allows tournament activity to overshadow the much more important local league activities involving so many more youngsters. Tournament play can be a useful and enjoyable experience but only if kept in proper perspective and never given more attention than daily league operations which encourages the participation of all players on all teams.

The following general rules apply to all participants and spectators in the confines of the park and will be enforced by local law officials:

There will be no foul or abusive language tolerated. After one warning from a league official, infractions of this rule will constitute immediate expulsion from the park. If any manager or coach is ejected from the field, he must provide the Baseball Director and Commissioner a letter within 48 hrs explaining his conduct. If he is ejected a second time he must appear before the Board of Directors for a review of his conduct. NOTE: THIS IS YOUR WARNING.

The only vehicles allowed inside the park other than the designated parking areas, will be concession stand service vehicles, emergency vehicles, and others as authorized by the Board of Directors.

Any vehicle blocking the vehicle entrance to the playing fields will be towed away at the owner's expense.

There will be absolutely NO ALCOHOLIC BEVERAGES of any form allowed on the park premises.

Each team shall furnish one adult (age 16 or older) per game to work the press box as scorekeeper, announcer or score brain operator. Failure to provide the required worker could result in the forfeit of that game.

Home team provides the official scorekeeper.

If the field is in need of extra work, due to rain, etc BOTH team Coaches are expected to help.

After the last game of the day, the home team is responsible for returning all of the game items (bases, score brains) and any other equipment to the storage area. Failure to do so may result in forfeiture of games or disciplinary action by the board.

Dogs must be kept on a leash at all times while in the park. Dogs are **not permitted** on any field.

NO ELECTRONIC DEVICES ARE ALLOWED ON THE FIELD! This means cell phones, pagers, iPods, Blue Tooth Ear Pieces, etc. The only exception is if a profession dictates it for emergency uses (ex. Doctors, Police Officers, etc.). You will be asked to leave the field for the remainder of the game if you violate this rule.

Any player who is injured and under a doctor's care must provide a doctor's release to MPAA upon returning to participate.

Coaches may not use players from other teams to supplement their roster for game purposes. Coaches must use only their players from their roster.

PLAYER EVALUATION & DRAFT GUIDELINES

The procedures for player's skill assessments are as follows:

Each age group will have the opportunity to participate in skills assessments prior to the player draft. Coaches will rate each child and record his/her ratings on the MPAA Skills Assessment Form. All questions should be directed to the Baseball Board member facilitating the skills assessments process.

All League Commissioners will be responsible for running their own respective "Skill Evaluation" process or tryouts. The process for each player's evaluation will be left to the discretion of each Manager or Coach.

Tryouts will consist of hitting, running, fielding, throwing, and pitching evaluations. (Exception: There is no pitching in T Ball)

All players are expected to tryout for their age group. Managers and/or Coaches will not discourage any player from attending skill evaluations for the purpose of securing a player onto his / her team. Players who fail to tryout will be drafted by a method determined by the Baseball Board.

If a player fails to attend tryouts, that player will be selected during a random drawing at the completion of the drafting process unless a majority of the coaches in the League agree to the perceived skill level of the player in question. Then, with a majority vote of the coaches, the League Director may place the player in the open draft in the agreed upon Tier level.

Important Notes:

All Coaches/participants please be advised that the MPAA Baseball Board has solicited all feedback possible, from prior participants, other area associations, Dixie Youth Baseball, etc. since the Association's inception to facilitate the best draft guidelines possible. However, no draft/team assemblage process is perfect, and the MPAA Baseball Board will do everything possible to facilitate an equitable distribution of available talent and to make every team and league as competitive as possible.

All Coaches/draft participants are strongly encouraged to keep in mind that the players being selected are children. The children want to play baseball with their friends and have fun. We should all keep this in mind during the selection process.

All Coaches/draft participants are also strongly encouraged to help facilitate, by trades, etc., parent requests for a specific Head Coach. Overwhelmingly, these requests are made by parents based on carpooling needs, a positive previous experience with a particular Head Coach, the desire of the children to be on the same team with their friends, etc. The MPAA Baseball Board will make every effort possible to ensure that "parent Coach requests" are not being used as a means to circumvent the competitive process.

The MPAA Baseball Board is purposely filled with volunteer members that are familiar with each age group (from T-Ball to Dixie Major), and often with many of the individual players in each age group. The MPAA Baseball Board will take every measure possible to ensure that every team in our program is a competitive team and that in no way is any competitive process circumvented. Further, the MPAA Baseball Board reserves the right, at any time, to modify/deny any team roster that the Board feels may be either uncompetitive, or filled with players that would make a particular team too strong or too difficult to defeat in normal league play. The MPAA Baseball Board's Decision on these matters will be made with the best intentions of the competitiveness of the league in mind and the Board's decisions will be final.

Each league will have a player draft within 1 week of tryouts.
Only Board Members/Representatives, League Directors, Head Coaches and one (1) Assistant Coach per team may attend the draft.

No children shall be present in the draft room (ABSOLUTELY no exceptions)

In the event that any team(s) is not represented by a coach at the draft, a member of the MPAA Baseball Board (or an individual appointed by the Board as a representative) that is not associated with another team in that age group, will act on that team's behalf.

Any coaches disrupting the draft process will be ejected from the draft. Any coach ejected from the draft will not be allowed to coach for the current season. If there is no Manager or Coach to represent the ejected coach's team, the Baseball Board will assign the next highest available player in the draft to that team.

FREEZES - Head coaches will be allowed to freeze one (1) Assistant Coach prior to the skills assessment sessions. This rule is intended to allow a Head Coach to recruit coaching help and not better players. See Coach Freeze/Protected Player Penalty Chart below.

Head Coaches must receive approval for their Assistant Coach selections from the MPAA Baseball Board before the scheduled date of the Skill Assessment session(s). A Manager cannot freeze an assistant coach if the son(s) of the assistant coach did not attend player evaluations. However, an exception can apply if the Manager and Assistant Coach agree to place the assistant coach's son(s) at the bottom of the 1st round and agree to any penalties related to multiple players in the 1st round. The player will not bump a 1st round player to the second round. Rather, he will be treated similar to the way make-up picks are treated in the draft.

Head Coaches who have not selected and received approval of their Assistants prior to the Skill Assessment must then wait until the player draft to make their selections from their drafted team. Exception: Coaches, who are unable to coach together per other draft/team selection rules, will be afforded the opportunity to change their coaching staff to come into compliance with the draft rules including receiving approval for any and all changes requested by the MPAA Baseball Board. No assessment rankings or documentation will be made available to assist in making this selection.

A coaching staff may not have more than two players who are frozen, ranked in the 1st round of the draft. A coaching staff that has two frozen players, both ranked as 1st Round draft picks, will be allowed to coach together. However, that team will forfeit their 3rd round pick and will resume drafting in the 4th round.

All coaches must submit coach's kids rankings prior to draft to the League Commissioner. The rank should be in what round the players should go. The League Commissioner will then average the rounds and the player will be assigned that round in the draft.

Coaches children who remain in the same age division and are returning All-Star Players will automatically be a first round draft pick. Coaches Children, who move up into the next age group and played in the All-Stars in the lower age group, will be no lower than a 3rd round draft pick.

MPAA Baseball Coach Freeze/Protected Player Penalty Chart

NP	No Pick in round
PP	Protected Player (Coach Freeze)

CP	Chip Pick (Number used to determine draft order)
MU	Makeup Pick End of Round (Extra pick at end of round)
CP+MU	Chip + Makeup Pick

		ROUND														
		1	2	3	TOTAL	4	5	6	7	8	9	TOTAL	10	11	12	TOTAL
4PP	4PP	NP	NP	NP	4	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	4PP	NP	NP	5	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	3PP	1PP	NP	5	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	2PP	2PP	NP	5	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	1PP	3PP	NP	5	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	1CP	4PP	NP	6	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
3PP	3PP	NP	NP	NP	3	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	3PP	NP	NP	4	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	1CP	3PP	NP	5	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	2PP	1PP	NP	NP	3	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	2PP	1PP	NP	NP	3	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	2PP	1PP	NP	4	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1CP	1PP	2PP	NP	4	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1PP	2PP	NP	NP	3	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12
	1PP	1CP	2PP	NP	4	NP	NP	NP	NP	NP	NP	9	1CP	1CP	1CP	12

2PP	2PP	NP	NP	2	CP+MU	1CP	1CP	1CP	1CP	1CP	9	1CP	1CP	1CP	12
	1CP	2PP	NP	3	NP	CP+MU	1CP	1CP	1CP	1CP	9	1CP	1CP	1CP	12
	1CP	1CP	2PP	4	NP	NP	CP+MU	1CP	1CP	1CP	9	1CP	1CP	1CP	12

SIBLINGS - A Coach whom selects the highest ranked brother/sister will be required to take the lower rated sibling in the appropriate round if the parents have requested that the siblings play on the same team. If such a request is missed during the draft process, the coach with the higher ranked child will keep that player and trade for the lower ranked brother/sister with a player of equal ranking. This trade will be considered mandatory. Should the coaches not be able to reach agreement on the required trade, the MPAA Baseball Board member present will make the final decision on the trade.

If 2 siblings are part of the hat pick, ALL Managers will pick from the hat in the second to last round.
 If 3 siblings are part of the hat pick, ALL Managers will pick from the hat in the third to last round.

PARENT REQUESTS - Where applicable, due to parent requests or other reasons, Coaches will be provided with a list of players they cannot select. Parents may only select one coach their child cannot be coached by. Any participant refusing to play on a team for which they are chosen shall not be eligible for participation on any other team unless approved by the Baseball Director or designee.

The MPAA Baseball Board will attempt to accommodate requests for transportation/carpooling needs, etc. However, such accommodation cannot and will not be guaranteed to the requesting family.

The MPAA Baseball Board will attempt to accommodate requests for particular Head Coaches. However, accommodation cannot be guaranteed and cannot be used as a method to circumvent draft guidelines. The names of players who do not wish to be on a Manager's team will be placed on a "Do Not Draft" list. The Do Not Draft list will NOT be provided to managers prior to the draft. The Baseball Board will notify the Manager DURING THE DRAFT if a player he selects is on the Do Not Draft list. If so, the Manager must select a different player.

DRAFT ORDER - Numbers will be drawn to determine draft order. A list of team names will be provided by the league prior to selection. Only these team names will be considered.

The order of selection will be reversed in the next round and all subsequent rounds. For example:
 Round 1 – 1-2-3-4-5-6-7-8-9-10, Round 2 – 10-9-8-7-6-5-4-3-2-1, Round 3 – 1-2-3-4-5-6-7-8-9-10

Coaches must draft his/her child in the round in which he/she is ranked.

In the event that two Coach's children are ranked in the same round and are placed to the same team, that team will not make a selection in the following round.

A team's roster must have a minimum of 10 players but is not to exceed 12 players.

TEAM NAME SELECTION – Team Managers will select a Team Name. Order of Team Name selection is determined by seniority, experience, and their position on the Baseball Board. Order will be determined prior to the draft.

DIVISIONS - Divisions for regular season league championship and All Stars will be set based on draft order for leagues with greater than seven (7) teams. Divisions will be split by selection where the first draft selection team will be in division 1 and the second draft selection team will be in division 2 and alternating thereafter. For example: Division 1 – 1-3-5-7, Division 2 – 2-4-6-8

SELECTION PROCESS - Coaches must announce their selections verbally in their respective order and within the stated time limit.

A Coach's selection is final once it has been stated out loud (this rule will be interpreted and enforced by the MPAA Board Member present).

"Drafting down" is not allowed for drafting players who did not attend the Skill Assessment session(s).

Players not attending the skill assessment sessions, but ability level is known will be placed in a round per judgment of coach's ability assessment. If unknown, or no agreement, name will be put in for a hat pick. This will be done after all round draft picks have been completed.

TIME LIMITS - Coaches will have up to one minute to make a selection.

The MPAA Baseball Board Member present will keep the “draft clock” and make every attempt to move the draft along quickly.

TRADES - Player trades can be made immediately following the draft, however the time allotted for the trade process will be determined by the Baseball Director or designee. Once any Coach leaves the draft room, all trades are final amongst all of the Coaches in that age group.

The MPAA Baseball Board reserves the right to approve/deny trades of any kind as well as to take any measures necessary to ensure that all teams are as “equal” as possible.

CONCLUSION OF THE DRAFT - Coaches must complete a Team Roster and turn it in to the MPAA Baseball Board prior to leaving the draft meeting.

The Baseball Board member present will match the Coach’s roster with the Master Roster.

All coaches shall attempt to notify their players with 72 hours of being drafted.

Any situations not covered in the above listed guidelines will be handled by the MPAA Baseball Board member(s) present at the draft. Their ruling is made at their sole discretion and shall be held as final.

Late sign-ups (after draft completion) will be assigned to the team in line for the next draft pick with the Baseball Director, Assistant Director and League Commissioners discretion.

REPEATED MISSING OF PRACTICE/TEAM SCHEDULED ACTIVITIES

If a child misses practice repeatedly, the following procedure should take place:

1. The Head Coach should contact the parents to determine the situation.
2. If the Head Coach cannot resolve the situation, the coach should contact the League Director to discuss the situation.
3. The League Director will contact the parents to discuss the situation and options available.
4. In the event an agreeable solution cannot be reached, the Coach/League Director should contact the MPAA Baseball Board, who will be responsible for facilitating a final resolution amongst all parties involved.

PLAYING UP OR DOWN – OUT OF THEIR AGE DIVISION

It is the intent of the MPAA Baseball program to identify the correct spot and/or division for each child to participate in. While this will overwhelmingly be in the child’s specific age division and the MPAA Baseball Board strongly encourages each child to play within their own age division, this spot will not always necessarily be in that child’s specific age division. The MPAA Baseball Board is committed to providing the most enjoyable experience for each child in the baseball program and recognizes that at young ages, not all children will physically develop at the same rate.

The MPAA Baseball Board strongly believes that the correct spot for each child is within that child’s specific age group. However, children will be allowed to “play up” based on parental consent only with the approval of the MPAA Baseball Board. However, players will not be allowed to “play down” at a lower level unless a valid medical concern is raised and presented to the Baseball Director. Skill level or lack of experience is **NOT** valid reasons for having players play below their designated age group. The MPAA Baseball Board’s decision shall be final.

Before each season’s player evaluations, should a parent feel that their child should “play up” or “play down” they may contact the MPAA Baseball Director to discuss the issue.

The MPAA Baseball Board will assess the skill level of each child that has been recommended to “play up” or “play down”. Only the MPAA Baseball Board will be authorized to make this determination and the Baseball Board’s decision shall be final.

If a child is allowed to play in the division above his age group during the regular season, he WILL be eligible for All-Stars. If a child is allowed to play in the division below his age group during the regular

season, he **WILL NOT** be eligible for All-Stars. The child will not be eligible to play Pitcher or First Base at any level outside of their correct age group.

GENERAL PLAYING RULES

The basic rules of baseball, Dixie Youth Baseball and Dixie Baseball Boys and Majors will apply except as altered by the following additions and exceptions:

No game will be started with less than (8) players on each team. If a team fails to field at least (8) players within (15) minutes of the scheduled game time, this will result in a forfeit. After forfeiture, it is desirable to play a practice game. In the event that a team loses players due to any circumstances below the number of (9) or begins the game with (8) players, an out will be recorded every time the vacated spot in the batting order is reached. Once a game has started, a player arriving late shall be added to the bottom of the line up, unless he arrives after his team has completed a full batting rotation, in which case he may not enter the game. A player may be added at the bottom of the lineup even after his team has completed a full batting rotation but only if he becomes the 9th batter in the rotation and if the manager elects to do so. If a ninth player is added to the team after the game starts (and each team has a total of 9 or more players) then the automatic rule will be eliminated at the point the additional player(s) are added to the game line up. If both teams start with (8) players, the automatic out rule does not apply and will remain out of effect even if another player is subsequently added to either teams official game lineup after the game starts.

All players must wear a complete uniform.

The start time of each game must be entered in the official scorebook as determined by the umpire(s) at the pre game conference. The expiration of the time limit shall be determined when the last out is made in the bottom half of the inning. If any time remains at the point of the last out in the bottom half of an inning, a new inning will be started.

Each player present that will not play for disciplinary reasons must be excused by a league official and/or umpire and both managers. In this instance, the violation of the participation rule (BR 6) will not constitute grounds for protest.

No player is allowed to wear any jewelry during a game. This includes neck chains, ear rings, bracelets, watches, etc.

Face masks are required on all players' helmets for the following leagues: TB, PW, MN, MJ, & DB.

All catchers' helmets (including hockey style) must have a throat protector attached.

Players will bat in consecutive order with the following exceptions:

1. Any player who arrives for a game after the roster is turned in to the official scorekeeper will be added to the end of the batting order.
2. If a player must be removed from the game for a non-disqualifying injury or other reason, he may still re-enter and/or play his offensive/defensive position. The decision to remove him from the roster need not be taken until his turn at bat comes up. In this instance the manager has the following options:
 - Remove the player from the roster and the game without penalty provided 9 players will remain in the batting rotation.
 - Take an out for the injured batter because coach/manager may want to return him to game or because he is one of the 9 batters left on the roster.
 - If the player must be removed from the game, due to a disqualification, remove the player from the roster and the game:
 - Without penalty provided 9 players will remain in the batting rotation.
 - With an out if he is one of the 9 batters left on the roster.

After one (1) warning to a player for slinging the bat, the next occurrence will result in the player being called out. This is a dead ball situation and all runners must return to the base they occupied before the pitch.

If a pitcher hits 3 batters in a game, he must be removed from pitching.

Headfirst slide is not allowed when advancing to any base in TB, PW, MN, & MJ. However, it is allowed when returning to a base in MJ. This is a judgment call by the umpire. When this occurs, the runner will be called out. Each team will be issued a warning that any subsequent runners on either team that slide head first, as explained above, will be called out and ejected from the game.

On a play at the plate, as determined by the umpire, a runner must slide leg first into home plate, stop and concede the out, or attempt to avoid the tag without blocking or running into the catcher while remaining, in the determination of the umpire, within the baseline. If the runner does not comply, he/she is automatically out and other runners may advance at their own risk.

There will be one (1) warning per team on a runner removing their helmet while on deck, at bat, on the bases or base paths, while the ball is in play or before the umpire has granted a time out. The next player to remove his helmet will be called out. Interpretation of removing a helmet will be up to the judgment of the umpire

A player, who becomes sick or injured during the game, may be removed from the game without penalty, unless he is the (9th) player. However, if the player misses his next time at bat, he may not reenter the game. The Manager is responsible for notifying the umpire if a player is removed from the game.

In the event of any injury during a baseball game, time shall be called by the umpire(s). As attention is given to the injured participant, time of the injury shall be noted by the official scorekeeper. The game shall be temporarily suspended for the period of time necessary to address the injury. If play can resume within a (10) minute period, that time shall be deducted from the total game time. In other words, the game shall resume and continue until the required number of innings has been played or the time limit of the game expires. However, if play does not resume within the (10) minutes time period, notation should be made by the official scorekeeper and any time taken attending the injury beyond the (10) minutes shall be added to the end of that particular ball game or the game shall be continued at a later date from the point of the injury. This determination will be made by the umpire(s).

If a player is removed for disciplinary reasons by an umpire or manager, or decides to leave early, his batting position will be an automatic out no matter how many other players are in the game.

In the event that an umpire must leave the playing field during a ball game for rule verification, the time should be noted by the official scorekeeper. The entire time he/she is gone from the field shall be added back to the game once he/she returns.

If in the judgment of the umpire, the manager of the team at bat is deliberately slowing down the game by any means in an attempt to stall the game and let time limit expire, he/she will be ejected from the game. Two ejections during the current season for this will be grounds for dismissal from the MPAA approved managers roster.

If in the judgment of the umpire a manager, assistant manager or player performs an act not in the "spirit of the game", the manager may be ejected from the game. This will not automatically constitute unsportsmanlike conduct. A report will be filed by the umpire and the baseball commissioners and baseball director will rule on the severity of such act. (Ex. Intentionally holding a runner to take advantage of the Home Run Rule. If this occurs, the runner is awarded home and the manager is ejected.)

All coaches and parents must remain respectful of the players. Coaches and parents should refrain from yelling with the intent to distract a player while in the act of hitting or pitching.

Any person warming up a pitcher in the bullpen or on the mound must wear a faceguard with throat protection if they are in the squatting position or on a seat or bucket.

First Offense: Umpire Warning.
Second Offense: Manager Ejection.

A game that is called due to rain, darkness, power failure, or other reasons will be resumed at the point of termination and will be rescheduled by the League Commissioner unless it is considered a regulation game by the following:

- a. 3 1/2 innings (TB, PW, MN, and MJ)
- b. 4 1/2 innings (DB & DM)

Have been completed if the home team is ahead or:

- a. 4 innings (TB, PW, MN, and MJ)
- b. 5 innings (DB & DM) If the home team is behind.

The time limit will still hold for suspended games. The time must be written down in the official score book at the end of the suspended game. The inning in which time expires will be played to complete the game: or if the home team is winning, only the top half must be played to complete the game. If a pitcher has already reached his pitch count for the current week and has not completed his days of rest, the pitcher of record from the suspended game will pick up as outlined in the official scorebook, and finish the batter of record. Once that batter position has been completed, the pitcher must then leave the game. Pitchers that had pitched and were removed from the mound previously before the game was suspended, cannot reenter the game as a pitcher. A pitcher that was removed from the mound in a suspended game cannot return to the mound when the game is resumed.

Managers shall be responsible for having the umpire sign the book and should insure that the Scorekeeper notes the circumstances of the game at the time the game was suspended. Scorekeeper notes should include: position of base runners, batter's current count, outs, score and time remaining in the game, before leaving the field. The time limit will still hold for a suspended game.

At the end of the time limit, if a game is tied the game is complete. If there is still a tie, it will be recorded as a tie and each team will be credited with (1/2) game win and (1/2) game loss or when applicable a "tie" will be recorded using the above formula to determine standings.

If at the end of:

- 4 complete innings for TB, PW
A team is ahead by (11) or more runs.
- 4 complete innings for MN, MJ
A team is ahead by (10) or more runs
- 5 complete innings in DB,SN
A team is ahead by (10) or more runs

That team will be declared the winner and the game a complete game

EQUIPMENT

The MPAA Baseball Board, League Directors, and Head coaches are responsible for working with the Equipment Director to develop and communicate an equipment pick-up and return schedule.

Coaches are required to submit a security deposit of \$100.00 in order to check out equipment. The check is not cashed by the association and is returned upon the coach returning all assigned equipment. MPAA reserves the right to cash the check if equipment is not returned as scheduled unless other arrangements have been made with the Equipment Director. Coaches must return all baseball equipment on the final day of regular season and in accordance with the equipment return schedule. All equipment must be checked-in by the Equipment Director or his/her designee. Equipment not turned in at the scheduled time requires the respective coach to contact the Equipment Director to arrange an alternative time for turn-in. The alternative return should occur within one week of the originally scheduled date. Missing equipment is the sole responsibility of the team Head Coach and must be replaced at his/her expense. Failure to turn in or replace lost equipment will affect the responsible coach's opportunity to coach in the future.

Equipment shall not be removed, swapped, or replaced from or within the equipment building at any time without the knowledge and approval of the Equipment Director. Coaches may purchase "extra" chinstraps, etc. at their own expense.

GAME RESCHEDULING AND CANCELLATIONS

The MPAA Baseball Board is charged with the responsibility and authority to postpone or delay games for any reason. Neither coaches nor umpires can make such a determination, although their observations and judgment will be solicited. Umpires have control of the field subject to Board authority once a game starts and may delay a game at their sole discretion (e.g. if they deem the field unplayable). The Umpire in Charge will consult with appointed members of the Baseball Board on the ultimate cancellation of play,

and in the absence of a Baseball Board Member present at the fields, the Umpire in Charge will act on behalf of the Baseball Board at its direction. In the case of observed lightning, standard practice is to suspend a game and not resume it for 15 minutes after the last observed lightning strike. A Board decision may result in postponement of selected games and/or delays of selected games. All attempts to get as many games in will be made. The MPAA Baseball Board, in consideration of timely communication with coaches, parents, and players will attempt to call games as early as possible; however, due to limited opportunities to make up games, decisions to postpone games may not be made until game time. Members of the Baseball Board - usually the Director or Assistant Director, will consult together to review the circumstances and make a determination of postponing or delaying games. The Board decision shall be final.

Cancelled games will generally be rescheduled in the next available open slot on their playing field(s) that is more than two days past the cancelled game (i.e., a game that is cancelled on Thursday may be rescheduled for Sunday, but a game cancelled on Friday will not be rescheduled until Monday or the first available date after that). Dixie Youth/Boys Pitching Rules will govern the number of innings a baseball pitcher may pitch the week of a rescheduled game.

The Baseball Board will reschedule the game in the appropriate slot and communicate that information to the umpire association and to the respective coaches.

OFFICIAL GAMES

The game is official when the scheduled time has expired and the current inning is completed. No new inning may start after the designated time limit for that league has expired. If the time limit expires, the current inning must be completed. If both teams have the same number of runs at the end of the scheduled time period, with both teams having batted the same number of innings, the game will end in a tie and be recorded as such in the league standings.

Games delayed for 45 minutes may be cancelled by a MPAA Baseball Board Member on duty and rescheduled for the next available date/time slot. The subsequent games scheduled for the remainder of the current day should be played if possible. The Baseball Director or Assistant Director and/or Board member on duty is authorized to rearrange the remaining games to ensure timely completion of the overall day's schedule.

LIGHTNING SAFETY PLAN

Suspension of a game or activity can be called by a MPAA Board Member or Umpire.

In the event that a game or activity is suspended, everyone MUST leave the field and dugouts. Please seek shelter immediately in your car, in the bathrooms, or in the concession stands. Do NOT seek shelter under the concession stand overhangs or pavilions as this is not a safe area.

Notification of continuation of games or activities will be communicated by the Board Member announcing from the concession stand. To ensure uniformity and the safety of all players, coaches and spectators the continuation of games or activities can ONLY be initiated by the MPAA Board Member.

Please DO NOT re-enter the field area until the continuation of play has been initiated by the MPAA Board Member.

PITCH COUNT PROGRAM

Recently, researchers and medical professionals in the field of sports medicine have determined that the actual number of pitches thrown (i.e. pitch count) is a safer way to regulate pitching in youth baseball. Therefore MPAA is implementing a proactive pitch count rule to regulate and monitor the health of our players and their arms. We remind coaches that this is a recreation league and that no child's health is worth winning a game.

Coaches and parents should listen and react appropriately to a youth pitcher when he/she complains about arm pain. A pitcher who complains or shows signs of arm pain during a game should be removed immediately from pitching. Parents should seek medical attention if pain is not relieved within four days

or if the pain recurs immediately the next time the player pitches. Coaches should inform parents about this consideration.

The responsibility of tracking the pitch count will rely on the official scorekeeper determined by the local league rules. Pitch counts will be tallied on the pitch count form but must be documented in the official scorebook for future references.

Each pitcher's pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes and the number of fair batted balls.

The official scorekeeper should inform the umpire in charge when a pitcher has delivered his maximum limit of pitches for the game. The umpire in chief will inform the pitcher's manager that the pitcher must be removed. **However**, the failure by the official scorekeeper to notify the umpire in charge, and or the failure of the umpire in charge to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

The official scorekeeper must be able to provide the current pitch count when requested by either manager or umpire. It is strongly recommended that each manager check with the official scorekeeper at the bottom of each inning to confirm pitches thrown by both pitchers of record.

Warm up pitches or preparatory pitches before the game, between innings or following injury to a pitcher are not calculated into the overall pitcher's pitch count.

If a pitcher reaches the maximum number of pitches imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half inning.

The pitcher's rest period begins when that player's regulation game time ends. It is not determined at the point when the player leaves the mound.

No game will be forfeited because of the violation of one of the pitching rules because it is the manager's responsibility to both know the Dixie Boys and Dixie Majors pitching rules and to ascertain the eligibility of opposing pitchers prior to each of his team's games. If, however, an ineligible pitcher is used during the course of a game, he shall, upon the protest of the opposing manager, be immediately replaced on the mound by an eligible pitcher and all plays occurring while the ineligible pitcher was on the mound shall become "official". The ineligible pitcher will further be ineligible from pitching in the team's next game that he would have been eligible to pitch in. The manager will be ineligible to participate in the team's next game. A forfeit shall not be considered to be a game in determining the next game that a pitcher would be eligible to pitch in or a manager to coach in. The discovery of an ineligible pitcher may be made and the aforementioned penalty imposed up to one-half (1/2) hour prior to the scheduled time of his team's next game. **Violations can result in a Coaches game suspension or reprimand.**

The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below, but the pitcher may remain in the game at another position:

League Age:

PeeWee (PW) (7- 8)

- 50 Pitches - Two (2) days rest.
- 30 + pitches = One (1) day rest.

Minor (MN) (9-10)

- 65 Pitches = Two (2) days rest.
- 45 + Pitches = One (1) day rest.

Majors (MJ) (11-12)

- 70 Pitches = Two (2) days rest.
- 50 + Pitches = One (1) day rest

Dixie Boys (DB) (13-14)

- 95 Pitches
- A pitcher after throwing more than 60 pitches in one game or on the same day

shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game.

- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

Dixie Major (DM) (15-19)

- 105 Pitches
- A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game.
- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

Coaches have to report the number of innings pitched by a player after every game to the league commissioners and league managers.

ROOKIE (RK) RULES

COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

- 1) Offensive: 1st base, 3rd base, an adult "pitcher" to place the balls on the batting tee and team manager outside the dugout. (Team manager has the option of serving as one of the base coaches, adult "pitcher", or managing outside of the dugout.)
- 2) Defensive: One coach or manager outside the dugout. Two defensive Coaches in the infield and two defensive Coaches will be allowed in the outfield for all games.

No official score will be kept and umpires will not be used.

OFFENSE:

Each team will bat in rotation. Half of the team will bat in the 1st inning and the other half in the 2nd inning. All players will bat in the 3rd inning.

All players will bat only off of the tee.

Each batter/runner may only advance 2 bases.

DEFENSE:

All team players will participate in the field when their team is on defense (there will be no children sitting on the bench). The infield will consist of the standard number of five (5) players, which are pitcher, first baseman, second baseman, third baseman and shortstop.

No "outs" will be recorded; each batter or runner will remain on base.

T-BALL (TB) RULES

The basic rules of baseball and Dixie Youth Baseball will apply except as altered by the following additions and exceptions:

TB1.- T-BALL FIELD DIMENSIONS:

1. Distance from front of Pitching Rubber to back corner of Home Plate shall be 36 feet.
2. Bases shall be 50 feet.
3. Pitching Circle: 5-foot radius.
4. Home-plate Arc: 5-foot radius from back tip of Home Plate.
5. Batter's box: 3' x 6'

TB2- COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

1. Offensive: 1st base, 3rd base, an adult pitcher and team manager outside the dugout. (Team manager has the option of serving as one of the base coaches, adult pitcher, or managing outside of the dugout.)

2. Defensive: One coach or manager outside the dugout and one coach serving as a back up on pitches not in play. Two defensive Coaches will be allowed in the outfield for all games. No outfield coach may move forward past the original position of the outfielders (i.e.: The outfield coach may not move past the outfielders in order to coach infielders). If this Coach gets hit or interferes with a play, whether intentional or not, the umpire may award runners bases as applicable (Umpire's interpretation).
3. The coach or parent of the team on defense stationed behind the catcher against the backstop during the game is to retrieve balls the catcher misses only. This position is only to speed up the game and the coach or parent stationed behind the catcher may not "coach" from that position. Any comments toward the defensive team, umpires or offensive team are forbidden and will result in the umpire removing that person from the field. (It is up to the umpire whether to allow this coach/parent to be on the field. This position will not count as one of the coaches on the field.)
4. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
5. The adult pitcher will be allowed to coach or instruct the batter.

TB3 – TIME LIMIT

Games are five (5) innings or one hour fifteen minutes (1:15). When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

TB4 - Ties will not be played out.

TB5 - OFFENSE:

Hitting Rules for 2013 Spring Tee Ball Season

Playing age 6 – For all kids playing age 6 years old, they will receive a minimum of 3 pitches from the coach each at bat. If none of those pitches produce a fair ball, the batter will have the opportunity to take 2 swings at a ball on the tee. If neither of those swings produces a fair ball, the batter will be out.

Playing age 5 – For all kids playing age 5 years old, they will receive a minimum of 2 pitches from the coach each at bat. If neither of those pitches produces a fair ball, the batter will have the opportunity to take 3 swings at a ball on the tee. If none of those swings produces a fair ball, the batter will be out.

Playing age 4 – For all kids playing age 4 years old, they will receive 1 pitch from the coach each at bat. If that pitch does not produce a fair ball, the batter will have the opportunity to take 4 swings at a ball on the tee. If none of those swings produces a fair ball, the batter will be out.

Coach Pitch Only Selections

Once the midpoint of the season has been reached, each manager will select 2 players from his team that will be designated as coach pitch only batters for the remainder of the season and the post season.

Each coach will select 1 additional player each game that will be designated coach pitch only for that game. This child chosen does not have to be the same child each game, but he can be. This rule will remain in effect for the remainder of the season and post season.

These 3 coach pitch only designated players will receive 5 pitches each time they go to the plate. If the final pitch is a foul ball, they will continue to receive an additional pitch until they either miss the pitch or it is placed into fair play.

All other kids will continue to follow the hitting rules as stated above.

Identification of Age

Prior to the first game, the manager of each team will place a piece of tape around the top of the handle of the bat of each player (or on the side of helmet of kids who share the same bat). Red tape will be

placed on playing age 6 bats, yellow tape will be placed on playing age 5 bats, green tape will be placed on playing age 4 bats, and blue tape will be placed on the bats of the designated coach pitch kids at the midpoint of the season.

It is the responsibility of each manager to know the playing age of each child on his team. Each manager will receive a master playing age roster at the start of the season that will contain the name and playing age of every child in the league and the team he/she is on. Your book keeper should keep this master playing age roster with your team score book in case a violation is suspected. If a violation is suspected, please call time and discuss with the opposing manager. The umpires will not enforce these rules and will not provide a ruling on the violation. If a violation is presumed and confirmed, please report the violation to the commissioner. Remember, these rules are in place to encourage the development of the players in tee ball. Multiple violations will lead to disciplinary action.

TB6 - All players will bat in rotation.

TB7 – RUN LIMIT

A team may score a maximum of five (5) runs per inning except the fifth inning in which a team will be limited to ten (10) runs. In the event a homerun is hit with runners on that puts the team batting over the run limit, the batter will be credited with a homerun, but the team cannot exceed the run limit.

TB8 - The offense is only allowed one (1) time out per batter (See DYB Rule 5.13).

TB9 - Bunting is NOT allowed.

TB10 – PITCHING RESTRICTIONS

- 1) All pitches must be thrown overhand from the pitching rubber by the pitching coaches.
- 2) When the adult is pitching, they will pitch will one foot on the rubber. If in the Umpire's opinion, the Adult pitcher is stalling, the umpire will give a warning. If the stalling continues the batter will be called out.
- 3) If the adult pitcher is hit by a batted ball, a "No Pitch" will be called and there will be a replacement pitch. If, in the opinion of the umpire, the Adult pitcher intentionally interferes with a defensive play, the batter will be out, and any runners will be returned to their original bases.
- 4) Each batter will receive up to a total of (5) pitches from the coach pitcher. All pitches will be counted whether the batter swings or not. The batter will be out if the total of strikes reaches three, or when the total number of pitches reaches five, whichever occurs first. However, if the fifth pitch is fouled off, the batter will get an additional pitch as long as the batter continues to hit foul balls.
- 5) Balls will not be called, and walks will not be issued.
- 6) If, in the judgment of the umpire, a coach is intentionally delivering "unhittable" pitches to batters in order to facilitate the batter hitting off the tee, on the first infraction the offending team will receive a warning, on the second infraction the batter will be called out, and on the third infraction the offending coach will be ejected from the game.
- 7) Coaches may help "set" the batter one time per at-bat in the batter's box for hitting off of the adult pitcher and one additional time to assist batters in lining up properly for hitting off of the tee. Coaches may adjust the tee height, or any other action to teach and facilitate a proper baseball swing. Coaches are highly discouraged from intentionally lining up a batter to "pull" the ball to third base in order to easily secure base runners.
- 8) The coach pitcher must make an attempt to get out of the way of the ball; otherwise, the batter will be out. The only exception will be if the coach must catch the ball to prevent injury to himself. In this case, the ball is dead and the pitch will not count towards the total pitches against the batter.

- 9) In the event the coach pitcher hits the batter with a pitch ball, said pitch will count toward the five pitches and the batter will continue at bat. He will not be sent to first base. If the batter is unable to continue hitting, he will be out.
- 10) Once the batter has hit the ball, the adult pitcher must move immediately off the field so play can go on uninterrupted.
- 11) A batted ball, whether pitched or off the tee, not hit outside the Home-plate arc is a foul ball. If the ball is struck hard enough to roll past the hit line, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the hit line, it is a foul ball. If it stops on the hit line, it is a fair ball. NOTE: The batter must make contact with the ball, not just the tee.

TB11 - Leading off is NOT allowed.

TB12 - Stealing is NOT allowed.

TB 13.- DEFENSE:

1. All team players will participate in the field when their team is on defense there will be no children sitting on the bench). The infield will consist of the standard number of five (5) players, which are pitcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. The infield will have the standard number of player positions on the infield and the remaining players placed in the outfield. There may not be a short-fielder and all outfielders must play at an equal distance in the outfield, from home plate. Exception: We will not use a catcher to return pitches back to the Coach pitching. The offensive team will provide a Coach to return the pitches. If the batter hits the ball into play, this Coach must get completely out of play. Interference may result in the batter and the runners advancing. Also this Coach is not allowed to Coach the defensive team while in this position.
2. As there is no catcher in tee ball, a coach or parent volunteer may assist behind the plate to retrieve pitched balls that have been missed by the batter.
3. No defensive player can switch positions once the inning has started. Only changes allowed will be for injuries, you cannot change defensive positions with a time out either. This intent of this rule is to play baseball; this slows down the game as well. We are not out there to play chess.
4. All infielders, with the exception of the pitcher, must remain behind an imaginary line from first base to third base until the ball is put in play. This is a safety rule and will be enforced by the umpires.
5. The defensive pitcher (player) must remain completely in a marked seven-foot radius of the pitching rubber until the ball is put in play. A defensive player occupying the circle only unassisted force out is Home. In the event a ball is hit towards first base, should the fielded momentum of the circle player allow a play on the runner advancing to first is considered an acceptable OUT. The circle player may not, however tag the batter-runner in the back while the runner is advancing to first.
6. When trying to throw a runner out at any base, the fielder must make an attempt to properly throw the ball. The fielder cannot intentionally roll the ball underhand or overhand to make a play on a runner. The purpose of this rule is to encourage fielders to learn proper throwing technique. This is a delayed dead ball situation pending the outcome of the play. If the runner being played on is out where the infraction occurs, the umpires will stop play and place the runner on the base he/she was trying to reach. If the runner was safe and continues past the base he was trying to reach in an attempt to go to the next base play shall continue and the runner is no longer protected.
7. In order to stop play, one of 3 conditions must be met:
8. A player with possession of the baseball must be in front of the lead runner, call "time", and time has been granted by the Umpire. If a runner crosses the chalked line between

bases before time is called, the runner will receive the base unless the player is occupying the base immediately in front of the runner in which the runner will return to the previous base.

- a) All runners must be stopped on or near a base, and not making an effort to advance. Umpire judgment will be used to determine this rule.
- b) A ball is thrown to the pitcher or other player in the pitcher's circle, or when a player, with control of the ball, occupies that circle. Play also becomes dead when, in the judgment of the umpire, the action has stopped or the player holding the ball calls "Time" within the forward baseline of the lead runner. Runners will be awarded bases according to their position relative to a line drawn midway between 1st - 2nd, 2nd - 3rd and 3rd – home base when time is called. The lead runner will be the determinant in the event (2) or more players occupy the same base.
- c.) Play is not stopped when the player runs through the circle attempting to make a play or when the player catches a fly ball inside the circle and attempts to make a play elsewhere on a base runner.
- d.) The infield fly rule will NOT apply.
- e.) The defense is allowed two time outs per inning. (See DYB Rule 5:12 and 8:06(b))
- f.) Any hit balls fielded by the pitcher must be thrown to any base, with the exception of home. (ex. If the player pitcher fields the ball with any part of his/her body in the pitchers circle touching the ground and runs to tag a runner running from second to third, the runner is safe and awarded the base he/she was attempting to obtain). Exception to this rule is if the ball is caught in the air by the player pitcher. At this point, they may tag any runners who attempt to advance or return to the base.
- g.) Play will stop when an overthrow to first base by any fielder causes the ball to leave the infield and hit the fence in foul territory. Time will be called when the ball hits the fence. At this point, the base runner that was advancing to first will be awarded second base. Other base runners will be awarded the next immediate base regardless of where they are in the base paths, unless they are forced to advance another base because of the runner advancing to second. The halfway lines do not apply to this rule.(ex. If a batter is advancing to first and the ball is overthrown and hits the fence, time will be called and he will be awarded second. If there is a runner on first and he does not reach second before time is called, he will be awarded third because of the force from the batter.) An overthrown ball to second, third or home will be deemed a live ball and runners may advance at their own risk. The intent of this rule is to encourage and teach fielders to throw to bases and to limit the penalty of overthrows to only one base.
- h.) If the ball is hit to the outfield, an outfielder has to throw the ball to the infield. If the initial play is not attempted by the outfield and an infield player makes a play from the outfield to the infield, the base runner that was advancing to first will be awarded to second base. Other base runners will be awarded the next immediate base regardless of where they are in the base paths. The intent of this rule is to encourage outfielders to throw to the infielders. The infielder may go into the outfield after the outfielder attempts to make the throw, or if the infielder misses the play and ball is within close proximity to the infielder (10 ft) (especially first baseman). The intent of this rule is not have the infielders run into the outfield taking the ball from an outfielders hand (or receiving a "hand-off" from the outfielder), and then running back into the infield to make a play. Outfielders should attempt to throw the ball to the infield. If this occurs the runner will be safe.

TB 14.- The above infractions are judgment calls by the umpire, and as such are not grounds for a protest.

PEE WEE (PW) RULES

The basic rules of baseball and Dixie Youth Baseball will apply except as altered by the following additions and exceptions:

PW 1.- PEE WEE FIELD DIMENSIONS:

1. Distance from front of Pitching Rubber to back corner of Home Plate shall be 40 feet.
2. Bases shall be 50 feet.
3. Batter's box: 3' x 6'

PW 2.- COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

1. Offensive: 1st base, 3rd base, an adult pitcher and team manager outside the dugout. (Team manager has the option of serving as one of the base coaches, adult pitcher, or managing outside of the dugout.)
2. Defensive: One coach or manager outside the dugout and one coach serving as a back up to the catcher on pitches not in play. The coach or parent of the team on defense stationed behind the catcher against the backstop during the game is to retrieve balls the catcher misses only. This position is only to speed up the game and the coach or parent stationed behind the catcher may not "coach" from that position. Any comments toward the defensive team, umpires or offensive team are forbidden and will result in the umpire removing that person from the field. (It is up to the umpire whether to allow this coach/parent to be on the field. This position will not count as one of the coaches on the field.)
3. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
4. The adult pitcher will be allowed to coach or instruct the batter.

PW 3.- Games are six (6) innings or one hour twenty minutes (1:20) with the beginning of the game pitched by players and the end of the game pitched by coaches. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

PW 4.- Ties will not be played out.

PW 5.- OFFENSE:

1. All players will bat in rotation.
2. A team may score a maximum of five (5) runs per inning except the sixth inning in which a team will be limited to ten (10) runs. In the event a homerun is hit with runners on that puts the team batting over the run limit, the batter will be credited with a homerun, but the team cannot exceed the run limit.
3. The offense is allowed one (1) time out per batter (See DYB Rule 5.13).
4. Bunting is allowed during kid pitch only. Once a batter squares to bunt, the player must bunt or take that pitch. The player will not be able to fake the bunt and take a full swing or "slap swing" at the same pitch.
5. All pitches must be thrown overhand from the pitching rubber from both players and coaches.
6. When the adult is pitching, they will pitch will one foot on the rubber. If in the Umpire's opinion, the Adult pitcher is stalling, the umpire will give a warning. If the stalling continues the batter will be called out.
7. A Walk Limit Rule will apply only to the innings that are pitched by players and does not apply during the coach pitch innings. When a team walks the third and subsequent batter(s) of the half inning (not by a pitcher but rather by the team regardless of how

many player pitchers have been used in one half innings) the batter will not walk and be awarded first base. The batter will remain at-bat and the batter's coach will resume pitching to the batter with the ball and strike count eliminated. There will be a total of up to three pitches by the coach to the batter. The batter will be out if he obtains strike three on a failed swing attempt, or fails to swing at the third pitch from the coach. If the batter fouls the third pitch from the coach, batter will continue to receive an extra pitch until the batter puts the ball in play, swings and misses or fails to swing. Pitches from the adult pitcher will not be counted as balls or strikes unless the batter makes an attempt to swing at the pitched ball.

8. If the adult pitcher is hit by a batted ball, a "No Pitch" will be called and there will be a replacement pitch. If, in the opinion of the umpire, the Adult pitcher intentionally interferes with a defensive play, the batter will be out, and any runners will be returned to their original bases.

PW 6.- DURING COACH PITCH:

1. Kid Pitch will be for the first two (2) innings and Coach Pitch for any subsequent inning thereafter.
2. Each batter will receive up to a total of (5) pitches from the coach pitcher. All pitches will be counted whether the batter swings or not. The batter will be out if the total of strikes reaches three, or when the total number of pitches reaches five, whichever occurs first. However, if the fifth pitch is fouled off, the batter will get an additional pitch as long as the batter continues to hit foul balls.
3. Balls will not be called, and walks will not be issued.
4. The player in the defensive pitching position may not be moved to another fielding position until the batter has completed the at-bat.
5. The coach pitcher must make an attempt to get out of the way of the ball; otherwise, the batter will be out. The only exception will be if the coach must catch the ball to prevent injury to himself. In this case, the ball is dead and the pitch will not count towards the total pitches against the batter.
6. In the event the coach pitcher hits the batter with a pitch ball, said pitch will count toward the five pitches and the batter will continue at bat. He will not be sent to first base. If the batter is unable to continue hitting, he will be out.
7. Once the batter has hit the ball, the adult pitcher must move immediately off the field so play can go on uninterrupted.

PW 7.- DURING KID PITCH (SPRING SEASON – 8 YEAR OLDS):

1. If the third and subsequent batter(s) of the half inning receives a fourth "called ball" from the pitcher, the batter will not walk but will receive two pitches from the adult pitcher for the first six (6) games. Note: If the batter has two strikes called against him and the adult pitcher enters the game for two pitches, the batter can only swing at one of the two pitches. If there is only one strike against the batter and the Adult pitcher enters the game, the batter can elect to swing at both of the pitches. The "integrity" of the Pitch Count must come into play.

For the seventh (7th) and all subsequent games, batters will walk after four (4) balls are called. No adult pitching will be used.

2. Dropped third strike rule will NOT apply.
3. Leading off is NOT allowed.
4. Stealing is NOT allowed.

5. If the catcher is on base, a manager has the option to substitute a runner for the catcher at any time. The substitute runner must be the last recorded out, or the last player on the line-up if in the first inning. This will allow the catcher time to put catcher's equipment on to speed up the transition from offense to defense.

PW 8.- DEFENSE:

1. Ten players (10) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. Infielders must play in the infield and outfielders must play in the outfield. Outfielders shall not make any defensive play in the infield and the ball must be thrown from the outfield to an infielder unless the Umpire, at his sole discretion, determines that for safety reasons a ball may be handed to an infielder by an outfielder. Teams may not place a player in a short-fielder position.
2. Players will not sit out two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control.
3. The runner will not continue to advance to the next base if the fielder has called time in front of the runner or if the pitcher has called time and time has been granted by the Umpire.
4. There will be no intentional walks. i.e.: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
5. The player who was pitching during the Walk Limit Rule or Coach Pitch must remain in the defensive pitching position when the coach enters to resume pitching to the batter. The player pitcher may not be moved to another fielding position until the batter has completed the at-bat.
6. The infield fly rule will NOT apply.
7. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
8. If a player pitching the ball hits a batter with a pitched ball three (3) times in the same inning that player must be pulled at that point.
9. Balks will be NOT called.
10. In games where an Adult is pitching, the defensive player in the pitcher's position will play within one-foot step of the rim of the artificial pitcher's mound. The player will NOT be used as a fifth infielder. A warning will be issued by the umpire. If the positioning is not corrected then the Manager will be ejected.
11. The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher). The purpose of this rule is to teach all the kids to play their positions. This will be a judgment call by the umpire. Penalty: The umpire may impose penalties (if any) to correct this infraction.
 - a) **Case A:** Runner on second, ball hit to outfielder, ball is thrown to the first baseman that is at home plate and tags out runner trying to score. Dead ball, runner is awarded home.
 - b) **Case B:** Runner on second, ball hit to outfielder, ball is thrown to the first baseman that is at home plate and the runner stops and returns to third base. If in the judgment of the umpire the runner went back to third because of the play by the first baseman at or near home if the first play on this play he may or may not be awarded home for this infraction.
12. All catchers must wear a catcher's mitt.

MINOR (MN) RULES

The basic rules of baseball and Dixie Youth Baseball will apply except as altered by the following additions and exceptions:

MN 1.-MINOR LEAGUE FIELD DIMENSIONS:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 46 feet
- Bases shall be 60 feet
- Batter's box: 3' x 6'

MN 2.-COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

6. Offensive: 1st base, 3rd base, and team manager outside the dugout.
7. Defensive: One coach or manager outside the dugout.
8. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.

MN 3.-Games are six (6) innings or one hour thirty minutes (1:30). When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

MN 4.-Ties will not be played out.

MN 5.-OFFENSE:

1. All players will bat in rotation.
2. A team may score a maximum of five (5) runs per inning. In the event a homerun is hit with runners on that puts the team batting over the run limit, the batter will be credited with a homerun, but the team cannot exceed the run limit.
3. The offense is allowed one (1) time out per batter (See DYB Rule 5.13).
4. Bunting is allowed.
5. Dropped third strike rule will NOT apply.
6. Leading off is NOT allowed.
7. Stealing is allowed only after the ball crosses home plate. If it is determined that a runner leaves a base early, the opposing coach has the option of accepting all, some, or none of whatever occurs during the play that immediately follows. This includes the pitch thrown to the plate. The umpire shall provide each player one warning for leaving the base early per game. Upon the second occurrence the player shall be declared out.
8. If the catcher is on base, a manager has the option to substitute a runner for the catcher at any time. The substitute runner must be the last recorded out, or the last player on the line-up if in the first inning. This will allow the catcher time to put catcher's equipment on to speed up the transition from offense to defense.

MN 6.- DEFENSE:

1. Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. Four outfielders will be allowed if teams have 12 or more players on their rosters. If teams have 11 or less players on their rosters, then only allowed 3 players will be used as outfielders. (All tournament games will play with 3 outfielders.)
2. Players will not sit out two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control.

3. Upon the pitcher receiving the ball in return after a pitch and taking his/her place on the rubber, all runners will return to base.
4. There will be no intentional walks. i.e.: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
5. The infield fly rule will apply.
6. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
7. If a player pitching the ball hits a batter with a pitched ball three (3) times in the same inning that player must be pulled at that point.
8. Balks will be NOT called.
9. The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

MAJOR RULES (MJ)

The basic rules of baseball and Dixie Youth Baseball will apply except as altered by the following addition:

MJ 1.- MAJOR LEAGUE FIELD DIMENSIONS:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 50 feet.
- Bases shall be 70 feet.
- Batter's box: 3'x6'

MJ 2.- COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

- Offensive: 1st base, 3rd base, and team manager outside the dugout.
- Defensive: One coach or manager outside the dugout.
- Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.

MJ 3.- Games are six (6) innings or one hour forty minutes (1:40). When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

MJ 4.- Ties will not be played out.

MJ 5.- OFFENSE:

1. All players will bat in rotation.
2. A team may score a maximum of six (6) runs per inning. In the event a homerun is hit with runners on that puts the team batting over the run limit, the batter will be credited with a homerun, but the team cannot exceed the run limit.
3. The offense is allowed one (1) time out per batter (See DYB Rule 5.13).
4. Bunting is allowed.
5. The batter becomes a runner when the third strike (called or swung at) is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.

6. Leading off and stealing are allowed.
7. If the catcher is on base, a manager has the option to substitute a runner for the catcher at any time. The substitute runner must be the last recorded out, or the last player on the line-up if in the first inning. This will allow the catcher time to put catcher's equipment on to speed up the transition from offense to defense.

MJ 6.- DEFENSE:

1. Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. Four outfielders will be allowed if teams have 12 or more players on their rosters. If teams have 11 or less players on their rosters, then only allowed 3 players will be used as outfielders. (All tournament games will play with 3 outfielders.)
2. Players will not sit out two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control.
3. There will be no intentional walks. i.e.: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
4. The following intent shall apply to DYB Rule 4.06(3a) - Intent: Any unusual noise, whether verbal or with other body parts (i.e. clapping of hands), shall be considered an act for the obvious purpose of trying to make the pitcher commit a balk.
5. The infield fly rule will apply.
6. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
7. If a player pitching the ball hits a batter with a pitched ball three (3) times in the same inning that player must be pulled at that point.
8. Balks will be called per Dixie Boys rules and enforced starting with game one (1) of season.
9. The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

DIXIE BOYS (DB) AND DIXIE MAJOR (DM) RULES

The basic rules of baseball and Dixie Boys/Majors Baseball will apply except as altered by the following addition:

DB 1.- DIXIE BOYS LEAGUE FIELD DIMENSIONS:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 54 feet.
- Bases shall be 80 feet.
- Batter's box: 4'x6'

DM 1.- DIXIE MAJOR LEAGUE FIELD DIMENSIONS:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 60 feet 6 inches.
- Bases shall be 90 feet.
- Batter's box: 4'x6'

DB/DM 2.- COACHES ON THE FIELD WILL BE LIMITED TO THE FOLLOWING:

- Offensive: 1st base, 3rd base, and team manager outside the dugout.
- Defensive: One coach or manager outside the dugout.

- Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.

DB/DM 3.- Games are seven (7) innings or one hour fifty minutes (1:50). When the time limit is reached, the game is official provided both teams had the same number of “at bats”. A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

DB/DM 4.- Ties will not be played out.

DB/DM 5.- Metal Cleats are allowed.

DB/DM 6.- In order to increase the team pool, Dixie Major age group may play other local parks. In such a case, the rules may be modified so that all teams are playing by the same rules.

DB/DM 7.- OFFENSE:

1. All players will bat in rotation.
2. Players may wear helmets without protective face masks.
3. A team may score unlimited runs per inning.
4. The offense is allowed one (1) time out per batter (See DYB Rule 5.13).
5. Bunting is allowed.
6. The batter becomes a runner when the third strike (called or swung at) is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.
7. Leading off and stealing are allowed.
8. If the catcher and/or pitcher are on base, a manager has the option to substitute a runner for the catcher and/or at any time. The substitute runner must be the last recorded out, or the last player on the line-up if in the first inning. This will allow the catcher time to put catcher's equipment on and the pitcher to adequately warm-up to speed up the transition from offense to defense.

DB/DM 8.- DEFENSE:

1. Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. Four outfielders will be allowed if teams have 12 or more players on their rosters. If teams have 11 or less players on their rosters, then only allowed 3 players will be used as outfielders. (All tournament games will play with 3 outfielders.)
2. Players will not sit out two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control.
3. There will be no intentional walks. i.e.: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
4. The following intent shall apply to DYB Rule 4.06(3a) - Intent: Any unusual noise, whether verbal or with other body parts (i.e. clapping of hands), shall be considered an act for the obvious purpose of trying to make the pitcher commit a balk.
5. The infield fly rule will apply.

6. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
7. If a player pitching the ball hits a batter with a pitched ball three (3) times in the same inning that player must be pulled at that point.
8. Balks will be called per Dixie Boys rules and enforced starting with game one (1) of season.
9. The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

RULES GOVERNING PROTESTS

A protest which involves an umpire's judgment shall not be accepted.

Only the team manager or the acting manager shall be entitled to file a protest.

The only legal protest shall be one that involves a violation of playing rules or the use of an ineligible player.

The protesting manager on a play situation shall notify the umpire he/she is protesting, before another ball is pitched. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The official scorekeeper must write down the exact time of the protest in the official scorebook.

The protesting manager then must submit a written protest within (24) hours to the Baseball Director, or Baseball Board Member.

All protests will require a \$50.00 protest fee paid at the time the protest is submitted. In the event the protest is not allowed, said \$50.00 will be forfeited. If the protest is upheld, said \$50.00 would be refunded.

LEAGUE CHAMPIONSHIP

The League Champion will be the team with the best overall records. If two or more teams are tied with the same record, the following tie breaking rules shall apply.

1. The team with the best division record.
2. The team winner of head-to-head competition.
3. The team with the least "runs against" it.
4. The team with the most "runs for" it.
5. If two teams are tied with the best division record, a playoff game will be played.
(Regulation tie games for the purpose of this rule shall count as a ½ win and ½ loss)

The same methodology will apply to determining seeding for postseason play.

League championships decided by one game will be played to a conclusion, regardless of the score or inning with no time limit. The 10 run rule will not apply, unless the team behind wishes to concede. If the championship game is suspended for any other reason, it shall be completed at the earliest possible date and shall be played from the point of termination.

The Baseball Director and/or Baseball Board can elect to forego post season play. If post season play has been suspended, it will pertain to all age groups.

Each league champion will be decided by a double elimination (single elimination in the fall season) tournament to be held following the regular season. All teams will participate. Tournament winner will be awarded trophies and runner-up will receive medals. (No trophies/medals in the fall season).

Dixie Youth Tournament rules will apply during the Championship tournament except in the case of protests as noted in protests during league championship tournament below.

PROTESTS DURING LEAGUE CHAMPIONSHIP TOURNAMENT
(THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES)

A protest committee composed of at least three members shall be appointed by the tournament director, their selected representative, league commissioner, baseball director, or Board Member on duty at each level of tournament play. Tournament directors shall exercise care in the selection of this committee. One member of this committee should be a representative of each team. The head member of this committee should be the tournament director, their appointed representative, league commissioner, baseball director, or Board Member on duty. The head member of this committee must be unbiased, and have no direct relationship to any player or coach on either team. It is required that this committee be present during each game.

Protests shall be made only on a misinterpretation of a rule, an illegal pitcher or failure to comply with the participation requirement.

All protests of rule violations, except protests of an illegal pitcher or failure to comply with the participation requirement shall be made to the umpire-in-chief immediately after the occurrence and before another pitched ball. The umpire-in-chief shall call in the protest committee appointed by the tournament director and this committee, after hearing the protesting manager and the manager of the opposing team and the umpires shall render a decision.

AFTER THE COMPLETION OF A GAME THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED. 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.

ILLEGAL PITCHER: No game will be forfeited because of the violation of one of the pitching rules because it is the manager's responsibility to both know the pitching rules and to ascertain the eligibility of opposing pitchers prior to each of his team's games. If, however, an ineligible pitcher is used during the course of a game, he shall, upon the protest of the opposing manager, be immediately replaced on the mound by an eligible pitcher and all plays occurring while the ineligible pitcher was on the mound shall become "official". The ineligible pitcher will further be ineligible from pitching in the team's next game that he would have been eligible to pitch in. The manager will be ineligible to participate in the team's next game. The discovery of an ineligible pitcher may be made and the aforementioned penalty imposed up to one-half (1/2) hour prior to the scheduled time of his team's next game. NOTE: For the purpose of determining violation of pitching rules, a pitcher shall violate one of the rules only when he throws a pitch to a batter in an inning, not when he takes his warm-up pitch from the pitching rubber. During tournament play the official scorebook shall be used to register innings pitched by each player. The official scorebook must be reviewed and signed by both managers after completion of each game.

ILLEGAL PROTEST DECISIONS: The Baseball Director, with the consent and approval of the President, shall be empowered to accept a protest on the recommendation of the tournament director or their representative on the grounds that the protest committee accepted and acted upon an illegal protest. Such a protest must be made prior to the next game played by either team.

EXAMPLE: The umpire removes a player from the game for using abusive language. The manager of the team protests the umpire's action and the protest committee accepts the protest and overrules the umpire's action and allows the player to continue in the game. This is an illegal protest and one on which the tournament director should immediately call the Baseball Director. PENALTY: If the illegal protest decision is overruled, the game shall be replayed from the point where the illegal ruling was rendered.

When the official scorer or other officials have knowledge of a potential 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.

Failure to comply with the regular season participation rule shall result in game forfeiture for the offending team. See General Playing Rules #1. Any other minimum participation rule or must play infield rule is NOT governed by this rule.

ALL STARS

The following is used as a guide but the Baseball Director along with the Assistant Director and League Commissioner will have the final decision making regarding the process by which All Stars will be decided:

The goal is to select the 12 BEST players in each division. There is no rule that requires at least one player from each team.

All leagues/divisions will select one team composed of 12 boys to represent MPAA in the Dixie Youth All-Star tournaments.

MPAA will cover the entry fee to the District Dixie Youth or District Dixie Boys tournament ONLY. Any other tournaments the team decides to attend must be paid for by parents/sponsors.

All-Star teams representing the league's divisions will participate in sanctioned Dixie Youth and Dixie Baseball and Senior tournaments

The Baseball Board will make decisions regarding the possible bids and bid amounts for hosting any Dixie Youth and any Dixie Baseball and Senior events.

The Baseball Board shall appoint persons that will be responsible for the management of all baseball tournaments held by MPAA.

The following will be the process followed for the selection of All Stars:

At or about the mid-way point and before the end of the regular season, each team in their respective division will nominate four (4) or five (5) players for their division All Star Team with a short narrative on why they believe each player exhibits the skill set to be an All Star. In a four-team division, each team shall nominate up to five (5) players for the Division All Star Team. The manager and his assistant coaches are encouraged to discuss their nominations and to nominate their best players for the All Star team. Prior to nomination, parents of these candidates should be polled to confirm that they will be in town for the period of approx. 6/1 – 7/15. This is three weeks of practice and the week of District tournament and then the state tournament. Full participation these tournaments are required. Any player that will not be available during 3-week practice period and the tournament should not be nominated for the All Star team. The League Directors are responsible of compiling the list and distributing the names to all Managers so that they can watch the nominees, prior to selection.

Managers who are interested in becoming an All-Star Manager at the end of the season will notify the League Commissioner for their respective leagues when they submit their team's All Star Nominations at the midpoint of the Spring Season. Applications for All-Star Managers will be reviewed by the Baseball Board for final selection and held until the All Star team has been selected.

The Head Coaches in each division will then review all reference information (i.e. coach's recommendations, feedback, etc.).

A mid to end-of-season meeting of all coaches will be held to discuss their potential All Star nominations. Managers only are required to attend. In the event a manager is unable to attend due to an unexpected emergency, the Board will have the authority to approve a representative. Balloting for All-Star selection will be held in rounds, as described below:

Round 1: The selection will begin with a vote for the top 10 players. Each coach will vote for as many players, up to 13, they feel are "definite" for the team. The votes will be tallied, and all players that are unanimous choices for the team will be added to the roster. The league director or a board member will be present and count votes.

Round 2: Each coach will then be given a chance to discuss the remaining nominees. Each coach will then again vote for as many players as are needed to fill the remaining spots on the roster. Again, the votes will be tallied, and all unanimous choices will be added to the roster to get to 10 players total. The selections will continue accordingly to all spots have been filled.

The Manager will be determined by the following:

1. They are a Head Coach of a Regular Season team with a participant who was a unanimous choice for the team. Such factors as documented complaints from adults within the past (3) three years regarding the coach's demeanor and/or attitude towards the children as well as disciplinary action will also be considered by the Baseball Board prior to official selection.
2. In the event that two or more candidates fit the above criteria then division standings will be used to determine the Head Coach.
3. If the All Star manager's position is declined by the first person selected, the Baseball Director and League Commissioner shall offer the position to next manager that meets the criteria listed above. If no manager within the unanimous choices for the team accepts the position of All Star manager/coach, then League Commissioner will nominate another manager or coach from within the league to fill the position based on their participants draft position. All Nominations are subject to approval by the Board of Directors.

Round 3: The All-Star Head Coach states who he would like to have fill out the remaining 2 roster spots.

The All Star roster will then be submitted to the League Commissioner and the Baseball Director for the final approval.

Selected Managers must then get approval of the Baseball Director and the MPAA Board of Directors. Selected Managers will choose their Assistants from the list of Managers and Coaches "of record" for that year. These individuals must be either managers or coaches within the appropriate division and must have passed the requisite background check and have been approved by the MPAA Board of Directors. Managers or coaches are defined as the manager or coach of record as Denoted by the official team roster submitted to Dixie Youth Baseball by the Baseball Director. The League Commissioner, the Baseball Director, and the MPAA Board of Directors must approve deviation from this requirement.

Once the All Star teams have been chosen the rosters will be submitted to the League Commissioner and the Baseball Director for final approval. The All Star manager shall then notify the parents of all the players that their child was chosen for the All Star Team.

Players selected for the All-Star team will be announced at a time determined by the Baseball Board.

REMINDER: As stated in the draft procedures, a managers/coaches child drafted in the 5th round or later does not qualify for all stars unless it is necessitated during the All Star Head Coach selection procedure above.