

**Lexington Dixie Baseball
2011 League Rules
Dixie Youth Rules
Dixie Boys'/Majors Rules**
Revised 3/25/2011



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2011 League Rules**

All final rule interpretations will be determined by the Lexington Dixie Baseball Board
NOTE: Editorial changes may also occur, but the intent of the rule will not be affected

Article I: Player Draft

1. Players will be governed by the ages as outlined by the official rules of the organization under which the group is affiliated (age prior to May 1 of the current baseball season, ages 4 through 19). **Additionally, players may participate in T-Ball if their fourth birthday falls on or before March 1st of the current baseball season.** Age make up requirements for each team must be adhered to in drafting of players.

2. Draft day will be determined by the Board.

3. Players will be allowed to move to the next highest level as prescribed by Dixie Youth, Dixie Boys and Dixie Majors Rules. **Player advancement is dependent on the availability of roster spots of existing teams in the appropriate league. Expansion teams may not be created due to league enrollment inflated because of player advancement.** A parent must request in writing at registration to move the child to the next level. A committee consisting of coaches pitch, minor and major league commissioners, league president and 5 selected coaches will review the player's abilities and make a decision whether the move would be beneficial to the development of the player. **The league Commissioner will present early advancement recommendations to the board for approval based on available roster space in the league.** This would apply to T-Ball, Coaches Pitch and Minors. **All players requesting advancement must have played in the league at their appropriate age level before consideration for advancement. Any players advancing from T-Ball to Coaches Pitch shall also be of league age 6.** This move would be permanent for the season to include All Stars and post season tournament activity.

4. The child of a manager shall count as a pick for the team that his father is managing, in a round that will be determined by the other managers of the league with approval of the commissioner, i.e., all league managers would vote by show of hands on the round in which the manager's child would be drafted, based on their evaluation of his talent. This would then be reviewed by the commissioner and the manager's child would be listed at a 1st, 2nd, 3rd, etc. round pick. A manager's child, who had been an all-star the previous year, would be considered a first round pick automatically. The manager would then select players for his team, choosing his own child in the round in which he has been placed.

a. Brothers and sisters of established players will automatically be assigned to the team of established player using same guideline as above (manager's child).

b. The child of a sponsor will count as a pick for that team using the same guidelines as above (manager's child).

5. Brothers and sisters (no established players) will be assigned to the same team. When one is drafted the other one will count as determined by the above guidelines (manager's child).

6. If a child signs up after the draft, he will be put into a player pool and placed on a team by the Commissioner via “hat draw”. A minimum of 12 per team not to exceed 16 if registration permits. T-Ball, Coaches Pitch, Minor, and Major leagues will not exceed 13 players on a team. Dixie Boys and Majors Leagues will not exceed 16 players. Players may not normally be added to a team later than the day before the season starts. Exceptions will be ruled upon by the Commissioner of that league with Board approval
7. Any player not available for tryouts will be placed in the hat and drawn at draft. **The occurrence of the “hat draw” shall occur after the 2nd round** and will be decided by league commissioner and coaches prior to draft.
8. Selection priority for draft will be determined, by previous year win/loss record.
- a. Teams with least wins draft first, and team with most wins draft last. In case of ties, position of draft will be determined by a flip of a coin. Draft will be in order of top to bottom and then repeat as needed in the same order from top to bottom.
 - b. The draft will be divided into 2 stages. The 1st stage consists of all players that are in the league age 2nd year class being drafted or hat-picked first in the normal order of the draft when available. The 2nd stage of the draft will be the younger age group and the draft will start over from the top regardless of where the 1st stage ends.
 - c. Teams with two or less returning players will get an extra pick at the end of the second round of the draft the oldest age child if available. If there is more than one team in this situation, they will pick this player in same order as in draft.
 - i. Exception: If an expansion team is required, this team must draft of the oldest age players to equal the team with the least number of that age of returning players above 2. The selection order would then put them in the position of last pick in the selection priority. **Expansion teams will be allowed a supplemental pick at the end of the second round**
 - ii. Teams will fill to the predetermined team maximum without sitting out.
 - iii. No more than 7 players of the same age group (All Leagues) may be drafted or drawn to any team as availability permits.
9. Any player drafted or placed on any team will remain the property of that team and league.
- a. Transfer: Meaning a request for a player to be placed back into player pool for draft by all teams except for team being transferred from. This is the player’s one “no pick.” Player must remain in the same league division.
 - i. These requests stating a legitimate reason must be submitted in writing to the commissioner prior to draft.
 - ii. All requests will be reviewed and approved as deemed appropriate by a committee of the Board.
10. There will be no “Devoted Coaches”, coach will assist with the team which his child or daughter is drafted.

11. A player may “no pick” one coach per year; this request must be in writing to the commissioner prior to the draft. A player can “no pick” a coach, not a team. Any player requesting a “no pick” will go back into the “hat draw” referenced in Rule 7 if the no pick is upheld by the Board.

a. These requests stating a legitimate reason must be submitted in writing to the commissioner 2 weeks prior to draft.

b. In the instance that 3 or more valid no picks are received for one manager or coach, before dismissing a manager or coach, a committee will be formed consisting of the commissioner of the league of said manager or coach, and 4 other board members. The committee will examine the evidence by:

i. Bringing the no-picks before the committee to explain their reasons.

ii. Bringing the Coach and other witnesses before the committee.

The committee will then make recommendations to the entire Board.

c. All requests and recommendations will be reviewed and approved as deemed appropriate by a committee of the Board.

12. The number of team representatives allowed during actual player draft will be at the discretion of the Commissioner of each respective league.

13. Coaches Pitch will be allowed to draft one player from the available draft pool, excluding “No Pick” players. The draft order will be established per Article 1, 8 of this section. All remaining picks will be taken by blind draw.

14. T-Ball player selection will be by blind draw.

Article II: Player Placement

1. Replacement of players on team rosters during season is as follows:

a. Before the first scheduled game of the season, any lost player must be replaced from the player pool. Manager must notify commissioner within 24 hours after a player has quit his team. It is the policy of Lexington Dixie Baseball that no child will be turned away from the opportunity to participate, and all efforts will be made to place players on teams even after the start of the season.

Note: Any lost player will be investigated by the commissioner of that league.

Article III: Schedules

1. Schedules will be handled by the commissioner of that league, to include at least fifteen (15) games per team unless otherwise specified by the LDYB Board.

2. All league teams [within a division](#) will play each other twice.

3. Dixie Boys and Dixie Majors will play a split season (1st half and 2nd half) while all others will play a single season.

4. Rescheduling of games will be the responsibility of the League Commissioner or

President or Vice President if Commissioner is not present. NOTE: An emphasis will be to mandate scheduled make-up days by the Commissioner. If teams refuse to play then: Penalty...both teams will forfeit the game.

5. No games will be rescheduled except due to inclement weather or for educational or religious activities whereas a team cannot field a nine-man roster because of a required school or church activity, or at the discretion of the league when determined in the best interest of the league.

a. All requests for the rescheduling of a game for the above reasons must be made to the commissioner one week prior to the scheduled game time. **Games must be made up the same week when possible.**

6. All rescheduled games must be played. Any changes to this rule will be at the discretion of the LDYB Board of Directors.

7. In case of rainouts or re-scheduling conflicts, three (3) games per week may be allowed, with the approval of the League Commissioner.

8. Before any team leaves for a contest (scrimmages, regular schedule or all-stars), not being played in Lexington/Richland counties, the team manager must notify the league commissioner of the team's mode of travel.

9. The Board must approve all teams' mode of travel, itinerary, and budget prior to leaving for any tournament play.

10. Teams may not have mandatory practice from December 1st until draft day. A practice consists of two or more team players of a returning team and one coach. Multiple siblings are considered one child. Any violations will be dealt with by the Board of Directors.

Article IV: League Championships

1. Coaches Pitch, Minors, and Ozone division champions will be determined by best overall win/loss record. The top three teams in each division will advance to a playoff. The first place team will earn a bye and teams 2 and 3 will play a one game playoff to determine a winner which will then advance to play the 1st place team in a best of 3 game playoff..

a. In case of a tie, **head to head competition will be the first tiebreaker, followed by overall scores against each other. The final tiebreaker is a one game playoff for that slot.**

b. In case of a three-way tie, **there will be a playoff between teams that are tied to determine seeding for the championship series.** All three teams will be in this playoff.

1) There will be three pieces of paper put into a hat, one with the word "BYE" written on it, the team drawing the "BYE" will receive the "BYE"

and play the winner of the other two teams.

2. Dixie Boys and Dixie Majors champions will be determined by best overall win/loss record each half. There will be a 2 out of 3 playoff between 1st and 2nd half champions to decide the overall champion.

a. In case of a tie for each half, **head to head competition will be the first tiebreaker**. During the half, if the teams split then there will be a playoff for the championship between teams that are tied. This will be a one game playoff.

b. In case of a three-way tie during the half, **there will be a playoff for the championship between teams that are tied**. All three teams will be in the championship playoff.

1) There will be three pieces of paper put into a hat, one with the word "BYE" written on it, the team drawing the "BYE" will receive the "BYE" and play the winner of the other two teams.

3. Championship Series will be played these guidelines.

a. (best 2 out of 3 Championship)

i. **Dixie Youth Playoff: In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of six innings in the playoff game or best-of-three series.**

Exception: A pitcher who pitches all six innings in a single game may pitch a seventh inning only if the game is tied after he has pitched in six consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion or a first or second half winner in the event two or more teams are tied at the end of the season or either half. The six innings per week limitation above shall not apply to games played under the above rules in an additional playoff series and all pitchers shall be eligible to pitch in such playoff games or series provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall not apply.

ii. **Dixie Boys Majors Playoff: In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of eight innings in the playoff game or best-of-three series.**

Exception: A pitcher who pitches all eight innings in a single game may pitch a ninth inning only if the game is tied after he has pitched in eight consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion or a first or second half winner in the event two or more teams are tied at the end of the season or either half. The eight innings per week limitation above shall not apply to games played under the above rules in an additional playoff series and all pitchers shall be eligible to pitch in such playoff games or series provided they have had at least 40 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall not apply.

b. All other regular season rules apply.

c. 6 innings for Minor/Major game; 8 innings for Dixie Boys/Majors game

Article V: All-Stars

Lexington will select an All-star team for all leagues Coaches Pitch through Dixie Boys/Majors.

1. The League commissioners will nominate All-Star Managers from his or her respective league and the Lexington Dixie Board of Directors will approve All-Star Managers. Once selected, the All-Star Manager can nominate his or her coaches, which also require approval from the Board.

2. Manager must be available for a minimum of four (4) practice days out of seven (7).
3. Managers must be available for all tournament games.
4. All coaches must have coached in that league that year and will be selected by the All-star manager, unless otherwise determined by the LDYB Board of Directors.
5. Managers must develop written policies for team. These rules must be submitted in writing and presented to each team member when they are chosen and announced as All-stars. These policies must be approved by the commissioner.
6. All League Managers will submit to the League commissioner a list of All-star selections. The commissioner will then present this list of candidates to the managers of each team in that league at the All-star meeting. The attendees of this meeting will include league commissioners and managers except in case of an emergency. Each team would then be represented by a designated coach approved by the commissioner.
7. The manager of each team in the league will be allowed to nominate a maximum of 6 players to be considered for all-star balloting. All managers will then vote on the All-star candidates of their choice.
 - a. The players receiving unanimous votes on the initial ballot from all managers will be automatic to the team. (Vote for 10 on the initial ballot, coaches pitch, minors, majors*, Dixie boys)_ If ten (10) players do not get a unanimous vote, the top ten (10) vote getters will be on the team.
 - b. If this procedure produces more than ten (10) players, the coaches may pick from the last group selecting the number required to bring the list to ten (10) players.
 - c. The remaining openings (to obtain a team of twelve) will then be filled by the All-star manager however; players nominated but not selected for all-stars must fill 1 of the 2 openings.
 - d. Alternates are not recognized by Dixie Baseball. The Commissioner for each league will maintain a list of the top vote getters not making the twelve-player roster. The commissioner will consult with the Manager of the all-star team to provide the best player possible to that team.
 - e. The final all-star selections must be approved by the commissioner and will remain in the confidence of the commissioner and All-star manager until such time that the All-star team is announced. Selection is final. Announcement will be immediate. Violation of the rule, as any rule, will be dealt with by the Board.
**Vote for the allowed number of All stars. On subsequent votes vote for 1 more than needed to fill the rosters. i.e. Minors selected 8 on the first vote and had 4 tied for the final 2 elected spots, vote for 3 of the 4.*
8. Coaches Pitch, Minors, Majors (Ozone): Each division of Dixie Youth will field

an all star team consisting of 12 players.

9. Dixie Boys: Each division of Dixie Boys will field a 13-year old team and a 14-year old team. Each player selected for All-stars must play for his respective age group. Dixie Boys teams will have a maximum of 13.

10. Dixie Majors/ Pre Majors: Each division of Dixie Majors/Pre Majors will field a Dixie Pre Majors 15 to 16-year old team and a Dixie Majors 17 to 19-year old team. Each player selected for All-stars must play for his respective age group. **Dixie Majors/Pre-Majors teams will have a maximum of 18.**

11. A fee schedule will be established by the LDYB Board of Directors yearly to offset the cost of uniforms for All-stars. No player may participate in All-stars while local league registration or All-star fees are outstanding except by the discretion of the Board given special circumstances; ie a family simply can't pay due to some reason of hardship.

12. A playoff system between divisional champions will be established to determine any home field advantage for tournaments hosted by LDYB. Final decisions on locations may ultimately be decided by the LDYB Board of Directors with the league's best interest as the catalyst.

Article VI: League Organization

1. The selection of managers/coaches is the responsibility of the commissioners with the approval of the Board of Directors. All Managers and all assistant coaches must be certified by National Youth Sports Coaches Association (NYSCA).

2. All managers/coaches serve for the current season only.

3. Managers **may be** considered as follows:

- a. Managers returning to the team from previous season.
- b. Filling of manager positions vacated as a result of previous season's managers not returning. The following order of consideration **may be** utilized:
 - i. Coaches on a team provided they have at least One-year service.
 - ii. Managers from the other leagues by seniority.
 - iii. Other coaches within league by seniority.
 - iv. Coaches from the other leagues by seniority.
 - v. Persons outside the organization.

4. Managers may select two coaches to assist with practices and games. Coaches Pitch and T-Ball may select three. All Assistant Coaches must be approved by each league commissioner.

5. It is the manager's responsibility to insure that the team is represented at all meetings.

- a. Failure of a team to be represented at a meeting may result in one game suspension for the manager.
 - b. Failure to be represented at two consecutive meetings may result in suspension of the manager. Any suspension must be approved by the Board. A request for reinstatement can be submitted in writing to the President who will present the request to the Board for consideration. Their decision will be final.
6. Each team must have policies for their players. The policies must be in writing with a copy filed with the league commissioner and a copy given to each player before the first practice.
7. Managers and coaches dress code consist of a coach's shorts or long pants and a team shirt furnished by the league.
8. Every manager is required to have a parent meeting within the first week of practices.
9. No teams will be allowed to practice on LDYB fields after the regular season begins, unless approved by Board of Directors.
 - a. No teams above Coaches pitch will be allowed to practice on the football field.
10. Conduct and Sportsmanship:
 - a. Any player or coach ejected from a game will automatically be suspended for the next game. These ejections must be reported to the league commissioner within 24 hours. This rule applies to regular season and playoffs.
 - b. Any manager or coach removed from two games during the season may face suspension for the season, pending review by the board.
 - c. All ejections and suspensions may be appealed in writing to the commissioner within 24 hrs. of the occurrence and will be reviewed by the board. **Suspensions may be lengthened or shortened at the Board's discretion.**
11. All spectators are urged to support, in a sportsman like manner, all decisions of the umpire and officials. Umpires can warn parents of conduct through manager and umpires have the authority to eject a fan.
12. Any coach creating an unsafe condition for his players will face dismissal from coaching.
13. Players throwing equipment or using unsportsmanlike conduct will be ejected for the remainder of the game and suspended for the next game. This ejection can be determined by umpire or coach of that team or commissioner. These suspensions must be reported to league commissioner within 24 hours.
14. Managers, Coaches, and Players --- No use of tobacco products are allowed at any time. Penalty to be determined by the league commissioner.

15. Awards:
 - a. The following awards will be made and recognized with presentation as follows:
 - i. All-Stars: T-shirt to all team members, managers, and coaches
 - ii. League Champions: Awards to be decided by board of directors. T-shirt to all team members, managers, and coaches
16. Regular Season Uniforms:
 - a. Regular season teams are required to wear uniforms issued by league.
 - b. Any changes in uniform must be approved by the board through the commissioner.

Article VII: Playing Rules

A. T-Ball

1. All players will bat each inning and all players will play in the field on defense.
2. At any point the coach and parents feel the player is ready, a coach may pitch to the player.
 - a. If pitching to the player, the coach must go back to the tee after 3 pitches or 2 strikes, whichever comes first.
 - b. If a player strikes out or is put out on a base he is to return to the dugout.
 - c. The batter will receive three strikes. No balls will be called.
3. To be a fair ball and in play, a batted ball must be within the foul lines and beyond the 12 ft. circle around home plate.
4. T-ball may practice two (2) times per week and play one (1) game.
5. Games will be three (3) complete innings not to exceed 1½ hours.
6. No score will be kept and no champion declared.
7. At any time a ball thrown out of the playing field from foul line to foul line by a defensive player, play will stop and all runners will remain on the base they occupy. If a runner is making an attempt to proceed to the next base without stopping he will be awarded that base. However, a ball thrown past home plate will remain live for runners on third base and he shall advance to home at his own risk. This is judgment call and the umpire (or acting umpire) decision will be final.

B. Coaches Pitch

1. No game shall start after nine o'clock p.m.. No game will continue after midnight any night.
2. Any discontinued game will be completed that week. (Saturday or Sunday if possible). Commissioner is responsible for rescheduling games. Regulation game rules are laid out in the Dixie youth rule book under Rule 4:10. Any player not available for a game which is suspended will play, if available, at the make-up game and will be placed at the bottom of the line-up.
3. No more than four (4) practices or two (2) practices and two (2) games a week (any combination not exceeding four (4) will be allowed). Practices shall not exceed two (2) hours.
4. Teams on defense will use a total of ten players in the field, including the catcher and 4 outfielders. The outfielders must play with both feet on the outfield grass until the ball is hit. A game will be a forfeit if a team cannot field nine players.
5. All players on a team will bat in a continuous batting order. Players arriving after the start on the game will be entered at the end of the batting order. A player that leaves the game due to injury or illness will be skipped in the batting order, and the team will not be charged an out.
6. Only managers, coaches, scorekeeper, and players are allowed in the dugouts and they should stay within the confines of the field (within the fences). Three coaches will be allowed on the field for the offensive team (team batting) 2 base coaches and a pitcher. The 4th coach must remain in the dugout at all times to watch the players. The defensive team is allowed 1 coach on the field, but he must position himself no further than 3 feet from his/her dugout.
7. Only the manager or acting manager, in his or her absence, can speak for the team.
8. All players will have played 6 defensive outs by the end of the fourth inning
No defensive substitutions may occur until the inning is over.
 - a. This may be waived, if for disciplinary reasons or injured player, but the umpire and opposing coach are to be notified prior to the start of the game. Any team's failure to play all players according to the rules will forfeit a game.
9. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
10. Bats dimensions will be per DYB rule 1:10 under the Playing Field Equipment. Any bat marked T-Ball is an illegal bat. A ball hit with an illegal bat results with the batter being called out and all base runners returning to their previous base.

11. No "head first" sliding will be allowed. The runner will be called out if while attempting to reach the next base, he/she attempts a head-first slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.

12. Pitcher will be a coach of the batting team (offensive team).

- a. He will make every attempt to remove himself from playing field (outside the foul lines) when the ball is in play and take every precaution not to interfere with the defensive player on the mound.
- b. The coach pitcher may coach or position the batter only. He cannot coach runners. A warning will be given for the first offense and he will be removed from the mound on the second offense. He may however, remain on the field as another coach, but will not return as pitcher coach. The pitcher coach, once inning begins, will not instruct any other coach without calling time out. There will only be one offensive time out granted per batter.
- c. He will throw the ball overhand from within the 10 foot chalk circle, Both feet must remain in the circle after throw to home plate. Violation will be a no pitch.
- d. If the pitcher coach intentionally interferes or obstructs a play or batted ball, the batter or runner will be called out, and the other runners will return to their previous occupied base.
- e. If pitcher coach is making an effort to defend himself from a batted ball, the pitch shall be declared a no pitch and play started over.
- f. These rules are umpire judgment call and will stand.
- g. If a pitching coach is removed from the mound, he may not re-enter the game as a pitching coach. If a coach enters as a substitute pitcher he must finish the inning.

13, The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated circle, must stand in position on either side of the coach pitcher, must not interfere with the coach pitcher, and must not leave the circle until the ball is hit. Penalty – The offensive coach has the option of accepting a hit or taking a no-pitch.

14. A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

15. The catcher may wear a fielders' glove or catchers' mitt. The catcher must also squat in the catchers box when the ball is pitched.

16. The batter will be allowed 5 pitches or 3 strikes unless the fifth pitch is fouled and not caught, at which time he/she shall receive a 6th pitch and so on with consecutive pitches fouled. Batter cannot be walked. No balls will be called.

17. To be a fair ball and in play, a batted ball must be within the foul lines as specified by Official Rules and must pass beyond the 12 foot circle around home plate in fair territory.
18. Batters are not allowed to bunt or swing easy at the ball. Penalty: Batter is called back to plate and charged with strike, and if third strike batters shall be called out.
19. Runners are not allowed to lead off or steal bases. The penalty shall be that the defensive team has option of: a no pitch or any of all the play that occurred after the infraction. Umpires shall drop his hat or other object to signify this infraction. He will not make the infraction known by voice until play is complete.
20. A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling time out. The runner shall be called out on appeal.
21. When all base runners are forced to stop on or return to a base under threat of making an out, the umpires will call time and play will be dead.
22. There is no "infield fly" rule. Any caught ball is an out.
23. There will be a 6 run per inning limit with the exception of an over the fence homerun or a ground rule double. A game will be over if a team is mathematically prevented from tying or winning.
24. All players will be given the opportunity to play their position.
 - a. If this violation occurs at home plate (i.e., the shortstop replacing the catcher to make the play for an out at home), the runner will be declared safe.
 - b. If this violation occurs at any other position, the runner will be awarded an extra base.
 - c. A player may back up another player at any position and replace that player in making a play.
 - d. These calls will be judgment calls by the umpire and his decisions will be final.
25. Any overthrown ball from an infielder to first or third base will be considered a "dead ball". If a runner is making an attempt to proceed to the next base without stopping he will be awarded that base. If the receiving player (1st or 3rd baseman) deflects the ball in such a manner that the direction of the ball is changed, it will remain live and in play. Any throw from an outfielder will always remain live. This is a judgment call and the umpire's decision will be final. This rule will be removed on May 1st and there will be no over throw rule for the remainder of the season.
26. Any rules not covered under the above rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book

C. Minor League

1. No game shall start after nine o'clock p.m.
2. No game will continue after midnight any night.
3. Any discontinued game will be completed that week. (Saturday or Sunday if possible).
4. See Dixie Youth Option Rules: 4:10
5. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
6. No more than three (3) practices and two (2) games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.
7. No "head first" sliding will be allowed.
Dixie Youth Baseball OFFICIAL PLAYING RULES
7.08 Any runner is out when:
(1)The runner, while attempting to reach the next base, attempts a head-first slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
8. Only managers, coaches, players, scorekeepers and an adult chaperon (if needed to insure one adult in the dugout at all times) are allowed in the dugout.
9. Only one defensive and two offensive coaches (base coaches) are allowed on the field.
10. There shall be a time limit of 1 hour and 45 minutes for games. That is, no inning shall start after 1 hour and 45 minutes has elapsed from the beginning of the game. Home plate umpire shall note the starting time of the game and shall notify the home team scorekeeper who shall note the starting time in the scorebook. A new inning starts immediately upon completion of the previous inning. This rule does not apply to playoff games.
11. All players will have played 6 defensive outs by the end of the fifth inning (No defensive substitutions may occur until the inning is over per). Manager must report any illnesses to umpire and opposing manager before removing player from lineup. Any team's failure to play all players according to the rules will forfeit the game.
12. All players must have played 6 defensive outs in every game regardless of the number of players on the other team. (Refer to DYB Rule Book: Rule 3.03(d)(1) and

3.03 (d)(2)(i).

a. Unless the coach is not playing a player for disciplinary reasons, injury or illness. Head umpire and opposing manager should be notified before the start of the game. If for disciplinary reasons, it will be for violation of team policy that is on file with the commissioner. It must be sufficient grounds to dictate disciplinary actions.

i. Any disciplinary action resulting in suspension of a player from game play must be reported to the commissioner within three (3) days.

13. Pitchers are not allowed to pitch curve balls.

a. First offense: Warning to defensive coach.

b. Second offense: Pitch will be called a ball unless put into play then offensive coach has the option to accept or decline the play. All subsequent pitches of this nature will result in the same penalty and if persistent the Manager may be ejected.

14. Pitch counts in Table 1 will be enforced. A pitcher will be able to finish the current batter if his pitch count “runs out”. He cannot start pitching to another batter. The home book is the final authority on the pitch count. Any discrepancy will be settled by the umpire in chief and the two managers of the teams involved. Penalties will result in review by the Board and possible suspensions of the manager. The final outcome of the game cannot be challenged based on pitch counts.

15. Team batting, all players present will be placed in the batting order and bat prior to starting with top of batting order each time through. Any batter not batting in his place in the line up will be called out, unless he becomes ill, or leaves the game for reasons beyond his control.

16. No more than 10 runs may be scored in any one-half of an inning. The inning is over when the third out is made or the 10th run crosses home plate.

17. Any rules not covered under the above rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book.

D. Ozone (Major League)

1. No game shall start after nine o'clock p.m.

2. No game will continue after midnight any night.

3. Any discontinued game will be completed that week. (Saturday or Sunday if possible).

4. See Dixie Youth Option Rules: 4:10

5. Any player wearing any jewelry or other items that could cause injury to

themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.

6. No more than three (3) practices and two (2) games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.

7. No "head first" sliding will be allowed.

Dixie Youth Baseball OFFICIAL PLAYING RULES

7.08 Any runner is out when:

(1)The runner, while attempting to reach the next base, attempts a head-first slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.

8. Only managers, coaches, players, scorekeepers and an adult chaperon (if needed to insure one adult in the dugout at all times) are allowed in the dugout.

9. Only one defensive and two offensive coaches (base coaches) are allowed on the field.

10. There shall be a time limit of **2 hours and 15 minutes** for games. That is, no inning shall start after **2 hours and 15 minutes** has elapsed from the beginning of the game. Home plate umpire shall note the starting time of the game and shall notify the home team scorekeeper who shall note the starting time in the scorebook. A new inning starts immediately upon completion of the previous inning. This rule does not apply to playoff games.

11. All players will have played 6 defensive outs by the end of the fifth inning (No defensive substitutions, except pitching changes, may occur until the inning is over per). Manager must report any illnesses to umpire and opposing manager before removing player from lineup. Any team's failure to play all players according to the rules will forfeit the game.

12. All players must have played 6 defensive outs in every game regardless of the number of players on the other team. (Refer to DYB Rule Book: Rule 3.03(d)(1)).

a. After all playing requirements are met, a player may re-enter the game, at the same position in batting order.

b. Unless the coach is not playing a player for disciplinary reasons, injury or illness. Head umpire and opposing manager should be notified before the start of the game. If for disciplinary reasons, it will be for violation of team policy that is on file with the commissioner. It must be sufficient grounds to dictate disciplinary actions.

i. Any disciplinary action resulting in suspension of a player from game play must be reported to the commissioner within three (3) days.

13. Pitchers will be allowed to throw curve balls. The emphasis will be on Coach's

education in the proper mechanics of throwing a curve ball and the “limited use of such”. **NOTE: Educational material will be prepared and distributed to coaches, parents and players concerning the proper warm-up of pitchers, proper mechanics, and the cool down period after games. Emphasis in the material will focus on eliminating overuse and the problems associated with such.**

14. Pitch counts in Table 1 will be enforced. A pitcher will be able to finish the current batter if his pitch count “runs out”. He cannot start pitching to another batter. The home book is the final authority on the pitch count. Any discrepancy will be settled by the umpire in chief and the two managers of the teams involved. Penalties will result in review by the Board and possible suspensions of the manager. The final outcome of the game cannot be challenged based on pitch counts.

15. Any rules not covered under the above rules shall be covered by Ozone Rules, the Dixie Youth Rule Book or the Official Major League Baseball Rule Book.

E. Dixie Boys and Dixie Majors

1. No game shall start after nine o'clock p.m.
2. No game will continue after midnight any night.
3. Any discontinued game will be completed that week. (Saturday or Sunday if possible).
4. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
5. No more than three (3) practices and two (2) games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.
6. Only managers, coaches, players, scorekeepers and an adult chaperon (if needed to insure one adult in the dugout at all times) are allowed in the dugout.
7. Only two offensive coaches (base coaches) are allowed on the field.
8. Every player present shall play six (6) outs and complete a turn at bat.
Penalty: Any team’s failure to play all players according to the rules will forfeit the game. **Once a batting order is established either the starter or his substitute/s will occupy the established position in the batting order. *Under this rule both the starter and the substitute/s may re-enter the game.**
9. After all playing requirements are met, a starting player may re-enter the game, at the same position in batting order.

10. There shall be a time limit of **2 hours and 15 minutes** for Dixie Boys/Majors games. That is, no inning shall start after **2 hours and 15** minutes have elapsed from the beginning of the game. Home plate umpire shall note the starting time of the game and shall notify the home team scorekeeper who shall note the starting time in the scorebook. A new inning starts immediately upon completion of the previous inning. This rule does not apply to playoff games.

11. Pitch counts in Table 1 will be enforced. A pitcher will be able to finish the current batter if his pitch count “runs out”. He cannot start pitching to another batter. The home book is the final authority on the pitch count. Any discrepancy will be settled by the umpire in chief and the two managers of the teams involved. Penalties will result in review by the Board and possible suspensions of the manager. The final outcome of the game cannot be challenged based on pitch counts.

12. Any rules not covered under the above rules shall be covered by Dixie Boys/Dixie Majors Rule Book or the Official Major League Baseball Rule Book.

Article VIII: Umpires

1. There will be no umpire for T-ball games, and two umpires for all other league regular season play.
2. The umpires are responsible to the Umpire Coordinator who in turn reports to the Vice President of the Board.
3. All umpires must be approved by the Board.
4. Umpires will conduct themselves in a sportsmanlike manner at all times.
5. No use of alcohol while umpiring.
6. No use of tobacco products during a game.
7. Know all rules and maintain control of all games.
8. Dress code will consist of the following:
 - Shirt approved by Umpires Association.
 - Heather grey slacks or coaches shorts either black or blue.
 - a. Penalty: 1/2 game pay.
9. Any time an umpire will not be available to attend a scheduled game; he should inform the umpire coordinator at least four (4) hours before the game.
 - a. Penalty: 1st offense - warning -
2nd offense - will no longer umpire

10. Umpires must start game at assigned time.
 - a. Penalty: 1/2 game pay.
11. All umpires will be certified. Expenses will be the responsibility of the individual.
12. Minimum age required to umpire is 16 years old.
13. No umpire can officiate the game of a relative.

Table 1. Pitch Counts for Lexington Dixie Baseball

Age	Minimum Count (If pitchers go over this then no successive day pitching)	Total Count (Pitcher can finish batter)			Total Innings/Week
			Dixie	Rest Rule	
(9-10)	>40	60	4-Innings	36 hours	6
(11-12)	>50	75	4-Innings	36 hours	6
(13-14)	>30 but <61 + 30 hour rest rule >60 = 40 hour rest rule	85	95	40 hours*	8
(15-18)	>30 but <61 + 30 hour rest rule >60 = 40 hour rest rule	95	105	40 hours*	8

A pitcher will be able to finish the current batter if his pitch count “runs out”. He cannot start pitching to another batter. The home book is the final authority on the pitch count. Any discrepancy will be settled by the umpire in chief and the two managers of the teams involved. Penalties will result in review by the Board and possible suspensions of the manager. The final outcome of the game cannot be challenged based on pitch counts. All Dixie Youth and Dixie Boys and Dixie Majors pitching Rules will still apply to that age group.

***Dixie Boys and Majors now require that a player who pitches >30 but <61 pitches must have a 30 hour rest period and >60 must have a 40 hour rest period.**

Dixie Youth Playoff: In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of six innings in the playoff game or best-of-three series.

Exception: A pitcher who pitches all six innings in a single game may pitch a seventh inning only if the game is tied after he has pitched in six consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion or a first or second half winner in the event two or more teams are tied at the end of the season or either half. The six innings per week limitation above shall not apply to games played under the above rules in an additional playoff series and all pitchers shall be eligible to pitch in such playoff games or series provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall not apply.

Dixie Boys Majors Playoff: In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of eight innings in the playoff game or best-of-three series.

Exception: A pitcher who pitches all eight innings in a single game may pitch a ninth inning only if the game is tied after he has pitched in eight consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion or a first or second half winner in the event two or more teams are tied at the end of the season or either half. The eight innings per week limitation above shall not apply to games played under the above rules in an additional playoff series and all pitchers shall be eligible to pitch in such playoff games or series provided they have had at least 40 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall not apply.

*****NEW***Bat Rule for Dixie Majors: Bats must conform to National Federation High School Standards**

