

**ARCHER ATHLETIC
ASSOCIATION**



BASEBALL RULE BOOK
Revised 2017

ARCHER ATHLETIC ASSOCIATION “ARCHER ATHLETIC ASSOCIATION” PARK BASEBALL CONTACTS AND INFORMATION

Director	Dusty Hayes
Assistant Director	Ben Hilton
Rec League Coordinator	Josh Parsons
Travel Coordinator	Michael Whitfield
Team mom Coordinator	Melissa Hilton
Tee ball Coordinator	Heath jones
Pee Wee/Rookie Coordinator	Jared Mauney
Minor/Major Coordinator	Ryan Padgett
Field/Equipment Coordinator	Adam Roth
Field/Equipment Coordinator	Mark Davis
Practice Scheduler	Stephen Melnick
Pony/Senior Coordinator	Scott Thurmond
Game Scheduler	Curt Frierson
Assistant Team Mom Coordinator	Lindsey Masiello

“Archer Athletic Association” Park



2995 Luke Edwards Rd
Dacula, GA 30019

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CODE OF CONDUCT

"Members of A.A.A., including all Coaches, Assistant Coaches, Board members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants shall at all times conduct themselves in such a manner so as not to bring discredit on A.A.A. or any of its members."

"A.A.A.'s goals include the teaching of proper skills and techniques, instructing the principle of good sportsmanship, emphasizing physical fitness, providing an opportunity for fun and enjoyment, the development of a teamwork attitude, promotion of pride in one's sense of accomplishment, recognition in one's shortcomings, the acceptance of defeat, and the joys associated with winning. A.A.A. recognizes that each player has a varying degree 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 A.A.A. 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 egos or to live vicariously through the child. A.A.A.'s intent is also not to produce future professional baseball players. A.A.A.'s emphasis is on participation rather than on perfection. Derisive conduct by spectators or Coaches, including without limitation outbursts that demean or belittle the players or those officiating the game, has no place in A.A.A.'s program and will not be tolerated. "All who are associated with A.A.A., including Coaches, Assistant Coaches, Board members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants hereby agree that such goals constitute the Code of Conduct of A.A.A. and understand that actions of contravention of this Code of Conduct may in the sole discretion of A.A.A. Board of Directors, constitute grounds for suspension or expulsion of the Coach, Assistant Coach, Board member, Director, Age Group Coordinator, Official, Parent(s), Spectators, and Participants."

SPONSORED LEAGUES

A baseball players age shall be the age he / she will be on April 30th of the current year.

	<u>LEAGUE</u>	<u>AGES</u>
Dixie Youth	Rookie (Instructional)	4 (Optional to the League)
	T-Ball (TB)	5-6
	Pee-Wee 7 (PW 7)	7
	Pee-Wee 7 & 8 (PW 8)	7-8
	Minor (MN)	9-10
	Major (MJ)	11-12
Dixie Baseball	Boys (DB) (Pony)	13-14
	Senior League (SL) (Senior)	15-18
GGBL	GGBL-9	9 U
	GGBL-10	10 U
	GGBL-11	11 U
GGBL -12		12 U
	GGBL-13	13U
	GGBL-14	14U

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

CONCESSION DUTY

Without question, concession duty is mandatory. Managers and / or Team Moms will be notified 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 division win on their overall season record and will add one division loss. This penalty needs approval from the Baseball Director or designee. However upon payment of \$50.00 (per missed shift) to the Concession Coordinator, the team's record can 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.

Parents need to be aware that volunteers run Concessions and is dependent upon them to help continue its existence.

**The Executive Board at A.A.A. reserves the right to over-ride this rule to enforce compliance.

SELECTION PROCESS FOR COACHES

Those candidates interested in Managing or becoming an Assistant Coach will be required to fill out an “application” either on-line or during any sign up process. During that time, 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 the Archer Athletic Association / Gwinnett County to conduct a standard background check to determine Coaching eligibility. A.A.A.’s purpose is to promote the best possible candidate for mentoring the children. Once all of the forms are completed, the respective Age Group Coordinators (AGC) will forward a list of candidates to the Baseball Board for approval. Approval to become a Manager or Assistant Coach of a team will also be contingent upon the outcome of the background check. A.A.A. and / or its Baseball Board, reserves the right to withdraw any Manager or Assistant Coach from any team at any time.

Consideration for Managing or acting in the capacity of an Assistant Coach will be given to those individuals based on the information provided by you on the application. Items for consideration will include, but not rely solely on; “Coaching Experience”, “Training”, “References”, “Background”, “Overall A.A.A. Seniority” and “active participation in A.A.A. events”. NOTE: “Coaching is a privilege, not a right.”

Managers will not be allowed to manage more than one team during the baseball season. The only deviation from this rule can be made with approval from the Baseball Director or designee.

All Managers, Assistant Coaches including those in GGBL Travel Baseball will renew their applications each year. GGBL Managers will be subject to an interview by, and approval by, the Baseball Board prior to any solicitation for player tryouts.

A “Coaching” clinics will be held prior to or as close as possible to the opening of the season. All Managers and Coaches are required to attend. Failure to attend will result in the loss of coaching privileges at A.A.A.

A.A.A. BASEBALL GENERAL RULES

FIELD PREPARATION AND MAINTENANCE

FPM1 Facility preparation and maintenance is a top priority for A.A.A. The following responsibilities are instituted for baseball managers and participants. The Age Group Coordinators (AGC) bear’s the responsibility for playing conditions on his / her respective fields.

FPM2 All Managers will provide two persons from each team to participate in a “workday” 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.

FPM3 During the season, both teams will be responsible for preparing the field for their games. When applicable this includes chalking and dragging the field, and connecting the score brains.

FPM4 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. You will also be responsible for putting up bases and field prep equipment (rakes, chalkers, box jigs, etc) and returning the score books to the equipment room if you are the last team of the day to play on that field. 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.

FPM5 It shall be the responsibility of the Manager and Assistant Coach to familiarize themselves with the local league rules and Dixie Baseball rules that govern their respective age group. The association will not be responsible for a failure to act or comply with any rule set forth. This responsibility falls upon the Manager, Assistant Coach or Acting Manager.

FIELD SIZES

Tee-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) (Pony)

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

Senior League (SL) (Senior)

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

PLAYER DRAFT

PD1 All Age Group Coordinators 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.

PD2 Age Group Coordinators will also be responsible for devising a fair and impartial plan for deciding a Coaches child's round placement in the draft. If this cannot be attained then the Baseball Board reserves the right to determine the round the Coach's child is placed.

PD3 Manager's 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.

PD4 A team's roster will be filled by an "open draft" process, which will be under the direction of the Baseball Board or designee. At the end of the draft's first round, after each team manager has a first round player, the player selection will continue in reverse order beginning with the manager who made the last draft choice of the first round. The draft will continue in this rotating manner until all eligible participants have been drafted.

PD5 The Age Group Coordinator will be responsible for keeping up to date records of the draft process so that, in the event additional players are discovered, the AGC can place the next player with the next team with a draft pick. Deviation from this draft process can be made at the discretion of the Baseball Director or designee during the fall season and revert to a "Blind Draft" process where players are compiled by their age and assigned to a team "in order" without a selection process.

PD6 A team's roster is not to exceed 13 players.

PD7 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.

PD8 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.

PD9 The Baseball Board will need to approve pairing players to teams for ride-share issues. Siblings playing in the same league will be paired onto the same team.

PD10 A draft may not be required in the fall season.

PD11 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.

PD12 Head coaches will be allowed to freeze their child(ren) and one (1) Assistant Coach's child(ren) prior to the skills assessment sessions.

PD13 A coaching staff may not have more than two players frozen on their team that are ranked in the 1st round of the draft. A coaching staff that has two frozen players ranked as 1st Round draft picks will be allowed to coach together; however, that team will select their 3RD and 4TH round picks at the end of the 5th round.

ALL-STAR SELECTIONS

BASS1 Managers who are interested in becoming an All-Star Manager at the end of the season will apply for that position when he / she apply for a Managers position at the beginning of the year. Applications for All-Star Managers will be reviewed by the Baseball Board for final selection. Selected Managers will choose their Assistants from the list of Managers and Coaches “of record” for that year.

BASS2 Age groups can opt to have a “tryout” process to determine the All-Star teams.

BASS3 If an age group conducts a tryout for the All-Star candidates, there will only be one tryout date set for all candidates unless approved by the Baseball Director and only those players trying out will be considered for the ALL Star team.

BASS4 Players selected for the All-Star team will be announced at a time determined by the Baseball Board.

BASS5 All-Star teams representing the league’s divisions will participate in sanctioned Dixie Youth and Dixie Baseball and Senior tournaments

BASS6 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.

BASS7 The Baseball Board will make decisions regarding participation in other tournaments.

BASS8 The Baseball Board shall appoint persons that will be responsible for the management of all baseball tournaments held by A.A.A.

BASIC GENERAL RULES

BGR1 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. Visiting team lines the field prior to the game, if necessary and is responsible for having someone control the score brains for the game. Managers from BOTH teams will assist with pre-game preparations (bases, score boxes, mound, and lights)

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.

Tee Ball and Coach pitch Pee Wee will be officiated by 1 Umpire only

BGR2 Paid officials will not be allowed to umpire in a league where there may be a conflict of interest. (i.e. Umpires cannot officiate in a league that has a family member playing or participating.)

BGR3 Anyone who charges the umpire, uses inappropriate language, displays unsportsman like conduct or does not request and receive time out may be ejected from the game. If ejected, the person must leave the immediate playing field and stands within two (2) minutes. Failure to do so or causing additional disruption may result in the game forfeiture. A coach or parent ejected from the game, must remove themselves to the parking area of the park and may not engage in any harassment of any coach player or umpire. A.A.A. bylaws will govern penalties for ejection from games of A.A.A. Personnel.

BGR4 Any Player, Manager and / or Coach in A.A.A. Baseball that is ejected for any purpose will for the first offense be suspended for one game. Players suspended for one game will be required to sit in the dugout for the suspension, but not in uniform. 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 made payable to A.A.A.. In the event the appeal is denied, said \$100.00 will be forfeited. If the appeal is upheld, said \$100.00 would be refunded**

BGR5 Parents, friends and siblings must stay behind the fences. Managers and Coaches (other than base Coaches on 1st and 3rd) and equipment must remain in the dugout.

BGR6 A player can be removed from a roster for the following reasons only:***

- Disciplinary Reasons (derogatory remarks, causing dissension, etc.)
- Failure to attend practices or games. (After warning)
- Suspension from the league for reasons covered by the rules.

***Baseball Board or Baseball Director's approval is required to enforce this rule.

BGR7 Action pictures are allowed if approved by the Board or Baseball Director. Photographers will be allowed on the field as long as they do not interfere with play.

BGR8 Age Group Coordinators or the Baseball Director shall determine Divisions within a league.

BGR9 Any player who is injured and under a doctor's care must provide a doctor's release to A.A.A. upon returning to participate.

BGR10 Coaches may not use players from other teams to supplement their roster for game purposes. Coaches must use only their players from their roster.

GENERAL PLAYING RULES TEE-BALL thru DIXIE LEAGUES and SENIOR BOYS

The Official Baseball Rules (OBL), Dixie Youth and Dixie Boys/Majors Baseball rules will apply except as altered by the following additions and exceptions

GPR1 Every team members must play a minimum of two (2) defensive innings, if the game is played to its full number of scheduled innings. However, even if the game does not go to full term, a player must have been inserted in the field to get in two innings had the game gone to full term. Failure to meet this requirement may result in a forfeit, if protested by the opposing Manager.

GPR2 All games will be limited to

- a. TB -5 innings or (1:10) hrs.
- b. PW- 6 innings or (1:20) hrs
- c. MN - 6 inn. or (1:30) hrs
- d. MJ- 6 inn. or (1:40) hrs
- e. DB/DM- 7 inn. or (1:45) hrs And no inning will start after (1:40) hrs
- f. SN - 7 inn. or (1:45) hrs And no inning will start after (1:40) hrs

GPR3 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.

GPR4 At the end of the time limit, if a game is tied, one additional inning will be played. 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.

GPR5 If at the end of:

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

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

GPR6 The slinging of a bat in a fashion that, in the umpire’s judgment, could cause injury to other player’s, shall result in the offensive team being warned that any further incidents by any batter shall result in that batter being called out. Such a play would be a dead ball situation and no runners shall be allowed to advance (with the exception of Tee ball this is covered in TB16. In Tee Ball it is a player specific warning not a team warning).

GPR7 Managers in all leagues should Coach offensive players to always attempt to avoid collisions on the base path. Whenever a play is evident the rule should be slide, give up, go around or avoid contact.

GPR8 Headfirst slide is not allowed when advancing to any base in TB, PW, MN, MJ & DB (Pony) However, it is allowed when returning to a base. 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.

GPR9 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.

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 and the opposing manager gives consent. The Score keeper and the umpire must be notified.

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.

GPR10 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.

GPR11 Each player present that is listed on the team roster will bat subsequently in the batting order for TB through SN leagues.

GPR12 The plate umpire, the official scorekeeper and the opposing manager shall be notified each time a defensive substitution is made. Please refer to the Dixie Youth or Dixie Boys/Majors Rule Books

GPR13 The infield fly rule will apply to MN, MJ, DB (Pony), and SN (Senior) Leagues .

GPR14 Intentional walks will **NOT BE** allowed in TB, PW, MN & MJ Leagues

GPR15 For the player's personal hygiene and safety, it shall be required that all players, TB through SR (Senior) Leagues, provide their own batters helmet.

For TB through DB (Pony) snaps with chinstraps shall also be worn, along with approved face guards, on the batter's helmet

GPR16 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

GPR17 A game that is called due to rain, darkness, power failure or other reasons will be resumed from the point of suspension and will be rescheduled unless it is considered a regulation game by the following::

1. 3 ½ innings (TB,PW,MN,MJ)
2. 4 ½ INNINGS (DB,SR)

Have been completed if the home team is ahead, or:

1. 4 innings
(TB,PW,MN,MJ)
2. 5 innings
(DB,SR) If the home team is behind.

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.

GPR18 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.

GPR19 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 resumes 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).

GPR20 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.

GPR21 Bats used by local league play are not required to be stamped DYB or DB but they still must fall within Dixie approved specifications.

GPR22 Each team will be allowed (3) coaches which includes the Manager. (1) Adult coach must remain in the dugout at all times. In TB and PW additional coaches may be approved as outlined in there specific league rules.

GPR23 Coaches and Parents may not use hitting sticks or other similar like devices outside the field of play during games and practices. ***This rule also applies to batting cages***

TEE BALL RULES

The Official Baseball Rules (OBL), Dixie Youth and Dixie Boys/Majors Baseball rules will apply except as altered by the following additions and exceptions

TB1 In this league:

- The batting tee will be optional for all players.
- The infield fly rule will not apply
- There will be no base stealing
- There will be no walks
- There will be no bunting
- The circle around the pitchers plate will be 10 feet in diameter
- Bat sizes allowed are only 2 ¼" D must be BPF 1.15 Approved

TB2 Each team will be allowed a manager and (4) additional Coaches.

1. On offense, this will allow for (2) base Coaches, (1) **batting** Coach and (1) pitching Coach and (1) in the dugout
2. On defense, this will allow for (2) outfield Coaches, (1) dugout Coach and (2) additional coach

TB3 Two defensive Coaches will be allowed in the outfield for all games. 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) The number of Coaches can vary in the fall season when approved by the AGC or Baseball Director. The outfield coaches

must stay in the outfield and are not allowed to coach players in the infield. Defensive Coaches not on the field must stay in or within arm's length of the dugout.

TB4 A team can score a maximum of five (5) runs per inning through the fourth inning, and a maximum of ten (10) runs in the fifth inning and any subsequent innings

TB5 There will be no continuation play in TB. In a situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning will remain in effect.

TB6 If a batted ball hits the Adult pitcher, it will be called a "no pitch" and a replacement pitch will be thrown. If, in the opinion of the Umpire, the pitching coach intentionally interferes with a defensive play, the batter will be out and any runners will be returned to their original bases.

TB7 The coach cannot line up or touch a batter at the plate. They may offer direction by drawing a line, making footprints in the dirt or perform the touch my feet process. Failure to abide by this rule is a warning the first game and second time the coach is removed from pitching/catching duties for the remainder of the game.

TB8 **Appeal Play:** After a play is halted, the manager can request time out to make an appeal on a runner leaving early on a ball put into play or missing a base. Manager must walk to the foul line, and identify the nature of the appeal, including exactly which runner and which base is being appealed. All play is dead and runners cannot advance or retrace back to a previous base. An Umpire will render a decision on the appeal and the game will continue. Once a decision on the appeal has been rendered the appealing Manager will return to the dugout without further discussion.

BATTING:

TB9 At the beginning of the season, All players are considered "T" tee designated batters. At halfway point of the season as determined by the AGC, no more than 50 % of a team's roster can be designated as a "T" player.

TB10 After the determined midpoint of the season, all players will be designated as either a tee "T" or a pitch "P" player before each game for its entirety.

"T" Tee Designated Batters:

Receive minimum of 3 pitches and 2 off the Tee.

After 5 attempts, the batter must hit the ball in fair territory or the batter is OUT.

"P" Pitch Designated Batters:

Receive total (5) five pitches assumed (2) balls and (3) strikes.
Should the 5th pitch be fouled, the player shall receive additional pitches to hit the ball in fair territory or acquire the final strike.

TB11 Fair territory is considered beyond the 10 foot arc and between the foul lines.

TB12 The offensive manager may “set” the batter one time per at-bat when being pitched to and one ADDITIONAL time per at bat when hitting off the tee.

TB13 The Adult Pitcher must pitch with one foot touching the pitching rubber and pitch over-handed.

TB14 If a ball is put into play, the pitching Coach must leave the infield opposite of where the ball is hit. This Coach must also remove himself from the area of play and may not assume the role of base Coach on any of the bases including home plate. During tee swings, the adult must remove himself from the field of play.

TB15 The tee must be placed so that the ball is above any portion on the plate.

TB16 A player warning for "slinging the bat" will be issued for the 1st offense. Any subsequent occurrence for that player will result in an out.

FIELDING:

TB17 All team players will participate in the field when their team is on defense. 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.

TB18 A straight line will be drawn across the pitcher’s mound touching each side of circle (in the direction of 1st and 3rd bases). When the pitching coach is pitching, the defensive player designated as the defensive pitcher must have both feet inside of the circle and be positioned towards the rear half of the circle behind the line. For safety reasons, the 1st and 3rd basemen may not be closer to home plate than the circle player. When the ball is hit off of the tee, the player can occupy any portion of the circle.

TB19 There will be only (1) one defensive substitution opportunity per game. All other substitutions on defense must be at the top and bottom of the inning.

TB20 The play becomes dead when 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 with their hands raised above their heads and asks for time. 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. Any other runner other than the lead

runner should be allowed to advance to the next open base at their own risk before time is granted. 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. If a player is attempting to make a play runs through the circle, this will not be considered as making the play dead and play will continue.

TB21 If the ball is hit to the infield, a fielder may not carry the ball across a line drawn from home through second base beyond 3 feet in an attempt to run down a base runner, the ball is to be thrown to record an out on the runner. The penalty for this will be to allow the runner the base he is running toward. If the pitcher/circle player fields the ball inside the circle, or has at least one foot in the circle, then the pitcher/circle player must throw to the base where they are trying to record an out. If the pitcher/circle player fields the ball outside the circle, they have the option to either throw or run with the ball to a base where they are trying to record an out.

Exception (1) – The pitcher must make a baseball throw to first base to record the out unless his momentum when fielding the ball carries him toward first base.

Exception (2) – The pitcher/circle may run a fielded ball inside the circle to make a play at home.

Exception (3) – The first basemen can establish himself as a catcher and be allowed to tag a runner back fully to third base.

TB22 Intentional rolling of the ball by defensive players is not allowed. If the ball is rolled, the runners will be awarded the base he is going to. (Umpires interpretation)
NOTE: Our goal is to teach the players basic fundamentals of baseball.

TB23 **Player pitcher-** 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.

TB24 **Overthrow by Fielder:** only applies when a ball hit into play is fielded and thrown to 1st base. If the first basemen doesn't catch the ball, the runner can advance to 2nd base and only 2nd base (this is not a dead ball; the runner advances to 2nd at his own risk). This rule only applies to the batter and not any other base runners. At the same point where the league director designated the number of pitch batters, the overthrow rule will not be in effect and the batter can advance as many bases as possible at their own risk.

TB25 Outfield players must throw all balls hit to the outfield back into the infield in an attempt to stop the advancement of runners. No outfielder is allowed to field the ball in the outfield grass and run into the infield to get a force out or to tag a runner trying to advance to another base. If this happens, the base runner will be ruled safe and will be allowed to stay at the base to which he was running.

TB26 A team can score a maximum of five (5) runs per inning through the 4th

inning. In the 5th and only the 5th inning, ten (10) runs will be allowed, or one time through the batting lineup. Game may end in a tie unless League standing is impacted.

PEE WEE RULES

The Dixie Youth Baseball rules will apply except as altered by the following additions and exceptions.

PW 1 In this league:

- The infield fly rule will not apply
- There will be no base stealing
- There will be no intentional walks
- There will be no leading off from base
- There will be no fake bunt and swing
 - o Contact is not necessary
 - o The batter is out, ball is dead and runners cannot advance
- No bunting when adult pitcher is pitching
- Bat sizes allowed are only 2 ¼ D and 2 5/8" D must be BPF 1.15 Approved

PW2 A team can score a maximum of five (5) runs per inning through the 4th inning. In the 5th and only the 5th inning, ten (10) runs will be allowed, or one time through the batting lineup. Game may end in a tie unless League standing is impacted.

PW3 There will be no continuation of play in PW . In a play situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning remains in effect.

PW4 Teams will play a maximum of ten (10) players during the inning, with four (4) outfielders. The remaining roster players will sit in the dugout. Players also will not sit two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control. A Manager may not place a player in a short-fielder position. Each outfielder must play at equal depth in the outfield. In the fall season, the Age Group Coordinator or Baseball Director can elect to override this rule and allow more players in the outfield.

PW5 Each team is allowed to have four (4) coaches, which includes the manager. This will allow two base coaches, one coach in the dugout, and one additional coach for pitching.

PW6 The first 1/3 of the season will be coach pitch only. The second 1/3 of the season will be kid pitch for the first 3 innings and coach pitch for the remaining innings. The third 1/3

of the season will be kid pitch. The AGC will make the determination at what point in the season we move from first to middle to last 1/3 of season.

PW7 During Adult Pitch, each batter can receive a maximum of five (5) pitches or three (3) strikes (swinging).

PW8 During Kid Pitch, the pitch count will be “in effect”. If the batter receives a fourth “called ball” from the pitcher, the batter will receive two pitches from the Adult pitcher. 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. Adult pitcher must pitch the ball over handed and are automatic strikes no matter where the ball is placed. If the sixth pitch or third strike is hit foul, the batter will continue to receive pitches until the ball is hit into play

PW9 When the adult is pitching, they will pitch will one foot on the rubber, and the ball cannot exceed an arch of 8-9'. 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.

PW10 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. In the event that there is no pitcher's mound, a ten (10) foot diameter circle will be drawn around the pitcher's mound.

PW11 If a batted ball hits an Adult, who is pitching, it will be called a “no pitch” and a replacement pitch will be thrown. 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.

PW12 During kid pitch, if a player pitching the ball hits a batter with a pitched ball two (2) times in the same inning or three (3) in one game, that player must be pulled at that point.

PW13 Pitch Count Rules

- A. Pitch count/rest requirements
 - a. 1-20 pitches: No rest required
 - b. 21-35 pitches: 1 day rest (24 hours)
 - c. 36-50 pitches: 2 days rest (48 hours)
 - d. 50 + pitches: 3 days rest (72 hours)
- B. Maximum pitches in a game will be at 50. If a pitcher reaches his maximum pitch count, he will be allowed to complete the at-bat of the hitter he is facing.
- C. Any pitcher delivering more than 35 pitches in a game will not be allowed to play the position of catcher for the remainder of the game
- D. If a player plays the position of catcher prior to pitching in the same game, then the player's pitch count must be limited to 35 pitches for that game.

MINOR RULES (MN)

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

MN 1. **Game Times and Scoring**

- A. 6 inning games
- B. Time limit will be 1 hr 30 min.
- C. A team can score a maximum of five (5) runs per inning through the 5th inning. In the 6th and only the 6th inning, ten (10) runs will be allowed, or one time through the batting lineup.
- D. Insurmountable lead rules in effect (Game should end if and when a win or tie is impossible.)
- E. Game may end in a tie and need not be completed unless League standing is impacted.
- F. Incomplete games (less than 4 inning) need not be resumed unless League standing is impacted.
- G. Mercy Rule is 15 runs after 3 or 10 runs after 4 innings [DYB Rule 4.10(a)]

MN 2 Faceguards are not mandatory. Chin straps are recommended but not required [DYB Rule 1.16(d)]

MN 3 Headfirst slide [DYB Rule 7.08 (1)]

- not allowed when a player is advancing to a base
 - Runner will be out, ball is live and other runners may advance
- allowed when a player is returning to a base

MN 4 Bats [DYB Rule 1.10]

- 2 ¼" D must be BPF 1.15 Approved
- 2 5/8" D are legal for this Level of play. Must be BPF 1.15 Approved

MN 5 Each team to provide their own baseballs. (1 per game minimum per team)

MN 6 Courtesy runner for Catcher of Record at any time other than in the 6th inning.

- Last batted out will be runner.
- In case of no out in the 1st inning, the last batter in the order will be the runner.

MN 7 No fake bunt and then swing away.

- Contact is not necessary.
- The batter is out, ball is dead and runners cannot advance.

MN 8 Free defensive substitutions are permitted provided that minimum play requirements, determined by each team's Local Association, are met.

MN 9 All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.

MN 10 If a team starts play with eight (8) players, an automatic out will be taken for the ninth (9th) position in the batting order for every cycle through the batting order. (No

penalty of an out, if loss during the game is due to injury/sickness). At the discretion of the team Manager; If a player arrives late for the game, that player may enter the game and be inserted at the end of the batting order, even if the team has already completed one cycle through the batting order.

MN 11 A team warning for "slinging the bat" will be issued for the 1st offense. Each team player will be called out on any subsequent occurrence.

MN 12 **Replacement Players** Will be allowed during Regular Season but not Post Season Tournament play, when your team falls below nine (9) players.

- A. Replacement player(s) can be from another Rec. team from your Association of same or lower Level
- B. If only one (1) team in your Association, replacement player(s) can be from an other Rec. team of same Level in your League
- C. The added player(s) must bat last, play in the outfield and may not pitch.

MN 13 **Pitch Count Rules**

- A. Pitch count/rest requirements:
 - 1 – 20 pitches: No rest required
 - 21 – 35 pitches: 1 Days rest (24 hours)
 - 36 – 50 pitches: 2 Days rest (48 hours)
 - 51 – 65 pitches: 3 Days rest (72 hours)
 - 66 + pitches: 4 Days rest (96 hours)
- B. Maximum pitches in a game will be 65. If a pitcher reaches his maximum pitch count, he will be allowed to complete the at-bat of the hitter he is facing.
- C. Any pitcher delivering more than 35 pitches in a game will not be allowed to play the position of catcher for the remainder of the game.
- D. If a player plays the position of catcher prior to pitching in the same game, then the player's pitch count must be limited to 35 pitches for that game.

MAJOR RULES (MJ)

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

MJ 1. **Game Times and Scoring**

- A. A team can score a maximum of five (5) runs per inning through the 5th

inning. In the 6th and only the 6th inning, ten (10) runs will be allowed, or one time through the batting lineup.

- B. Insurmountable lead rules in effect (Game should end if and when a win or tie is impossible.)
- C. 6 inning games
- D. Time limit 1 hr 40 min.
- E. No run limit max per inning. Insurmountable lead rule is in effect (Game should end if and when win or tie is impossible)
- F. Game may end in a tie and need not be completed unless League standing is impacted.
- G. Incomplete games (less than 4 inning) need not be resumed unless League standing is impacted.
- H. Mercy Rule is 15 runs after 3 or 10 runs after 4 innings [DYB Rule 4.10(a)]
- I. "O" Zone" rules will apply i.e.
 - Runners may lead off
 - Infield Fly will apply
 - Balk will be called
 - Immediate dead ball
 - Runner(s) awarded one (1) base.

MJ 2 Faceguards are not mandatory [DYB Rule 1.16(d)]

MJ 3 Headfirst slide

- not allowed (with or without face mask/C-Flap) when player is advancing to a base
 - Runner will be out, ball is live and other runners may advance
- allowed (with or without face mask/C-Flap) when player is returning to a base

MJ 4 Bats [DYB Rule 1.10]

- 2 ¼" D must be BPF 1.15 Approved
- 2 5/8" D are legal for this Level of play. Must be BPF 1.15 approved

MJ 5 Each team to provide their own baseballs. (1 per game minimum per team)

MJ 6 Courtesy runner for Catcher of Record at any time other than in the 6th inning.

- Last batted out will be runner.
- In case of no out in the 1st inning, the last batter in the order will be the runner.

MJ 7 No fake bunt and then swing away.

- Contact is not necessary.
- The batter is out, ball is dead and runners cannot advance.

MJ 8 Free defensive substitutions are permitted provided that minimum play requirements, determined by each team's Local Association, are met.

MJ 9 All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.

MJ 10 If a team starts play with eight (8) players, an automatic out will be taken for the ninth (9th) position in the batting order for every cycle through the batting order. (No penalty of an out, if loss during the game is due to injury/sickness). At the discretion of the

team Manager; If a player arrives late for the game, that player may enter the game and be inserted at the end of the batting order, even if the team has already completed one cycle through the batting order.

MJ 11 A team warning for "slinging the bat" will be issued for the 1st offense. Each team player will be called out on any subsequent occurrence.

MJ 12 **Replacement Players** Will be allowed during Regular Season but not Post Season Tournament play, when your team falls below nine (9) players.

- A. Replacement player(s) can be from another Rec. team from your Association of same or lower Level
- B. If only one (1) team in your Association, replacement player(s) can be from another Rec. team of same Level in your League
- C. The added player(s) must bat last, play in the outfield and will not be allowed to pitch.

MJ 13 **Pitch Count Rules**

Pitch count/rest requirements:

- 1 – 20 pitches: No rest required
 - 21 – 35 pitches: 1 Days rest (24 hours)
 - 36 – 50 pitches: 2 Days rest (48 hours)
 - 51 – 65 pitches: 3 Days rest (72 hours)
 - 66 – 75 pitches: 4 Days rest (96 hours)
- A. Maximum pitches in a game will be 75. If a pitcher reaches his maximum pitch count, he will be allowed to complete the at-bat of the hitter he is facing.
 - B. Any pitcher delivering more than 45 pitches in a game will not be allowed to play the position of catcher for the remainder of the game.
 - C. If a player plays the position of catcher prior to pitching in the same game, then the player's pitch count must be limited to 45 pitches for that game.

DIXIE BOYS RULES (DB) (Pony)

We will play by the official rules of the GRSL (Gwinnett rec sports league)

DIXIE MAJORS RULES (DM) (Senior)

We will play by the official rules of the GRSL (Gwinnett rec sports league)

PROTESTS GOVERNING RULES

PGR 1 A protest which involves an umpire's judgment shall not be accepted.

PGR 2 Only the team manager or the acting manager shall be entitled to file a protest.

PGR 3 The only legal protest shall be one that involves a violation of playing rules or the use of an ineligible player.

PGR 4 The protesting manager on a play situation shall notify the umpire he/she is protesting, before THE NEXT PITCH OR PLAY LEGAL OR ILLEGAL. 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.

PGR 5 The protesting manager then must submit a written protest within (24) hours to the Baseball Director, or Baseball Board Member.

PGR 6 A protest on the grounds of ineligibility of a player shall be filed with the Baseball Director or Baseball Board Member within (24) hours after the completion of the game.

PGR 7 All protests will require a \$100.00 protest fee made payable to A.A.A.. In the event the protest is not allowed, said \$100.00 will be forfeited. If the protest is upheld, said \$100.00 would be refunded

PGR 8 All protests shall be filed in writing to the baseball director and / or Baseball Board Member within 24 hours of the conclusion of the game. The **\$100.00 made payable to A.A.A.** fee shall be paid at the time the protest is submitted.

LEAGUE CHAMPIONSHIP

LC 1 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 with the least "runs against" it.
3. The team with the most "runs for" it.
4. 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)

LC 2 League championships decided by one game will be played to a conclusion, regardless of the score or inning, 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.

LC 3 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.

DEVELOPMENTAL TEAM

The developmental team has been established to encourage those seeking high elevated baseball in our recreational leagues to remain in the recreational program rather than leave the program to pursue travel baseball. This allows the player to compete at a higher level throughout the season while remaining in the recreational program at Archer.

General Rules

1. The roster for each team will be set at 10-14 players.
2. The teams will be broken up into age groups i.e. 6U, 7U, 8U, etc. Each player must play with their respective age group unless baseball board approves the player to play up.
3. The team will have a minimum of 5 coaches on staff. The max number of coaches on staff will be 6. All coaches will be approved by the baseball board
4. There will be a lead coach from each age group will report to the appointed board member. These coaches will work together to develop the program for the team.
5. All players participating on the developmental team must be registered to play in their respective age group in recreational program at Archer.
6. All players must be in good standing with Archer as well.
7. The focus of this team will be player development. The players will be taught advanced baseball fundamentals and pitching mechanics. The experience will be similar to a travel team experience.
8. Over the course of the recreational season, the developmental team will participate in USSSA style tournaments. The goal is to participate in 2 or more tournaments per season weather and recreational scheduling permitting.
9. The coaches for this team will work together as a unit to ensure each child receives maximum individual attention.
10. If a player or coach misses one Archer scheduled recreational game or practice to attend a developmental team outing, that player or coach will receive a warning from the Baseball Board.
11. If a second absence occurs, that player or coach will be removed from the developmental team. **The recreational team always takes precedence.**
12. A player may not register in the recreational program simply to gain access to this team. If the baseball board becomes aware of a developmental player or coach missing practices and games for unexplained reasons, removal from the developmental team may occur.
13. These teams will have 1 to 2 outings per week in addition to recreational team outings. It is important that you can make the time commitment for both before trying out for this team.
14. This team will begin practice shortly after tryouts and will finish up at the end of the recreational regular season schedule. As of the last day of the recreational regular season schedule, these teams will disband to allow players an opportunity to focus on recreational playoffs.
15. The developmental team is not associated with the all-star teams that will be constructed at the end of the recreational season. There will be players on the

developmental team that will make an all-star team and there may be players that do not. There are players in the recreational program that may not participate on the developmental team but will make an all-star team. .

16. There will be an additional registration fee paid to the park by each player in this program.
17. All cost associated with this team will be covered by the team. Archer will only provide limited field time for practice and insurance coverage for the team.

All players interested in trying out for this team should be self-motivated and have a strong work ethic. It is not enough for a parent to simply want their child to play on this team. The child should want it as well.

Player selection Process

1. All players interested in participating on this team may attend the tryout.
2. A player interested in attending the tryout may sign-up for the tryout on the day of recreational player evaluations. There will be a sign-up sheet located at the check-in table.
3. The tryout time and date will be provided at the player evaluation registration table.
4. All players will be notified if they made the team or not within 72 hours of the tryout.

Coach selection Process

1. All coaches interested in coaching this team will need to contact the Developmental/Tournament Team coordinator by December 15th of each year. Interviews for head coaching positions will occur prior to January 15th of each year.
2. Assistant coaches will be selected by the lead coach. Once selected, the baseball board will make a final approval of all coaches before the staff is announced.
3. A coach must be in good standing with the baseball board and the Archer board in order to be considered for a role on this team.
4. You must be a head coach in the recreational program to be considered for the lead role on the developmental team.
5. Coaching developmental team does not guarantee anyone an All-Star coaching position

