

Spring 2017 Inter-League Baseball Rules

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

The age groups of Minor thru Major will have “interleague” play consisted of:

Archer Athletic Association
Grayson Athletic Association
Dacula Athletic Association

The Interleague will play according to modified Dixie Youth Baseball rules and regulations. Any rule or action not covered in these league rules will revert to the appropriate Dixie rulebook and/or Major League Baseball rulebook. For additional information you are encouraged to go to the Dixie Baseball website (www.dixie.org)

General League Rules

1. Games delayed by rain, or other acts of nature shall be regulation games if 4 innings have been played, or the home team is ahead after 3 1/2 innings. Games shortened by reason of curfew, rain, or unforeseen conditions before they become regulation games shall be resumed from the point of termination.
2. In the event of weather or other unforeseen conditions prior to the start of a game, members of the local baseball committee, in consultation with the umpires and league director, will determine whether playing conditions are safe. If a game has been started, the home plate umpire is in control and will have the responsibility and authority to suspend or continue play. At Dacula Athletic Association, a lightning detector is utilized. The detector will be the determining factor as to whether a game or practices at the park are halted due to lightning. Once the detector registers lightning, ALL GAMES AND PRACTICES will be halted. Everyone must clear the fields and dugout. All game participants and visitors are to proceed to their vehicles until an all clear signal is sounded which will be three (3) short blasts of the air horn. THERE ARE NO EXCEPTIONS! A team will be given one warning and if they do not adhere to that, they will forfeit the game. A waiting period of thirty minutes will be allowed to start or resume a game due to field conditions after the Detector sounds the ALL CLEAR. The league director in accordance with the scheduling and umpire coordinator will reschedule games.

3. Interleague Temperature rule - If at the start of the game or practice the temperature is 40 degrees or below on the park thermometer, the game *or practice* will be rescheduled. In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used. The ON-DUTY Director will consider the wind chill factor. This is a Gwinnett County Ordinance therefore a condition of league use for the park.
4. For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue. (Refer to Dixie Rule Book)
5. The home team shall occupy the batting cages first followed by the visiting team. The home team will have use of the cages an hour before the game for twenty-five (25) minutes. The visiting team will have use of the cages thirty-five (35) minutes before game time for twenty-five (25) minutes. Each team needs to be at the field ten (10) minutes prior to game time.
6. The home team of the first and last game of each playing day shall be responsible for getting and returning the electronic score board equipment and game box to the storage cage. Both teams are responsible for the cleanup of their dugout and stands after each game.
7. Each team shall have one responsible person keeping the scoreboard and scorebook/ pitch log during every game. The home team will keep the scorebook and the scoreboard/ pitch log. Two adults will use the pitch counters. (These need to be competent people who can handle the responsibility for each team, no one under the age 18.)
8. A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times or, in the case of the home team, when it is leading, two times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the 15 run rule provision only if the home team has had an equal number of times at bat.

9. A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the ten-run rule provision only if the home team has had an equal number of times at bat.
10. Each player will be given one warning for "slinging the bat". The second occurrence in the same game will result in that player being called out. The umpire must notify the official scorekeeper and manager of each warning.
11. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
12. If a team starts play with eight players, an automatic out will be taken for the ninth position in the batting order. (No penalty of an out if loss during game due to ejection/injury/sickness. Refer to Dixie Rules.) A sickness/injury loss can return to the game. Players arriving after the game has started may be put into the game, as long as the team has not started it's second time through the batting order, but must bat as the last batter of the starting order. A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit the game. A team shall be allowed to complete any game with less than the normal nine players under described conditions.
13. If a team is unable to field nine players in a game they may fill up to two positions for a nine- player roster from the lower age groups or within the same league of current host park recreation league players only. They may not pull more than is necessary to fill a nine-player roster. The non-roster players must be used in the outfield and placed at the end of the batting order. The Manager of the opposing team must be notified of the non-roster player prior to the start of the game. Senior may pull from other Senior Teams. Any player pulled from the same league must not be a higher-round draft pick than the missing player.
14. Substitute runners are allowed only if the original player is injured. The player that made the last out shall be used as the substitute runner. Courtesy runners are allowed for catchers in all innings except the last inning to speed up the game. The player who recorded the prior out must run for the catcher. The catcher then must catch the next inning.

15. Sliding is highly suggested under all conditions permitted, but not required. Any action, which, in the judgment of the umpire, is made to collide with a defensive player will result in the offensive player being called out. Unless a player is returning to a previously occupied base, any player sliding head first to the plate or bag will be automatically out in all leagues other than Pony & Senior. (Refer to Dixie Rules.) All batter- runners and runners are required to **AVOID** contact with a defensive player.
16. It is not mandatory to slide at any base 1st through 3rd. It is strongly suggested that a runner slide at any base except 1st on a ground ball when a play is being made to the base they are running to. However, if the runner chooses not to slide thus causing a collision, he will be called out and face ejection. It is the sole judgment of the umpires and therefore not a protestable call. On all slides, it is the responsibility of the runner to attempt to avoid contact. When in doubt, slide.
17. For any play going to be made or close to being made at home plate, it is mandatory that the runner slide and attempt to avoid contact. It is the sole judgment of the umpires if he/she feels the play was too close not to slide. If failure to slide results in a collision, the runner will be ejected. He is already out due to the fact he did not slide. Any play at the plate is defined by any player receiving the ball from any part of the field in an attempt to get a runner out at home. This is not a protestable call. When in doubt, slide.
18. Free defensive substitutions are permitted provided that minimum play requirements are met. These requirements are at least every other inning.
19. Any player warming up a pitcher on the mound, in a bullpen or elsewhere shall wear a catcher's mask with a helmet and throat protector even if the mask has a manufactured extension at the bottom, excluding the hockey-style mask. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up a pitcher at any time. No other person should warm up a pitcher without a protective face mask due to the risk of substantial facial or head injury from deflected balls.
20. Catchers wearing hockey style masks shall NOT be required to wear a throat protector.

21. No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or similar type of soft support does not constitute a cast for the purpose of this rule.
22. Only the Manager may represent or speak for the team unless otherwise requested by the Manager or duty officer. Managers must request and receive a time out from an umpire to discuss a call or rule. Anyone who charges the umpire or who does not request and receive a time out or who displays, at the discretion of the umpire, un-sportsman like conduct, may be ejected from the game and must leave the immediate playing field and grandstand area within **two minutes of ejection**. *Failure to leave these areas or any further disruptions may result in forfeiture of the game. Anyone ejected from a game is automatically suspended from the next game. Anyone serving a suspension from a game shall not be permitted in the grandstand area or the scorers' booth. If a person is ejected twice during the season, that person will go before the Baseball Committee for further disciplinary review.*
23. Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind.

Exception: (1) Players may wear breakaway sports necklaces. Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief.

(2) Defensive players may wear sunglasses.

Penalty: When a first-time occurrence is noted, a warning shall be given to both teams, which applies to all players. Upon the second occurrence, the manager and player(s) will be ejected from the game.
24. Protests
 - a. Protests that involve an umpire's judgment shall not be accepted.
 - b. Only the team manager or the acting team manager shall be entitled to file a protest.
 - c. The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher

- d. The protesting manager must request time, notify the umpire he is protesting, notify the official scorekeeper to record the point in the game, and continue the game.
- e. The protest shall be considered only if it is placed in writing in accordance with the interleague rules by the manager in person along with a check of \$50.00 payable to the association at which the game takes place and to that park within 48 hours of the completion of the game. If protest is refused, the protest fee will be forfeited to that association. The protest committee will decide on any protests.
- f. The award for winning a protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league.
- g. **AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION.** A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

Uniforms for interleague play

The home team will wear white jerseys and the visiting team will wear the colored jersey.

Bat Requirements by League

ALL BATS (T-Ball – Major)

1. (1) 2 1/4" wood bats are approved for play in all age divisions.

2. (2) **2 1/4” barrel non-wood bats which are manufactured to achieve a Bat**

Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in “Dixie Youth -wood bats include aluminum/metal alloy bats and bats made with composite materials. **NOTE:** All 2 1/4” composite barrel bats manufactured by a licensed bat company which are clearly marked **“Approved for Play in Dixie Youth Baseball®”** and stamped **“BPF 1.15”** will be legal for league and tournament play if it has manufacture date stamp of 2011 or later.

(3) All older 2 1/4” non-wood bats which do not have a manufacture date stamped on the barrel of the bat and are listed on an approved bat listing on the DYB website at www.dixie.org/dyb are approved for league and tournament play if they are clearly marked **“Approved for Play in Dixie Youth** stamped **“BPF 1.15”**. Older aluminum/metal alloy 2 1/4” bats which do not have the BPF 1.15 stamp on the bat are allowed if stamped approved for play in Dixie Youth

(4) The following bats do not have to bear DYB markings, but must not bear the markings of any other program:

(a) Wood bats; and

(b) T-ball bats

(5) Any bat stamped for T-Ball cannot be used in games played in the AA, AAA, Majors or “O”Zone divisions due to the manufacturing standards for such bats.

(6) All bats shall not be less than 25” nor more than 33” in length. (Exception: 24” bats may be used in A Division (T-Ball) play only).

(7) The handle of any bat may have a gripping material not to exceed 16” from the knob.

COMPOSITE BATS

(1) All 2 1/4” composite barrel bats manufactured by a licensed bat company which are clearly marked **“Approved for Play in Dixie Youth Baseball** and stamped **“BPF 1.15”** will be legal for league and tournament play if it has a manufacture date stamp of 2011 or later.

(2) 2 1/4" composite barrel bats manufactured by a licensed bat company which are clearly marked "**Approved for Play in Dixie Youth Baseball**" but does not have a "**BPF 1.15**" will not be legal for league and tournament play unless is shown on a list of approved bats on the Dixie website at www.dixie.org/dyb.

(3) The handle of composite bats shall be no less than 3/4" plus/minus 1/32" in diameter and the barrel no more than 2 1/4" plus/minus 1/32" in diameter.

(4) A composite bat must be a safe unit of multi-material construction.

ALUMINUM / METAL ALLOY BATS

(1) Newly manufactured aluminum/metal alloy 2 1/4" bats are required to have both "BPF 1.15" and "Approved for Play in Dixie Youth stamped on the bat. Older aluminum/metal alloy 2 1/4" bats which do not have the BPF 1.15 stamp on the bat are allowed if stamped approved for play in Dixie Youth

(2) The handle of aluminum/metal alloy bats shall be no less than 3/4" plus/minus 1/32" in diameter and the barrel no more than 2 1/4" plus/minus 1/32" in diameter and may be made with composite materials.

(3) An aluminum/metal alloy bat must be a safe, one- or two-piece construction of hollow aluminum, metal alloy or magnesium.

(4) Aluminum/Metal Alloy bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat.

(5) The knob on the handle of an aluminum/metal alloy bat must be permanently attached.

(6) The term "one-piece construction" shall be defined to include the permanently affixed plug and attached knob described above for aluminum/metal alloy bats.

WOOD BATS

(1) The handle of wood bats shall be no less than 7/8" plus/minus 1/32" in diameter and the barrel no more than 2 1/4" plus/minus 1/32" in diameter.

(2) A wood bat must be a safe, solid, one-piece, rounded stick of flame treated or natural finish, hardwood construction.

1.10(b)– 2 5/8” Barrel Bats (NOT FOR T-BALL USE)

(1) Subject to restrictions by local league or state organizations, 2 5/8” barrel bats are legal in all divisions of Dixie Youth Baseball. **Note:** If a 2 5/8” barrel bat is a -3, the BBCOR certification must be stamped on the bat. **Local League Option:** Local leagues may restrict the use of 2 5/8” bats in any age division in local league play. **State Organization Option:** State organizations may restrict the use of 2 5/8” bats in any age division in district and state tournament play.

EXCEPTION: 2 5/8” Barrel Bats will not be used in T-Ball

(2) All 2 3/4” barrel bats are prohibited in all divisions of Dixie Youth Baseball.

1.10(c) A batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter’s box if protested by the opposing team manager prior to the first pitch to the next batter. A batter uses a bat when he takes the first pitch from a pitcher during any time at bat. The bat becomes illegal when the batter receives the first pitch during his turn at bat. He does not have to hit the ball. Batter will be called out and any runners must return to the base they occupied prior to the first pitch to the batter.

Length of Play and Runs Allowed by League

Minor

- Games are 6 innings or a time limit of 1 hour and 30 minutes. A new inning will not start after 1 hour and 25 minutes of play.
- 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.
- If after 3 innings a team is leading by fifteen (15) or more runs, or after 2 1/2 innings if the home team is leading, the game will be declared over. If after 4 innings a team is leading by eleven (11) or more runs, or after 3 1/2 innings if the home team is leading, the game will be declared over.

□ If after 6 innings, time permitting, additional innings will be played. To begin the additional inning, the last batted out will be placed on 2nd base. The additional inning will be played in its entirety. No additional innings may begin after the specified time limit.

Major

□ Games are 6 innings or a time limit of 1 hour and 45 minutes. A new inning will not start after 1 hour and 40 minutes of play. In the 6th and only the 6th inning, ten (10) runs will be allowed, or one time through the batting lineup.

□ If after 3 innings a team is leading by fifteen (15) or more runs, or after 2 1/2 innings if the home team is leading, the game will be declared over. If after 4 innings a team is leading by eleven (11) or more runs, or after 3 1/2 innings if the home team is leading, the game will be declared over.

□ If after 6 innings, time permitting, additional innings will be played. To begin the additional inning, the last batted out will be placed on 2nd base. The additional inning will be played in its entirety. No additional innings may begin after the specified time limit.

Pitch Counts by League

The official scorebook keeper/ scoreboard operator should keep pitch counts for both teams' pitchers as well as a participant from the visiting team. At the end of each inning, the totals should be compared and agreed upon. In the event that the counts do not match, the counts should be added together, divided by 2 and rounded up. A pitcher reaching the maximum limit for the day or week may finish the batter. A calendar week shall begin on Monday at 12:00 am and end on Sunday night at 12:00 midnight. A coach's failure to comply with the pitch counts and rest period rules is subject to discipline in accordance with that coach's association.

Pitches thrown in a makeup game count in the week that the game is played, not the week originally scheduled.

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

Minor

A pitcher may throw no more than sixty (60) pitches per day and no more than ninety (90) pitchers per calendar week. The following pitch counts and days' rest will be enforced:

- If a player pitches 50 or more pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 35 – 49 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 34 pitches in a day, no calendar day of rest is required before pitching again.

- A pitcher who delivers 35 or more pitches in a game cannot play the position of catcher for the remainder of that game.

Major

A pitcher may throw no more than seventy (70) pitches per day and no more than one hundred (100) pitchers per calendar week. The following pitch counts and days' rest will be enforced:

- If a player pitches 60 or more pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 45 – 59 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 44 pitches in a day, no calendar day of rest is required before pitching again.

- A pitcher who delivers 45 or more pitches in a game cannot play the position of catcher for the remainder of that game.

Field Dimensions by League

Field preparation for games is the responsibility of the home park. Electronic score brains, official scorebooks, bases, etc. should be brought to and returned from the field by the home team.

The home team should occupy the first base dugout. The visitor team should occupy the dugout on the third base side.

Minor

Field dimensions are 60' baselines and 46' from the back point of home plate to the front edge of the pitching rubber.

Major

Field dimensions are 70' baselines and 50' from the back point of home plate to the front edge of the pitching rubber.

Specific League Rules by League

Minor

All Minor rules will be played according to the Dixie Youth rulebook except for the following.

1. The infield fly rule will be in effect.
2. No intentional walks will be allowed.
3. There are no leads offs. Players can steal 2nd and 3rd after the ball crosses the plate.
4. Stealing home. You can only steal home on a passed ball. When a pitcher has the ball AT the temporary mound, and a catcher has control of home plate and any runner at third or other bases has stopped their forward momentum "conceded advancement". A PLAYER TIME MAY BE REQUESTED. When an umpire grants time, all runners will return to occupied bases. If the catcher or player has the ball and control of home plate, all runners will return to occupied bases by umpire judgment. The Catcher or player must throw the ball over-handed back to the

pitcher within 5 feet of the mound. If the pitcher does not catch the ball the runners may run at their own risk. The runner concedes and GRANTING PLAYER TIME is a judgment call by the umpire to stop attempts of chicken between players and to speed up the game.

5. Repeated attempts by an offensive coach playing "chicken" or "taunting" between a 3rd base runner and opposing pitcher or catcher will be considered a delay of game tactic. The result will be their team being charged with 1 additional out. The Umpire may use a taunting warning.
6. Faceguards are not mandatory. Chin straps are recommended but not required
7. Headfirst slide [DYB Rule 7.08 (I)]
 - a Not allowed when a player in advancing to a base
 - i Runner will be out, ball is live other runners may advance
 - b Allowed when a player is returning to a base
8. No fake bunt and then swing away
9. Courtesy runner for Catcher of Record at any time other than in the 6th inning.
 - a Last batted out will be runner

Major

All Major rules will be played according to the Dixie Youth rulebook except for the following.

1. The infield fly rule will be in effect.
2. There will be a limit of one (1) intentional walk allowed per team, per game. The head coach should inform the umpire of his intent to intentionally walk the batter. The pitcher will not be required to throw four (4) balls.
3. O Zone rules will apply

- a Runners may lead off
 - b Infield fly will apply
 - c Balks will be called
4. Faceguards are not mandatory. Chin straps are recommended but not required
 5. Major will play open bases. Stealing is permitted.
 6. Stealing home. You can only steal home on a passed ball. When a pitcher has the ball AT the temporary mound, and a catcher has control of home plate and any runner at third or other bases has stopped their forward momentum “conceded advancement”. A PLAYER TIME MAY BE REQUESTED. When an umpire grants time, all runners will return to occupied bases. If the catcher or player has the ball and control of home plate, all runners will return to occupied bases by umpire judgment. The Catcher or player must throw the ball over-handed back to the pitcher within 5 feet of the mound. If the pitcher does not catch the ball the runners may run at their own risk. The runner concedes and GRANTING PLAYER TIME is a judgment call by the umpire to stop attempts of chicken between players and to speed up the game.
 7. Headfirst slide [DYB Rule 7.08 (I)]
 - a Not allowed when a player in advancing to a base
 - i Runner will be out, ball is live other runners may advance
 - b Allowed when a player is returning to a base
 8. No fake bunt and then swing away
 9. Courtesy runner for Catcher of Record at any time other than in the 6th inning.
 - a Last batted out will be runner