

BILOXI YOUTH BASEBALL LOCAL RULES

The Board of Directors for Biloxi Youth Baseball, Inc. adopt the following local rules of competition for Biloxi Youth Baseball for the 2026 season:

ARTICLE I COMPETITION COMMITTEE/ SLOTTING RULES SUBCOMMITTEE

A Competition Committee will be formed which will have responsibility for review of all local rules related to baseball competition. The Chairman of the Competition Committee will be appointed by the President of the Board.

A Slotting/ Rules Subcommittee will be formed for each division that will be responsible for slotting coaches' children for the draft and will address competition issues that arise within the Division during the season. Each Subcommittee will consist of the City Representative and the Player Agent. The Division Director may be included, if needed. If any of these people are disqualified by reason of having an interest in the Division, the President of the Board will appoint a disinterested person(s) to serve on the Subcommittee. An interest is defined as coaching in a division or having a child in a division.

ARTICLE II LEAGUE DIVISIONS

SECTION 1

Major League. All 11 and 12-year olds will play in one combined major league.

SECTION 2

Minor League. All 9-10 year olds will play in one combined minor league.

SECTION 3

Coach Pitch.

All 7 year olds will play in a separate 7-year-old coach pitch league.

All 8 year olds will play in a separate 8-year-old coach pitch league.

If registration numbers do not allow separate leagues, all 7-8 year olds will play in a combined 7-8 year-old coach pitch league.

All 6 year olds will play coach pitch and will use a hard ball. After 3 strikes, a tee will be placed at home plate and the batter will hit from the tee.

SECTION 4

T-Ball.

All 4 & 5 year olds will play T-ball and will use a soft ball.

SECTION 5

All Divisions.

Each year, all players will be redrafted pursuant to these rules.

All players will play in the proper age division.

Exception: Players may petition the Board to play up or down but must submit written explanation for their request. All written requests will be maintained by the Secretary and overviewed by the board.

All bats will be USA Stamped bats in guidance of DYB rules and regulations.

ARTICLE III COACH SELECTION

SECTION 1

Regular Season.

(a) The President shall, each new baseball season, nominate managers for each team in each league division. The nominations are given to the Board for approval. The Board has the right to veto any nomination by a 2/3 majority vote.

(b) The President may manage or coach during the regular season, if approved by the Board of Directors.

(c) Each manager may choose an assistant coach. The managers and assistant coach's child cannot be drafted by any other team and must be drafted in the round designated by the Slotting Committee. If a manager does not have a child in the division, he may choose two assistant coaches and freeze their children from the draft. In order to freeze an assistant's child, the assistant coach must have coached in the league the previous year.^{1,2}

(d) If the Board determines that there are not enough qualified coaches in a division, it will first ask for a qualified assistant coach to assume managerial duties for a

¹ An assistant will be deemed to have coached the previous year if his/her name was submitted to the league for purposes of a background check. Exceptions to this requirement will be considered if the individual can show that he/she was in the dugout for at least one half of a team's games.

² 2 assistant coaches in coach pitch leagues.

different team. If there are no volunteers, the Board has the discretion to allow only the manager's child to be frozen. All coaches, *i.e.* any individual that will be on the field or in the dugout, must be submitted to the league so that a background check can be completed. Without a prior background check, a non-player may not be on the field or in the dugout.

SECTION 2

Post Season (All-Stars).

(a) The head coach of the league champion will have first option to coach the all-star team. If he chooses not to coach the team the 2nd place head coach will have the option. If the 2nd place coach chooses not to coach, then the president of the league will nominate an all-star coach and be approved by majority Board vote.

(b) Any coach who violates the following will not be considered to coach all-stars

- 1) Any coach that is ejected from a game (may be appealed to the board)
- 2) Any coach who violates the pitching rules.
- 3) Any coach who violates the participation rule.

(c) All-Star balloting will be conducted at a meeting attended by all managers or their designee after 50% of season has been played. Voting will take place immediately after the managers' meeting and votes tabulated by the Player Agent and the City Representative, or their designee. The top twelve vote getters are named to the All-Star team. In the case of a tie for the last slots between two or more players, the tied players will be placed on a new ballot to be voted on by all coaches of the players age group. A list of all vote getters will be maintained in case an alternate player needs to be added to the all-star roster.

(d) Post-season funding: The League will contribute, to the extent possible, to funding all All-Star teams that represent the League at District competition level. Teams that advance to the state tournament based on a first place finish in District competition are eligible for continued League contribution, to the extent possible. Teams that finish first in the state tournament will, to the extent possible, receive League contribution to the cost of participation. (Other teams that are invited to continue at State or Regional tournaments may receive contribution from the League, at the Board's discretion).

(e) Fundraising: To the extent that the cost of participation exceeds the League's contribution, teams may choose to fundraise to offset the cost. Teams may choose

to fundraise independently or to fundraise through the League. If teams choose to fundraise through the League, they must use solicitation material provided by the League. Any solicitation must use language consistent with the following “funds are being raised by Biloxi Youth Baseball without restriction.” (need some additional language)

(f) Expenditures: Teams must use funds provided by Biloxi Youth Baseball, and raised on behalf of Biloxi Youth Baseball, for the expenditures associated with participation and in a manner approved by the Board of Directors. *De minimus* amounts may be used for such things as entertainment for the entire team while traveling (*e.g.* a trip to the waterpark on an off-day), post All-Star season team party, etc. Such expenditures should not exceed \$50 per child without approval from the Board.

SECTION 3
Off-Season (Fall Ball).

(a) The League will gauge interest each year in sponsoring a developmental fall league, if field space allows. The intent of this league will be instructional and no score will be kept. Coaches may agree to alter from the local playing rules listed within, if in the best interest of players.

ARTICLE IV
TEAM SIZE

The Board of Directors will make a determination of team size based on the number of players that register in each league division. It is the Board of Director’s intent to keep the team sizes to a controllable number while having to work within the confines of the availability of the playing fields. The goal is to have no more than 12 players per team.

ARTICLE V
PLAYER TRYOUTS

SECTION 1 - Who Must Tryout

(a) There are no tryouts held for T-Ball participants (age group 4-5).

(b) All players registered to participate in age groups six (6) and above must tryout in order to be placed on a team roster. There are no exceptions.

(c) If a player does not try out, he/she will be selected at random (“hat picks”). Returning players that made their league’s All-Star team the previous year will be eligible to be drafted even if they did not tryout, *i.e.* they will not be selected randomly as “hat picks.”

(d) The Board may choose not to hold tryouts in case of inclement weather or field availability.

SECTION 2 - Who Conducts Tryouts

Coaches in a Division are responsible for conducting tryouts for that Division, with a Board representative present if possible. The League Director or a Board representative will get the tryout started.

SECTION 3 - Tryout Procedure

Each player trying out will be thrown 3 pitches to hit. On the last pitch they will run the bases. They will then have two opportunities to field a ball and throw to first, and two opportunities to field a fly ball.

ARTICLE VI PLAYER SELECTION

SECTION 1 - Slotting Coaches Children

A slotting committee consisting of no less than two Board members will determine the slotting of coaches’ children. The committee will consist of the League’s City Representative, Player Agent and the League Director, if needed. If recusals occur (see below), the Board President will appoint disinterested Board members to serve on the committee for that particular age group. The committee will solicit the opinion of all coaches in that age division and then make a determination concerning the round that coach’s child will be drafted. Prior to the draft, the coaches will discuss slotting and adjust upon agreement of two-thirds of them. If no agreement is reached, the decision of the slotting committee will stand.

Recusals: A committee member that is coaching or has a child in the division being considered will not participate in the committee’s discussion or determination of slotting coaches’ children for that Division. Other guidelines for slotting coaches’ children are as discussed below.

There is no draft in the 4 & 5-year-old T-Ball Division(s). The players will be assigned to teams by the Board and the President.

In the 6-year-old Division, coaches' children will be drafted in the second and third round. If a manager does not have an assistant, his/her child will be slotted in the second round. Upon agreement of all coaches (unanimous), a second assistant coach may be added and that coach's child would be slotted in the fourth round.

All coaches' children that made the previous year's All-Star team will be slotted in either the first, second, or third rounds. The only exceptions to this are in combined leagues (*i.e.* 7-8, 9-10, 11-12) where the younger age group that made the previous year's All-Star team (*i.e.* 9 and 11 year olds), will be slotted in the first, second, third or fourth rounds. Upon agreement of all coaches (unanimous) in 7-8 division, a second assistant coach may be added. That coach's child would also be slotted by the slotting committee.

SECTION 2 - Who Conducts and Participates in the Draft

The age group League Directors will facilitate the draft in their particular divisions unless they (the League Director) are managing or coaching in this division. In this instance, the League President will appoint another disinterested Board Member to facilitate the draft for this Division. The manager will be the lone representative for his team in each age division draft. If the manager cannot attend the draft, then the manager's designated pre-draft assistant coach will attend to represent his/her team. The League's Player Agent, President, Secretary and/or any other Board Member designated by the President can be present to assist with the draft.

SECTION 3 - The Draft

The order of draft will be determined by a random drawing. A "wrap-around" draft rotation will then follow for all remaining rounds. In order to freeze an assistant coach's child – *i.e.*, make that player unavailable for draft, the assistant coach must be selected **prior to tryouts**. Trades are allowed immediately after the draft only and **MUST** be approved by the League's Player Agent. Any trade for a player must be for a player within one round, *e.g.* a 5th round player may be traded for a 4th or 6th.

At the conclusion of the draft for each Division, the draft facilitator is to record the order of selection by Team name, record players drafted by each team, and note which

team and order would have the next selection if another player was available. This information is needed for any player additions post-draft – see Section 4 below.

SECTION 4 - Post-Draft

Players joining the league after the draft will be placed on a team by the slotting committee based on team needs and, if applicable, competitive balance.

ARTICLE VII PLAYER MOVEMENT

All player movement must be reported to and approved by the league's Player Agent.

ARTICLE VIII CHAMPIONSHIPS

SECTION 1

(1) 4-5 T-Ball: There will be no championship in the 4 & 5-year-old T-Ball Division as scores are not kept.

(2) All Other Divisions: There will be one overall champion in each age group based on best overall record. Schedules may be adjusted to ensure that all contending teams play the same number of games.

(3) (A) If there is a tie between two teams, there will be a one-game playoff. A coin flip will determine the home team. **(B)** If there is a tie between more than two teams, tiebreakers will be as follows: 1) head-to-head records between all tied teams; 2) total run differential between the tied teams; 3) defensive run differential. Teams will be eliminated one by one using the tiebreakers above until only two teams remain. Those teams will play a one game championship. A coin flip will determine the home team.

(4) Interpretation of these rules, in the event any is necessary, is reserved to the League President (unless the League President recuses himself because a team he is coaching is involved in the decision. In that case, the Board as a whole will convene to make interpretive decisions.) Board members whose teams are involved in the interpretation question may not vote on the issue.

(5) All games will be played pursuant to Biloxi Youth Baseball division rules, with the exception of the Championship Games, which will not have a time limit but in all other respects will follow these rules.

(6) The Board holds the authority to host a championship, exhibition game

between the two teams with the best regular season records, or host end of year tournament between the age groups. If there is a tie in the standings, the tiebreaker rules in (3) would apply.

ARTICLE IX RESERVATION OF AUTHORITY

In the rare occasion in which a decision must be made quickly and either requires interpretation of the by-laws and Diamond Youth Baseball rules or is not covered by such rules, the President will, after consultation with the Vice-President and the City Representative, have the power to make a binding decision until the Board as a whole can convene. If the President is not a disinterested party (*i.e.* either coaches in the Division at controversy or has a child in that Division), the City Representative will exercise the same function as though he/she was President.

ADDENDUM – DIVISION RULES

SECTION 1

4 & 5-Year-old T-ball Rules.

The following rules apply to the T-ball division.

- (1) There will be one hour of playtime or two innings, whichever comes first.
 - (a). Score will not be kept in this division.
 - (b). Each team will bat its entire order.
 - (c). When the last batter comes to bat, it will be announced “last batter”.
 - (d). Will play with a soft baseball

- (2) There will be no penalty for batting out of order.

- (3) Batters will be permitted to hit until successfully hitting a fair ball. If the at bat takes an inordinate amount of time, coaches will be permitted to help the batter swing.

- (4) Foul balls are any balls not hit in fair territory and include the following:
 - (a). The ball hits the tee and the ball rolls into fair territory.
 - (b). The ball travels less than the grass surface from the plate. If a batted ball is fielded before crossing this area, it will be considered foul.
 - (c). The batter hits the tee while taking a swing at the ball, causing it to fall from the tee.

- (d). The batter knocks the ball off the tee while taking practice swings.
- (5) There is no bunting. There will be no half swings to hit the ball softly. A full swing must be attempted.
- (6) The pitcher must keep one foot inside the pitchers' mound/circle until the ball is hit from the tee.
- (7) The catcher must stay in the catcher's circle until the ball is hit. Two circles will be placed on the field indicating the catcher's position.
- (a). Infielders must be in the dirt area of their designated position and cannot be on the grass.
 - (b). Outfielders can play no closer than ten feet from the infield dirt. A chalk line will be placed in the outfield 10 feet beyond the infield dirt and outfielders must begin play outside the line.
- (8) Defense substitutes can be made at any time during the game when the ball is not in play.
- (9) Defensive players will consist of no more than 13 players on the field using as many outfielders as necessary.
- (10) There will be no infield fly rule.
- (11) There is one base on an overthrow, providing that the runner is attempting to run and provided he makes it.
- (12) All throws must be overhand if an overhand play would be made at an upper level. At the discretion of the umpire, underhand tosses can be made where it would be appropriate at upper levels.
- (13) Run downs are not allowed. Umpire discretion will be used.
- (14) Chatter is allowed, but taunting is not. Teach your children the difference.
- (15) Slinging the bat will result in a warning the first time it occurs. If a player slings the bat a second time, the player will be called out.
- (16) No base stealing or leaving the base early.

(17) All batters, base runners and catchers must wear a helmet. Defensive players must wear team caps and have their shirts tucked in.

(18) Offensive team will use three adult coaches, one at home plate, one on first base and one on third base line. Coaches are not allowed to touch the runner for the purpose of holding him/her on base or “encouraging” him/her to run. Defensive team may use two adult coaches in the outfield only. Coaches are not allowed to touch players/ball to assist in the play.

(19) “Time” will be called when an outfielder gets the ball into the infield. Any infield player that has possession of the ball can also request “time”. No outfielder can call “time”. Umpire grants time at his discretion.

(20) Position rotation: Players must be rotated between positions over the course of the season with an emphasis on allowing all players to have an opportunity to play all positions. Under no circumstance will a player be permitted to play the same position more than 1 inning in a game.

(21) No persons will be allowed in the dugouts except team players, managers, coaches and one parent if needed to keep order in the dugout. Anyone entering the field as a coach or a dugout parent must have background paperwork on file with the City.

SECTION 2

Coach Pitch Rules.

The following rules apply to the 6-year-old & 7-8 year old division.

(1) A regulation game consists of six completed innings. No new inning starts after one hour and fifteen minutes. Once an inning has started, it shall be completed. A regulation game will be called if after four completed innings either team is ahead by ten runs. Once an inning has started, it shall be completed.

(2) The inning is over when 10 players have batted or 3 outs have been made. If a team only has 9 players, the inning for that team ends when it has batted 9 players.

(3) Each player must play at least every other defensive inning of the game. Each team shall bat its entire lineup.

Penalties for violating the play rules may include forfeiture of that game and repeated violations may result in suspension of the coach for one or more games.

- (4) Bunting is NOT allowed.
- (5) There is NO stealing.
- (6) There is no headfirst sliding, unless going back to a base. The runner will be called out if he/she slides into a base headfirst.
- (7) Time will only be called when the ball is in front of the runner. Players may continue to advance on an overthrown ball until the ball is in front of the lead runner or the ball is ruled out of play, *e.g.* in the dugout or over the fence. If the ball is out of play, the runner may advance to the next base. Exception: An overthrow at first base allows each base runner one additional base unless a play is made on that runner, at which point the runner may advance until the ball is in front of the runner. In 6-year-old division, time may also be called when the ball is controlled in the pitcher's circle by the pitcher.
- (8) The umpires alone can call time and stop play.
- (9) Pitchers must have one foot in the dirt/pitchers circle, even with or behind the pitching rubber. Also cannot throw from a kneeling position.
- (10) If a batted ball hits the coach who is pitching (coach must make an attempt to get out of the way or will be called a no-pitch), it is a dead ball and everyone advances one base.
- (11) Catcher's equipment is required, including cups.
- (12) Outfielders must be in the grass behind the infield. If this is violated, the offensive coach has the option of accepting the play.
- (13) The offensive team is allowed up to three coaches on the field. Coaches will remain in the coach's box at first and third base and pitching. A fourth coach is in the dugout. If the team does not have a fourth coach, a child wearing a batting helmet will coach first or third base.

(14) One defensive coach is allowed behind umpire to help get ball back to pitcher if ball is dead. However, in the 6-yearold division, coaches may be positioned in foul territory in the outfield the first few games of the season.

(15) Base runners should attempt to slide when appropriate. Any runner who intentionally runs into the fielder at the base will be called out.

(16) Throwing the bat will result in a warning the first time. If a player throws the bat a second time, the player will be called out.

(17) Tie games – If the score is tied at the end of the game, the game will end as a tie. A tie counts as $\frac{1}{2}$ win and $\frac{1}{2}$ loss for standings purposes.

(18) A team must have a minimum of eight of their own players present or the team will forfeit. A forfeit will be called 15 minutes after game time if a team does not have at least 8 players at that time. If playing with 8 players, an automatic out is placed at the 9th batting position. With the opposing coach's consent, a team may pick up a 9th player of appropriate age.

(19) (7-8) Division: Each batter will be thrown up to five pitches. The at bat will end after 5 pitches are thrown, three pitches are swung at and missed, or the ball is put in play. If the batter fouls the third strike or fifth pitch, he/she is awarded an additional pitch. Each subsequent foul ball will be treated the same.

(20) The 6-year-old division will be coach pitch. Each batter will have three swings to put the ball in play. If the final swing results in a foul ball, the batter will get an additional swing. To be in play, the ball must advance past the dirt at home plate. After 3 strikes, a tee will be placed at home plate and the batter will hit from the tee. If a batted ball hits the coach, the ball is dead, the runner advances to first and all base runners advance one base.

(21) The 7-8 year-old division will be coach pitched. If a batted ball hits the coach, the ball is dead, the runner advances to first and all base runners advance one base. (coach must make an attempt to get out of the way or will be called a no-pitch)

(22) A play at any base must be made by the fielder routinely assigned that base unless that fielder is pulled off that base by the play (a hit ball or an overthrow, for example). In the event the fielder is pulled off the base, as above, the play can be made by another fielder backing up the play.

SECTION 3

Minor 9-10 / Major 11-12 League Rules.

(1) A. Regulation Game – Minor League - A regulation game consists of six completed innings. No new inning starts after one hour and twenty minutes.

(1) B. Regulation Game – Major League - A regulation game consists of six completed innings. No new inning starts after one hour and twenty minutes.

(2) Once an inning has started, it shall be completed. A regulation game will be called if after four completed innings either team is ahead by ten runs.

(3) In the minor league, the inning is over when 10 players have batted or 3 outs have been made. If a team only has 9 players, the inning ends for that team when it has batted 9 players.

(4) Each player must play at least every other defensive inning of the game. Each team shall bat its entire lineup.

Penalties for violating the play rules may include forfeiture of that game and repeated violations may result in suspension of the coach for one or more games.

(5) Tie games – If the score is tied at the end of the game, the game will end as a tie. A tie counts as $\frac{1}{2}$ win and $\frac{1}{2}$ loss for standings purposes.

(6) A team shall have a minimum of eight (8) of their own players present otherwise there will be a forfeit. A regulation game delayed due to less than eight (8) players on a team shall become a forfeit fifteen minutes of after the originally scheduled start time has lapsed. The manager of the team with less than eight (8) players shall concede the game and the head umpire shall declare a forfeit by that manager. If a team has only eight players, the coach may pick up a player from another team with the opposing coaches consent. (pick up player must bat last and play in OF) If playing with only 8 players, that team will have an out recorded when the 9th player would have batted. If with 2 outs the opposing coach intentionally walks the 8th batter, no out will be recorded for the 9th batter.

(7) In the minor league divisions, the catcher may call timeout prior to returning the ball to the pitcher when there is a runner on third, the catcher has possession at or around home plate and the runner makes a step back towards third base.

(8) In minor league play, an intentional walk cannot be issued to the 10th or final batter of the inning.

(9) A pinch runner may be inserted only under the following conditions: 1) an injury or 2) for the catcher (runner must be last batted out)

(10) Pitching Rules:

Diamond Youth Baseball rules for pitching will be used.

Diamond Youth Baseball play rules are in effect unless these local rules address a situation specifically.

REST REQUIRED					
	Max / Day	0 Days	1 Day	2 Days	3 Days
9-10	75	1-30	31-45	46-65	66+
11-12	85	1-30	31-45	46-65	66+