

2016 OFFICIAL DYBSI HANDBOOK



**DULUTH YOUTH BASEBALL AND
SOFTBALL, INC**

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**WELCOME
FROM
THE DULUTH YOUTH BASEBALL AND SOFTBALL ASSOCIATION**

The Duluth Youth Baseball and Softball, Inc is very fortunate to have a volunteer base of parents and others who are dedicated to providing baseball and softball as a recreational opportunity to the children of our community. We appreciate the efforts of all the wonderful volunteers that have given their time in the past, and we are always looking to expand the association to include more families in our program. Without the help of parents and other volunteers, this organization could not survive. Volunteers help keep the operating costs down and ensure that our program will continue to be responsive to our members. We ask for all or any help that you can give us. Please contact an Association Officer, Coach, Commissioner, or any of our Committee Chairs if you would like to volunteer. No contribution is too small, and all contributions are deeply appreciated.

Please print out and liberally reference this OFFICIAL HANDBOOK of the Duluth Youth Baseball and Softball Association. We prepared this handbook to provide each parent, coach, player, and volunteer with a comprehensive overview of our association.

This Handbook includes the following:

-  2016 Association Officers and Commissioners
-  General Rules
-  Baseball Rules
-  Softball Rules

Most of our league games are played at J.T. “Shorty” Howell Park located at 2750 Pleasant Hill Rd in Duluth, GA and Bunten Road Park at 3180 Bunten Road also in Duluth, GA. Our Baseball Program is affiliated with Dixie Youth Baseball (ages 4-12), and with Dixie Boys Baseball (ages 13-18). Our Softball Program (ages 5-18) is a member of the Amateur Softball Association of America (ASA). We are confident that you and your family will enjoy involvement in our programs.



2015 - 2016 Duluth Youth Baseball and Softball, Inc Officers

President: Tara Starr - duluthwildcat@gmail.com
Executive VP: Rick Owens - coachrick_duluth@yahoo.com
Secretary: Stephanie Clements - sclemen1@ggc.edu
Treasurer: Amanda Overly - DYBSI.treasurer@gmail.com
VP Community Relations: Joan Kober - Kober2795@yahoo.com

VP Baseball: Jon Richards - jonrrichards@hotmail.com
VP of Baseball Operations: Andrew Watts - Andrewwatts1@yahoo.com
VP Travel Baseball: Robert Hasenstab - rhasenstab@bellsouth.net
Coed Rookie League Commissioner: Sandra Albarran- albarran.s1987@gmail.com
Coed Teeball League Commissioner: Randy Hughes - rhughes2024@outlook.com
PeeWee League Commissioner: Mark Stewart - mgstewart2006@gmail.com
Minor League Commissioner: Luther Jones - bigglu21@gmail.com
Major League Commissioner: OPEN
Pony League Commissioner: John Karnowski - johnkarnowski@gmail.com
Senior League Commissioner: John Casey - jcasey1v@yahoo.com

VP Softball: Hector Rodriguez - manhec@yahoo.com
VP of Softball Operations: Richard Boyd - boydrichard6@yahoo.com
VP Travel Softball: Alisa Maxwell - maxwellhouse911@bellsouth.net
Softball League Commissioner: OPEN

Concession Stand Coordinator: Cindy Howard - sweetbamababe0807@yahoo.com
Team Parent Coordinator: Tess Latimer - tess.latimer@gmail.com
Uniform Coordinator : DYBSIuniforms@gmail.com



In Memory of Mr. Shorty Howell

Jones Tillie J.T. “Shorty” Howell was born in 1920 here in Duluth, in a house that was located right behind where the current Atlanta Toyota is located. He lived his entire life in Duluth.

He served in the Army and was in combat in Sicily during WWII. Upon his return from the war, Mr. Shorty began working for General Motors and retired from GM with 32 years of service.

He married Irene Ethridge in 1946 and had two children, Gary and Kathy.

When the park was being planned and developed, the Gwinnett County Parks and Recreation Department came to the Duluth City Council and asked if they had any recommendations for whom the park could be named.

The City Council suggested “Mr. Shorty”, who had volunteered his time over the years as a coach, groundskeeper, repairman and anything else that needed to be done for the youth of the Duluth Community. He would carry his mower to Town Field or the Hospital Field where the games were held and keep the grass cut, trim the fields and surrounding areas, line the fields before games and then go out and coach the team.

Rumors persisted such as, “the park was named after Mr. Shorty because he lived in the house that used to be next to the fields” or “Mr. Shorty donated the land and that was why the county named the park after him”. The truth of the matter is that it was because of his unselfishness and love of kids, everyone’s kids, that he received the honor of having the park named after him.

He was recognized by many organizations and leaders such as President George H. Bush, who sent Mr. Shorty a letter thanking him for his work and dedication to the community, as well as Governor Joe Frank Harris who sent a written proclamation that was adopted by the entire state legislature dedicating a day as “Shorty Howell Day” in honor of Mr. Shorty.

*Other groups such as Dixie Youth and the Gwinnett County Government recognized and honored Mr. Shorty for his efforts. **The park was opened and dedicated to Mr. Shorty in 1978.***





FIELD SCHEDULING POLICY

Field and Batting Cage scheduling is a top priority for the executive board of DYBSI. Field times will be distributed to teams in a manner that is as equitable as possible. There are seven (7) fields and four (4) batting cages available for DYBSI to use at Shorty Howell Park and two (2) fields and two (2) batting cages available for DYBSI to use at Bunten Road Park. In addition, the DYBSI Board may, at its discretion, enter into agreements with other baseball or park facilities for the purpose of providing additional practice space for its members. The amount of time allotted to each team for practices and games will be determined based on a number of factors including, but not limited to, the number of teams in each league, the condition of the fields, the time of year, weather, other DYBSI sponsored events that may require field space and other factors that the Board must take into consideration when scheduling fields. The Board will schedule field space for to each team for practices and games at the beginning of the season so team managers may plan their season and notify the players and their parents. Batting cage use will be available with team practices and games. In order to most efficiently utilize fields and batting cages, DYBSI may stagger the start times for games and practices when scheduling field and batting cage times. Fields will be scheduled in certain time blocks with time in between for field maintenance. Managers are asked to respect the times allotted for their time, maintenance time and the next team's field time.

Practice times must end at least 45 minutes prior to the start of any DYBSI sponsored game scheduled to allow for proper field maintenance and player warm-ups.

Any unallocated field space and times may be filled by team managers' request. A team manager must place an official request for additional field/batting cage time for their team with their appropriate league commissioner. The commissioner will assign the additional field time request and/or batting cage time based on their availability.

All practice times scheduled on fields and in batting cages may be cancelled at any time by the league commissioner with the approval of the President or the Executive VP for weather related reasons, poor field conditions or in order to re-schedule previously postponed DYBSI sponsored games.

A field schedule will be posted on the DYBSI website at www.duluthyouthsports.org with an official record of the field schedule held by the DYBSI Board or its official in charge of field scheduling. Open field time noted on the field schedule posted on the website does not denote that field time does in fact exist as the official field schedule is updated as requests for additional field space are granted and postponed games are re-scheduled. When changes are made to the field schedule the new schedule will be updated on the website as soon as it is administratively feasible.

SHORTY'S HOME RUN CLUB PROGRAM

The Duluth Youth Baseball and Softball, Inc sanctions the Shorty's Home 'Run Program. The program recognizes Baseball & Softball participants who hit a home run. Accomplishing this results in the award of a "Shorty's Home Run" shirt. In order to expedite the awarding of the shirts, the following procedure has been adopted:



- 🏆 To be eligible to receive a shirt, a player must hit the baseball/softball over the fence or into the netting of the field designated for that age group. The hit must be designated a home run by the umpire of the game -- no "inside the park" home runs will be awarded.
- 🏆 Every night from 6:00 P.M. to 9:00 P.M., shirts for the Shorty's Home Run program will be issued at the concession stand at Shorty Howell Park and must be picked up by the Coach or Team parent with the scorebook in hand.
- 🏆 Shorty's Home Run shirts will be issued for the player's first home run only.
- 🏆 Electronically publishing of the award will be listed at www.duluthyouthsports.org under "the Shorty's Home Run Club".

ASSOCIATION RULES - HOW THEY ARE MADE

Rules are adopted by the Governing Body and then become the official policy for the Association that playing season. The Governing Body ensures that all rules and policies are consistent with the letter, spirit, and intent of the Association Bylaws. Only after thorough review and consideration can suggestions, complaints, and observations become motions voted on by the DYBSI Board and, if passed by a majority of board members, become rules of play. Any rule change during the playing season must have the approval of the Governing Body and signature of the President. The new rule then must be distributed to all affected managers/coaches.

The rules that you read in this Handbook have evolved over time. They are a result of a thoughtful and open process involving a broad cross-section of the association membership. Here is the process we employ in developing and considering rule changes:

- 🏆 First, a list of suggestions and complaints is maintained by the Governing Body throughout the playing year and taken to the Rules Committees for consideration.
- 🏆 Second, the Commissioners bring to the table their experiences from the previous years and offer their suggestions. This may include an assessment of whether the current rules lack clarity, and refinement, or are inconsistent with the association policy.
- 🏆 Third, the membership provides guidance at the Annual Fall Membership Meeting where the rule change "recommendations" are voiced and then forwarded to the Rules Committees for consideration.
- 🏆 Fourth, the Rules Committee drafts a change in the rules and submits the change to the Board for consideration.
- 🏆 Fifth, bylaw changes are considered and voted upon throughout the season by the Governing Body. Bylaws always take precedence over rules.
- 🏆 Finally, the elected Board reviews the recommendations of the Rules Committees and then adopts or rejects with modification each of the recommendations.



ASSOCIATION BYLAWS

ARTICLE I

Organization

The name of the organization is “The Duluth Youth Baseball and Softball, Inc, herein referred to as DYBSI. The official mailing address of the Association is P.O. Box 1041, Duluth, GA 30096.

ARTICLE II

Purpose

The purpose of the DYBSI is to provide for the organization and implementation of a fun, sound and competitive Baseball & Softball program for boys and girls of Duluth, GA and surrounding communities.

ARTICLE III

Mission

It is the mission of DYBSI to foster the development of strong character, a right attitude and a sense of responsibility and citizenship in all youngsters using the games of baseball and softball as vehicles. It is the purpose of DYBSI to achieve this goal through professionalism and fair play, good sportsmanship and congenial fellowship, with adult volunteer leaders providing the example. It is also the purpose of DYBSI to be attentive to the needs of the local community and to address their needs when possible. It is strictly against the policy of DYBSI for any person, either as a participant or a spectator, to engage in arguments, use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intent of the policy statement.

ARTICLE IV

The Governing Body

1. The governing body of DYBSI is comprised of a President, Executive Vice President, Secretary, Treasurer, Vice President of Community Relations, Vice President of Property Management, Vice President Baseball, Vice President Softball and Vice President of GGBL.
2. The governing body will meet monthly or upon the request of the President or on request of any of members of the body. As a minimum the governing body will meet monthly during the season and two weeks prior to the fall and spring meetings.
3. The governing body may replace members who are absent for two or more meetings. A quorum of the governing body will consist of a majority of the members and may approve a recommendation on the table.
4. All members of the governing body will have voting power, with the exception of the President, who will vote to break a tie.
5. At no time will family members including spouses serve on the governing body during the same term.

ARTICLE V

Meetings

Regular meetings will be held at times fixed by the President and agreed upon by the executive board. A meeting is required at the completion of the Baseball/Softball Fall season for the purpose of officiating the



preparation of the financial statement and electing officers.

ARTICLE VI

Membership

Any adult who has a child participating in the program in Spring or Fall of the current year or is in some authorized capacity and is in good standing with the program, is considered a member. Any member present at a meeting may vote for the election of officers or may nominate candidates for officer positions.

ARTICLE VII

Election of Officers and Staff

1. Officers/Staff will be elected by a majority of attending members, either by show of hands or, upon request, a written ballot. If more than one person is running for a position, the nominees will be given 2 minutes to state their reasons to run for this position. An elected Officer/Staff will assume duties on the date elected with the term the office being one (1) year.
2. The President of the board must have had at least one year experience on the DYBSI Board of Directors. This does not apply to other positions on the board.
3. Unfilled board positions may be filled by the elected board members nominating and voting on candidates interested in the positions. If elected by a majority of officers, that candidate shall serve a term not to extend beyond the next regularly schedule election cycle.
4. At the end of their term Officers shall become honorary non-voting Officers of the DYBSI as long as they are actively involved in the program. (Exception to this may be made only by majority vote of the Governing Body.) Their duties will be to assist future Boards with items such as registration and to consult with the Board as requested.

ARTICLE VIII

Nominations and/or Officer Replacement

1. The President may appoint a nominating committee consisting of three (3) people from the membership and two (2) from the Governing Body who will select a list of candidates.
2. All candidates and any nominee from the floor must be willing to serve his/her term for the full calendar year since DYBSI offers both Spring and Fall Programs.
3. The names of all nominees will be entered on a single ballot and submitted to the membership present at the annual meeting. Nominations will also be accepted from the membership at the annual meeting. Those nominees getting the greatest number of votes will be deemed to have been elected as the new Governing Body.
4. A minimum of two-thirds (2/3) of the Governing Body must live in Gwinnett County. A list of the names, address and phone numbers of the newly elected Governing Body must be sent to the G.C.P.R.D. Recreation Supervisor within thirty (30) days of the election.
5. A candidate may not be placed in nomination without the expressed written or verbal consent of the candidate. The nominating committee recommendations will serve as verbal confirmations from those candidates on the ballot. Written consent may be provided, to the Governing Body, for all nominations from the floor.
6. All financial obligations to DYBSI must be satisfied to be eligible to be nominated for any position.
7. Any Officer/Staff unable to complete his or her term will be replaced by appointment of the Governing Body. Any Officer that resigns before completing his or her term will not be eligible to run for an elected position for a period of three (3) years. (Exception: If an Officer member has to resign for health reasons or health reason of a family member).
8. Elected Staff positions are Commissioners. League Commissioners may be nominated and voted on for



their service by the membership or nominated by the President and voted on by the executive Board.
9. The Governing Body will appoint all other Committee Chairs.

ARTICLE IX

Appointed Positions

Appointed positions are filled by the Governing Body present at the time of appointment. Appointees do not have to attend the meetings of the Governing Body unless they are invited by the Governing Body and may not cast votes at a meeting of the Governing Body.

ARTICLE X

Code of Conduct

It is the policy of DYBSI to promote the development of strong character, a right attitude and a sense of responsibility and citizenship in DYBSI players. The purpose of DYBSI is to achieve this goal through fair play and good sportsmanship with adult leaders, managers, coaches and parents providing the example.

Therefore:

1. No player, manager, coach or parent will engage in trash talking, fights, use **obscene language**, or make threatening gestures towards any other participant or spectator in the park.
2. All players, managers and coaches will wear their uniform in the approved manner and maintain a neat appearance. No modifications will be allowed without DYBSI approval.
3. Any player, manager, coach or spectator suspected of being under the influence of alcohol or any controlled substance, will be immediately removed from the park.
4. No tobacco products are allowed on the playing field.
5. Coaches are responsible for the behavior of parents attending the game.

Penalties:

1st Ejection - Players will serve suspension in full uniform and be in dugout (by start of game) when next game is played at DYBSI Facility. Coaches- Automatic one game suspension.

2nd Ejection - Player must submit request in writing for review by DYBSI Board, explaining why he/she should be allowed to continue participation in league. Coaches- Automatic expulsion from league.

ARTICLE XI

Pre-draft Player Evaluation

(Commonly referred to as “tryouts”)

The Governing Body will schedule the registration and pre-draft player evaluation dates. Player evaluations may be waived for a particular age group by agreement among the appropriate Commissioner and VP.

ARTICLE XII

The Draft

The drafts for each particular league will be scheduled by the age group Commissioner (with the approval of the VP) of that group.

ARTICLE XIII

Uniforms and Equipment

1. Uniforms and equipment and/or their replacement are the responsibility of the Team Manager. DYBSI provides the necessary baseballs, softballs and catching equipment. For the Spring season, DYBSI will supply a “complete uniform” consisting of hat, jersey, pants, belt and socks for each player. For the Fall Season, only a hat and t-shirt are supplied. Players must provide their own NOCSAE approved batting



- helmet, baseball shoes, and glove.
2. Teams must wear league-supplied uniforms at all games. It is the responsibility of each Team Manager to collect and turn in all playing equipment assigned to the team, and owned by DYBSI, at the end of the official local league season.
 3. Each Team Manager will be required to place a \$125.00 deposit for equipment. This deposit will be returned upon the receipt of all equipment issued, at the end of the season.
 4. DYBSI will make available an approved list of team names for coaches to choose from.
 5. All players must wear DYBSI supplied regulation uniforms while participating in local league games or tournaments. If a player does not have any part of the regulation uniform for a particular game, he may participate at the discretion of the umpire.
 6. Metal cleats are prohibited, per the Official Dixie Youth Baseball and Amateur Softball Association rules. Metal Cleats are allowed, per Dixie Boys Rules, for Pony and Senior Baseball.
 7. All “All Star” teams representing the DYBSI shall use the uniforms determined by, the Governing Body. DYBSI does not provide funding for All Star uniforms or other equipment.

ARTICLE XIV

Rules of Play

1. For baseball, the most recent Dixie Youth, Dixie Boys, Dixie Major and Dixie Pre-Majors as supplemented by the Baseball Playing Rules recommended by the Baseball Rules Committee and adopted by the Governing Body shall apply.
2. For softball, the most recent Amateur Softball Association of America Official Guide and Rules, as supplemented by the Softball Playing Rules recommended by the Softball Rules Committee and adopted by the Governing Body shall apply.
3. In the event a rule is not covered by any of the above, the “Official Major League Baseball Rules” shall govern. Travel Teams will adhere to rules of play as determined by their specific organization.

ARTICLE XV

Protests

1. All disputed actions will be handled on the field and resolved by the umpire-in-charge. The decision is final.
2. However, a disputed action can be protested to the respective “Protest Committee”, but the manager must notify the Umpire-in-charge of his or her intent to protest before any play resumes. Failure to do this will render the protest invalid. Protests must be made, in writing, within forty-eight (48) hours of the conclusion of the game and be accompanied by a \$50 protest fee and submitted to the appropriate age group commissioner.
3. The Governing Body, or its designee, will review the case and render a decision in accordance with the procedures adopted by the Governing Body.

ARTICLE XVI

All Star Team and Coaches Selection

1. The selection for All Star Players will be done before the coaches are elected.
2. The number of All Star teams will reflect the minimum numbers that must be provided per the guidelines of the organization sponsoring the All Star tournaments.
3. The All Star Coaching Staff will consist of a Manager and two (2) Coaches. The coaching staff will be nominated and voted on by the Managers and one (1) Coach of each team in their respective division. The Coach receiving the most votes will be the Manager. Another vote will be taken to determine the Assistant All Star Coaches. The Commissioner will vote to break any ties.



ARTICLE XVII

Managers and Coaches

1. Managers and coaches for teams are selected by the Governing Body
2. Background checks will be conducted for each applicant.
3. The coaching staff will consist of a Manager and two (2) assistant coaches. Parents are encouraged to assist managers and coaches in practices, field preparation, scorekeeping and, at the manager's discretion, in the dugout.

ARTICLE XVIII

Rescheduling

Games cancelled, postponed or called because of rain, curfew, acts of God or by the Commissioner or designated league Official, with approval of the appropriate Board member will be rescheduled at the next available time during which there is field space. Some make-up games may be played on Sundays. Rescheduling games shall be the responsibility of the Commissioners working with the VP of Operations.

ARTICLE XIX

Team and Player Responsibility

1. Teams will be responsible for the cleanliness and sanitation around their dugouts and spectator stands.
2. Each player may be required to participate in fund raising activities of DYBSI, as established by the Governing Body.
3. Any unpaid obligations will prevent registration for future seasons until the obligations are discharged.

ARTICLE XX

Post-Season Travel Policy

The Governing Body will administer the following post-season travel policy. The purpose of the travel policy is to establish a fair and equitable method for disbursing league funds to those that are authorized to travel by the Governing Body.

1. Authorized travel. The Governing Body may authorize funding for teams that must travel in excess of (100) miles to compete in an event in which participation was earned by earlier tournament success. Voluntary participation in tournaments may be authorized by approval of two-thirds of the Governing Body. Members of the Governing Body may receive travel funding in support of our League at the functions noted above, as well as to attend meetings or events that can be shown to demonstrate a benefit to our league.
2. Funding disbursement. Funding will be disbursed to the Team Manager and it is the responsibility of that manager to obtain supporting documentation for expenditures.
3. Funding Sources: One hundred percent (100%) of net profits of all post-season activities may be designated as travel funds. The amount in the fund will be carried over from year-to-year for future use. Travel funds may come from regular season activities, with approval of the governing body.
4. Teams may establish their own banking relationships for the safekeeping of team funds. DYBSI shall not be liable for the use of such funds nor shall be liable for any expenses incurred by teams.

ARTICLE XXI

Financial

1. The Governing Body shall set out procedures to be followed for purchasing any items. The Governing Body shall meet (as necessary) to review and approve purchases submitted.
2. All DYBSI officers shall be bonded.
3. The Governing Body shall prepare and distribute an Annual Budget at spring registration and distribute a



Financial Statement at the annual Meeting.

ARTICLE XXII

Travel / Rec. Travel Teams

1. The Governing Body will have the sole authority for the approval of all or any DYBSI travel teams or Rec./Travel Teams. The Governing Body will have the sole authority for the approval of Travel or Rec./Travel Managers and Coaches.
2. All Travel/Rec Travel teams must be called Duluth Wildcats or Wildcats for Baseball; Duluth Lady Cats, or Lady Cats for Softball. The Governing Board must approve any exceptions. Approved uniform colors are Purple, White, Gray and /or Black.
3. All Travel/Rec Travel teams will abide by the rules as determined by the appropriate travel league(s). These rules should be kept on hand at all times by the Team Manager. In case certain rules are not covered by these organizations, the DYBSI Rules (as issued in this handbook) will apply.
4. All Travel/Rec Travel teams will be required, at all times, to wear safety equipment as determined by the rules of the particular travel organization. Visiting Travel teams will be governed by their own specific organization as to the safety equipment that team is required to wear.



GENERAL PLAYING RULES

1.00 GENERAL PLAYING RULES

1.01 The VISITORS' team shall occupy the third base dugout. The HOME team shall occupy the first base dugout. Both, the HOME and VISITOR teams for the first and last game of each playing day shall be responsible for getting and returning the electronic score board control, bases, and if applicable, repositioning the pitching mound and bases for evening games. Both teams and parents are responsible for cleanup of their dugout and stands after each game.

1.02 Only the manager may represent or speak for the team unless otherwise requested by the Manager.

1.03 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.

1.04 No player will be allowed to wear any type of metallic or plastic jewelry, including earrings. No watches or hard plastic visors may be worn. Sweatbands or other types of similar (soft) wraps are permitted except for pitchers. Pitchers may not wear shirts with white sleeves on their throwing arms nor will they be allowed to wear any eyewear other than non-tinted prescription eyeglasses. In addition, arm bands or any other such items worn on arms may not be worn by a pitcher.

1.05 A five-minute field warm-up practice time will be given each team regardless of when the preceding game ended. The home team will occupy the field immediately prior to the commencement of the game.

1.06 In the event of rain or other acts of God, members of the Governing Body, in consultation with the umpires and Commissioners, will determine whether playing conditions are safe. A waiting period of no more than thirty (30) minutes will be allowed to start (or restart) a game. If, after that time, play cannot be started or resumed, the game will be rescheduled to the next available time slot including Sundays.

1.07 Please note that games suspended or postponed (before they are official games) due to rain or other acts of God may be rescheduled, if necessary by the appropriate age group Commissioners with approval of the appropriate VP, according to Article XVIII of the DYBSI Handbook.

1.08 Please note, in the event that lightning is present during a game or practice, players must evacuate the fields and organize under and/or around the concession stand for a minimum of fifteen minutes after each lightning sighting. Within the waiting period, if lightning does not appear, play may resume. A maximum of two waiting periods may be utilized. After a game postponement, if there is still lightning present, the umpires may postpone the game until it can be rescheduled by the appropriate league authorities.

1.09 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 listed for each age group, then play will be allowed to continue. Once it is determined there is time for a new inning to begin, both teams will have their at-bat unless the home team is ahead in the score when it would normally be their turn at-bat

1.10 Only players listed on the official team roster and coaches will be allowed on the field during games. Scorekeepers and/or team parents may be allowed in the dugout area.

1.11 Substitutes may be allowed to play in place of missing players from a team's roster but may only be used if a team has less than the required number of players. Substitutes must be announced to opposing team Managers who must agree to the substitution before the substitute will be allowed to play. Substitutes will not be allowed after the game has begun. Substitutes must be within the age



bracket of the league or younger and must be a currently registered member in good standing with DYBSI and be listed on the roster of another team within DYBSI.

1.12 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 of each warning.

1.13 The home plate umpire shall signal “time” for the official start of each game. The home scorekeeper is considered the “official scorer” and should note this start time in his/her book. Time limits will be measured from this time forward. The home plate umpire shall designate the “official” watch.

1.14 DYBSI will award a “Division Champ” shirt to all players on the Division winning regular season team. Shirts will be awarded to three coaches.

1.15 Only responsible individuals over the age of fourteen (14) will be permitted to handle the electronic score board controls or be allowed in the scoreboard areas. Anyone under age fourteen (14) who volunteers for this duty may do so only if accompanied by an adult. The visiting team will be responsible for electronic score board operation.

1.16 Trophies and other types of post-season awards for players, managers, coaches, sponsors, etc. are entirely up to each team. Any effort to purchase such items should be voluntary.

1.17 All players who are eligible to participate in a game shall be placed in the batting order and bat consecutively in that order. The batting order is not dependent on where or if the players are listed defensively.

1.18 If a team is playing with less than ten (10) softball players or nine (9) baseball players, but has eight (8) or more available to start the game, then the team will not be penalized by receiving an out for the missing players. T-Ball and PeeWee teams may play with seven (7) players. Players arriving after the game has started may be put into the game, but must bat as the last batter after the other batters who started the game.

1.19 Substitute runners are allowed only when a batter or a runner is injured. If there are two outs and the runner on base for the batting team is the defensive catcher, the manager of the batting team has the option to have a substitute runner for the catcher. The substitute runner shall be the player that made the last out.

1.20 A manager may choose to “sit out” a player for disciplinary reasons. The manager must inform the home plate umpire and the opposing manager and/or scorekeeper of this situation at the time rosters are exchanged. If a manager “sits out” or removes a player from a game he/she must inform his/her age group commissioner of the circumstances.

1.21 Sliding is permitted, but not required. However, slide attempts must be made to avoid a collision while reaching the base if a play is being made. Any non-sliding action that, in the judgment of the umpire, is made that causes a collision will result in that player being called out. If the runner called out for this action is the last out of the inning, all runs scored prior to the called third out will count.

1.22 A team failing to field at least eight (8) eligible players within fifteen (15) minutes after the scheduled start time shall forfeit the game unless otherwise stated. A team shall be allowed to complete a game, in the case where sickness, injury to a player or players, or personal reasons after the start of the game causes a team to have fewer than eight (8) uniformed players.

1.23 Free defensive substitutions are permitted during regular season play and local tournaments provided that minimum play requirements, as stated in the age group rules, are met. (Baseball pitchers are to be governed by Dixie Youth and Dixie Boys Rules) unless otherwise stated.

1.24 No warm up of ANY kind will be allowed outside the confines of the playing field, batting cages, or officially designated warm up area, before, during or after the game.

1.25 The playing of “wall ball” will not be allowed at any time.



1.26 No soft toss or hitting of the ball against the fence will be allowed. Soft toss is allowed in batting cages.

1.27 All batters and base runners in all age divisions must wear batting helmets while on the playing field until they return to the dugout. If a batter or a runner removes their helmet prior to returning inside of the dugout, the umpire shall warn them. A second violation by that batter or runner may result in their immediate ejection from the game.

1.28 When a defensive player is hurt, while the ball is in play, it is up to the umpire's discretion to stop play. It will be the umpire's decision to award the batter and any runners any additional base(s) based on his/her opinion of the impact of the defensive player's injury on the actual play.

2.00 COACHES & CONDUCT

2.01 Manager and coach applicants must fill out a coaching application. All "Manager Candidates" must be certified through the certification program endorsed by the Governing Body. If a manager or coach does not obtain certification, disciplinary action can be taken. Manager selections will be reviewed based on the following sequence:

1. A Manager returning to the same team as the prior year.
2. An officially designated assistant coach desiring to be a manager of the same team which he/she coached during the prior year.
3. A Manager moving up to the next age group.
4. An officially designated assistant coach moving up to next age group.
5. A manager that coached during the Fall League in same age group.
6. A returning manager desiring to coach a different team within the same age group.
7. An officially designated assistant coach wanting to be a manager of a different team within the same age group.
8. A Manager desiring to coach in another age group (i.e. 9-10 manager last year requests to coach 13-14 age group this year).
9. An officially designated assistant coach wanting to be a manager in another age group.
10. A person who did not coach last year in DYBSI's program, but who has previous experience as a manager either in DYBSI or another program.
11. A person who has not coached in DYBSI's program before, but who has head coaching experience in another sport;
12. A person who has not coached in DYBSI's program before but who has been an assistant coach in another sport.

The Rules Committee may also consider other factors when reviewing and recommending manager and coaching assignments, such as having a child in a particular age group, experience as a player, umpire or administrator with this or other baseball/softball programs, or having completed caching clinics.

2.02 Coaching assignments are not automatic from year-to-year but will be based on the sequence outlined above as well as the conduct/sportsmanship and positive coaching abilities displayed by each applicant. The Governing Body of DYBSI reserves the right to withdraw coaching privileges from anyone at any time.

2.03 All issues or problems regarding the conduct of players, assistant coaches or fans of a team will be directed by the umpires to the team's manager. The manager will be expected to resolve the problem with the people in question. Failure of the manager to exercise proper control over his/her players, assistant coaches or fans may result in ejection from the game. Continued problems may result in forfeiture of the game and possible loss of coaching privileges.



2.04 Defensive coaches will be allowed outside of the dugout on the field within 10 feet of the dugout gate.

3.00 REGISTRATION & DRAFT

3.01 For the purpose of determining “age” for player evaluation and draft, playing age shall be determined by the age of the child, not whether the player has “played up” in previous years.

3.02 Parents are allowed to designate one, and only one, manager or coach that their child will not be permitted to play for on the Player Registration Form.

3.03 A player may “play up” in the next higher age bracket only with the approval of his/her parent(s), and the Governing Body. This must be requested at registration time and the player must tryout before final determination is made. All-Star eligibility for such players will be at the higher age bracket. There will be no exceptions for “playing up” for Dixie Boys (ages 13-18).

3.04 “Playing Down” or playing in a lower age group may be permitted and must be requested by the President or VP of the appropriate league at time of registration. The approval of a player playing down will only be approved by vote with the leagues Commissioner, VP and President. Any player playing down will not be eligible for any postseason sanctioned tournaments including All-Stars.

3.05 Freezes:

- A. A manager and two assistant coaches may freeze their child prior to player evaluation. In order to qualify, these players must be either natural, already adopted, or step children of the coaches. The assistant coaches designated for freeze purposes should normally be either someone who coached with that team previously or moved up with his/her son/daughter.
- B. Brothers and sisters will be automatically be assigned to the same team. The manager will only be charged with one official freeze.
- C. If a Manager and/or Coach do not return to manage or coach the team to which their children were automatically assigned (“freezing”), the child/children will be returned to the open draft.
- D. When players are being drafted, all players in the older age group of each league shall be drafted before any players in the younger age group. This rule applies to players who attend the pre-draft player evaluation as well as “No Shows”.
- E. The governing body shall have final authority over all freezes.

3.06 DRAFT (General) – All new players or those moving up to a new age group must participate in scheduled tryouts in order to be normally drafted. Players in Pony and Senior baseball who are returning to their same age group (i.e., not moving up) will automatically be reassigned to their former team and do not have to participate in tryouts. Players who do not wish to play on the same team as last year (but are still in the same age group) may request to be placed back into the open draft. This request should be noted on the Player Registration Form at the time that registration is made.

SPECIAL NOTE: Softball, in the age classification commonly referred to as “Senior Girls”, all players shall be considered one age group and all players, regardless of age, shall be eligible for drafting. Eligibility for drafting will be determined by the total of players assigned to a team. SPECIAL NOTE: For baseball, in the age classification commonly referred to as “Senior Boys”, ages 15-18, all players shall be considered one age group and all players, regardless of age, shall be eligible for drafting.

Exception - if the senior boys league is split into two age groups, then the draft will be handled within the normal guidelines.

3.07 DRAFT - The following policy applies to the draft process used to select teams in the T ball, Pee Wee, Minor and Major baseball age groups:

- A. Coaches will be allowed one minute to make selections during the draft.
- B. There is no returning player guideline whereby a child will be automatically be assigned to a team



or to a manager.

- C. All players will be required to attend and participate in the tryouts process, including manager's children (freezes).
- D. All children will be evaluated by all managers in each respective age group and be rated in a multiple skill categories that will differ by age group. The recommended point structure is a scale of 1 – 7 and in categories of Hitting, Throwing, Ground Balls, and General Hustle for Tee Ball and in categories of Hitting, Throwing, Ground Balls, Fly Balls, Pitching and General Hustle for Pee Wee, Minor and Major.
- E. A total skill point will be assigned for each child participating. Players that do not attend tryouts will be rated by all managers on the skill level of the player or become a hat pick.
- F. If at least 30% of the managers evaluate the child, those skill point averages will be used to evaluate the player. "Abnormal" scoring may be deleted or reconfigured at the discretion of the Commissioner or Board member in attendance at the draft.
- G. If player is unknown, a rating of zero will be given and the player will be drafted by a blind selection process (out of hat) at the end of both age groups.
- H. After assignment of the skill points, the manager will total all points for each player and submit the evaluation sheet to the league commissioner.
- I. No player may be drafted outside their skill set group during the draft procedures.
- J. A draft round consists of a full draft rotation. Example: a league has 10 teams; a full round will allow for the selection of 20 players.
- K. If at the end of each age group selection an unequal amount of players remain, the draft round becomes a half round.
- L. If at the end of each age group's half round selection an unequal amount of players remain, they will become hat picks after the same process is applied to the younger age group.
- M. Trading of players is not permitted.

3.08 Any player who does not attend the pre-draft evaluation and whose skill level is not known by the drafting coaches, may be drafted "blind". That is, such players may be assigned to a team as a result of their name being drawn "blind" from a hat. Assignment will begin with the next team that would have been eligible to draft a player. Assignments will continue in the draft order established for that round.

3.09 The purpose behind the rating is so the managers can then fairly draft teams as equitable as possible for the benefit of the players.

3.10 Each team shall draw a sequence number prior to the first round of player drafting.

3.11 Eligibility for subsequent rounds will be determined by the total number of players assigned to a team. The team(s) with the fewest number of players will draft in any given round. Trading of players is not permitted. The vote will be officiated by a member of the Governing Body. All coaches are reminded to act in the best interest of the children.

4.00 PROTESTS

4.01 The PROTEST COMMITTEE shall be chaired by the Executive Vice President and be comprised of the Executive Vice President, League Commissioners and the Chief of Umpires. Protests are accepted only for rules violations, not judgment calls on the part of the umpires. The following procedure shall govern the filing, review, action and appeal on official protests:

4.02 A verbal "intent to protest" must be given to the home plate umpire before any play resumes.

4.03 Protests must be filed, in writing, with the League Commissioner within forty-eight (48) hours of the conclusion of the game subject of the protest. The protest must be accompanied by a \$50 protest fee, which will be refunded if the protest is upheld.

4.04 The Commissioner of the age group in which the protest is originated will obtain statements from



all parties involved as necessary (i.e. opposing coaches, scorekeepers, umpires, etc.).

4.05 The Protest Committee may, at its discretion, call for the affected parties to appear before the committee for further explanation. The Commissioner responsible for assembling the facts and presenting the protest to the Committee shall not be allowed to vote. The Protest Committee shall make its determination and the outcome of the protest shall be delivered to each coach involved in a sealed envelope. The President of DYBSI shall also be provided a copy at this time.

4.06 The decision of the protest committee can be appealed with a \$20 appeal fee to the President who shall be authorized to review the Committee's decision, secure additional information, and either continue the Committee's decision or reverse the decision. The Rules Committee Chairman and the affected parties shall be notified, in writing, of the President's decision by the President.

4.07 The Protest Committee will schedule a meeting once a week, if necessary, to handle all affairs before the committee. A special meeting can be requested by any member in good standing, but can only be called by the Chairman.

5.00 TEAMS

5.01 The number of teams in each age group, number of players allowed per team, must be recommended by the Baseball/Softball Rules Committee, and be approved by the Governing Body prior to player drafts and team assignments.

5.02 If the number of players registered exceeds the preset limits established above, then a priority waiting list will be used and be maintained by the League Commissioner or VP of said age group. If enough players are added to this waiting list either to form another team, or add to the existing teams, then that age group commissioner may recommend that either of these actions be taken. This would need to be approved by the VP's prior to the beginning of the player draft. Players from this waiting list may be added to existing teams (should players leave the program). Players will be taken from the list in their order of sign up. The manager will be required to notify both the appropriate Commissioner and VP within twenty four (24) hours of any player removed from his roster. Should more than one team need replacement players the managers shall have a blind draw to determine which player is assigned to his/her team.

5.03 An attempt will be made to have all teams in all age groups start the season with an equal number of players.

5.04 The "eligible" waiting list will be maintained by the Age Group Commissioner and VP. An additional uniform will be given to any team-adding players from the "waiting list"

6.00 ALL STARS

6.01 Coaches, to be properly prepared for All Star voting, are expected to evaluate all players in their age group during the regular season. The appropriate Commissioner will schedule the All Star selection meeting. Each team will have one (1) vote. Coaches must be present to vote unless a written proxy is delivered to the League Commissioner of Baseball/Softball prior to the balloting. The proxy must name one (1) person (present at the meeting) to vote for the absentee at that meeting.

6.02 Each manager and coach will be asked to nominate those players on his/her team deemed qualified for All Star consideration and competition. The manager or coach should be prepared to give a brief explanation as to why each player named should be considered for the team. The Commissioner may nominate additional players after each team has completed its presentation, if in his/her opinion, other players should be considered during All Star balloting.

6.03 Balloting will be held for all positions on the team; voting will be only for those players nominated pursuant to section 6.02. Next, balloting would take place for positions on the second team,



if applicable.

6.04 Each ballot submitted must include the correct number of player's names as determined by the Rules Committee.

6.05 Three additional players will be identified as alternates based upon All Star balloting. The Governing Body of DYBSI, managers, or coaches will not release the alternate's name unless needed.

6.06 DYBSI will orchestrate the purchase of All Star hats, T-shirts and pants. All "All Star" teams representing DYBSI shall use the uniforms determined by the Governing Body.

6.07 All players and coaches should attend all practices and games. No more than two (2) unexcused absences will be permitted. Excused absences are defined as death in the family or personal injury/illness. Players or coaches exceeding this limit may be removed from the Tournament Team roster. Removal of a player must be in writing by the manager and be approved by the commissioner and VP Baseball/Softball. When a player is removed from an All Star roster, the Manager may choose from the pool of All Star alternates chosen. The manager must notify the League Commissioner of his choice **prior to asking the alternate to join the All Star team.** No players other than alternates may be asked to join an All Star team.

6.08 Before all-star practice begins, the parent(s) or guardian(s) of each player must accept these rules as a condition of participation in any DYBSI sponsored postseason event.

6.09 In nominating players for All Star consideration, the provisions of Article **XVI** of the Bylaws shall govern. Please note that the officer of DYBSI assigned to supervise the all star nomination and selection process for that age group shall be empowered to add names to the list for consideration after consultation with the Commissioner and coaches of the subject age group.

6.10 Prior to All Star voting, the Rules committee will vote on the number of players that will participate on each All Star team.



BASEBALL PLAYING RULES

7.00 GENERAL PLAYING RULES

7.01 Field Dimensions

	<u>Base Lines</u>	<u>Pitching*</u>	<u>Outfield Fence</u>	
Rookie	50	36	130	maximum
T-Ball	50	36	130	maximum
Pee Wee	50	40	150	maximum
Minor	60	46	200	maximum
Major	70	50	200	maximum
Pony	80	54	300	maximum

** Home Plate to Pitching Rubber*

7.02 The determination of playing divisions within each age group shall be made by the majority vote of the coaches within the appropriate age group, after the selection of players through the draft. If the majority cannot decide, the commissioner will have the authority to determine the divisions. The appropriate VP of baseball in conjunction shall supervise the selection process with the president of DYBSI. In the event the coaches cannot, by majority vote, select a method to determine divisions, then the process shall be drawing such divisions / assignments out of a hat.

7.03 Should two or more teams be tied for first place at the end of the regular season, the following shall govern the determination of division or league champions: Regular season winners, in every age group, will be determined by each team's won-lost record after the entire season has been played. If two (2) teams complete the season with identical records, then any incomplete games must be completed, by play or forfeit. Should identical records again result, then the team with the best division record will be declared the winner. If the teams still have the same overall record, then their record vs each other will determine the winner. If the teams still have the same record, then their head-to-head record vs. other teams in their division will determine the winner. If teams still have the same overall record, then there will be two division champions. All regular season rules will apply during this game. If three or more teams are tied, the "Head-to-Head" competition shall be used to determine the winner. If a clear winner still cannot be determined, then the overall Division record would be used.

7.04 All equipment must meet Dixie Youth Baseball or Dixie Boys Baseball specifications.

7.05 In the event of a tied game, at the end of regulation time limit, the game officially ends as a tie.

7.06 A runner is out when, while trying to reach the next base, he attempts a headfirst slide. Exception: headfirst slides are allowed for Dixie Boys (ages 15-18).

7.07 For ages 9-12, Dixie Youth pitching rules shall apply. For ages 13-18 Dixie Boys, Dixie Pre-Majors and Major Pitching Rules apply unless otherwise stated.

7.08 Appeal plays are allowed in the following age groups: Minor, Major, Pony & Senior. In order to appeal a particular play, the following procedures are required:

- a) Pitcher must stand on the pitching plate (rubber) with the ball and wait for the umpire to declare that the "ball is in play";
- b) Pitcher needs to back off the rubber and declare which base he is appealing;
- c) Pitcher then must throw the ball to that base and have a defensive player touch the base.

7.09 All players and coaches are expected to act in an appropriate manner while on the field or in the



dugout. Failure may result in ejection from the game and the park.

- a) Any manager who is ejected from a game for improper behavior will be suspended for a minimum of their next game at a DYBSI Field. The League Commissioner and the VP for that age and sport will make final determination of the level of suspension. Unless ejected from the park, the manager may attend the next game, but must not coach either on the field or from the stands.
- b) Any player who is ejected from a game for improper behavior will be suspended for a minimum of their next game at a DYBSI Field. The League Commissioner and the VP for that age and sport will make final determination of the level of suspension. Any player who is suspended must attend the next game, in uniform, and sit in the dugout.

8.00 ROOKIE RULES

8.01 Players must be 3 or 4, with playing age determined by the age as of December 31st for three (3) year olds and April 30th for four (4) year olds.

8.02 The game time limit shall be one hour. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue.

8.03 A regulation game shall consist of (3) innings.

8.04 Games shall not have an official umpire. A parent from each team will be asked to assist in an officiating manner.

8.05 All defensive players will play simultaneously with a regulation infield, excluding a catcher, the remaining players will be placed in the outfield, which is identified by the intersection of the grass and playing field.

8.06 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted two (2) times.

8.07 In Rookie and Tee Ball the pitching circle will be marked as a 12-foot circle, which contains the pitching rubber in the center of the forward edge. This circle will be used to define the actions of the player pitcher.

8.08 There will be no base stealing. Base runners must remain in contact with the base until the ball has been hit. The umpire shall call the player out once the player has abandoned his effort for a base.

8.09 When delivering the ball to the batter, the adult pitcher must have one foot on the pitcher's rubber. As soon as the ball is hit into play, the adult pitcher must exit the field to the opposite side from the hit ball. The adult pitcher is not allowed to coach the runner (or runners) while the ball is in play. Underhand pitching is allowed within this league.

8.10 A defensive manager or coach will be limited to two (2) time-outs in any one inning, except those for injuries. An offensive manager or coach will be limited to one (1) trip to the batters box per batter, except during a defensive time-out, or in the case of an injury.

8.11 Each team shall be allowed one manager and four official coaches on the field.

8.12 Coaches shall instruct infielders how to play bases so as to not block the base or obstruct the base runner in the base path. If in the judgment of the parent umpire, a base runner is blocked or obstructed by an infielder, the base runner will be awarded the base or bases the base runner would have reached if not for the obstruction.

8.13 The play becomes dead when the defensive player stops the lead runner, or the lead runner is attempting no further advancement.

8.14 The circle player must have both feet inside the circle drawn around the pitchers mound when an opposing player is batting. Pitchers (coaches) need to insure that the circle player has a clear view of the plate. No other defensive player shall stand closer to the batter than the circle player. If the player



pitcher retrieves a batted ball while in the pitching circle he must either 1) make a throw to 1st base or 2) make any other legal defensive play.

8.15 An overhand throw must be made to first, second and third base when attempting to get a base runner out. It will be the parent/umpires judgment if an underhand toss is reasonable. Violation of this rule will result in the base runner being awarded the base in question. All other base runners advancing will be awarded their bases accordingly. The ball is declared dead at time of violation.

8.16 The first play back to the circle player must be an overhand throw. If the circle player should not catch the ball, the defensive backup player (infielder) may stop the ball and run the ball to the circle player.

8.17 The first baseman may only tag base runners before and after first base with the exception of home plate. I.e. the first baseman may not tag a base runner going from second to third. The circle player may tag any base runner after the initial play and return throw to the circle. A ball batted into the outfield will first have to be made a play / throw on by the outfielder. After the outfielder has made an initial play / throw, the outfielder may have assistance from an infielder. The circle player is not allowed in the outfield. Violation of this rule will award the runner third base unless the runner scores on his own. The outfield must catch a ball in the air to record an out. Outfielders are not allowed to step on a base or tag a runner for an out. Outfielders must make an overhand throw back to the infield.

8.18 All players shall bat in rotation. Half of the attending players (round up if an odd number) will bat during the 1st inning. The 2nd half of the attending players will bat during the 2nd inning. All batters during the 1st two (2) innings shall receive three (3) pitches from the pitcher (coach). If the batter fouls any of these three (3) pitches he/she shall receive a 4th pitch. Following that, the batter will hit off of the tee until he/she bats a ball into fair territory. All attending players shall bat during the 3rd inning. They will hit off of the tee only during this inning. The catcher's position has been eliminated for Rookie League. A coach will catch and assist with the batter. When a ball is hit off the tee, the catcher (coach) must remove the tee immediately from home plate.

8.19 A batted ball that does not travel outside the ten foot marked radius in front of home plate is a foul ball.

8.20 For the safety of the outfielders, a minimum of three (3) coaches/parents are required on the outfield grass at all times during play. If a coach comes in contact with a live ball, the ball is declared dead and the base runners are awarded the bases they were running toward regardless if they have not passed the halfway mark. One additional defensive coach may stand outside the dugout to assist the infield.

8.21 The official ball to be utilized shall meet a RIF 5 specification.

9.00 TEE-BALL RULES

9.01 Players must be 5 or 6, with playing age determined by the age as of April 30th for five (5) year olds and six (6) year olds.

9.02 The game time limit shall be one hour and fifteen minutes. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue.

9.03 A regulation game shall consist of five (5) innings, or four and one-half innings if the home team is ahead.

9.04 A maximum of (5) runs per inning will be allowed.

9.05 The game shall be called when a team is leading by eleven (11) or more runs after four (4) innings, or three and one-half if the home team is leading. This shall constitute a regulation game.

9.06 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted three (3) times, or in the case of the home team when it is leading, two (2)



times.

9.07 The pitching circle will be marked as a 12-foot circle, which contains the pitching rubber in the center of the forward edge. This circle will be used to define the actions of the player pitcher.

9.08 There will be no base stealing. Base runners must remain in contact with the base until the ball has been hit. The umpire shall call the player out once the player has abandoned his effort for a base.

9.09 When delivering the ball to the batter, the adult pitcher must have one foot on the pitcher's rubber. As soon as the ball is hit into play, the adult pitcher must exit the field to the opposite side from the hit ball. The adult pitcher is not allowed to coach the runner (or runners) while the ball is in play.

9.10 If the player fails to bat the ball into fair territory with any of the first three (3) pitched balls, the player is allowed to hit the next two (2) from the Tee. If the coach opts to pitch a 4th ball, he must also pitch a 5th time (forfeiting the batter's opportunity to hit from the Tee).

9.11 Physical re-positioning of the batter is allowed.

9.12 A defensive manager or coach will be limited to two (2) time-outs in any one inning, except those for injuries. An offensive manager or coach will be limited to one (1) trip to the batters box per batter, except during a defensive time-out, or in the case of an injury.

9.13 Each team shall be allowed one manager and three official coaches on the field.

9.14 A ball thrown outside the fence becomes a "Dead Ball" and each runner is entitled to one base. A batted ball that fails to travel outside a marked ten (10) foot radius of home plate shall be foul.

9.15 The play becomes dead when the defensive player stops the lead runner, or the lead runner is attempting no further advancement.

9.15 Three coaches must, at all times, remain in the outfield (as designated by the outfield grass) while the ball is in play. The fourth coach must remain in front of their respective dugout in a designated area. Under no circumstances can a defensive coach leave the designated coaching area to instruct fielders on play.

9.16 Defensive players must attempt to throw (not roll) the ball on every play, when appropriate. Under handed tosses are acceptable for close range exchange.

9.18 Equipment - Batting Helmets with facemask and chinstrap are required.

9.19 At the umpire's discretion, if a base runner does not show intent to advance to the next unoccupied base and the ball is in the infield and under the control of an offensive player, time will be called.

9.20 At the manager's discretion and with the approval of the umpire, the manager may move the child pitcher from the pitching circle to a safety line in front of 2nd base. The line will be 3 feet in front of second base and will be 2 feet in length. The child pitcher must maintain contact with the line until the ball is hit into play and then may field the ball as an infielder. This rule may only be used if a physical danger to the child exists.

9.21 Due to the fact that DYBSI is here to teach the children of our community the game of baseball, the association does not intend to penalize the players that successfully made it to their game. Thus, teams having seven players at game time will be allowed to participate in an official manner. Fielding alignment would be as follows: pitcher will be allowed to move to the outfield for (2) outfielders, pitcher, 1st, 2nd, SS and 3rd will remain in the infield but are allowed to deepen their coverage area.

9.22 Infield fly rule does not apply.

9.23 Regular baseballs will be used.

9.24 All teams must play a regular baseball infield, except for a catcher. Outfielders must remain on the outfield grass. A coach/parent will serve as the catcher in retrieving and throwing missed pitches back to the pitcher.

9.25 If the player pitcher retrieves a batted ball while in the pitching circle he must either 1) make a



throw to 1st base or 2) make any other legal defensive play.

9.26 Starting midway through the season with the exact date each year determined by the League Commissioner, each team will be required to designate six (6) players that will only receive 5 pitches (no use of the T). It is expected that managers will designate the more experienced and capable players for this 5-pitch rule as it provides further challenge for these players and better prepares them for regulation play. If, after 5 pitches, the batter has not hit the ball in fair territory, he will be called out. Foul balls will be allowed beyond 5 pitches until either a hit is made or a swing and a miss occurs. Players must be designated as “pitch only” in the line up and official scorebook. The official scorekeeper should remind the umpire which batters are “pitch only”.

9.27 Players arriving after a game has started can be inserted at the bottom of the lineup.

9.28 Coaches and players cannot appeal plays in T-Ball. Umpires, at the conclusion of the play, without an appeal, shall call the runners out who have committed violations, such as but not limited to, missing of a base by a runner, leaving early on a pitch or leaving early on a fly out. Umpires shall show their intent to enforce an appeal by raising one hand at the point they see the violation. Coaches can, however, ask both umpires to help each other if a close call is made.

10.00 PEE-WEE RULES

10.01 Players shall be seven (7) or (8), with the playing age determined by the age as of April 30th of the season in question.

10.02 The time limit shall be one (1) hour and fifteen (15) minutes. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue.

10.03 A regulation game shall consist of five (5) innings, or four and one-half innings if the home team is ahead.

10.04 A maximum of five (5) runs per inning will be allowed.

10.05 The game shall be called when a team is leading by eleven (11) or more runs after four (4) innings, or three and one-half if the home team is leading. This shall constitute a regulation game.

10.06 Defensive coaches will be allowed outside of the dugout on the field within 10 feet of the dugout gate.

10.07 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted three (3) times, or in the case of the home team when it is leading, two (2) times.

10.08 The infield fly rule DOES NOT apply.

10.09 There will be no base stealing, but sliding is allowed.

10.10 Appeal plays shall not apply. Therefore, the umpire shall call the player out once the player has abandoned his effort for a base.

10.11 The season will begin with the first three innings of each game being coach pitch. The remaining two innings of each game will be player pitched. Starting midway through the season, with the exact date to be determined by the League Commissioner, the first two innings of each game will be coach pitch and the remaining three innings will be player pitched. The end of season tournament will be entirely player pitched.

The player shall pitch no more than three innings per calendar week up to Spring break.

- a) After Spring break, the total amount of pitched innings allowed per calendar week will be increased to four.
- b) A pitcher will be removed if they either walk five batters in one inning or hit three batters in one game.
- c) If a thrown ball strikes the pitching coach, when not in a crouching position, the targeted runner



will be considered out and the ball will be considered dead. If the pitching coach is struck when in a crouched position, the ball will be considered in play. It is the pitching coach's responsibility to remain out of play during a play in the field.

- d) During coach pitch innings a maximum of five (5) pitches or three (3) swinging strikes will be allowed, with the exception of a foul ball on the third strike or fifth pitch. On the fifth and subsequent pitches if necessary, the batter must either strike out or hit a fair ball. A foul ball on the fifth or subsequent pitch warrants an additional pitch. No walks will be allowed.

10.12 Bunting is allowed only when a batter is facing a player pitcher.

10.13 All players must play six (6) defensive outs in a game, except in the case of games shortened because of rain, curfew, or time limit. All players shall be placed in the batting order and bat consecutively in the batting order, regardless of whether that player is "officially" listed as a defensive player at that time.

10.14 Teams having seven players at game time will be allowed to participate in an official manner. Fielding alignment would be as follows: catcher, 1B, 2B, SS, 3B and pitcher will remain in the infield but are allowed to deepen their coverage area.

10.15 Equipment - Batting helmets must have chinstraps. Catcher helmet must include a throat guard flap, permanently attached throat guards do not qualify as throat guards. Catchers must wear an approved athletic cup.

10.16 End of Season Tournament Pitching Rules – A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament. Delivery of a single pitch constitutes having pitched an inning.

- a) Pitchers once removed from the mound may not return as pitchers.
- b) A player may not pitch more than four (4) innings in a game.
- c) If a player pitches in 2, but not more than 3 innings in a game, one (1) calendar day of rest must be observed.
- d) If a player pitches in four (4) innings in a game, three (3) calendar days of rest must be observed.
- e) In a game suspended by darkness, weather or other cause and resumed the following day, the pitcher of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility for that game.

Exceptions:

- 1) A player may pitch in four (4) or more innings only if the player is already in the game and the game goes into additional innings.
- 2) A player may pitch on consecutive calendar days if only one (1) inning was pitched on the previous calendar day.

11.00 MINOR RULES

11.01 Players shall be nine (9) or ten (10), with the playing age determined by the age as of April 30th of the season in question.

11.02 The time limit shall be one (1) hour and thirty (30) minutes. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue according to Rule 1.09.

11.03 A regulation game shall consist of six (6) innings, or five and one-half (5 1/2) innings if the home team is ahead.

11.04 A maximum of five (5) runs per inning will be allowed.

11.05 The game shall be called when a team is leading by ten (10) or more runs after four (4) innings, or three and one-half if the home team is leading.



11.06 All players must play six (6) defensive outs in a game, except in the case of games shortened because of rain, curfew, or time limit. All players shall be placed in the batting order and bat consecutively in the batting order, regardless of whether that player is “officially” listed as a defensive player at that time.

11.07 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted (4) times, or in the case of the home team when it is leading, three (3) times.

11.08 The infield fly rule applies.

11.09 Base stealing is allowed, but ONLY after the ball has crossed home plate. When a pitcher is in contact with the pitching rubber with the ball in his possession, and the catcher is in the catcher’s box in position to receive the pitch, all runners shall be in contact with their bases, and shall not leave their bases until the pitch has crossed home plate.

11.10 A manager/coach is allowed one visit to the pitching mound per pitcher per inning. A second visit to the same pitcher in the same inning will cause this pitcher’s automatic removal.

12.00 MAJOR RULES

DYBSI has adopted the Dixie Youth Baseball Inc. Open Base or O-Zone rules for boys playing Dixie Youth 12 & under leagues known in DYBSI as Major League. DYBSI Major League teams will follow the Dixie Youth Baseball Rules for 2007 relating to the Official “O-Zone” playing rules – Open Base Division Only.”

12.01 Players shall be eleven (11) or twelve (12), with the playing age determined by the age as of April 30th of the season in question.

12.02 The time limit shall be one (1) hour and forty-five (45) minutes. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue according to Rule 1.09.

12.03 A regulation game shall consist of six (6) innings, or five and one-half (5 1/2) innings if the home team is ahead.

12.04 A maximum of five (5) runs per inning will be allowed.

12.05 The game shall be called when a team is leading by ten (10) or more runs after four (4) innings, or three and one-half if the home team is leading.

12.06 All players must play six (6) defensive outs in a game, except in the case of games shortened because of rain, curfew, or time limit. All players shall be placed in the batting order and bat consecutively in the batting order, regardless of whether that player is “officially listed” as a defensive player at that time.

12.07 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted four (4) times, or in the case of the home team when it is leading, three (3) times.

12.08 The infield fly rule applies.

12.09 Base stealing is allowed, and runners may lead off base.

12.10 The batter may advance at his own risk, and the ball shall remain in play, on a third strike, if the catcher does not catch the ball and first base is not occupied. The batter is out when the catcher does not catch a third strike, when first base is occupied, before there are two outs.

12.11 Runners may dive head-first back to their occupied base if there is an attempt to throw them out while leading off base.

12.12 A manager/coach is allowed one visit to the pitching mound per pitcher per inning. A second visit to the same pitcher in the same inning will cause this pitcher’s automatic removal.



13.00 DIXIE BOYS RULES (Pony Boys)

13.01 Players shall be thirteen (13) or fourteen (14), with the playing age determined by the age as of April 30th of the season in question.

13.02 The time limit shall be two (2) hours. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue according to Rule 1.09. No game shall start after 9:00 P.M.

13.03 A regulation game shall consist of seven (7) innings, or six and one-half (6 1/2) innings if the home team is ahead.

13.04 A maximum of seven (7) runs per inning will be allowed.

13.05 The game shall be called when a team is leading by ten (10) or more runs after five (5) innings, or four and one-half if the home team is leading.

13.06 All players must play six (6) defensive outs in a game, except in the case of games shortened because of rain, curfew, or time limit. All players shall be placed in the batting order and bat consecutively in the batting order, regardless of whether that player is “officially” listed as a defensive player at that time.

13.07 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted four (4) times, or in the case of the home team when it is leading, three (3) times.

13.08 All general baseball rules shall apply, including “leading off” and base stealing.

13.09 Per Dixie Boys rules, players cannot play up.

13.10 A manager/coach is allowed one visit to the pitching mound per pitcher per inning. A second visit to the same pitcher in the same inning will cause this pitcher’s automatic removal.

13.11 A player may only slide headfirst when returning to a previously occupied base. Under no circumstances can a player slide head first into home plate.

13.12 Players may use metal cleats.

13.13 The use of a big barreled bat will be allowed however is not mandatory. Big barrel bats cannot be more than an 8.5 ounce drop.

14.00 DIXIE PRE-MAJORS AND MAJORS RULES (Senior Boys)

14.01 Playing age shall be age fifteen (15) or sixteen (16) for Dixie Pre-Majors and seventeen (17) through age eighteen (18) for Dixie Majors, with playing age determined by age as of April 30th of the season in question.

14.02 The Dixie Boys and Dixie Majors rule book shall apply for this age group and all games shall be played on a regulation high school baseball field.

14.03 The time limit shall be two (2) hours. For the purpose of determining the time limit, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue according to Rule 1.09. No game shall start after 9:00 P.M.

14.04 A regulation game shall consist of seven (7) innings, or six and one-half (6 1/2) innings if the home team is ahead.

14.05 A maximum of seven (7) runs per inning will be allowed.

14.06 The game shall be called when a team is leading by ten (10) or more runs after five (5) innings, or four and one-half if the home team is leading.

14.07 All players must play six (6) defensive outs in a game, except in the case of games shortened



because of rain, curfew, or time limit. All players shall be placed in the batting order and bat consecutively in the batting order, regardless of whether that player is “officially” listed as a defensive player at that time.

14.08 Games shortened by reasons of rain or other acts of God shall be regulation games provided that both teams have batted four (4) times, or in the case of the home team when it is leading, three (3) times.

14.09 All general baseball rules shall apply, including leading off and base stealing.

14.10 Per Dixie Pre-Majors and Majors Rules, players from the Pony age group cannot play up.

14.11 Players may use metal cleats.

15.00 REQUIRED SAFETY EQUIPMENT

15.01 Rookie, Tee-Ball & Pee Wee

Batting Helmets w/chin straps and face guard

Protective cups are recommended for Pee Wee players

For Catcher’s: Helmet, Mask w/throat guard, Chest Protector, Shin Guards, Protective Cup

15.02 Minor, Major & Pony

Batting Helmets with face guard & chin straps

For Catcher’s: Helmet, Mask w/throat guard, Chest Protector, Shin Guards, Protective Cup

Protective cups are recommended for all players

15.03 Senior

Batting Helmets

For Catcher’s: Helmet, Mask w/throat guard, Chest Protector, Shin Guards, Protective Cup

Protective cups are recommended for all players



SOFTBALL PLAYING RULES

16.00 GENERAL PLAYING RULES

16.01 Field Dimensions

	<u>Base Lines</u>	<u>Pitching *</u>	<u>Outfield Fence</u>	
Tee-Ball (6U)	50	25	120	maximum
Pee Wee (8U)	50	28	120	maximum

** Home Plate to Pitching Rubber*

16.02 In accordance with ASA guidelines all playing age group assignments will be made using a January 1st cutoff date

16.03 Girls may participate in DYBSI's Softball program from Ages 5 through 8 (based on January 1st "playing age" as defined in 1.01).

16.04 All players must wear shoes and numbered jerseys. Team uniforms should all be the same color. Two players on the same team cannot wear the same number.

16.05 No player may wear metal cleats, jewelry, or metal hair clips.

16.06 The wearing of caps or visors will be optional for each player, not each team. Plastic visors are not allowed.

16.07 All batters including on-deck batters and base runners in both age divisions must wear batting helmets with chinstraps and a facemask. A team will be issued one (1) warning for the first violation of this rule. A second team violation will result in the player being declared out, and a third violation will result in the player being ejected from the game.

16.08 Only three or fewer warm-up pitches may be taken between innings, including when a pitching change is made. The home plate umpire may count any pitches made beyond these limits as "balls".

16.09 Regular season winners, in each age group, will be determined by each team's won-lost record after the entire season has been played. If two (2) teams complete the season with identical records, then any incomplete games must be completed, by play or forfeit. The age group commissioner will do the rescheduling. Should identical records again result, then the team with the best head-to-head record will be declared the winner. If teams still have the same overall record, then the Age group commissioner will schedule a one game play-off. All regular season rules will apply during this game. If three (3) or more teams are tied, then their regular Season records will be reviewed to determine if one team had a better head-to-head record than all other tied teams. If so, that team is declared the regular season Winner. If no clear winner is yet determined, then a single elimination playoff will be scheduled. With a three or five way tie, a bye will be drawn for: with a two, four or six-way tie, playoffs will be scheduled with pairing determined by a "blind draw".

16.10 Local DYBSI General Softball Rules should govern all games first and then by current ASA guide and playing rules.

16.11 Intentional walks are permitted where players pitch to batters. The pitcher will inform the home plate umpire to intentionally walk the batter, who will be advanced to first base. No pitch must be delivered in this circumstance.

16.12 All bats must be stamped "Official Softball". This stamp need not be imprinted on (6U) six and



under and (8U) eight and under bats, which may be stamped “Official Baseball”. Safety bases at first base shall be used in all age groups.

16.13 When a defensive player is hurt while the ball is in play, it is up to the umpire’s discretion to stop play. All runners will advance one base after time is called.

17.00 TEE-BALL (6U) PLAYING RULES

17.01 Players must be 5 or 6, with playing age determined by the age as of January 1st.

17.02 An (11) inch circumference approved ball will be used, of high visibility yellow color. (11 inch yellow-red stitch, 47 COR)

17.03 All players listed on the game roster must bat around and play in the field for all innings.

17.04 Game time limit will be one (1) hour and fifteen (15) minutes from the official start time designated by the home plate umpire. For the purpose of determining the time, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue.

17.05 A regulation game shall consist of five (5) innings or four and one-half (4-1/2) if the home team is ahead. Games shortened by reasons of rain or other acts of god shall be regulation games provided both teams have batted three times (3) times or in the case of the home team when it is leading after having batted two (2) times.

17.06 There will be a five (5) run limit for the first four (4) innings and a ten (10) run limit for the fifth and subsequent innings. If after five (5) innings the game is tied and time is remaining the game will continue until the time limit has expired or a winner can be determined. Games will end in a tie only after the time limit has expired.

17.07 The game will be called when a team is leading by fifteen (15) or more runs after three (3) innings.

17.08 The infield fly rule WILL NOT apply in this age group.

17.09 The defensive team shall not be permitted to make appeal plays: however, the umpires, at the conclusion of the play, without an appeal, shall call the runners out who have committed violations, such as but not limited to, missing of a base by a runner, leaving early on a pitch or leaving early on a fly out.

17.10 The playing field shall be marked as follows:

- (a) The pitching mark will be placed twenty five (25) feet from home plate on a direct line from home plate to second base.
- (b) A semicircle foul line will be drawn ten (10) feet from home plate between the first and third base foul lines.
- (c) There will be clearly visible marks halfway between the bases.
- (d) There will be a sixteen (16) foot diameter pitcher’s circle drawn on the infield. The center of the circle will be a point thirty-six (36) feet from home plate on a direct line between home plate and second base.

17.11 Each batter will receive three (3) pitches from her adult coach. If the batter fails to hit the ball into fair territory on any of these three (3) pitches, (including past the foul territory ten (10) foot semicircle in front of the home plate) she will be allowed two (2) swings from the batting tee placed on home plate by a coach. EXCEPTION: The T-Ball coach may at his or her discretion choose not to pitch to a player age 4 or 5. But they must pitch at least three pitches to all 6 year old players prior to them hitting from a batting tee. The 4 or 5 year old girls not receiving a pitch from the coach may hit directly from the batting tee, in which case they shall be entitled to 3 swings of the bat. If these players do not hit the ball in fair territory on their 1st, 2nd, or 3rd swing they will be called out by the umpire. An additional offensive coach will be permitted behind home plate to catch pitched ball and



return them to the pitching coach. Any motion towards the ball on the tee with the bat is considered a swing. If the batter fails to hit the ball into fair territory on any of these five (5) swings, (including past the foul territory ten (10) foot semicircle in front of home plate) she will be called out.

17.12 If the batter must hit from a tee, an offensive coach will adjust the tee for the batter, then move to the fence behind home plate. When the ball is hit off the tee, the coach will remove the tee bat after the batter becomes a base runner or immediately, if a base runner is running from third to home. Any interference on the part of the offensive coach will be in the judgment of the umpire.

17.13 Coaches may position the batter in the batters box, however it will be the judgment of the umpire if this positioning is delaying the game. The umpire may rule that the batter cannot be assisted if the delay persists.

17.14 If the ball is hit, the coach who is pitching must exit the playing field so as not interfere with the defense and the umpire line of sight. If a batted ball hits the pitching coach, the ball is dead, and the batter must bat again. Dead balls will not count as pitches to the batter.

17.15 If the ball stops inside the ten (10) foot area in front of home plate, it is a foul. If a defensive player inside the ten (10) foot territory touches the ball, whether or not it is moving, it is a foul, unless the player has exhausted her total number of allotted swings, then the player is out according to Section 17.11.

17.16 There will be no walks in this division.

17.17 No more than seven (7) defensive players will be allowed in the infield prior to the ball being hit. (For the purpose of this rule, the infield is defined as the dirt area). Until the ball is hit the player-pitcher must stand anywhere within the pitching circle with both feet inside the circle (the line is considered inside the circle). The player-pitcher is the only defensive player allowed in the pitching circle prior to the ball being hit. The defensive players in the infield may line up anywhere on the playing field as long as they are not in front of the player-pitcher. The catcher position will not be used in this age group.

17.18 Two (2) defensive coaches will be allowed on the field, but must stay in the outfield at all times. They cannot touch the ball or enter the infield area when the ball is in play. If a coach touches or is hit by a ball, or enters the infield area, all base runners will be awarded an additional base after play has been stopped.

17.19 When the ball is in play, the umpire will call time only when, in the umpire's judgement, all runners have stopped advancing. If the player pitcher is attempting to make a play and runs through the circle, the umpire will call no time.

17.20 A coach cannot assist or touch a base runner while the ball is in live play. This will be a judgment call by the umpire and will result in an out.

17.21 Defensive players must make a good faith effort to throw the ball overhand, and not roll the ball, on any play when appropriate. On a play where two defensive players are standing close to each other an underhand toss will be allowed. Throwing the ball overhand with the intention of having the ball roll to a base or another defensive player is not considered an overhand throw. If in the judgment of the umpire, the defensive player has not made a good faith attempt to throw the ball overhand and the batter or runner is out due to this, the batter or runner shall be awarded that base and no out shall be called. When the batter hits the ball to the third base side of the field, the defensive player shall be required to throw the ball to first base in order to retire the batter. The defensive player who fields the ball on the third base side of the field shall not be permitted to "tag" the batter out or obtain the out by running to first base. On any ball hit to the first base side of the field the defensive player can make the out in any manner she so chooses.

17.22 Anytime a player remains in jeopardy, Umpires have the authority to not call time.

17.23 If a base runner is past the halfway mark between the bases when time is called, the base runner



will be awarded the next base. If the base runner is not past the halfway mark, she must return to the lasted base touch.

17.24 If a player hits a fly ball to the player pitcher and she catches it, it will be the umpire's judgment whether to call time.

17.25 If the batter hits a ground ball, which is caught by the player pitcher inside the circle, and she makes no attempt to make a play at first, the batter will advance to first base. No other runners may advance unless forced.

18.00 PEE WEE (8U) PLAYING RULES

18.01 Players must be 7 or 8, with playing age determined by the age as of January 1st.

18.02 An (11) inch circumference approved ball will be used, of high visibility yellow color. (11 inch yellow-red stitch, 47 COR)

18.03 All players listed on the game roster must bat around and play in the field for all innings.

18.04 Game time limit will be one (1) hour and fifteen (15) minutes from the official start time designated by the home plate umpire. For the purpose of determining the time, the next inning shall be considered started when the third out of the previous inning has been recorded. If time and innings remain at this point, then play shall continue.

18.05 A regulation game shall consist of six (6) innings or four and one-half (4-1/2) if the home team is ahead. Games shortened by reasons of rain or other acts of god shall be regulation games provided both teams have batted three times (3) times or in the case of the home team when it is leading after having batted two (2) times.

18.06 There will be a five (5) run limit for the first four (4) innings and a ten (10) run limit for the fifth and subsequent innings. If after five (5) innings the game is tied and time is remaining the game will continue until the time limit has expired or a winner can be determined. Games will end in a tie only after the time limit has expired.

18.07 The game will be called when a team is leading by fifteen (15) or more runs after three (3) innings.

18.08 The infield fly rule WILL NOT apply in this age group.

18.09 The defensive team shall not be permitted to make appeal plays: however, the umpires, at the conclusion of the play, without an appeal, shall call the runners out who have committed violations, such as but not limited to, missing of a base by a runner, leaving early on a pitch or leaving early on a fly out.

18.10 The playing field shall be marked as follows:

- a) The pitching mark will be placed twenty eight (28) feet from home plate on a direct line from home plate to second base. The pitching mark shall be no greater than two feet in width.
- b) There will be clearly visible marks halfway between the bases.
- c) There will be a sixteen (16) foot diameter pitcher's circle drawn on the infield. The center of the circle will be a point thirty-six (36) feet from home plate on a direct line between home plate and second base.

18.11 Each batter shall receive five (5) pitches, or three (3) swings; which ever comes first from her adult coach. A foul ball will be considered a strike unless it is on the third strike, a batter will not be called out on strikes as long as she is fouling the ball.

18.12 If the ball is hit, the coach who is pitching must exit the playing field so as not interfere with the defense and the umpire line of sight . If the pitching coach is hit by a batted ball, the ball is dead, and the batter must bat again. Dead balls will not count as pitches to the batter.

18.13 There will be no walks in this division.

18.14 No more than seven (7) defensive players (including the catcher) will be allowed in the infield



prior to the ball being hit. (For the purpose of this rule, the infield is defined as the dirt area). Until the ball is hit the player-pitcher must stand anywhere within the pitching semicircle with both feet inside the circle (the line is considered inside the circle). The player-pitcher is the only defensive player allowed in the pitching circle prior to the ball being hit. The defensive players in the infield may line up anywhere on the playing field as long as they are not in front of the player-pitcher.

18.15 When the ball is in play, the umpire will call time when either

- (a) the player pitcher has the ball and is in control of it and is inside the pitcher's circle with both feet; or
- (b) when, in the umpires' judgments all runners have stopped advancing. If the player pitcher is attempting to make a play and runs through the circle, the umpire will call no time.

18.16 No defensive coaches are allowed on the playing field during defensive plays.

18.17 A coach cannot assist or touch a base runner while the ball is in live play. This will be a judgment call by the umpire and will result in an out.

18.18 Defensive players must make a good faith effort to throw the ball overhand, and not roll the ball, on any play when appropriate. On a play where two defensive players are standing close to each other an underhand toss will be allowed. Throwing the ball overhand with the intention of having the ball roll to a base or another defensive player is not considered an overhand throw. If in the judgment of the umpire, the defensive player has not made a good faith attempt to throw the ball overhand and the batter or runner is out due to this, the batter or runner shall be awarded that base and no out shall be called. When the batter hits the ball to the third base side of the field, the defensive player shall be required to throw the ball to first base in order to retire the batter. The defensive player who fields the ball on the third base side of the field shall not be permitted to "tag" the batter out or obtain the out by running to first base. On any ball hit to the first base side of the field the defensive player can make the out in any manner she so chooses.

18.19 Anytime a player remains in jeopardy, Umpires have the authority to not call time.

18.20 If a base runner is past the halfway mark between the bases when time is called, the base runner will be awarded the next base. If the base runner is not past the halfway mark, she must return to the lasted base touch.

18.21 If a player hits a fly ball to the player pitcher and she catches it, it will be the umpire's judgment whether to call time.

18.22 If the batter hits a ground ball, which is caught by the player pitcher inside the circle, and she makes no attempt to make a play at first, the batter will advance to first base. No other runners may advance unless forced.

19.00 REQUIRED SAFETY EQUIPMENT

19.01 Tee-Ball (6U)

Batting helmets with face guard. No catcher.

19.02 Pee Wee (8U)

Batting helmets with face guard.

Catcher: Helmet and mask. Chest protector and shin guards are optional.



TRAVEL FAST PITCH SOFTBALL PLAYING RULES

20.00 GENERAL PLAYING RULES FOR CLASS A AND CLASS B

TRAVEL FAST PITCH SOFTBALL TEAMS

20.01 Field Dimensions

	FAST PITCH			
	Base Lines	Pitching *	Outfield Fence	
Pixie (8U)	55	30	110	minimum
Minor (10U) – Class B	60	35	150 – 175	
Major (12U)	60	40	175 – 200	
Junior (14U)	60	40	175 – 200	
Senior (16U)	60	40	175 – 200	
Senior (18U)	60	40	175 – 200	

** Home Plate to Pitching Rubber*

20.02 Player age group assignments will be made using a January 1 st cutoff date in accordance with ASA guidelines. Player age group assignments will be made according to each perspective leagues Fast Pitch rules.

20.03 Girls may participate in DYBSI ’s Fast Pitch Softball program in Class A Traveling Team Division and Class B Team Division from ages 8 and under through age 18 (based on the January 1 st playing age as defined in 1.01).

20.04 All players must wear shoes and numbered jerseys. Team uniforms should all be the same color. Two players on the same team cannot wear the same number.

20.05 No player may wear metal cleats.

20.06 The wearing of caps or visors will be optional for each player, not each team. Plastic visors are not allowed.

20.07 All batters and base runners in all age divisions must wear batting helmets with facemasks while on the playing field. All catchers must wear an approved protective helmet with throat guard, mask, chest protector and shin guards.

20.08 All games shall be governed first by DYBSI Fast Pitch softball rules, second by current ASA rules and last by each fast pitch league ’s rules.

20.09 All bats must be stamped “Official Softball.” This stamp must be on all bats in all age groups.

20.10 Eligibility of players for league play.

A. In travel ball, DYBSI will provide a parent/player agreement form to be signed by the player and parent. After this form is signed by the player and her parent, the player may not play with a different registered team in league play while this agreement is in effect except as specified in the tournament play section of DYBSI or local playing rules.

1. The effective date of this agreement form shall be Sept. 1 to August 31 of the current calendar year.

2. This agreement form must be filed with the DYBSI President along with the official team roster prior to participation in any regular season game.

B. No married girl may play on a DYBSI fast pitch team. This rule applies even if a girl should marry and later obtain a divorce. This also applies to a girl who is an unwed mother. All games



participated in by married girls or unwed mothers shall be forfeited.

- C. No member of a DYBSI team may currently be playing or have played at any time on a semiprofessional, professional, or other organized team other than a community type team. A community type team is defined as a church team, school team, YMCA or YWCA, or Youth Association sponsored team.
- D. All girls must be attending elementary, middle, or high school during the current school year or have graduated from high school. Exceptions may be granted by vote of the DYBSI Board of Directors.

20.11 Equipment will be ASA Approved. A. Softball to be used shall be a 12" ASA approved ball as required by the participating league. 10 and under shall use a 11" ASA approved ball as required by the participating leagues. B. ASA safety bases will be used in all Class A and Class B games.

20.12 Team Rosters

- A. All rosters will be turned in to the Fast Pitch Commissioner.
- B. No team may use any player other than those certified.
- C. All post-season rosters shall be approved by the DYBSI board prior to playing in any post-season play. Any additional players will be required to fill out an approved registration form and possibly pay registration fees before they are able to play. Violation of this rule will mean possible suspension as a coach from DYBSI.

20.13 Age Divisions - Teams may be formed by the following guidelines:

- A. Minor Division -Girls 9 and 10 as of January 1st of the playing year.
- B. Major Division - Girls 11 and 12 as of January 1st of the playing year.
- C. Junior Division - Girls 13 and 14 as of January 1st of the playing year.
- D. Senior Division - Girls 15 through 18 as of January 1st of the playing year.
- E. At the close of registration and if the Board deems it necessary, the age groups may be changed in order to enhance the softball program or to be in-line with ASA and/or other league guidelines.
- F. All uniforms must match and have numbers with pants/ shorts all being of like color.
- G. All players may play up.

20.14 Selection of players 1.14.1 Skill evaluations (try outs) are to be conducted in the fall of each year (October/November) and publicized through the local Gwinnett Newspaper Youth Sports Announcement.

- A. Skill evaluations will be held under the direction of the Fast Pitch Commissioner with evaluations being made by the managers and other individuals as specified by the Board or recommended by the Commissioner or managers.
- B. Teams will be formed based upon skill, age, and the ability for all teams to have qualified pitchers and catchers as determined by the Fast Pitch Commissioners, managers and coaches.
- C. 1) All travel teams will be selected first through a try out process held in late fall. Remaining players will be available for recreational teams in the spring.
2) Travel teams rosters and DYBSI commitment forms must be finalized and confirmed prior to the Recreational League drafts. Travel team managers shall give their selections (only players who have been asked and who have agreed to play for the travel teams) to the Fast Pitch Commissioner if the team can be formed within 3 weeks of tryouts. Players ineligible for Class B and Recreational draft because of Travel Team participation shall be ineligible for play in Class B or Recreational ball for the entire season. 3) Travel team managers will be notified of any late signups and given an opportunity to try out players, if they are interested in travel team ball.

20.15 Policy for outside fundraisers:

- A) Should a travel team or a regular team desire to pursue sponsorships for their team(s), it is



permissible to raise these travel funds for the following expenses:

- 1) To offset player expenses
- 2) To offset travel expenses (i.e., Hotel, food, etc.)
- 3) To offset additional tournament fees beyond the normal entry fee.
- 4) To cover any expenses that are not reimbursed by the Association or parents.
- B) A detailed accounting is to be kept to insure verification of funds received and expended. All income from sponsorships or fundraisers will be deposited with the Treasurer of DYBSI, the manager, or the team accountant for use by the collecting travel team with a voucher to be presented to the Treasurer for payment from that team's account.
- C) Team fund-raiser funds may be used to purchase additional uniforms necessary for travel play or additional equipment that directly benefits the team, in addition to that furnished by DYBSI.
- D) The fundraiser records will be maintained by a Team Representative and subject to review by the Governing Body.

20.16 Umpires

- A) All umpires must be ASA certified.
- B) If the ASA umpire fails to appear within 20 minutes after the scheduled start time, the game shall be cancelled and rescheduled. Failure of the umpire to appear must be reported to the Commissioner of Fast Pitch and the VP of Softball.

20.17 Starting of games, tie games, time limits, open and closed innings, and rain delays.

- A. All teams must be ready for play at the scheduled start time. Failure to be ready to play will result in forfeiture.
 1. In travel ball, only the visiting team will have a (15) fifteen-minute grace period for the first game of the day. There is no grace period for the later games.
 2. The second scheduled game shall start (15) fifteen minutes after the first game is completed or the scheduled start time, whichever is later.
- B. A full game will be played with the international tiebreaker rule in effect at the end of 1 hour and 30 minutes. In travel ball, league rules will take precedence. In all circumstances, all innings will be played to their conclusion.
 - 1) For the Class A Minor, Major, Junior, and Senior Divisions, no out or run limits apply.
 - 2) The official start time shall be determined by the home plate umpire and recorded in the official home team's scorebook. The home plate umpire shall determine the expiration of time.
 - 3) At the end of 1 hour and 15 minutes and at the end of a completed inning, the umpire shall declare the game to be open until the 1 hour and 30 minute time limit is reached or the eight run rule (Section 1.17, Paragraph B-1) is declared. One open inning must be played for the game to be declared official. This applies to all Class B teams regardless of age group.
- C. All postponed or suspended games must be rescheduled within one week after the postponement. Failure to reschedule the time and date of the makeup game within one week will result in the DYBSI, Commissioner, or EVP fining the team involved.
- D. In the event of a rain delay, where (2) two games are scheduled, the first game shall be continued after the rain delay until 1 hour and 30 minutes playing time has elapsed with the same rules applying to ties as specified in Section 1.17, Paragraph B. The second game shall be played at the conclusion of the first game if the lateness of the hour permits. If the first game was canceled due to weather, the second game may be played as scheduled, weather permitting.
- E. In Class B, all age groups, the lineups for suspended games do not have to be the same as lineups posted before the suspension was called.
- F. In Class A, all age groups, the lineups for a suspended game shall be identical with the lineup



posted at the time of the suspension of play. An absent player may be substituted for only if the substitute was on the original (pre-suspension) lineup and is otherwise eligible to enter the game (exception: a player may be added to a Class A roster from the Class B roster for one (1) game without becoming ineligible to return to Class B, provided there are no more than 10 players (including the added player) participating in the game). No movement within Class A (one age group to another age group) is allowed.

20.18 Protests

A. All protests must be handled according to DYBSI procedures.

20.19 Miscellaneous

- A. In Class B Travel Fast Pitch, 10 and under and 12 and under, and 14 and under, division teams must be comprised of at least 10 players if available.
- B. In Class B Travel Fast Pitch, all age groups 10 and under, the infield fly rule is not in place.
- C. In Class B Travel Fast Pitch, all age groups 10 and under, the dropped 3rd strike rule is not in force.
- D. In the event a player is injured and blood is found to be on the uniform, the manager will make every effort to either replace the pants or jersey of the player or place a covering over the area affected. Also, the wound will be bandaged so as to stop the flow of blood.
- E. Once drafted on a rec. team they cannot be moved to a travel team.

20.20 A defensive manager or coach will be limited to 3 time outs per game, except in the event of an injury.

21.00 PIXIE DIVISION - 8 AND UNDER - CLASS B TEAMS

21.01 An 11" ASA approved ball shall be used as required by the participating leagues.

21.02 An offensive manager or coach will be limited to one trip to the batter's box per batter, except during a defensive time out. An injury is an exception.

21.03 The catcher will wear a mask, chest protector, throat protector, and shin guards.

21.04 A maximum of 5 pitches to the batter without the ball being hit in fair territory will constitute an out.

21.05 A fair ball will be a ball that travels a minimum of 10 feet. A line must be drawn at this distance. If the ball does not travel 10 feet, it will be considered a foul ball.

A. A batter will be called out for bunting.

B. A fielder cannot field the ball until it travels 10 feet.

21.06 A defensive player (other than the pitcher) cannot position themselves any closer than 30 feet from the batter. A line should be made at a distance of 30 feet from home plate at a right angle in fair territory starting at the first and third foul lines, and extending a minimum of 10 feet into fair territory. The pitcher may position her at the front of the pitcher's circle. Her feet must be inside the circle. They cannot be touching the pitching circle line.

21.07 A defensive player cannot intentionally roll the ball on the ground to another defensive player for the purpose of making a put out or relaying the ball. **THE BALL MUST BE THROWN. THIS IS AN UMPIRE'S JUDGEMENT CALL.** The runner shall be given the base or bases that, in the judgment of the umpire, they would have made if the ball had not been rolled.

21.08 Once the ball is pitched, the "pitcher" (manager/ coach) may not give any instructions to the base runner(s) and/or the batter/base runner while the ball is in play. Failure to comply with this rule will cause the batter to be called out and the runners to return to the bases previously held. **2.11** Coaches interference with a batted ball will cause the batter to be called out and the runners to return to the bases previously held.

21.09 A base runner will be called out if she leaves the base before the ball is hit.



21.10 Base runners may not advance after a ball, being thrown from the field to the pitcher, has left the infielder's hand while the pitcher is in the circle. "MAY NOT ADVANCE" should be understood to mean a base runner can advance no further than the base she is on or proceeding toward. No base runner may score on a throw from the field, unless she has already passed third base before the ball leaves the fielder's hand.

21.11 If the pitcher fields the ball and returns to the circle, play stops. If a fielder other than the pitcher cuts off the ball being thrown from the outfield, the base runners may advance, unless the ball is picked up to relay to the pitcher (This is an umpire's judgment call). If the pitcher or fielder throws the ball to another defensive player to make the play, the ball is live and the base runners may advance at their own risk.

21.12 Base runners may not steal bases.

21.13 The batting order shall consist of all of the players on the team roster.

21.14 Any official "T" league bat shall be considered legal. The ASA approved safety bat shall be considered legal but is optional.

22.00 MINOR CLASS B - 10 AND UNDER

22.01 An 11" sanctioned approved ball will be used.

22.02 The infield fly rule will not apply.

22.03 The dropped third strike rule is NOT IN FORCE.

22.04 Runners starting at first or second base are entitled to steal one base only per pitch with liability to be put out. Runners starting at third base may not steal home, but are entitled to be put out if they come off base.

- A) A runner, attempting to advance beyond the one base they are entitled to steal, may be put out while between bases.
- B) After all plays ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.

23.00 MAJOR DIVISION - 12 AND UNDER

23.01 All equipment will be ASA approved.

23.02 A 12" ASA approved ball shall be used as required by the participating leagues.

23.03 All Fast Pitch League rules apply to both Class B and Class A teams.

23.04 The infield fly rule is in force for Class B teams at league discretion.

23.05 The dropped third strike rule is in force for Class B teams at league discretion.

24.00 JUNIOR DIVISION - 14 AND UNDER

24.01 All equipment will be ASA approved.

24.02 A twelve (12) inch sanctioned approved ball will be used.

24.03 All Fast Pitch League rules apply to both Class B and Class A teams.

24.04 The infield fly rule is in effect.

24.05 The third strike rule is in effect.

25.00 SENIOR DIVISION - 16 AND UNDER

25.01 All equipment will be ASA approved.

25.02 A twelve (12) inch sanctioned approved ball will be used.

25.03 All Fast Pitch League rules apply to both Class B and Class A teams.

25.04 The infield fly rule is in effect.



25.05 The third strike rule is in effect.

26.00 SENIOR DIVISION - 18 AND UNDER

26.01 All equipment will be ASA approved.

26.02 A twelve (12) inch sanctioned approved ball will be used.

26.03 All Fast Pitch League rules apply to both Class B and Class A teams.

26.04 The infield fly rule is in effect.

26.05 The third strike rule is in effect.



DYBSI RECREATIONAL FAST PITCH SOFTBALL

27.00 GENERAL RULES/GUIDELINES

27.01 General playing rules for Recreational Fast Pitch softball will be governed by the appropriate Bylaws.

27.02 Field Dimensions

	<u>Base Lines</u>	<u>Pitching</u>	<u>Outfield Fence</u>	
10U	60	40	180	minimum
12U	60	40	180	minimum
14 – 18	60	40	180	minimum

27.03 All uniforms and equipment will be governed by Article XIII in our Bylaws

27.04 All players must wear shoes and numbered jerseys. Team uniforms should all be the same color. Two players on the same team cannot wear the same number.

27.05 No player may wear metal cleats.

27.06 The wearing of caps or visors will be optional for each player, not each team. Plastic visors are not allowed.

27.07 All batters and base runners in all age divisions must wear batting helmets with facemasks while on the playing field. All catchers must wear an approved protective helmet with throat guard, mask, chest protectors, and shin guards.

27.08 All games shall be governed first by DYBSI Fast Pitch softball rules and second by ASA rules and last by each fast pitch league.

27.09 All intentional walks must be pitched.

27.10 All bats must be stamped "Official Softball". This stamp must be on all bats in all age groups.

27.11 Equipment will be ASA approved.

A. All softballs will be ASA approved 11" or 12" with white or yellow stitched leather covers. DYBSI reserves the right to issue optional balls for play.

B. ASA safety bases will be used in all Recreational games.

27.12 All age divisions will follow the guidelines set up for Fast Pitch Softball. (1.13) These age divisions will be set by the birth dates of what ever league that the team plays in.

27.13 Draft Procedures

A. Skill evaluations will be held every spring after registration. These evaluations will be made under the direction of the Fast Pitch Commissioner with evaluations being made by the managers and other approved individuals as specified by the board.

B. Teams will be formed based upon skill, age, and the ability for all teams to have qualified pitchers and catchers as determined by the Fast Pitch Commissioner, managers, and coaches.

C. Draft procedures are as follows:

C.1. Players will be grouped by managers into three pools. These pools are 1. pitchers, 2. catchers, 3. position players.

C.2. Draft will be conducted as follows:

a. The order will be drawn out of a hat.

b. Pitchers will be selected first to complete a round with leftovers being sent to the catchers pool.



- c. Catchers will be selected to complete a round with leftovers being sent to the position players pool.
- d. Leftovers and position players will be selected to complete the draft.
- D. Returning players and assistant coaches' players may be placed first and the open positions will be filled according to the above draft procedure.
- E. Freezes will be handled according to Bylaw Article XII.

27.14 All protests will follow our Bylaw article XV. Coordination of rules will have to be done with the perspective Recreational Fast Pitch League.

27.15 All team members must play a minimum of 2 consecutive innings on defense for all Recreational Fast Pitch teams. This rule may be waived in the event a player does not attend practice regularly, or if there is a disciplinary problem. If all the players on the roster are not going to participate, the manager must notify the opposing manager and plate umpire. In case of injury, a player may be removed from the game at any time. In the event a player is injured and blood is found to be on the uniform, the manager will make every effort to either replace the pants or jersey of the player or place a covering over the area affected. Also, the wound will be bandaged so as to stop the flow of blood.

27.16 Attempts will be made to accept all players who registered for the recreational Fast Pitch program. However, due to a possible limited amount of participants in certain age groups, it may not be possible to field a complete team.

28.00 ALL STAR TEAM SELECTIONS

28.01 Any age group that has only one team may participate in an all-star tournament.

28.02 Any age group with more than one team will choose all stars using the procedure in Bylaw XVI.

- a) The managers, coaches and commissioner will vote on ten (10) All Star players, one manager and two coaches in their respective leagues.
- b) The manager or coach selected as All Star Manager, will then select – with input from his fellow coaches – the final two players and two alternates.
- c) The alternates will be considered to be a regular roster players and required to workout with the team.
- d) The VP of Softball will participate in the vote on All Star players, managers & coaches in each league.

29.00 MANAGER SELECTIONS

29.01 Manager Selections will be governed by the General Playing Rules guideline set up in the DYBSA handbook.

29.02 All managers and coaches conduct will be governed by the General Playing Rules guideline set up in the DYBSI handbook.

30.00 SEASON GUIDELINES

30.01 If in any age group there are less than 4 Fast Pitch teams, these teams will participate in competition with other Gwinnett based teams.

30.02 Scheduling and coordination of all games will be done within DYBSI facilities and other Gwinnett based parks.

31.00 PLAYING RULES (10 & UNDER)

31.01 An eleven (11) inch circumference approved ball will be used.

31.02 All players listed on the game roster must bat around and play at least six (6) defensive outs.



31.03 Game time limit will be one hour and thirty minutes from the official start time designated by the home plate umpire.

31.04 A regulation game shall consist of six innings or five and one half if the home team is ahead. Games shortened by reasons of rain or other acts of God shall be regulation games provided both teams have batted four times or in the case of the home team when it is leading three times.

31.05 There will be a three (3) run limit per offensive inning for the first three innings. There will be a (5) run limit on the last three innings.

31.06 The game will be called when a team is leading by eleven (11) runs after 4 innings.

31.07 The infield fly rule will not be in effect for this age group.

31.08 The third strike rule will not be in effect for this age group.

31.09 A 16 ft. diameter circle will be drawn around the pitchers plate and used according to ASA rules.

31.10 Base stealing is allowed in this age group with the player being able to steal one base at a time. (Refer to Fast Pitch General Playing Rules, rule 3.05)

31.11 Stealing home is not allowed in this age group.

32.00 PLAYING RULES (12 & UNDER)

32.01 A twelve (12) inch circumference approved ball will be used.

32.02 All players listed on the game roster must bat around and play at least six (6) defensive outs.

32.03 Game time limit will be one hour and thirty minutes from the official start time designated by the home plate umpire.

32.04 A regulation game shall consist of seven innings or six and one half if the home team is ahead. Games shortened by reasons of rain or other acts of God shall be regulation games provided both teams have batted four times or in the case of the home team when it is leading three times.

32.05 There will be a three (3) run limit per offensive inning for the first three innings. There will be a seven (7) run limit on the last three innings.

32.06 The game will be called when a team is leading by eleven (11) runs after 4 innings.

32.07 The infield fly rule is in effect for this age group.

32.08 The third strike rule is in effect for this age group.

32.09 A 16 ft diameter circle will be drawn around the pitchers plate and used according to ASA rules.

32.10 Unlimited base stealing is allowed in this age group.

32.11 Stealing home is allowed in this age group.

33.00 PLAYING RULES (14 – 18)

33.01 A twelve (12) inch circumference approved ball will be used.

33.02 All players listed on the game roster must bat around and play at least six (6) defensive outs.

33.03 Game time limit will be one hour and thirty minutes from the official start time designated by the home plate umpire.

33.04 A regulation game shall consist of seven innings or six and one half if the home team is ahead. Games shortened by reasons of rain or other acts of God shall be regulation games provided both teams have batted four times or in the case of the home team when it is leading three times.

33.05 There will be a three (3) run limit per offensive inning for the first three innings. There will be a ten (10) run limit on the last three innings.

33.06 The game will be called when a team is leading by eleven (11) runs after 4 innings.

33.07 The infield fly rule will be in effect for this age group.

33.08 The third strike rule will be in effect for this age group.

33.09 A 16 ft diameter circle will be drawn around the pitchers plate and used according to ASA rules.



33.10 Unlimited base stealing is allowed in this age group.

33.11 Stealing home is allowed in this age group.



DULUTH YOUTH ATHLETIC ASSOCIATION

2011 EXECUTIVE BOARD		
President	Lee Newton	(770)476-1402
Executive Vice President	Rick Ruskell	(770)497-0853
Vice President	Blaise Box	(770)476-5811
Secretary	Scott Maughon	(770)813-8888
Treasurer	Ed Welborn	(678)584-0767

The Duluth Youth Baseball and Softball, Inc is part of the Duluth Youth Athletic Association. Here are some of the other programs offered by DYAA:

DULUTH YOUTH BASKETBALL

The DULUTH YOUTH BASKETBALL program is designed for boys & girls ages six (6) thru eighteen (18) as of August 30th of the current year. Practice & games are played at various school locations around the Duluth area. Registration is held in early-mid October. For additional information, go to www.duluthyouthsports.org.

DULUTH YOUTH FOOTBALL

The DULUTH YOUTH FOOTBALL program is designed for boys ages six (6) thru eighth grade and is headquartered at Shorty Howell Park in Duluth. Generally activity runs from the first week in August to early November. For additional information, go to www.duluthyouthsports.org.

DULUTH YOUTH CHEERLEADING

The DULUTH YOUTH CHEERLEADING program is designed for girls ages six (6) thru eighth grade and is headquartered at Shorty Howell Park in Duluth. Generally activity runs from the first week in August to early November. For additional information, go to www.duluthyouthsports.org.



APPENDIX A

Pitching Recommendations to Reduce Injury and Risk

Note: This study was compiled on February 12, 1996 and was published by USA Baseball News in April of that year. The USA Baseball Medical & Safety Advisory Committee updated their position statement on youth baseball injuries in May of 2004. The results are at http://www.usabaseball.com/med_position_statement.html

“How any pitches should I allow my child to throw?” This is the most common question asked to sports medicine professionals by parents of youth baseball players.

The question really is how many pitches can a child throw without injuring the throwing arm. Organized leagues have shared this concern for several years; as a result, most youth leagues limit the number of innings a child may pitch (Tables 1 and 2).

However, most people now believe that limits should be placed on the number of pitches, rather than the number of innings.

To determine recommendations, the USA Baseball Medical & Safety Advisory Committee commissioned the American Sports Medicine Institute (ASMI) to study pitch limits in youth baseball. ASMI sent survey to 85 baseball experts, consisting of orthopedic surgeons and coaches, about pitch limits and other injury factors. Twenty-eight of these experts responded. Results from the survey are shown in Tables 3 – 5.

[Table 3](#) shows the maximum number of pitches recommended per game and per week. The large “standard deviations” reflect large variation in opinion among those surveyed.

The recommended minimum number of pitches corresponding to 1-day, 2-day, 3-day, or 4-day rest requirements are shown in [Table 4](#). For example, if an 8-year old pitcher throws at least 21 pitches in a game, the survey recommends that he should be required to rest at least one day; if he throws 34 or more pitches in a game, he should be required to rest two days.

Several respondents commented on the concept and definition of rest. Issues such as whether a child should pitch at home or play different positions in games during the “rest period” were discussed. Some felt that youth pitchers throw too many total throws, while others felt that children today don’t throw enough.

ASMI supports the belief that, in general, youth baseball players in the United States do not throw enough. While young pitchers should be given adequate rest after pitching in competition, they should also be encouraged to throw in other settings (playing other positions, playing catch with parent or friends, practicing pitching, etc.).

Throwing is necessary for a young pitcher to strengthen his/her arm and body. Common sense and listening to the pitcher for complaints of discomfort or fatigue can greatly help the coach or parent decide the right amount of rest and practice needed.

Opinions and comments on other safety-related issues in youth baseball were asked. Many respondents commented that the quality of the pitcher’s mechanics is an important injury factor. The importance of strength training was also mentioned.

[Table 5](#) shows the recommended age for pitchers to begin throwing various types of pitches. Because these results were based upon opinions and not observational data, their significance should be interpreted with caution. The small sample size of survey participants (N=28) must also be considered.

Based upon this survey, the following conclusions may be drawn:

- Number of pitches thrown is more important than the number of innings when determining rest requirements.
- The maximum number of pitches allowed in one outing should increase with age.
- A pitcher should be limited to two appearances per week.
- Compared to younger pitchers, older pitchers can throw a few more pitches for a given number of days rest.
- Participation in multiple leagues, playing other positions, and practice pitching should be considered when defining and regulating rest.
- Breakaway bases should be used.



- In general, a child can start throwing a fastball at age 8, a change-up at 10, and a curveball at 14. All other pitches should not be introduced until high school age.
- Improper technique is a major factor in injury potential.
- Conditioning of the throwing arm and entire body can reduce a young pitcher's risk of injury.
- While the number of pitches should be limited, the young athlete should be encouraged to throw. This includes playing catch, playing other positions besides pitcher, and practicing pitching. When symptoms of arm discomfort or fatigue arise, longer periods of rest are recommended.

These conclusions and recommendations are based upon the opinions of baseball and medical experts. However, the great variation in opinions collected indicate the need for more facts. USA Baseball and ASMI plan to study pitching in youth baseball and measure the number of pitches thrown, types of pitches thrown, pitching mechanics used, and other factors of interest. How these factors affect the risk of injury can then be determined.

Table 1: Inning limits currently used in youth baseball

Age	Maximum Innings/Game				Maximum Innings/Week			
	Pony	Little League	Dixie Youth	American Legion	Pony	Little League	Dixie Youth	American Legion
8-10	3	6	6		6	6	6	
11-12	7	Unlimited	6		10	6	6	
13-14	7	Unlimited	9		10	9	10	
15-16	7	Unlimited	10	12	10	9	14	12
17-18	9	Unlimited		12	Unlimited	9		12

Table 2: Rest currently required in youth baseball

Age	Innings/Appearance	Rest		
		Pony	Little League	Dixie Youth
8-10	Less than 3	0	0	0
	3	40 hours	1 day	1 day
	4 or more	40 hours	3 days	3 days
11-12	Less than 3	0	0	0
	3	40 hours	1 day	1 day
	4 or more	40 hours	3 days	3 days
13-14	Less than 4	0	0	0
	4	40 hours	1 day	40 hours
	5 or more		3 days	
15-16	Less than 4	0	0	0
	4	40 hours	1 day	40 hours
	5 or more		3 days	
17-18	Less than 4	0	0	0
	4	40 hours	1 day	40 hours
	5 or more		3 days	



**Table 3: Maximum Number of Pitches Recommended
(Mean \pm Standard Deviation)**

Age	Maximum Pitches/Game	Maximum Games/Week
8-10	52 \pm 15	2 \pm 0.6
11-12	68 \pm 18	2 \pm 0.5
13-14	76 \pm 16	2 \pm 0.4
15-16	91 \pm 16	2 \pm 0.4
17-18	106 \pm 16	2 \pm 0.6

**Table 4: Minimum Number of Pitches Thrown That Should Require Specified Rest
(Mean \pm Standard Deviation)**

Age	1 Day Rest	2 Day Rest	3 Day Rest	4 Day Rest
8-10	21 \pm 18	34 \pm 16	43 \pm 16	51 \pm 19
11-12	27 \pm 20	35 \pm 20	55 \pm 23	58 \pm 18
13-14	30 \pm 22	36 \pm 21	56 \pm 20	70 \pm 20
15-16	25 \pm 20	38 \pm 23	62 \pm 23	77 \pm 20
17-18	27 \pm 22	45 \pm 25	62 \pm 21	89 \pm 22

**Table 5: Age (in Years) Recommendation For Learning Various Pitches
(Mean \pm Standard Deviation)**

Pitch	Age
Fastball	8 \pm 2
Change-up	10 \pm 3
Curveball	14 \pm 2
Knuckle ball	15 \pm 3
Slider	16 \pm 2
Fork ball	16 \pm 2
Screw ball	17 \pm 2

This study was compiled on February 12, 1996 and was published by USA Baseball News in April of that year. The USA Baseball Medical & Safety Advisory Committee updated their position statement on youth baseball injuries in May of 2004. The results are at:

http://www.usabaseball.com/med_position_statement.html



Dr. James Andrews is one of the world's foremost surgeons, internationally known and recognized for helping baseball pitchers recover from shoulder and elbow injuries. Many of today's top pitchers, including Kerry Wood and John Smoltz, have had "Tommy John surgery" performed by Andrews at the Alabama Sports Medicine and Orthopedic Center in Birmingham. Andrews founded the American Sports Medicine Institute and is a member of the USA Baseball Medical & Safety Advisory Committee that establishes guidelines for young pitchers.

Dr. Glenn Fleisig is the Smith and Nephew Chair of Research at the American Sports Medicine Institute, an organization dedicated to improving the understanding, prevention, and treatment of sports-related injuries through research and education. Dr. Fleisig has worked closely with players and coaches at all levels, from youth leagues to the big leagues.



APPENDIX B

USA Baseball Pitching Advisory

Based upon its expertise and review of existing studies, the **USA Baseball Medical & Safety Advisory Committee** makes the following recommendations for minimizing a pitcher's risk of future serious arm injury and maximizing his chance of success

- Coaches and parents should listen and react appropriately to a youth pitcher when he/she complains about arm pain. A pitcher who complains or shows signs of arm pain during a game should be removed immediately from pitching. Parents should seek medical attention if pain is not relieved within four days or if the pain recurs immediately the next time the player pitches. League officials should inform parents about this consideration.
- Pitch counts should be monitored and regulated in youth baseball. Recommended limits for youth pitchers are as follows:

7-8 year old pitchers- DYBSI

40 pitches per game

65 pitches per week

500 pitches per season

1000 pitches per year

9-10 year old pitchers

50 pitches per game

75 pitches per week

1000 pitches per season

2000 pitches per year

11- 12 year old pitchers

75 pitches per game

100 pitches per week

1000 pitches per season

3000 pitches per year

13- 14 year old pitchers

75 pitches per game

125 pitches per week

1000 pitches per season

3000 pitches per year

Pitch count limits pertain to pitches thrown in games only. These limits do not include throws from other positions, instructional pitching during practice sessions, and throwing drills, which are important for the development of technique and strength. Backyard pitching practice after a pitched game is strongly discouraged.

- Pitchers should not throw breaking pitches (curveballs, sliders, etc.) in competition until their bones have matured (indicated by puberty) - typically about 13 years of age. In order to succeed, a youth pitcher should focus on good mechanics, a fast fastball, a good change-up, and good control.
- Pitchers should develop proper mechanics as early as possible and include more year-round physical conditioning as their body develops.
- It should be discouraged for a pitcher to return to the mound in a game once he/she has been removed as the pitcher.
- Baseball players - especially pitchers - are discouraged from participating in showcases due to the risk of injury. The importance of "showcases" should be de-emphasized, and at the least, pitchers should be permitted time to appropriately prepare.
- Baseball pitchers are discouraged from pitching for more than one team in a given season.



· Baseball pitchers should compete in baseball no more than nine months in any given year, as periodization is needed to give the pitcher's body time to rest and recover. For at least three months a year, a baseball pitcher should not play any baseball, participate in throwing drills, or participate in other stressful overhead activities

