

Sabine Youth Sports Complex  
**2024 Local League Rules \*\* Dixie/Ranger  
Baseball & FASA Softball \*\***

The following are the local rules and regulations of the Sabine Youth Sports Complex Dixie Baseball and FASA Softball Program for the 2024 season. It is not the intent of these rules to redesign any of the official rules and regulations of Dixie or FASA. All other rules and regulations of Dixie Youth, Ranger Boys and FASA shall apply. All decisions by the Sabine Youth Sports Complex Board of Directors (Board) are final.

**RULE 1:      PLAYER ELIGIBILITY:**

- 1) The Board will hold registration for all leagues in January or February. The Board will determine the registration dates each year. All players must register during the designated registration period in order to be eligible for player selection.
- 2) Any player can register after the designated registration period if they meet one of the following exceptions:
  - a. They were sick
  - b. They were injured
  - c. They became new residents of the community
  - d. Those who were sick or injured shall have their disabilities confirmed by a physician's affidavit.
- 3) Players must reside within or are currently enrolled at Sabine Independent School District unless an exception is made under Dixie or FASA Rules.
- 4) Player's parents and/or legal guardians must complete and sign a registration/medical release form, and pay the registration fee set by the Board for the current year on or before the closing dates of Registration.
- 5) All player fees must be paid prior to the close of registration. Registration fees for Spring 2024 are as follows:
  - a. Registration Fee: \$120.00 (Paid in Cash or Check) \$123.00 (Paid with Credit/Debit Card)
  - b. Late Registration Fee: \$160.00 (Paid in Cash or Check) \$163.00 (Paid with Credit/Debit Card)

**RULE 2: PLAYER SELECTION:**

**5/6 Year Old Division**

**1) Assistant Coach Selection**

- a. Head Coaches may select up to two Assistant Coaches prior to the Player Draft.
- b. All Head Coaches must notify their League Commissioner of the selection prior to Draft.

**2) Player Draft**

- a. All Players will be placed in the following Groups
- b. Age used will be the age of the Player on or before April 30<sup>th</sup>. (Must be 4 by Oct. 1st of previous year to register)
  - i. Group #1 will consist of all 6 year olds placed in alphabetic order.
  - ii. Group #2 will consist of all 5 year olds placed in alphabetic order.
  - iii. Group #3 will consist of all 4 year olds placed in alphabetic order.
- c. Team Draft order will be randomly selected.
- d. Each Team will make its selection from the available Draft Pool.
  - i. All Players will be listed Alphabetically in each Draft Pool
  - ii. Each Team will be able to select ANY Player by Name from the available Draft Pool.
    1. Drafting Order will ascend and descend in each Draft Pool until all Players are selected.
- e. Any exceptions or exemptions approved by the SYSC Board are to be the Teams 1<sup>st</sup> Draft selection in the Available Draft Pool.
  - i. Coaches Kids are considered Exemptions and must be selected 1<sup>st</sup> in the Draft Pool in which they fall.
    1. If an exception or exemption is not selected as the 1<sup>st</sup> selection within the Draft Pool then that Player becomes eligible to be selected by any other teams in the Draft.
  - ii. Teams that have 2 or More Exceptions or Exemptions within the Same Draft Pool.
    1. Teams must select ALL Exceptions and Exemptions before any other players may be selected.
    2. If a Teams Exception or Exemption Player is the last player to be selected within the Draft Pool and the selection does not fall on the approved Team, then the Approved Team must give its 1<sup>st</sup> selection within the next Draft Pool to that Team.
      - a. The Receiving Team will select its own player from the Draft Pool in Place of the Team that received the Exempted Player in the previous Draft Pool.

**3) TRADES**

- a. NO Trades will be permitted.

**7/8-8U, 9/10-10U, 11/12-12U Year Old Divisions**

**1) Assistant Coach Selection**

- a. Head Coaches may select up to two Assistant Coaches prior to the Player Draft.
- b. Head Coaches must notify their League Commissioner of the selection prior to Tryout.

## 2) **Player Ratings and Draft**

- a. ALL Players MUST attend and participate in the scheduled try-out for their respective league.
- b. ALL Players will be rated by the League Coaches and any number of Non-Objective Participants during this Tryout
  - i. Player ratings for each Division are based on performance in a 3 part Tryout.
    1. Each Try-out section is worth up to 5 points with a MAX of 15 and MIN of 3.
      - a. Throwing
      - b. Fielding
      - c. Hitting
      - d. Pitching (8U, 10U, 12U, 9/10 and 11/12 Only)
- c. Any player remaining unrated at the start of the draft will be randomly drawn once the draft of all rated players has completed unless that player can be fairly rated based on past play.
  - i. The draft order will remain the same and will start with the team whose pick was next in the Rated Player Drafts.
- d. All Players will be grouped prior to the draft by the SYSC Board based on the Player Ratings.
- e. Team Draft order will be randomly selected.
- f. Each Team will make its selection from the available Draft Pool.
  - i. All Players will be listed Alphabetically in each Draft Pool
  - ii. Each Team will be able to select ANY Player available by Name from the available Draft Pool.
    1. Drafting Order will ascend and descend in each Draft Pool until all Players are chosen
- g. Any exceptions or exemptions approved by the SYSC Board are to be the Teams 1<sup>st</sup> Draft selection in the Available Draft Pool.
  - i. Coaches Kids are considered Exemptions and must be selected 1<sup>st</sup> in the Draft Pool in which they fall.
    1. If an exception or exemption is not selected 1<sup>st</sup> within the Draft Pool then that Player becomes eligible to be selected by any other teams in the Draft.
  - ii. Teams that have 2 or More Exceptions or Exemptions within the Same Draft Pool.
    1. Teams must select ALL Exceptions and Exemptions before any other players may be selected.
    2. If a Teams Exception or Exemption Player is the last player to be selected within the Draft Pool and the selection does not fall on the approved Team, then the Approved Team must give its 1<sup>st</sup> selection within the next Draft Pool to that Team.
      - a. The Receiving Team will select its own player from the Draft Pool in Place of the Team that received the Exempted Player in the previous Draft Pool.
  - iii. For other Exceptions and Exemptions see Rule 3.

## 3) **Player Trades**

- a. NO Trades will be allowed.

## **13/14 Year Old Division**

### **1) Assistant Coach Selection**

- a. Head Coaches may select up to two Assistant Coaches prior to the Player Draft.
- b. All Head Coaches must notify their League Commissioner of the selection prior to Draft.

### **2) Player Ratings and Draft**

- a. All Players will be rated prior to Draft Day by League Coaches and Commissioners.
- b. All Players will be grouped prior to the draft by the SYSC Board based on the Player Ratings.
- c. Team Draft order will be randomly selected.
- d. Each Team will make its selection from the available Draft Pool.
  - i. All Players will be listed Alphabetically in each Draft Pool
  - ii. Each Team will be able to select ANY Player by Name from the available Draft Pool.
    1. Drafting Order will ascend and descend in each Draft Pool until all Players are chosen
- e. Any exceptions or exemptions approved by the SYSC Board are to be the Teams 1<sup>st</sup> Draft selection in the Available Draft Pool.
  - i. Coaches Kids are considered Exemptions and must be selected 1<sup>st</sup> in the Draft Pool in which they fall.
    1. If an exception or exemption is not selected as the 1<sup>st</sup> selection within the Draft Pool then that Player becomes eligible to be selected by any other teams in the Draft.
    2. Teams that have 2 or More Exceptions or Exemptions within the Same Draft Pool.
      - a. Teams must select ALL Exceptions and Exemptions before any other players may be selected.
      - b. If a Teams Exception or Exemption Player is the last player to be selected with in the Draft Pool and the selection does not fall on the approved Team, then the Approved Team must give its 1<sup>st</sup> selection within the next Draft Pool to that Team.
        - i. The Receiving Team will select its own player from the Draft Pool in Place of the Team that received the Exempted Player in the previous Draft Pool.\
        - ii. For other Exceptions and Exemptions see Section D.

### **RULE 3: PLAYER EXCEPTIONS AND EXEMPTIONS**

- 1) All Exceptions and Exemptions, for all Divisions, are to be submitted in writing to the SYSC Board on or before the last Board meeting before the first SYSC League Try-out Day.
  - a. Registration Forms noted with any Exceptions or Exemptions will be taken as written notice.
    - i. Team Exceptions or Exemptions will be limited and based on SYSC Approval.
      1. All Coaches Kids are considered Exemptions.
    - ii. ALL approved Exception and Exemption Players MUST have attended their Leagues scheduled Try-out, if required. Otherwise, that player's exception or exemption will be automatically revoked.
- 2) Any exceptions received after this date will not be accepted or otherwise considered.

**RULE 4: TEAM MANAGERS:**

- 1) Any individual desiring to be a team manager must submit his/her name to the League Commissioner for consideration each year at the time of league sign up, even if they were managers the previous year. The league commissioner must submit to the Board, all applicants for team manager positions within his/her league after the league sign up closing date. The league commissioner and/or Board may opt to interview any or all of the applicants at their discretion. Every effort will be made to insure that each manager selected is of good character and representative of the purpose and objective of the Association as described by Dixie baseball, FASA Softball, and within the SYSC By-Laws. Team manager applicants in good standing, who managed a team or coached as an assistant the previous year will be given first consideration for team assignments.
- 2) Team managers will be named by 2/3 vote of the Board. In the event that there are not enough qualified applicants to fill each team manager position, all vacancies will be filled by the Board at its discretion.
- 3) A team manager may choose two assistant coaches to be registered with Dixie Baseball or FASA Softball, from parents or legal guardians of players on his/her roster. Any assistant coaches chosen who do not have a child or legal dependent on the team roster must be submitted to the Board for approval. *See Dixie Youth, Ranger Boys and FASA requirements for child abuse risk management.*
- 4) The team manager shall be held responsible for the actions and conduct of his coaches and players, and the Board will look only to him. Any manager or coach ejected from a game by an umpire shall be suspended from the following game. The manager shall have five (5) days to appeal his suspension or the suspension of his assistants by requesting a hearing before the Board. Any manager ejected twice during the same year will be suspended for the season.

**RULE 5: ALL-STAR SELECTION**

- 1) The Head Coach with the best overall record between SYSC Teams at the completion of the regular season has first choice of being the All-Star Team Manager. If that Coach should refuse, the order in which the Team Manager shall be selected will follow the order of placement in the Regular Season i.e. 2nd, 3rd, 4th, etc.
- 2) The All-Star Team will be selected by a voting process involving the Head Coach from each team in the league.
- 3) Each Head Coach will submit to the SYSC Board a lineup of the top eleven (11) players from the league for the All-Star Team.
  - a. A combined roster will be created, starting with the players with the most votes listed in descending order.
  - b. Each Player on the combined roster will have at least 1 vote, with a max number of votes based on the number of Teams in that League.
  - c. The All-Star Team will consist of the top 11 players with the most votes.
    - i. If a group of players with the same number of votes is greater than the remaining roster positions left, the Head Coach will select from that group the remaining players to fill the roster.
    - ii. If the Head Coach has a child playing in the league and is deemed an eligible player that child will be placed on the team in the #1 position regardless of voting status.
  - d. All-Star lineup voting is due immediately after the last game of the regular season.

- 4) Only eligible players shall be selected.
  - a. An ineligible player is one who meets any of the following conditions.
    - i. Has not paid a registration fee prior to Dixie or FASA rosters being submitted.
    - ii. Owes money to the Association for any other reason
    - iii. Has not played in the number of league games required by Dixie or FASA rules
    - iv. Is not eligible because of age restrictions as set forth in Dixie or FASA rules
- 5) Each All-Star Head Coach may select at his/her discretion, two (2) assistant coaches who are registered Dixie or FASA coaches within their league, in accordance with Dixie and FASA guidelines.

**RULE 6: INCOMPLETE GAMES, RAINOUTS AND FORFEITS:**

- 1) An incomplete or rained out game will be made up as scheduled by the league when possible. Failure to appear for a scheduled makeup game will be a forfeit.
- 2) In the event a team in any league (5-6 League is excluded) forfeits more than two games during a season, the Board will determine whether or not their record will count in the league standings.

**RULE 7: FILLING VACANCIES:**

- 1) A team, which falls to less than nine (9) permanent players, will be filled by a blind draw, conducted by the Player Agent, with volunteer players from other teams within the league.
- 2) A team falling temporarily to less than nine (9) players may opt to use a substitute player to fill the vacancy under the following criteria:
  - a. The substitute player is currently on the active roster of a SYSC team in the age group below the league to which team he will play temporarily.
  - b. The substitute player does not participate as a temporary player in conflict with their regular team league schedule.
  - c. The substitute player does not play in any game whereas nine (9) permanent and eligible players (see rule 11(b) for disciplinary guidelines) are available prior to the start of the game.
  - d. The substitute player bats last in the batting order.
  - e. The substitute player is not allowed to pitch, unless specific consent is given by the opposing team manager prior to the start of the game.
  - f. In the event that during the course of a game, nine (9) permanent and eligible players (see rule 11(b) for disciplinary guidelines) of a team roster become available to play, the substitute will be removed from the game defensively at the end of the ½ inning, but will remain in the batting order in his original position until the end of the game. The arriving permanent player(s) will enter the batting order at the end of the ½ inning in the last position, and will fill the open defensive position(s) for the remainder of the game.

- g. When the team's temporary vacancy is filled by the availability of nine (9) players active on the team roster, than all substitute players will be released from the team.

**RULE 8: LEAGUE CHAMPIONS:**

- 1) The league champion in each age division will be determined by the Win/Loss percentage from regular season play between Sabine teams. In the event that a tie for first place occurs, the following criteria will be used to determine the league champion:
  - a.If two (2) teams are tied on W/L percentage then we will use their head to head W/L percentage, then total runs allowed, and then total runs scored(Sabine vs. Sabine game stats only).
- 2) League champions will be given awards.

**RULE 9: 7-8 LEAGUE COACH PITCH RULES:**

- 1) Each team is limited to 7 runs per inning.

**RULE 10: REMOVAL OF A PLAYER FROM A TEAM ROSTER:**

- 1) Team managers may not remove a player from their roster without Board approval.
- 2) A team manager can make a written request to the Board at any time to have a player removed from their team roster. Each request will be reviewed by the Board on an individual basis. The Board's decision will be final until such time as an additional request is submitted.
- 3) The Board will consider removing a player on a team for any of the following reasons:
  - a. The player has moved from the community.
  - b. The player has become sick or injured to the point that he/she will miss 50% or more of practices and games.
  - c. At the request of a parent or legal guardian.
  - d. A player safety issue.
  - e. Failure of the player to attend 50% or more practices and games.
  - f. Continual disruptive or disciplinary problems with the player.
  - g. Continual unsportsmanlike conduct of the player.
  - h. Continual abusive behavior by the player or a parent legal guardian directed toward other players, coaches, umpires or league officials.

i. See **RULE 12: DISCIPLINARY ACTION**

**RULE 11: GENERAL RULES:**

- 1) These local rules and regulations may be altered, amended or replaced by two-thirds (2/3) vote of the Board of Directors in meetings only called during the months of October and November. The calendar year will be on the header of each page.
- 2) All players, age 14 and under, are required to play two complete innings and come to bat at least once in a complete regulation game. If a player does not come to bat in a game, he shall start in the next game and play at least two innings, coming to bat at least once.
- 3) All teams age 12 and under will bat the entire roster.
- 4) A team manager or coach is not required to play a player in that week's game that has not attended practice or a game without a legitimate excuse. It is the player's responsibility to advise his manager or coach in advance if he is going to be absent from a practice or game. If the manager has discipline problems with a player, he will not be required to play the player in that week's games. A player being disciplined for any reason must be reported to the official scorekeeper before each game. In the event a discipline problem arises during a game, the manager may immediately remove the player from the game and advise the scorekeeper. If discipline problems are recurring, the Commissioner may ask the manager to appear before the Board.
- 5) Only uniformed players, managers, coaches, umpires and league officials shall be permitted within the confines of the playing field and dugouts prior to and during a game.
- 6) Face mask are not required in the following divisions
  - a. 7/8 Year Old Division (Coach Pitch)
    - i. Exception: The Pitcher **MUST** wear a helmet fitted with a face mask or some other Dixie approved face guard.
  - b. 9/10 Year Old Division
  - c. 11/12 Year Old Division
- 7) 2 5/8" Big Barrel Bats are allowed for ALL Dixie Divisions.
  - a. Bats must comply with Dixie Baseball Bat Standards.
- 8) Line-up sheets must be furnished to the opposing manager and the official scorekeeper at least five (5) minutes before the scheduled game start time.
- 9) The use of tobacco in any form is prohibited on the field or in the dugout at home or away.
- 10) Shirts and caps shall be those furnished or approved by the Board for players and coaches.
- 11) All-Star players, managers and coaches are prohibited from participating in other youth baseball programs in accordance with Dixie Regulations regarding All-Star practice.



- 12) No team shall play another team, or participate in another league outside this Association without Board approval, and may not be franchised to another league in accordance with Dixie Regulations. Players, managers and coaches may participate individually in other youth baseball programs during the Dixie regular season but will be restricted by Dixie regulations regarding “dual participation”. Players may be removed from the league at the discretion of the board, who are regularly absent from practice or league play due to “dual” participation.
- 13) Awards will be presented to teams at the end of the season.
- 14) No team may practice on fields on game days. Field practice will be scheduled through the Commissioner of that league.
- 15) The Home team is responsible for chalking the playing field prior to each game.
- 16) The Home team is responsible for providing a competent person to keep the official score book and the Visiting team is responsible for providing a competent person to work the scoreboard during the game.
- 17) A game shall be considered a regulation game when one of the following conditions is met:
  - a. Time Limit has Expired – Finish current inning (Game CAN end in Tie)
  - b. Six (6) innings have been completed – (Game CAN end in Tie)
  - c. A team is ahead by ten (10) runs after four (4) innings have been completed
  - d. A team is ahead by fifteen (15) runs after three (3) innings have been completed
- 18) The following time limits for regular season games shall be followed to determine a regulation game so long as both teams have had an equal number of times at bat:

Baseball:

- a. 5-6 League – 1 hour
- b. 7-8 League – 1 hour, 15 minutes
- c. 9-10 League – 1 hour, 30 minutes
- d. 11-12 League – 1 hour, 30 minutes
- e. 13-14 League – 1 hour, 45 minutes

Softball:

- a. 8U League – 60 minutes
- b. 10U League – 70 minutes
- c. 12U League – 70 minutes
- d. 14U League – 70 minutes

**RULE 12: DISCIPLINARY ACTION**

- 1) Any player that is removed from a game for disciplinary reasons by a coach or SYSC official during the course of a game will not be allowed to return to that game as a participant.

- 2) Any player, manager, manager, coach or assistant coach that is removed from a game by an umpire during the course of a game will not be allowed to return to that game as a participant and will be suspended from participating in their next game.
- 3) Any manager, coach or assistant coach not following these rules is subject to such disciplinary action as the Board may deem appropriate, including, but not limited to, forfeiture of a game, suspension for a limited number of games, or removal for the remainder of the season.