

# Lexington Dixie Baseball Local League Rules

Revised February 7, 2023



[www.myldyb.net](http://www.myldyb.net)

All final rule interpretations will be determined by the Lexington Dixie Baseball Board  
NOTE: Editorial changes may also occur, but the intent of the rule will not be affected.

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## Basic Guidelines

- **www.myldyb.net** is an information resource.
- LDYB Hotline: Once again this year we will constantly update the hotline recording with league activity or daily changes to schedules, such as rainouts and make-ups. Tell your parents to check the Teampass app or emails if any questions or to find out concerning if games are cancelled due to inclement weather conditions.
- Parking: Make sure your parents fully understand where to park and be considerate of handicap parking. Towing will be enforced in 'No-Parking & Handicap" areas.
- No Tolerance Policy - Alcohol, profanity, tobacco products, conduct, etc.
- Coach-Player relationship awareness. Be constantly aware of rules and conduct when coaching/counseling/instructing/rewarding, etc.
- All managers and coaches must be background checked and certified by the county
- Team prayers are permissible and encouraged.
- Batting cages: Please do not abuse them. Be considerate of other coaches.
- Clean-up dugout upon completion of your game
- Vacate the dugout as soon as possible after conclusion of game to allow next teams to enter
- There will be no huddles in the field of play. Team meetings should be held in the dugout between innings and outside the field of play and dugouts after the game is over so that the next team can occupy the dugout and begin warmups.
- Clean Press Boxes or they will be locked; Home Team responsibility.
- Home team is responsible for an Adult over 16 years of age to operate the scoreboard.
- Your Commissioner will let you know about the reporting of the games scores.(report in the app)
- Rained out games will be made up within the same week when possible. No Sunday games if possible

## Article I: Player Draft

1. Players will be governed by the ages as outlined by the official rules of the organization under which the group is affiliated ages 4 through 19. Age make up requirements for each team must be adhered to in drafting of players.
2. Draft day will be determined by the Board.
3. Player Advancement
  - a. Players will be allowed to move to the next highest level as prescribed by Dixie Youth during the spring Lexington Dixie Baseball seasons only.
  - b. A parent must request in writing at registration to move the child to the next level. All players requesting advancement must have played in a league at their appropriate age level the previous year in **Regular season Spring baseball (not Fall Ball)** before consideration for advancement.

**Any players advancing from T-Ball to Coaches Pitch shall also be of league age 6.** This move would be permanent for the season to include All Stars and post season tournament activity.

- c. A committee consisting of Coaches Pitch, Minor and Ozone league commissioners, league president and 5 selected coaches will review the player’s abilities and decide whether the move would be beneficial to the development of the player. Each member of the committee will score each player individually and all scores will then be averaged.

The following table will be the ranking criteria used for player advancement:

Score	Hitting	Running Speed	Fielding Infield	Fielding Outfield	Throwing
5	Hits all Balls over or to fence	Very fast	Squares up, positions glove properly, and ready to go to throwing	Squares up, positions glove properly, and ready to go to throwing position. No missed balls	All throws are strong and accurate with good mechanics
4	All balls hit solidly	Fast	Generally, squares up, positions glove properly, and ready to go to throwing	Generally, squares up, positions glove properly, and ready to go to throwing position. One missed ball	3 of 5 throws are strong and accurate with good mechanics
3	3 of 5 balls hit solidly	Above Average	Fields 3 of 5 balls and in position to field ball	Fields 3 of 5 balls and in position to field ball	2 throws are strong and accurate with weak mechanics
2	1 ball hit solidly	Average	Fields 2 - 3 of 5 balls and does not position well to field ball	Fields 2 - 3 of 5 balls and does not position well to field ball	1 of 5 rows is strong or accurate with weak mechanics
1	at least 1 ball fouled	Below average	Fields 1 of 5 balls and does not position well to field ball	Fields 1 of 5 balls and does not position well to field ball	Throws are weak and inaccurate with weak mechanics
0	No contact	Slow	Does not touch ball to field	Does not touch ball to field	Weak throws with poor mechanics

The following table will be the advancement eligibility criteria used for player advancement:

Division From/To	Minimum Score for any Criteria Category	Minimum Total Score
T-Ball to Coaches Pitch	3	15
Coaches Pitch to Minors	4	20
Minors to Ozone	4	23

- d. The league Commissioner will present early advancement recommendations to the board for approval based on available roster space in the league. This would apply to TBall, Coaches Pitch and Minors. Player advancement is dependent on the availability of roster spots of existing teams in the appropriate league. Expansion teams may not be created due to league enrollment inflated because of player advancement.
4. Player Assignment to Teams.
- a. Mandatory. The following players, as appropriate, will be assigned to the team prior to the draft and will not have to participate in tryouts.
    - i. Returning players on the team from the previous season.
    - ii. Manager's child.
    - iii. Siblings of established players already assigned to the team.
    - iv. The child of the assigned team sponsor.
  - b. Optional. Each team will receive up to two (2) free picks **(one (1) pick = one (1) player and siblings count as one (1) pick each. i.e. twins would result in the use of two (2) picks)** to the team from the pool of registered players eligible to be drafted and they will not have to participate in tryouts. The requests must be provided to the commissioner at least one week prior to the player tryouts. The parent/guardian must provide written confirmation to the commissioner they agree with the team placement prior to the player being placed on the requested team. The player free picks may be:
    - i. Child of a desired assistant coach.
    - ii. Any registered player eligible to be drafted to the team, except players with a "no-pick".
    - iii. In T-Ball only, a player's parent/guardian may request player assignment to a specific team/manager or the team of another player. If possible, these requests will be honored.
5. Brothers and sisters with no established players assigned to a team will be assigned to the same team. When one is drafted it will count as two (2) picks.
6. If a child signs up after the draft, he will be put into a player pool and placed on a team by the Player Agent via "hat draw". A minimum of 12 players per team not to exceed the following if registration permits: T-Ball, Coaches Pitch, Minor, and Ozone leagues will not exceed 14 players on a team. Dixie Boys and Majors Leagues will not exceed 18 players. Players may not normally be added to a team later than the day before the season starts. Exceptions will be ruled upon by the Commissioner of that league with Board approval.
7. Any player not available for tryouts will be placed in the hat and drawn at draft. The occurrence of the "hat draw" shall occur after the 2nd round and specific round will be decided by the Player Agent and coaches prior to the draft.
8. Selection priority for draft will be determined, by previous year regular season win/loss record.
- a. Teams with least wins draft first, and team with most wins draft last. In case of ties, position of draft will be determined by a flip of a coin. Draft will be in order of top to bottom and then repeat as needed in the same order from top to bottom.

- b. The draft will be divided into 2 stages. The 1st stage consists of all players that are in the league age 2nd year class being drafted or hat-picked first in the normal order of the draft when available. The 2nd stage of the draft will be the younger age group and the draft will start over from the top regardless of where the 1st stage ends.
  - c. Teams with three or less assigned players prior to the draft will get an extra pick at the end of the second round of the draft the oldest age child if available. If there is more than one team in this situation, they will pick this player in same order as in draft.
    - i. Exception: If an expansion team is required, this team must draft of the oldest age players to equal the team with the least number of that age of returning players above 3. The selection order would then put them in the position of last pick in the selection priority. Expansion teams will be allowed a supplemental pick at the end of the second round
    - ii. Teams will fill to the predetermined team maximum for each stage without sitting out.
    - iii. No more than 7 players of the same age group (All Leagues) may be drafted or drawn to any team as availability permits.
9. Any player drafted or placed on any team will remain the property of that team and league.
10. A player may “no pick” one coach per year; this request must be in writing to the commissioner prior to the draft. A player can “no pick” a coach, not a team. Any player requesting a “no pick” will go back into the “hat draw” referenced in Rule 7 if the no pick is upheld by the Board. Exception. If a player which “no picks” a coach and was assigned to the team the previous season (reference Rule 4.a.i.), the player must remain in the same league division.
- a. These requests stating a legitimate reason must be submitted in writing to the commissioner 2 weeks prior to draft.
  - b. In the instance that 3 or more valid no picks are received for one manager or coach, before dismissing a manager or coach, a committee will be formed consisting of the commissioner of the league of said manager or coach, and 4 other board members. The committee will examine the evidence by:
    - i. Bringing the no-picks before the committee to explain their reasons.
    - ii. Bringing the Coach and other witnesses before the committee. The committee will then make recommendations to the entire Board.
  - b. All requests and recommendations will be reviewed and approved as deemed appropriate by a committee of the Board.
11. Normally, the manager would be the only team representative allowed during the actual player draft. However, additional team representatives will be allowed at the discretion of the Player Agent.
12. T-Ball additional player selections will be by blind draw, excluding “No Pick” players.

## Article II: Player Placement

1. Replacement of players on team rosters during season is as follows:

- a. Before the first scheduled game of the season, any lost player must be replaced from the player pool. Manager must notify commissioner within 24 hours after a player has quit his team. It is the policy of Lexington Dixie Baseball that no child will be turned away from the opportunity to participate, and all efforts will be made to place players on teams even after the start of the season.
2. Note: Any lost player will be investigated by the commissioner of that league.

## Article III: Schedules

1. Schedules will be handled by the LDYB Board of Directors.
2. All league teams within a division will play each other twice when possible.
3. All league teams will play a single season.
4. **No Games may end in a tie, regardless of the lime limit.**
5. Rescheduling of games will be the responsibility of the League Commissioner or President or Vice President if Commissioner is not present. NOTE: An emphasis will be to mandate scheduled make-up days by the Commissioner. If teams refuse to play, then: **Penalty...both teams will forfeit the game.**
6. No games will be rescheduled except due to inclement weather or for educational or religious activities whereas a team cannot field a nine-man roster because of a required school or church activity, or at the discretion of the league when determined in the best interest of the league.
  - a. All requests for the rescheduling of a game for the above reasons must be made to the commissioner one week prior to the scheduled game time. **\*\*Games must be made up the same week when possible. \*\***
7. All rescheduled games must be played. Any changes will be at the discretion of the LDYB Board of Directors.
8. In case of rainouts or re-scheduling conflicts, more than two (2) games per week may be allowed, with the approval of the LDYB Board of Directors.
9. **Before any team leaves for a contest (scrimmages, regular schedule or all-stars), not being played in Lexington/Richland counties, the team manager must notify the league commissioner of the team's mode of travel.**
10. The Board must approve all teams' mode of travel, itinerary, and budget prior to leaving for any tournament play.
11. Teams may not have mandatory practice from December 1 until draft day. A practice consists of two or more team players of a returning team and one coach. Multiple siblings are considered one child. Any violations will be dealt with by the Board of Directors.

## Article IV: League Championships

1. Coaches Pitch, Minors, Ozone, Dixie Boys division champions will be determined by best overall win/loss record and/or a playoff system. The top two teams in each division will advance to a playoff.

- a. In case of a tie, head-to-head competition will be the first tiebreaker, followed by overall scores against each other, divisional record, interdivisional record, and runs scored/runs against. The final tiebreaker is a one game playoff for that slot.
  - b. In case of a three-way tie, there will be a playoff between teams that are tied to determine seeding for the championship series. All three teams will be in this playoff.
    - i. There will be three pieces of paper put into a hat, one with the word “BYE” written on it, the team drawing the “BYE” will receive the “BYE” and play the winner of the other two teams.
2. Championship Series will be played these guidelines.
- a. (best 2 out of 3 Championship or single playoff between tied teams)
    - i. **Dixie Youth Playoff:** In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of six innings in the playoff game or best-of-three series. Exception: A pitcher who pitches all six innings in a single game may pitch a seventh inning only if the game is tied after he has pitched in six consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion, in the event two or more teams are tied at the end of the season. Additionally, Tournament pitching rules dictating rest for specific pitch counts will apply. All other local league rules shall apply.
    - ii. **Dixie Boys Majors Playoff:** In a single playoff game or a best-of-three series played in a local league series between regular season teams, a pitcher shall not pitch in more than a total of eight innings in the playoff game or best-of-three series. Exception: A pitcher who pitches all eight innings in a single game may pitch a ninth inning only if the game is tied after he has pitched in eight consecutive innings in the same game. This may be a playoff game or a best-of three- series to determine a regular season league champion Additionally, Tournament pitching rules dictating rest for specific pitch counts will apply. All other local league rules shall apply.

## Article V: All-Stars

Lexington will select an All-star team for all leagues Coaches Pitch through Dixie Boys/Majors.

1. **The League commissioners will nominate All-Star Managers from his or her respective league and the Lexington Dixie Board of Directors will approve All-Star Managers. Once selected, the All-Star Manager can nominate his or her coaches, which also require approval from the Board.**
2. Manager must be available for a minimum of four (4) practice days out of seven (7).
3. Managers must be available for all tournament games.
4. All coaches must have coached in that league that year and will be selected by the All-star manager, unless otherwise determined by the LDYB Board of Directors. **(We would strongly suggest at least one of the coaches had been a manager during the regular season.)**



5. Managers must develop written policies for team. These rules must be submitted in writing and presented to each team member when they are chosen and announced as All-stars. These policies must be approved by the commissioner.
6. All League Managers will submit to the League commissioner a list of All-star selections. The Player Agent will then present this list of candidates to the managers of each team at the Allstar meeting. The attendees of this meeting will include league Commissioners, Player Agent and managers except in case of an emergency. Each team would then be represented by a designated coach approved by the commissioner.
7. The manager of each team in the league will be allowed to nominate a maximum of 6 players to be considered for all-star balloting. All managers will then vote on the All-star candidates of their choice.
  - a. A manager may not nominate his own child.
  - b. The players receiving unanimous votes (maximum of 11) on the initial ballot from all managers will be automatic to the team. (Vote for 12 on the initial ballot, Coaches Pitch, Minors, Ozone, Dixie Boys, Colt).
  - c. The remaining openings (to obtain the maximum number of players on a team) will then be filled by the All-star manager; however, players nominated but not selected for allstars must fill all but one of the openings which may be any eligible player in the league.
  - d. Alternates are not recognized by Dixie Baseball. The Player Agent will maintain a list of the top vote getters not making the twelve-player roster. The Player Agent will consult with the Manager of the all-star team to provide the best player possible to that team.
  - e. **The final all-star selections must be approved by the Player Agent and commissioner and will remain in the confidence of the Player Agent, commissioner and All-star manager until such time that the All- star team is announced. Selection is final. Announcement will be immediate. Violation of the rule, as any rule, will be dealt with by the Board.**
8. Coaches Pitch, Minors, and (Ozone): Each division of Dixie Youth may field an all-star team consisting of 12 players.
9. Dixie Boys: Each division of Dixie Boys may field a 15-year old team, 13-year old team, or a 14-year old team. LDYB Board will have the discretion of age groups. Dixie Boys teams will have a maximum of 13.
10. Dixie Majors/ Pre-Majors: Each division of Dixie Majors/Pre-Majors may field a Dixie PreMajors team and a Dixie Majors team consisting of 18 players. Each player selected for All-stars must play for his respective age group. Dixie Majors/Pre-Majors teams will have 18 players committed to that age group to participate in post season Dixie play at the discretion of the LDYB Board of Directors.
11. A fee schedule will be established by the LDYB Board of Directors yearly to offset the cost of uniforms for All-stars. No player may participate in All-stars while local league registration or All-star fees are outstanding except by the discretion of the Board given special circumstances, i.e. a family simply can't pay due to some reason of hardship.

12. A playoff system between divisional champions will be established to determine any home field advantage for tournaments hosted by LDYB. Final decisions on locations may ultimately be decided by the LDYB Board of Directors with the league's best interest as the catalyst or by local Dixie District officials.

## Article VI: League Organization

1. The selection of managers/coaches is the responsibility of the commissioners with the approval of the Board of Directors. All Managers, all assistant coaches, and all volunteers in contact with the team must be certified by Lexington County Recreation Commission.
2. All managers/coaches serve for the current season only.
3. **Managers may be considered as follows:**
  - a. Managers returning to the team from previous season.
  - b. Filling of manager positions vacated as a result of previous season's managers not returning. The following order of consideration may be utilized:
    - i. Coaches on a team provided they have at least One-year service.
    - ii. Managers from the other leagues by seniority.
    - iii. Other coaches within league by seniority.
    - iv. Coaches from the other leagues by seniority.
    - iv. Persons outside the organization.
4. Managers may select two coaches to assist with practices and games. Coaches Pitch, and T-Ball may select three. All Assistant Coaches must be approved by each league commissioner.
5. It is the manager's responsibility to ensure that the team is represented at all meetings.
  - a. Failure of a team to be represented at a meeting may result in one game suspension for the manager.
  - b. Failure to be represented at two consecutive meetings may result in suspension of the manager. Any suspension must be approved by the Board. A request for reinstatement can be submitted in writing to the President who will present the request to the Board for consideration. Their decision will be final.
6. Each team must have policies for their players. The policies must be in writing with a copy filed with the league commissioner and a copy given to each player before the first practice.
7. Managers and coaches dress code consist of a coach's shorts or long pants and a team shirt furnished by the league.
8. Every manager is required to have a parent meeting within the first week of practices.
9. No teams will be allowed to practice on LDYB fields after the regular season begins, unless approved by Board of Directors.
  - a. No teams above Coaches pitch will be allowed to practice on the football field.
10. Conduct and Sportsmanship:

- a. Any player or coach ejected from a game will automatically be suspended for the next game. These ejections must be reported to the league commissioner within 24 hours. This rule applies to regular season and playoffs.
  - b. Any manager or coach removed from two games during the season may face suspension for the season, pending review by the board.
  - c. All ejections and suspensions may be appealed in writing to the league commissioner within 24 hrs. of the occurrence and will be reviewed by the board. **Suspensions may be lengthened or shortened at the Board's discretion.**
11. All spectators are urged to support, in a sportsman like manner, all decisions of the umpire and officials. Umpires can warn parents of conduct through manager and umpires have the authority to eject a fan.
  12. Any coach creating an unsafe condition for his players will face dismissal from coaching.
  13. Players throwing equipment or using unsportsmanlike conduct will be ejected for the remainder of the game and suspended for the next game. This ejection can be determined by umpire or coach of that team or commissioner. These suspensions must be reported to league commissioner within 24 hours.
  14. Managers, Coaches, and Players --- No use of tobacco products is allowed at any time. Penalty to be determined by the league commissioner.
  15. Awards:
    - a. The following awards will be made and recognized with presentation as follows:
      - i. **All-Stars:** T-shirt to all team members, managers, and coaches
      - ii. **League Champions:** Awards to be decided by board of directors. T-shirt to all team members, managers, and coaches
  16. Regular Season Uniforms:
    - a. Regular season teams are required to wear uniforms issued by the league.
    - b. Any changes in uniform must be approved by the board through the commissioner.
    - c. Approved pants should be plain white, and all a team's pants must be the same style. (No grey, blue, black, or any other colored pants, no pinstripes or piping allowed)

## Article VII: Playing Rules

**All leagues will primarily be governed by the Dixie rule books. Additional Local League rules follow:**

### 6-U T-Ball

1. All players will bat each inning and all players will play in the field on defense. An adult will always be used as the catcher.
2. At any point the coach and parents feel the player is ready, a coach may pitch to the player. (TBall only)
  - a. If pitching to the player, the coach must go back to the tee after 3 pitches or 2 strikes, whichever comes first.

- b. If a player strikes out or is put out on a base, he is to return to the dugout. \*\*\*\*\*
  - c. The batter will receive three strikes. No balls will be called.
3. To be a fair ball and in play, a batted ball must be within the foul lines and beyond the 12-ft. circle around home plate.
  4. No more than three (3) practices/games a week (any combination not exceeding three (3) will be allowed). Practices shall not exceed one and a half (1.5) hours. 5. Games will be three (3) complete innings not to exceed 1½ hours.
  5. No score will be kept, and no champion declared.
  6. At any time, a ball thrown out of the playing field from foul line to foul line by a defensive player, play will stop, and all runners will remain on the base they occupy. If a runner is attempting to proceed to the next base without stopping, he will be awarded that base. However, a ball thrown past home plate will remain live for runners on third base and he shall advance to home at his own risk. This is judgment call and the umpire (or acting umpire) decision will be final.
  7. All players must have on helmets with faceguards while batting, even in the batting cages.

### 8-U Coaches Pitch

1. No game shall start after nine o'clock p.m. No game will continue after midnight any night.
2. Any discontinued game will be completed that week if possible. Commissioner is responsible for rescheduling games. Regulation game rules are laid out in the Dixie youth rule book under Rule 4:10. Any player not available for a game which is suspended will play, if available, at the makeup game and will be placed at the bottom of the line-up.
3. No more than four (4) practices/games a week (any combination not exceeding four (4) will be allowed). Practices shall not exceed two (2) hours.
4. Only managers, coaches, and players are allowed in the dugouts, and they should stay within the confines of the field (within the fences and dugouts). Three coaches will be allowed on the field for the offensive team (team batting) 2 base coaches and a pitcher. The 4th coach MUST always remain in the dugout to watch the players. The defensive team is allowed 1 coach on the field, but he must position himself no further than 3 feet from his/her dugout.
5. Only the manager or acting manager, in his/her absence, can represent or speak for the team.
6. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
7. There will be a 7 run per inning limit except for an over the fence homerun or a ground rule double (in which case ALL runs will score). A game will be over if a team is mathematically prevented from tying or winning.
8. The 15-run rule is in effect after both teams have batted 3 times or the home team is ahead in score by a minimum of 15 runs after 2 1/2 innings. The 10-run rule is in effect after both teams have batted 4 times or the home team is ahead in score by a minimum of 10 runs after 3 1/2 innings. All players must have batted one time for the run rule to be in effect.
9. Any rules not covered under these rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book

### **The Pitching Coach:**

10. Pitcher will be a coach of the batting team (offensive team).
11. The coach pitcher shall exit the playing field behind the runner or away from any play when the ball is hit into fair territory to avoid interference. If the coach pitcher is accidentally hit by a batted ball, it is a dead ball and no pitch. Batter will return to hit with the same pitch count as when he previously hit.
12. The coach pitcher may coach or position the batter only. He cannot coach runners. A warning will be given for the first offense, and he will be removed from the mound on the second offense. He may; however, remain on the field as another coach, but will not return as pitcher coach. The pitcher coach, once inning begins, will not instruct any other coach without calling time out. There will only be one offensive time out granted per batter.
13. He will throw the ball overhand from within the 12-foot chalk circle, both feet must remain in the circle after throw to home plate. Violation will be a no pitch. NOTE: If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released, the coach will be considered in the circle.
14. If the pitcher coach intentionally interferes or obstructs a play or batted ball, the batter/runner will be called out, and the other runners will return to their previous occupied base.
15. If a pitching coach is removed from the mound, he may not re-enter the game as a pitching coach. If a coach enters as a substitute pitcher, he must finish the inning. **These rules are umpire judgment call and will stand.**

### **The Runner:**

16. No "headfirst" sliding will be allowed. The runner will be called out if while attempting to reach the next base, he/she attempts a head-first slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
17. Runners are not allowed to lead off or steal bases. The penalty shall be that the defensive team has option of a no pitch or any of all the play that occurred after the infraction. Umpires shall drop his hat or other object to signify this infraction. He will not make the infraction known by voice until play is complete.
18. A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling time out. The runner shall be called out on appeal.
19. There are no HALFWAY MARKS. If the runner has left the base before time is called or the ball is returned to the pitcher's circle, that runner may advance.
20. When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead (time out shall be called by the umpires) If a member of the defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first runner was stopped), the ball is live, and all base runners may advance at their own risk to be put out.

### **The Batter:**

21. The batter will be allowed 5 pitches or 3 strikes unless the fifth pitch is fouled and not caught, at which time he/she shall receive a 6th pitch and so on with consecutive pitches fouled. Batter cannot be walked. No balls will be called.
22. To be a fair ball and in play, a batted ball must be within the foul lines as specified by Official Rules and must pass beyond the 12-foot circle around home plate in fair territory.
23. Batters are not allowed to bunt or swing easy at the ball. Penalty: Batter is called back to plate and charged with strike, and if third strike batters shall be called out.
24. Bats dimensions will be per DYB rule 1:10 under the Playing Field Equipment. Any bat marked TBall is an illegal bat. A ball hit with an illegal bat result with the batter being called out and all base runners returning to their previous base.

**The Defensive Team:**

25. All players will have played 6 defensive outs by the end of the fourth inning. No defensive substitutions may occur until the inning is over.
  - a. This may be waived, if for disciplinary reasons or injured player, but the umpire and opposing coach are to be notified prior to the start of the game. Any team's failure to play all players according to the rules will forfeit a game.
26. There is no "infield fly" rule. Any caught ball is an out.
27. A batting helmet with a face mask is required for the player pitcher while playing the pitching position.
28. The defensive team will place a player in the designated circle at the pitcher's position. The player pitcher must have one foot inside the designated 12-foot circle. He must stand in position on the left side, the right side, or behind the coach pitcher and he must not interfere with the coach pitcher. He may not be any closer to the batter than even with the pitching rubber.
29. The player pitcher may not leave the circle until the ball is hit. PENALTY - The offensive coach has the option of accepting a hit or taking a no pitch.
30. No play is dead until the player pitcher has control of the ball inside the circle OR the umpire calls time out when a runner is forced to stop under threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he/she may advance to the next base at his/her own risk.
31. An umpire will call "TIME" when a play comes to a natural end, and base runners are making no attempt to advance.
32. All players will be given the opportunity to play their position. If this violation occurs at home plate (i.e., the shortstop replacing the catcher to make the play for an out at home), the runner will be declared safe. If this violation occurs at any other position, the runner will be awarded an extra base. A player may back up another player at any position and replace that player in making a play. These calls will be judgment calls by the umpire and his decisions will be final.
33. All players must have on helmets with facemasks while batting, even in the batting cages.
34. Any rules not covered under the above rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book

## 10-U Minor League

1. No game shall start after nine o'clock p.m.
2. No game will continue after midnight any night.
3. Any discontinued game will be completed that week if possible.
4. For completed game definition see Dixie Youth Rules: 4.10-4.11.
5. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
6. No more than five (5) practices /games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.
7. No "headfirst" sliding will be allowed. Dixie Youth Baseball OFFICIAL PLAYING RULES 7.08 Any runner is out when: (l)The runner, while attempting to reach the next base, attempts a headfirst slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
8. Only managers, coaches, players are allowed in the dugout. There must be an adult in the dugout during the game.
9. All players must have played 6 defensive outs in every game by the end of the 5th inning (defensive substitutions may not occur, unless for illness or injury, until the inning is over) regardless of the number of players on the other team. (Refer to DYB Rule Book: Rule 3.03(d)(1) and 3.03 (d)(2)(i)).
  - a. Unless the coach is not playing a player for disciplinary reasons, injury or illness. Head umpire and opposing manager should be notified before the start of the game. If for disciplinary reasons, it will be for violation of team policy that is on file with the commissioner. There must be sufficient grounds to dictate disciplinary actions.
    - i. Any disciplinary action resulting in suspension of a player from game play must be reported to the commissioner within three (3) days.
    - ii. Manager must report any illnesses to umpire and opposing manager before removing player from lineup.
10. Any team's failure to play all players according to the rules will forfeit the game. Team batting, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order for the entire game
  - a. If a player arrives after the batting order has been submitted but before the initial time through the batting order has been completed; the player must be added to the end of the batting order. A player arriving before the fourth inning has been completed must fulfill his batting requirement and must play defense. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.
  - b. If a player leaves the game because of an injury, illness or disqualification, before he takes his initial turn at bat, this position in the batting lineup will be skipped and the next batter in order takes his place.
  - c. A player removed because of injury or illness may return to the game.

- d. If a manager has used all his eligible players and a player is injured or becomes ill and cannot continue, the game shall not be forfeited. The opposing manager shall select a player from the bench who has already been in the game to replace the injured or ill player in the injured or ill player's batting position.
11. The base runner may lead off bases if they do not touch or pass the 5 feet line before the ball crosses the plate. The players should be taught how to get primary and secondary leads.
    - a. Any violation called under this rule will be a judgment call by the umpire. If any part of a runner's body/uniform passes or touches the 5-foot line before the ball crosses the plate it will be considered a violation of the rule.
    - b. PENALTY: The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. EXCEPTION: The penalty shall not apply when:
      - (i) the batter hits a ground rule double; all runners will advance two bases without liability to be put out.
      - (ii) the batter hits a fly ball over the outfield fence in fair territory (home run); all runners will be allowed to score.
      - (iii) the batter is hit by a pitched ball; the ball is dead, and all other runners will not advance unless forced to vacate the base for another runner legally entitled to that base.
  12. All players must have on helmets with facemasks while batting, even in the batting cages.
  13. **There will be a 10 run per inning limit except for an over the fence homerun or a ground rule double (in which case ALL runs will score).**
  14. The 15-run rule is in effect after both teams have batted 3 times or the home team is ahead in score by a minimum of 15 runs after 2 1/2 innings. The 10-run rule is in effect after both teams have batted 4 times or the home team is ahead in score by a minimum of 10 runs after 3 1/2 innings. All players must have batted one time for the run rule to be in effect.
  15. Any rules not covered under the above rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book.

## 12-U Ozone

1. No game shall start after nine o'clock p.m.
2. No game will continue after midnight any night.
3. Any discontinued game will be completed that week if possible.
4. For completed game definition see Dixie Youth Rules: 4.10-4.11.
5. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
6. No more than five (5) practices / games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.
7. No "headfirst" sliding will be allowed. Dixie Youth Baseball OFFICIAL PLAYING RULES7.08 Any runner is out when:(l) The runner, while attempting to reach the next base, attempts a headfirst



slide. NOTE: This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.

8. Only managers, coaches, players are allowed in the dugout. There must be an adult in the dugout during the game.
9. All players must have played 6 defensive outs in every game by the end of the 5th inning (defensive substitutions may not occur, unless for illness or injury, until the inning is over) regardless of the number of players on the other team. (Refer to DYB Rule Book: Rule 3.03(d)(1) and 3.03 (d)(2)(i)).
  - a. Unless the coach is not playing a player for disciplinary reasons, injury or illness. Head umpire and opposing manager should be notified before the start of the game. If for disciplinary reasons, it will be for violation of team policy that is on file with the commissioner. There must be sufficient grounds to dictate disciplinary actions.
    - i. Any disciplinary action resulting in suspension of a player from game play must be reported to the commissioner within three (3) days.
    - ii. Manager must report any illnesses to umpire and opposing manager before removing player from lineup.
    - iii. Any team's failure to play all players according to the rules will forfeit the game.
      - b. Regular batting rules with nine in the lineup
10. All players must have on helmets while batting, even in the batting cages.
11. The 15-run rule is in effect after both teams have batted 3 times or the home team is ahead in score by a minimum of 15 runs after 2 1/2 innings. The 10-run rule is in effect after both teams have batted 4 times or the home team is ahead in score by a minimum of 10 runs after 3 1/2 innings. All players must have batted one time for the run rule to be in effect.
12. Any rules not covered under the above rules shall be covered by, the Dixie Youth Rule Book or the Official Major League Baseball Rule Book.

### Dixie Boys and Dixie Majors

1. No game shall start after nine o'clock p.m.
2. No game will continue after midnight any night.
3. Any discontinued game will be completed that week
4. Any player wearing any jewelry or other items that could cause injury to themselves or other player(s) will be asked by the umpire or a league official to remove the suspect item.
5. No more than five (5) practices / games a week (any combination not exceeding five will be allowed) and prior to the season beginning a mandatory of four (4) practices a week, not to exceed five (5) a week.
6. Only managers, coaches, players are allowed in the dugout. There must be an adult in the dugout during the game.
7. Only two offensive coaches (base coaches) are allowed on the field.
8. Every player present shall play six (6) outs and complete a turn at bat. Penalty: Any team's failure to play all players according to the rules will forfeit the game. Once a batting order is

established either the starter or his substitute/s will occupy the established position in the batting order. \*Under this rule both the starter and the substitute/s may re-enter the game.

9. All players must have on helmets while in the batting cages.
10. All base coaches must have on a hard-shell helmet.
11. Any rules not covered under the above rules shall be covered by Dixie Boys/Dixie Majors Rule Book or the NFHS Rule Book.

## Article VIII: Umpires

1. There will be no umpire for T-ball games, and at least one umpire for all other league regular season play.
2. The umpires are responsible to the Umpire Coordinator who in turn reports to the Vice 3. President of the Board.
4. All umpires must be approved by the Board.
5. Umpires will always conduct themselves in a sportsmanlike manner.
6. No use of alcohol while umpiring.
7. No use of tobacco products during a game.
8. Know all rules and maintain control of all games.
9. Dress code will consist of the following:
  - a. Shirt approved by Umpires Association.
  - b. Heather grey slacks or coaches' shorts either black or blue.
  - c. Penalty: 1/2 game pay.
10. Any time an umpire will not be available to attend a scheduled game; he should inform the umpire coordinator at least four (4) hours before the game.
  - a. Penalty: 1st offense - warning -
  - b. 2nd offense - will no longer umpire
11. Umpires must start game at assigned time.
  - a. Penalty: 1/2 game pay.
12. All umpires will be certified. Expenses will be the responsibility of the individual.
13. Minimum age required to umpire is 16 years old.
14. No umpire can officiate the game of a relative.

## Table 1. WEATHER WARNING SYSTEM



### **Safety of the players, spectators and staff is our main concern at Lexington Dixie Baseball and strict adherence to the rule will be mandatory at all events**

No weather event is more dangerous than lightning. Because of this threat we have installed the **Thorguard Lightning Prediction System**.

This system can provide **advance warning of a lightning hazard, allowing you the time to seek shelter.**

You will be alerted by **one loud horn blast that will last 15 seconds.** Upon hearing the horns, everyone should **seek shelter immediately.**

When this occurs, a **strobe light** located with the horns **will activate and remain active while under a weather alert.**

Every attempt should be made to seek shelter in a safe environment.

The Thorguard system will determine when conditions are safe to return to your previous activities. Three 5-second blasts will indicate that everything is all clear and the strobe light will cease operation. Horns and strobe light are located on the roof of the concession & press stand.

### **SEEK SHELTER AT: Permanent Buildings & Vehicles**

#### **ALWAYS AVOID THE FOLLOWING:**

**Athletic Fields & Bleachers**

**Open Areas**

**Bodies of Water**

**Doors & Windows**

**Isolated Trees**

**High Elevations**