

Haughton Athletics Dixie
Youth Baseball / Softball
Local Options 2021 Season

“Train up a child in the way he should go and, when he is old, he will not depart from it.” Proverbs 22:6

It is the policy of Dixie Youth Baseball to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of baseball and softball as a vehicle. It is the purpose of Dixie Youth Baseball / Softball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of Dixie Youth Baseball / Softball for any person either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so. (Dixie Youth Baseball /Softball, EST. 1955)

Purpose of Local Option Rules: The local option rules supplement the official playing rules, set by Dixie Youth Baseball / Softball. The 2011 edition of the Dixie Youth Baseball / Softball official rules and regulations will be used for any rule not specifically addressed in these local option rules.

Changes to Local Option Rules: Any parent or guardian member of Haughton Athletics', who believes a local rule is improper or incomplete, may submit a modification proposal to the President for consideration by the Board of Directors. The proposed modification must be submitted before the 1st coaches meeting each year for consideration.

Background Checks: Mandatory for all adults that will be managing, coaching, and/or volunteering with Haughton Athletics. It is each team manager's responsibility to notify each division's vice president of any changes (adding or removing) to the approved volunteer list with the organization. Each division's vice president will then inform the leagues President for final approval.

Official Score Keeping: One representative from each team will be required to help with each game. This is the Managers Responsibility. The **home team** will be responsible for keeping the official book. The **visiting team** will be responsible for running the score board. At the completion of each game the umpire and both managers will be responsible for signing the official book.

Practices: The primary function of the league is one of training and preparation in the mechanics, skills, knowledge, and sportsmanship of baseball and softball. Therefore, Haughton Dixie Youth Baseball & Softball resolves that coaches should provide for an “adequate number” of team practices during the course of a season. An “adequate number” is defined as an average minimum of three (3) “contacts” (games and practices) per week.

Protests: Dixie Youth Baseball Refer to rule 4.19 and 10.0

Bathrooms: Any person responsible for damaging, defacing, misusing, or breaking anything in the new bathroom facility will be fined the actual cost to repair, replace, or clean the before mentioned scenarios. If the fine is not paid the individual responsible will be banned from the facility and children removed from the organization immediately.

T-Ball Boys
and Girls
Local Option
Rules

Player Equipment: Haughton Athletics will provide the batting tee and game ball. Rule 1.16, Dixie approved batting helmet with protective mask must be worn by all batters, **same rule will apply to the pitcher and catcher.**

Game Regulations:

1. 60-foot base paths will be used.
2. Hash marks will be used to show the halfway points of each base with the exception of home & 1st base.
3. Duration of games will be (5) innings or **60** minutes.

a. Teams failing to field at least 9 players within 15 minutes after scheduled game time shall forfeit game.

Exception: Team has 8 players ready to start the game and borrow a Haughton Dixie league T-ball player from another team. Borrowed player must play left field and be the last batter in lineup. Players will field all positions, including the catcher. Shortage may only be in outfield. Players may not be stacked to one side of the field. b. If roster drops below eight players, Head Coach will be allowed to agree to continue game.

Official Score Keeping: One representative from each team will be required to help with each game. This is the Managers Responsibility. The **home team** will be responsible for keeping the official book. The **visiting team** will be responsible for running the score board.

Defense: 1. All players will take defensive positions each inning, unless required to sit out due to injury or illness. Infielders will be no more than 6 players and will play the following positions: Pitcher, Catcher, 1st Baseman, 2nd Baseman, Short Stop, & 3rd Baseman. Other fielders will occupy the outfield area and must remain 10 feet behind the baseline until the ball has been batted. **The infield positions must be filled before the outfield is filled.**

2. Pitcher must remain behind the pitching rubber until the ball is batted. A restriction line (parallel to the front side

1st and 3rd base) will be enforced and no player other than the pitcher may enter this area until contact

with ball is made. Infielders will remain in the location of their positions until the ball is batted.

3. Play will end and base runners **may not** advance once the pitcher has control of the ball in the pitching circle.

4. A batted ball resulting in a play at 1st base must be thrown by all players except the 1st baseman. Base runners will be called out if 1st Baseman, with ball in possession, steps on base or tags base before runner or by tagging base runner with the ball in glove.

5. On an overthrow to **First Base Only**, play will end and base runner will advance one base. Only in the case of a force will all base runners advance as a result of the overthrow to First Base.

6. Other bases may be tagged by anyone.

7. Halfway through the season teams will start Coach Pitch. Each batter will get 2 balls pitched to them and if they don't hit them, they will begin hitting off the tee. Once the Coach is done pitching, they must leave the field and return to the dugout. The VPs are responsible for letting the Coaches know what game the Coach Pitch begins.

Offense: Offensive Innings entire roster per half inning, however, runs will only count until the defense has reached 3 outs per half inning. If one team has fewer players than the opponent, they will bat the same number of players.

a. **Example:** Team A-13 players & Team B-11 players, Team A will bat players 1-13 & Team B will bat 1- 11, 1 & 2.

1. The offensive team will be made up of the entire team roster. If a player arrives after the game has begun, he/she will be placed at the end of the lineup. The batting order will not change during the game. If a player misses his turn at bat for any reason, his/her turn will be skipped and one out will be charged.

2. Batted ball must advance passed the 3-foot semicircle drawn in front of the edge of home plate to be a fair ball.

3. Bunting is not permitted; Infield fly rule does not apply.

4. Batters get (2) warnings for slinging the bat, any slung bat afterwards will result in them being called out.

5. Base runners may not advance once the pitcher has control of the ball and remains in the pitching circle.

6. On an overthrow to **First Base Only**, the base runner will advance one base and the play will end unless it is the

last batter and you have not made your 3 outs. Only in the case of a force will all base runners advance as a result of the overthrow to First Base.

7. Runners must stay in contact with their base until the ball is hit. (No leading off or stealing)

8. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.

9. A courtesy runner may be used in the event of a player injury while the child is consoled and is check for injury. The injured player may return to the game in the next half inning without penalty.

10. Any base runner that has not reached the halfway mark when the ball is dead must return to the previous base.

THIS IS SOLELY THE UMPIRE'S DECISION. A runner who is at the halfway mark or beyond will be awarded the next base. This includes home plate even if it's the last batter of the inning but does not include home plate if the 3rd out was made prior to the player reaching home plate.

Coaches:

1. Coaching Staff – Each team will consist of (1) Head Coach & (3) Assistants to help with all activities on

the playing field during a game. These volunteers have had background checks completed and turned in to Houghton Athletics for processing. Each may choose a 5th volunteer as an alternate or dugout helper, but the division vice president must be made aware of the helper and a volunteer sheet & background check must be completed. The helper will watch the players in the dugout during offensive and defensive play in the absence of a coach or assistant. This will ensure the mandated Dixie Official Rule 4.05.

2. The following coaches are allowed on the field to advise players but must not interfere with game play.

a. **Two** Defensive coaches may accompany players on the field but must be off the infield dirt. b. **Three** Offensive coaches are allowed: 1st & 3rd base coaches; (1) coach assisting batter.

3. Batter may be physically adjusted, to help child make successful contact with the ball, but not so the child will hit in a specific area on the field.

4. A ball hitting a Manager or Coach on the field will be a dead ball and treated as foul.

5. All other coaches must stay inside the dugout. Standing in front of the dugout on the field is not permitted.

6. Background checks are **Mandatory** for all adults that will be managing, coaching, and/or volunteering with Houghton Athletics. It is each team manager's responsibility to notify each division's vice president of any changes (adding or removing) to the approved volunteer list with the organization. Each division's vice president will then inform the leagues President for final approval.

Houghton Athletics Dixie Youth Baseball
AA League 7/8 Coach Pitch
Local Option Rules

1. Coach Pitch Division games will be limited to 1 hour 10 min. or five (5) complete innings, whichever is completed first. NO new inning after 1 hour and 5 min. The new inning starts as soon as the 3rd out is made. If the visiting team is winning by 10 runs after the 4th inning or if the home team is ahead by 10 runs after 3 1/2 innings, the game will be considered a complete game. **NO GAME ENDS IN TIE**

2. There will be a 7-run per inning run limit with the exception of an over the fence home run. A game would be over if a team was mathematically prevented from tying or winning (Dixie Rule XIV.AA page 102)

3. A team failing to field at least 9 players within 15 minutes after the scheduled game time shall forfeit the game. An exception will be made if the team has 8 players ready to start the game or may pick up 1 player as long as that player is a league player in AA Coach Pitch. If the roster drops below eight players, the official rule of 4.17 (forfeit) will take effect. Each team will play 10 defensive players. The extra player will play in the outfield and put at the bottom of the batting lineup. All will assume the normal positions including catcher for the position they're playing. Players may not be stacked to one side of the field. Players sitting on the bench defensively will not do so for more than one inning at a time. A player will go out on the field at a minimum of every other inning. The distance between the front edges of the pitcher's plate and the back point of home plate shall be 46 feet.

4. Coaches will be positioned on the field per rule Dixie Rule 4.05.

5. Coaches may not physically assist any player. Coaches are allowed only to provide verbal instruction. 1st infraction the coach will be warned 2nd infraction the player will be called out.

6. Appeal Play – Once the play is over and the ball becomes dead, the manager of the defensive team shall ask the umpire-in-chief for time. He will then inform the umpire he wishes

to make an appeal. The umpire shall hand the ball to the coach, who will throw the ball to his pitcher. Once the pitcher has the ball and steps on the extended line from the pitching rubber, the umpire shall make the ball live by saying "Play Ball." The pitcher shall then throw the ball to the base in question and the covering umpire shall declare the runner safe or out. Once the manager has stated he wants to make an appeal all runners are frozen and cannot return to the base they missed until the umpire puts the ball back into play.

7. A dead ball will consist of when any ball hits the pitching coach.

8. Each game will be played with one umpire.

9. Manager and Coaching Staff – Each team is allotted 4 volunteers to assist with all activities on the playing field during a game. These volunteers have had background checks completed and turned in to Haughton Athletics for processing. Once the draft has been completed each manager may choose a "dugout helper" as the 5th volunteer. The division vice president must be made aware of the helper and a volunteer sheet must be completed. This helper will take the place of an assistant coach when they are not available on a game day. The helper will be in charge of watching the players in the dugout during offensive and defensive play. This will ensure the mandated Dixie Rule 4.05.

10. Dixie Rule 9.0 - Umpires will have the authority to eject a spectator or a coach from a game if in their discretion they feel that the behavior warrants the ejections. The coach/spectator/parent will leave the premises immediately and may not return until AFTER THE NEXT game. If the individual proceeds to harass or follow the umpire, the umpire will report the person to the board member on duty. If the violation/incident is deemed to have been serious enough to warrant a suspension of more than one game— an emergency board meeting will be called to investigate the incident and determine the appropriate course of action. Should a person refuse to leave after being asked to leave by the Umpire or Board member, the proper authority will be called to assist in the removal of that person and possible charges will be filed.

Defense

1. Ten players will be fielded on defense. No player shall sit out consecutive innings.

2. A play is considered "dead" when ALL of the following apply:

a. An infielder has the ball in his possession. b. All runners have been stopped from advancing to the next base possible. (Slower than a job is

NOT considered advancing.) c. When, in the umpire's judgment, runners are not advancing, "Time" will be called. **Note:** Until the umpire calls "Time", the ball will remain live.

3. There will be a line running through the center of the pitching rubber and 7 1/2 feet toward 1st base and 7 1/2 feet toward 3rd base. The pitcher must stay behind this line until the ball is pitched.

4. Outfielders must be spaced evenly and play beyond the infield dirt. **No short fielders (rovers).**

5. There is **NO** infield fly rule.

Offense

All players that are present (on the official line-up) will be placed in the batting order and will bat. However, after the offense has three (3) outs, it is retired and then will take their defensive positions on the field. Their next offensive at bat will continue with the next batter up in the

batting order. **Penalty:** Batting out of order will be assessed as per the Dixie rulebook.

1. There are **NO** walks allowed.
2. The batter will be allowed 5 pitches or 3 strikes.
3. Bunting is **Not** allowed, including fake bunts, slap bunts, and slap hitting. The batter shall not show bunt and then take a full swing. **Penalty:** The batter shall be called out and the ball is dead.
4. There is **NO** stealing of bases allowed. **HOWEVER**, runners may advance at their own risk on an overthrow to a base, on an overthrow to the pitcher from a fielder; the runner will not be allowed to steal on an overthrow from the catcher to the pitcher. **Penalty:** For stealing bases on the first offense, the team shall be given a warning and the runner will be sent back to the base occupied at the time of the infraction, unless the defense puts the runner out in which case the out will stand. On all other infractions for stealing, the runner will be called out.
5. The coach pitching may **NOT** coach the batter or runners. The coach will receive one warning from the umpire for violation if the action continues the coach will be removed from the mound.

Haughton Athletics Dixie Youth
Baseball AAA League 9/10 Boys
Local Option Rules

1. Pitching Mound - the distance between the front edge of the pitcher's plate the back point of home plate shall be 46 feet.

2. Manager and Coaching Staff – Each team is allotted 3 volunteers to assist with all activities on the playing field during a game. These volunteers have had background checks completed and turned in to Haughton Athletics for processing. Once the draft has been completed each manager may choose a “dugout helper” as the 4th volunteer. This helper will take the place of an assistant coach when they are not available on a game day. The helper will be in charge of watching the players in the dugout during offensive and defensive play. This will ensure the mandated Dixie Rule 4.05.

3. All players listed on the official line-up will bat in a continuous order. No player will be taken out of the hitting line-up.

4. Players sitting on the bench defensively will not do so for more than one inning at a time. A player will go out on the field at a minimum of every other inning.

5. The time limit for a scheduled game is 1 hour and 15 minutes. **NO** new inning after 1 hour and 10 minutes. The new inning starts as soon as the 3rd out is made. **NO GAME ENDS IN TIE**

6. The five (5) run rule is in effect for the first three (3) innings. After the third inning regular run rules apply. **Note:** The continuation rule is also in effect, meaning if the offensive team has four (4) runs and there are runners on 2nd and 3rd and the batter hits a home run, all three of those runs will count. Meaning for that half inning that team scored seven (7) runs. If the 3rd out is

made on a forced play, no additional runs may score. (Eight (8) runs are the most that can be scored.)

7. If the visiting team is winning by 10 runs after the 4th inning or if the home team is ahead by 10 runs after 3 1/2 innings the game will be considered a complete game.

8. A team failing to field at least 9 players within 15 minutes after the scheduled game time shall forfeit the game. An exception will be made if the team has 8 players ready to start the game or may pick up 1 player as long as that player is a league player in AAA. The extra player will play in the outfield and put at the bottom of the batting lineup. If the roster drops below eight players the official rule of 4.17 (forfeit) will take effect. "O" Zone Division players are not allowed to participate in any AAA game. AAA players are not allowed to participate in any "O" Zone Division game.

9. Dixie Rule 9.0 - Umpires will have the authority to eject a spectator or a coach from a game if in their discretion they feel that the behavior warrants the ejections. The coach/spectator/parent will leave the premises immediately and may not return until AFTER THE NEXT game. If the individual proceeds to harass or follow the umpire, the umpire will report the person to the board member on duty. If the violation/incident is deemed to have been serious enough to warrant a suspension of more than one game—an emergency board meeting will be called to investigate the incident and determine the appropriate course of action. Should a person refuse to leave after being asked to leave by the Umpire or Board member, the proper authority will be called to assist in the removal of that person and possible charges will be filed.

Haughton Athletics Dixie Youth
Baseball "O" Zone Division 11/12
Boys Local Option Rules

Equipment: The big barrel bat length is not to exceed 33" and a barrel diameter no more than 2 5/8 plus or minus 1/32" in diameter (Dixie Rule 1.10).

1. Pitching Mound - the distance between the front edges of the pitcher's plate the back point of home plate shall be 50 feet.

2. Balks will be called in the 11/12 year old division (Dixie Rule 8.0). Initially, the umpire will instruct the pitcher as to what behavior constitutes a balk for the education of the players. The umpire will warn the pitcher. If a balk is committed again with the same pitcher after instruction and warning, the runner will be allowed to advance a base.

3. Manager and Coaching Staff – Each team is allotted 3 volunteers to assist with all activities on the playing field during a game. These volunteers have had background checks completed and turned in to Haughton Athletics for processing. Once the draft has been completed each manager may choose a "dugout helper" as the 4th volunteer. This helper will take the place of an assistant coach when they are not available on a game day. The helper will be in charge of watching the players in the dugout during offensive and defensive play. This will ensure the mandated Dixie Rule 4.05.

4. All players listed on the official line-up will bat in a continuous order. No player will be taken out of the hitting line-up.

5. Players sitting on the bench defensively will not do so for more than one inning at a time. A player will go out on the field at a minimum of every other inning.
6. The time limit for a scheduled game is 1 hour and 30 minutes, NO new inning after 1 hour and 30 minutes. The new inning starts as soon as the 3rd out is made. **NO GAME ENDS IN TIE.**
7. If the visiting team is winning by 10 runs after the 4th inning or if the home team is ahead by 10 runs after 3 1/2 innings the game will be considered a complete game.
8. A team failing to field at least 9 players within 15 minutes after the scheduled game time shall forfeit the game. An exception will be made if the team has 8 players ready to start the game or may pick up 1 player as long as that player is a league player in "O" Zone Division. The extra player will play in the outfield and put at the bottom of the batting lineup. If the roster drops below eight players the official rule of 4.17 (forfeit) will take effect. "O" Zone Division players are not allowed to participate in any AAA game. AAA players are not allowed to participate in any "O" Zone Division game.
9. Dixie Rule 9.0 - Umpires will have the authority to eject a spectator or a coach from a game if in their discretion they feel that the behavior warrants the ejections. The coach/spectator/parent will leave the premises immediately and may not return until AFTER THE NEXT game. If the individual proceeds to harass or follow the umpire, the umpire will report the person to the board member on duty. If the violation/incident is deemed to have been serious enough to warrant a suspension of more than one game—an emergency board meeting will be called to investigate the incident and determine the appropriate course of action. Should a person refuse to leave after being asked to leave by the Umpire or Board member, the proper authority will be called to assist in the removal of that person and possible charges will be filed.

Houghton Athletics Dixie Youth
Softball 5/6 Girls (Dixie Sweeties),
7/8 Girls (Dixie Darlings) Girls 9/10
Girls (Dixie Angels) 11/12 Girls (Dixie
Ponytails) 13/15 Girls (Dixie Belle)
Local Option Rules

**Playing
Field:**

The fields used for Dixie Softball will use an 8-foot radius circle around the pitchers plate. Hash marks will be used in the age division of 6-8 to show the halfway points between 1st & 2nd, 2nd& 3rd, and 3rd & home.

Playing Times: The time limit for a scheduled game in divisions are as followed: 7/8 time is 1 hour, 9/10 is 1 hour 15 minutes, 11/12 is 1 hour 30 minutes & 13/15 is 1 hour 45 minutes, NO new inning after expired times. The new inning starts as soon as the 3rd out is made. **NO GAME ENDS IN TIE.**

Players and

Subs:

A team failing to field at least 9 players in the Dixie Sweeties, Dixie Darlings and Dixie Angels, within 15 minutes after the scheduled game time shall forfeit the game. An exception will be made if the team has 8 players ready to start the game or may pick up 2 players as long as that player is a league player in that division. The extra player will play in the outfield and put at the bottom of the batting lineup. If the roster drops below 9 players, the official rule of 3:01 (forfeit) will take effect.

A team failing to field at least 9 players in the 11/12 Girls (Dixie Ponytails), within 15 minutes after the scheduled game time shall forfeit the game. An exception will be made if the team has 8 players ready to start the game or may pick up 2 players as long as that player is a league player in that division. The extra player will play in the outfield and put at the bottom of the batting lineup. If the roster drops below 9 players the official rule of 3:01 (forfeit) will take effect.

Players sitting on the bench defensively will not do so for more than one inning at a time. A player will go out on the field at a minimum of every other inning. **Pitching Rules:**

11/12 Girls, A game shall be regulation game when a team is ahead by fifteen (15) runs after both teams have played after four (4) innings or 3 1/2 innings if the home team is ahead). **Offense** 7/8 and 9/10 girls will use a maximum of 10 batters per inning or 3 outs. The offense will not bat more than 10 batters per 1/2 innings.

Other Local Options

1. Umpires will have the authority to eject a spectator or a coach from a game if in their discretion they feel that the behavior warrants the ejections. The coach/spectator/parent will leave the premises immediately and may not return until AFTER THE NEXT game. If the individual proceeds to harass or follow the umpire, the umpire will report the person to the board member on duty. If the violation/incident is deemed to have been serious enough to warrant a suspension of more than one game—an emergency board meeting will be called to investigate the incident and determine the appropriate course of action. Should a person refuse to leave after being asked to leave by the Umpire or Board member, the proper authority will be called to assist in the removal of that person and possible charges will be filed.
2. Manager and Coaching Staff – Each team is allotted 3 to 4 volunteers to assist with all activities on the playing field during a game. These volunteers have had background checks completed and turned in to Haughton Athletics for processing. Once the draft has been completed each manager may choose a “dugout helper” as the 4th or 5th volunteer.
3. **Player pitcher or pitcher in all divisions will wear a face mask except 13/15.**