



Dixie Youth Baseball, Inc. 2009 Adopted Rule Changes

ADOPTED RULE CHANGES

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injuries: 1:19, 3:03A Note2, 3:03D (2 i), 3:03D (1 & 2) Note 3, Local League Option #3 (3, 4, 5) 3:05A, 5:10C (1), 5:13 Note, Tournament Rule IX B (3 & 4) C (5 b)

Rule 3.03 (d) (2) (i) – Page 42 - Please change the second sentence in paragraph (2) (i) to read:

(2)(i) Exception: If a player is removed from the game because of injury, sickness or ejection his spot in the batting lineup shall be skipped for the remainder of the game without penalty.

Tournament Rules

Tournament Rule I (I) Tournament Play – Page 86 Change paragraph (I) to read:

(I) - The Dixie Youth World Series (Majors and AAA) shall be limited to twelve teams of which one shall be the host and eleven state champions. Beginning in 2010, the Dixie Youth 'O' Zone World Series shall be limited to 16 teams, one of which shall be the host, eleven state champions and four state runner's up. The runner's up teams will rotate by state, based upon franchised O-Zone leagues, until all states have participated in the sixteen team format before reconsideration of this rule by the Board for its continuation. Any teams which decline to participate shall be replaced with winners of competitive play determined by the Commissioner and approved by the National Board of Directors.

1.10(a)(4) Metal Bats – Bats – Page 30 – Add exception to paragraph to read:

1.10(a)(4) – Metal Bats - (4) Majors, AAA, AA & A Divisions –

*(4) Majors, AAA, AA & A Divisions - Big barrel bats with a barrel diameter greater than 2¼ inches are not allowed.

*EXCEPTION: "O"Zone Division Only - Big barrel bats with a length not to exceed 33" and a barrel diameter no more than 2 5/8 " plus or minus 1/32" in diameter are allowed ONLY in the "O"Zone Division during regular season and tournament play beginning with the 2011 season. During a transition period,during the 2009 and 2010 seasons, 2 ¾" bats will be allowed in "O"Zone play only.

Rule 8.07(f) – Page 68 – Change 8.07(f) to read:

8.07(f) 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 or a first or second half winner in the event two or more teams are tied at the end of the season or either half. The six innings per week limitation in 8.07(a) above shall not apply to games played under 8.07(f) and all pitchers shall be eligible to pitch in such playoff games or series provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall not apply.

Rule 8.07(g) – Page 68 – Change 8.07(g) to read

8.07(g) Local leagues that play regular season teams in a double elimination tournament bracket to decide a league championship or for a regular season local league tournament must use Tournament Pitching Rules in Tournament Rule VII. A pitcher shall not pitch in more than a total of thirteen innings in a double elimination tournament. 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. The six innings per week limitation in 8.07(a) above shall not apply to games played under 8.07(g) and all pitchers shall be eligible to pitch in such tournaments provided they have had at least 36 hours rest since pitching in four or more innings in any game. All other local league rules shall apply. The consecutive game rule shall apply.

TOURNAMENT RULES

Tournament Play I (H) - Page 86 – Change paragraph (H) to read:

(H) - A team wishing to compete only through the district or state tournament shall be permitted to do so provided the State Director is notified prior to July 1. In the event such a team wins the district or state tournament, the runner-up team shall be declared the representative to the next tournament level.

Tournament Play - I (P) Page 87 – Change paragraph (P) to read:

(P) A Division (T-Ball) tournaments shall be under the exclusive direction of the District Director or his designated representative at the district level.

Tournament Pitching Rule VII (F) - Page 93 Change the note at the end of paragraph (F) to read:

NOTE: The only time this exception is in effect is when there are three teams remaining with one loss each and all three teams have played the same number of games. If the exception applies, then the pitchers for the teams that did not draw the bye are not subject to the 2 inning restriction in Tournament Rule VII, Paragraph (E)(4) when the semi-final and the championship game are scheduled as a double-header.

TOURNAMENT RULE (XI) (G) (2) - Protest Decision Appeals Page 99 – Change paragraph (2) to read:

XI (G) (2) – There shall be no appeal of any protest occurring during an A (T-Ball) Division tournament beyond the District Director unless otherwise provided for in the state constitution and bylaws.

AA Coach Pitch and Machine Pitch Tournament Rules

Tournament Rule XIV – AA Machine Pitch and Coach Pitch Rules – The following rules are to be used exclusively for district, state and regional tournament play. The Official Dixie Youth rules as currently in use will be the basic set of rules for AA Division play with the exception of the rules listed below.

(A)AA Playing Field:

- 1) Baselines shall be 60 feet.
- 2) Recommended minimum distance for the outfield fence to be 160' from home plate. Approved temporary fencing will be allowed.
- 3) A 12-foot-diameter circle will be used for the pitching area.
- 4) The center of the circle will be 46 feet from the back edge of home plate.
- 5) The adult pitcher must pitch from within the circle.
- 6) Pitching Machine - Pitching machine will be placed directly over a pitching rubber which is 46 feet from the back edge of home plate.
- 7) Pitching Machine - Pitching machine will be set at approximately 40 miles per hour and should be checked with a radar gun.

(B)AA Coaches:

- 1) Three adults will be allowed on the playing field at one time (two base coaches and one pitching coach). A fourth adult must remain in the dugout at all times to watch the players. There must be four coaches listed on the tournament team affidavit.
- 2) Only the manager may represent or speak for the team.

(C)AA General Rules:

- 1) The infield fly rule is not applied.
- 2) No bunting is allowed.
- 3) A regulation game shall be (6) innings for tournament play.
- 4) The 15-run rule is in effect after both teams have batted 4 times or the home team is ahead in score after 3½ innings.
- 5) 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 and return to a base under the 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 may advance to the next base at his/her own risk.

- 6) An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and base runners are making no attempt to advance.
- 7) The batter will be allowed five pitches or three strikes. The batter will be called out after the fifth pitch. A foul on the last pitch will count as a no pitch.
- 8) If a batted ball accidentally hits a coach pitcher or the pitching machine, the ball is dead and it will be a no pitch.
- 9) Teams on defense will use a total of ten players in the field, including the catcher and four outfielders. The outfielders must play regular positions and play no closer than 10 feet behind the normal running base path. A game will be a forfeit if a team cannot field nine players.
- 10) All players on a team will bat in a continuous batting order. Players arriving late will be entered at the end of the batting order. A player that gets sick and goes back into the game will bat in the same place in the batting order as when they left the game.
- 11) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- 12) No base stealing is allowed.
- 13) Catchers must wear full catcher protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the squat position when the ball is pitched.

(D)AA Pitching:

- 1) An adult coach of the team batting will pitch to his/her team. Once a coach starts an inning as pitcher he/she must finish the inning pitching, with the exception of sickness or injury. A coach can return as pitcher in another inning.
- 2) The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the coach pitcher or pitching machine or behind the coach pitcher or pitching machine, must not interfere with the coach pitcher, and not be any closer to the batter than even with the pitching rubber. The player pitcher cannot leave the circle until the ball is hit. **PENALTY-The offensive coach has the option of accepting a hit or taking a no pitch.**
- 3) Pitches shall be thrown over hand.
- 4) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, it is a dead ball situation.
- 5) The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given for first offense and he/she will be removed from the mound on the second offense.

6) 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 a time out.

7) A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

(E) AA Base Running:

1) 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). If a member of a 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 base runner was stopped) the ball is live and all base runners may advance at their own risk to be put out.

2) There are no HALFWAY MARKS. If the runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance.

(F) AA Tournament Play:

1) Balls must be Dixie-Approved for tournament play.

2) No game shall start after 9:30pm unless approved by the Tournament Director.

3) Tournament games must be played until complete.

4) Facemask and chinstraps are required on batting helmets.

5) A minimum of two umpires per game is required.

6) There must be a minimum of 11 players or a maximum of 13 players on a tournament team roster. A team will be required to start a tournament with the number of players listed on the tournament team affidavit at the credentials meeting for each level of tournament play.

7) 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.