



# Dixie Youth Baseball, Inc. 2012 Adopted Policy & Rule Changes August 16, 2011

The following policy and rules changes were adopted by the Board of Directors of Dixie Youth Baseball, Inc. at its annual meeting on August 16, 2011, at the Little River Golf Resort in Carthage, North Carolina. Please distribute these policy and rule changes to all league officials.

## ADOPTED POLICY CHANGES

### Regulations

#### **Regulation III (B) Selection of Players – Page 78 – Change paragraph (B) to read:**

(B)—A team roster shall be composed of a maximum of:

League Age 12 and under (Majors Division)	– 8 players of league age 12
League Age 10 and under (AAA Division)	– 8 players of league age 10
League Age 8 and under (AA Division)	– 8 players of league age 8
League Age 6 and under (A Division)	– 8 players of league age 6

#### **Regulation IV (C) Selection of Players – Page 79 – Change paragraph (C) to read:**

(C) Those who do not register in time to participate in the player selection system shall be ineligible, with these exceptions:

- (1) any who were sick or injured during registration period and confirmed by a physician's written statement; or
- (2) any who became new permanent residents of the community after the registration period. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing.
- (3) **Local League Option:** A player may be signed up after the local league drafts are completed prior to or on the first game day of a league's regular season provided the regular season team(s) with the least number of players on their roster(s) will be eligible to draw for the right to select the player.

#### **Regulation IV (E) - Selection of Players – Page 79 - Change paragraph (E) to (D) to read:**

(C)—**Player Releases**—A player who legally resides within a league's boundary shall be eligible to obtain an unconditional written release from the league when the player registers with the league but is not assigned to a team.

The player release must be completed on the official DYB release form which is available from any DYB official. The player release form must signed by the league president and the player's parent or legal guardian, and postmarked (if sent by mail) PRIOR TO MAY 1 or delivered to the District Director and State Director for approval PRIOR TO MAY 1. All approved releases shall allow the player to register with another DYB league (outside the boundary in which the player resides) for

the remaining years of eligibility in Dixie Youth Baseball through league age 12. It is the responsibility of the league to confirm the approval of release with the District and State Director. PENALTY: A violation of this rule shall result in the immediate ineligibility of the player and disqualification from tournament play with the improper league.

**Regulation IV (F) Selection of Players – Page 79 - Delete paragraph (F) in its entirety and re-letter remaining paragraphs.**

~~—(F)—A child who lives outside the territorial boundaries of a league but whose parent is listed on a local league’s player registration forms as an active manager or coach in the league shall be eligible to play on the team coached by the parent provided written approval is granted before the season begins by the state director and provided the parent was a manager or coach in the same league for the previous three consecutive years. The player shall be considered the property of the league and shall be eligible for the league’s tournament team. Children of league officials, scorekeepers or similar league personnel shall not be included.~~

**Regulation XII (A) Conduct and Sportsmanship – Page 82 - Change paragraph (A) to read::**

(A) Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. A player shall not throw a bat, helmet or other equipment in anger or disgust. The penalty for violation of this rule shall be the removal of the guilty player from the game for the remainder of the game. The penalty for violation of this rule by a manager or coach shall be his removal from the game and the dugout for the remainder of the game.

## **ADOPTED RULE CHANGES**

### **Official Playing Rules**

**1.10 All Bats (C) - Page 29-30 Change to read:**

\*1.10 (a) All bats will meet the following specifications:

#### **ALL BATS**

- (1) 2 ¼” wood bats are approved for play in all age divisions.
- (1) **2 ¼” barrel non-wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in “Dixie Youth Baseball”.** Non-wood bats include aluminum/metal alloy bats and bats made with composite materials. **NOTE: All 2 ¼” composite barrel bats manufactured by a licensed bat company which are clearly marked “*Approved for Play in Dixie Youth Baseball*” and stamped “**BPF 1.15**” will be legal for league and tournament play if it has a manufacture date stamp of 2011 or later. Older aluminum/metal alloy 2 ¼” bats which do not have the BPF 1.15 stamp on the bat are allowed if stamped approved for play in Dixie Youth Baseball.**
- (2) All approved 2 ¼” non-wood barrel bats manufactured by a licensed bat company which are clearly marked “***Approved for Play in Dixie Youth Baseball***” and stamped “**BPF 1.15**” will be legal for league and tournament play.
- (3) The following bats do not have to bear DYB markings, but must not bear the markings of any other program:

- a) Wood bats; and
  - b) T-ball bats
- (4) Any bat stamped for T-Ball cannot be used in games played in the AA, AAA, Majors or "O"Zone divisions due to the manufacturing standards for such bats.
  - (5) All bats shall not be less than 25" nor more than 33" in length. (Exception: 24" bats may be used in A Division (T-Ball) play only).
  - (6) The handle of any bat may have a gripping material not to exceed 16" from the knob.

## COMPOSITE BATS

- (2) All 2 ¼" composite barrel bats manufactured by a licensed bat company which are clearly marked "**Approved for Play in Dixie Youth Baseball**" and stamped "**BPF 1.15**" will be legal for league and tournament play if it has a manufacture date stamp of 2011 or later.
- (3) 2 ¼" composite barrel bats manufactured by a licensed bat company which are clearly marked "**Approved for Play in Dixie Youth Baseball**" but does not have a "**BPF 1.15**" stamp will not be legal for league and tournament play unless is shown on a list of approved bats on the Dixie website at [www.dixie.org/dyb](http://www.dixie.org/dyb) .
- (4) The handle of composite bats shall be no less than ¾" plus/minus 1/32" in diameter and the barrel no more than 2¼" plus/minus 1/32" in diameter.
- (5) A composite bat must be a safe unit of multi-material construction.

## ALUMINUM / METAL ALLOY BATS

- (1) Newly manufactured aluminum/metal alloy 2 ¼" bats are required to have both "*BPF 1.15*" and "*Approved for Play in Dixie Youth Baseball*" stamped on the bat. Older aluminum/metal alloy 2 ¼" bats which do not have the BPF 1.15 stamp on the bat are allowed if stamped approved for play in Dixie Youth Baseball.
- (2) The handle of aluminum/metal alloy bats shall be no less than ¾" plus/minus 1/32" in diameter and the barrel no more than 2¼" plus/minus 1/32" in diameter and may be made with composite materials.
- (3) An aluminum/metal alloy bat must be a safe, one- or two-piece construction of hollow aluminum, metal alloy or magnesium.
- (4) Aluminum/Metal Alloy bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat.
- (5) The knob on the handle of an aluminum/metal alloy bat must be permanently attached.
- (6) The term "one-piece construction" shall be defined to include the permanently affixed plug and attached knob described above for aluminum/metal alloy bats.

## WOOD BATS

- (1) The handle of wood bats shall be no less than 7/8" plus/minus 1/32" in diameter and the barrel no more than 2¼" plus/minus 1/32" in diameter.
- (2) A wood bat must be a safe, solid, one-piece, rounded stick of flame treated or natural finish, hardwood construction.

### \*1.10(b) 2 5/8" Bats

- (1) "**O**"Zone Division - 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 approved for play during regular season and tournament play **only in the "O"Zone Division**.
- (2) **Majors, AAA, AA & A Divisions** – Bats with a barrel diameter greater than 2¼ inches **are not allowed** in Majors, AAA, AA and A Division play.

\*1.10(c) Any batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box if protested by the opposing team manager prior to the first pitch to the next batter.

**1.11(d) - Page 30 - Add new paragraph (d) to read:**

**1.11(d)**—(a) Defensive players may wear sunglasses.

**4.17(a) - Page 49 Add New EXCEPTION #2 to read:**

4.17—(a) A team failing to field at least nine (9) players within fifteen (15) minutes after the scheduled game time shall forfeit the game. (SEE EXCEPTIONS)

(b) A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place nine players on the field. (SEE EXCEPTIONS)

EXCEPTION #1: (Local League Option) – A league may adopt a local league provision to permit a team to start or end a game with a minimum of eight players.

EXCEPTION #2: (Local League Option) – A league may adopt a local league provision to permit a team to use players from another team's roster in the league to prevent a forfeit. However, the league may only allow the number of players added for any one game to be the number necessary to provide a team with a minimum of nine players to start a game. **Any player added to a regular season roster to prevent the forfeit of a game shall not be eligible to pitch during the game. No team may bench a player on the team's regular roster while a player added to the roster for one game is in the game, unless the rostered player is sick or injured and cannot continue in the game.**

## Adopted DYB Tournament Rules

**Tournament Rule (I) Team Eligibility Requirements – Page 87 Change to read:**

(I) - The Dixie Youth World Series (Majors, "O"Zone 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.~~ All teams will be winners of state/regional competitive play. Any qualifying 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.

**Tournament Rule (II) Financial Responsibility – Page 87 Change to read:**

(F) Tournament Host Insurance and Team Insurance For Sanctioned Tournaments – **Tournament hosts** must present required insurance coverage to the District Director, State Director or Commissioner, as applicable. **Tournament teams** must present required insurance coverage to the to the tournament credentials committee(s). Hosts and all teams participating in sanctioned and other approved DYB tournament play must provide evidence of insurance coverage which meets the following requirements:

(1) **Excess Accident** – The Tournament Host and each tournament team must be covered by an Excess Accident policy under their respective organizations' names with a medical limit of at least \$50,000. For teams, it is not acceptable for each parent to provide individual evidence of health

insurance for his or her child. For the tournament host, coverage must be provided for all umpires, scorekeepers, employees and volunteers; and,

(2) **General Liability** – The Tournament Host and each tournament team must be covered by a General Liability policy under their respective organizations' names with an "each occurrence" limit of at least \$1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have exclusion for lawsuits arising out of injuries to athletic participants. If the tournament host or team does not purchase its General Liability insurance through the approved Dixie Youth Baseball, Inc. insurance program ( see rule book advertisement), it is required that the General Liability policy name Dixie Youth Baseball, Inc. as an "additional insured".

**Tournament Rule IV(A) Player/Coach Eligibility Requirements – Page 87 - Change first sentence to read:**

Only players who have played in a minimum of eleven (11) of their local league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in eleven (11) games.

**Tournament Rule IV(D) Player/Coach Eligibility Requirements – Page 87 - Change paragraph (D) to read:**

- (1) No manager or coach shall participate on more than one Dixie Youth sanctioned tournament team. Under no circumstances can a manager or coach be listed on more than one Dixie Youth tournament team during the same year.
- (2) No player shall participate on more than one Dixie Youth sanctioned tournament team. Under no circumstances can a player be listed on more than one Dixie Youth tournament team during the same year.

## **Adopted AA Tournament Rules**

**AA Coach Pitch Tournament Rule XV (A)(5) - Page 101 - Delete paragraph XV(A)(5) in its entirety and change to read:**

(A)(5) The coach pitcher must pitch from within the circle defined in XV(A)(3) and (4) above and both of the coach pitcher's feet must remain in the circle until the pitch is released. **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.

**AA Coach Pitch Tournament Rule XV (C)(9) - Page 101 - Change paragraph XV(C)(9) to read:**

(C)(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 20 feet behind the normal running base path. A game will be a forfeit if a team cannot field at least nine players.

**AA Machine Pitch Tournament Rule XVI (C)(9) - Page 103 - Change paragraph XV(C)(9) to read:**

(C)(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 20 feet behind the normal running base path. A game will be a forfeit if a team cannot field at least nine players.

