Arkansas DYB T-Ball (6U) State Tournament Rules and Regulations

Official DYB rules currently in use will be the basic set of rules. Listed below are some extracts and state options:

Playing Field

- a) Bases shall be sixty (60') feet apart.
- b) The pitching rubber will be forty (40') feet from home plate. A twelve (12') foot diameter chalked circle from the center of the pitching rubber will be used as the mound.
- c) There will be a ten (10') foot line marked on the field from the back tip of home plate arching from each foul line.
- d) There will be a line drawn 20' behind the base paths to restrict outfielder positioning. Diagram on page 94 of the 2023 rule book.
- e) There will be a hashmark at 30' from home plate on the 1st and 3rd base lines to restrict infielder positioning.
- f) Batting tee will be provided by the host and placed in the center of home plate. Both teams will hit off the same tee.
- g) Preferred distances to the outfield fence are a minimum of 125 ft. and a maximum of 160 ft. from home plate.

Coaches/Player Requirements

- a) Tournament team rosters will be a minimum of 11 players and a maximum of 12 players.
- b) Uniforms will be a full uniform with cap and jerseys must have a Dixie Youth patch worn on the left sleeve. The uniform worn at the state tournament will be authorized to be worn in the Invitational World Series for teams advancing.
- c) Each team will be allowed a manager and a maximum of three (3) coaches. There must be a manager and three (3) coaches listed on the tournament affidavit.
- d) Offensive coaches- No more than three (3) coaches will be allowed on the playing field at one time. One coach at the 1st and 3rd base coaching boxes and one coach at home plate.
- e) Batter coach may adjust the batter once per time at bat; the coach is not allowed to coach the batter each time the ball is placed on the tee.
- f) One coach must remain in the dugout or designated area as per ground rules established by the tournament director.
- g) Defensive coaches must remain in the dugout or designated area per ground rules established by the tournament director.
- h) Only the manager may represent or speak for the team during conferences with umpires or during protests.

Participation Requirements and Substitutions

- a) Offense:
 - a. Teams will bat in a continuous batting order. At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting line up and bat in this order for the entire game.
 - b. After play starts, a player who cannot continue due to illness, injury, or disqualification, will be skipped for the remainder of the game without penalty.

- c. If a player becomes injured or ill while on base the previous player making the last out shall run for him/her.
- b) Defense:
 - a. All players must play a minimum of six (6) defensive outs per game. This requirement is not required for games ended prior to 4 ½ innings due to run rule.
 - b. Substitutions may only be made at the beginning of an inning except in the case of an injury or sickness.
 - c. The penalty if a player does not play the required two innings on defense will be the disqualification of the team manager for the next game.

Regulation Game

- a) A regulation game shall be five (5) innings.
- b) An inning will be completed when teams have acquired three (3) outs or scored a maximum of seven (7) runs.
- c) No time limit.
- d) Run rule
 - a. 15 Run rule after 3 innings
 - b. 10 Run rule after 4 innings
 - c. Game will end when a team is mathematically eliminated due to the 7 run per inning rule.
 - d. Exception: if a team has not batted all its players, game will continue until all players have batted.
- e) A game will be a forfeit if a team cannot field nine (9) players.

Equipment Requirements

- a) Baseballs will be provided by the host and must be Dixie Youth approved Level 5 baseballs.
- b) Bats maybe labeled TEE BALL or USA BASEBALL APPROVED for 2 1/4" bats with a maximum length of 28 inches. Big barrel bats that 2 5/8" are allowed with a maximum length of 28 inches.
- c) All batters must wear a batting helmet. Chin straps and face masks on the batting helmets are optional.
- d) The pitcher must wear a batting helmet with a face mask attached to the helmet or a softball type mask.
- e) The catcher must wear a catcher's mask with helmet or batting helmet mask and <u>must have a throat</u> <u>protector attached</u>, other catcher equipment is optional.

<u>Protests</u>

- a) Only the team manager or acting team manager may file a protest.
- b) Only protests regarding misinterpretation of a rule will be allowed.
- c) A protest must be filed prior to the next time the ball is into play by the ball being hit off the tee.
- d) When a protest is filed with the umpire in chief by the manager, play will stop until a ruling is made by the tournament director.
- e) The decision of the tournament director is final.

General Playing Rules

- 1) Offense
 - a) Each batter will be allowed three (3) swings per bat and after three (3) swings the batter will be called out if the ball is not put into play.
 - b) Any batted ball must travel beyond the 10' arc line from home plate to be considered a fair ball. If does not go past the 10' arc it will be ruled a foul ball.

- c) No bunting or half swings will be allowed. Penalty on bunting or half swings: A strike is called; the ball is dead, and all runners must return to previous base.
- d) No base stealing will be allowed.
- e) Base runners must stay in contact with the base until the ball is hit. A player leaving the base before the ball is hit will be a delayed dead ball. At the end of the play, the defensive team the option to keep or reject any part of the play.
- f) If a runner misses a base, there is no appeal of the play by the defense. If the umpire observes the runner missing the base, the umpire shall treat it as a delayed dead ball and call the runner out at the end of the play.
- 2) Defense
 - a) There will be ten (10) defensive players, which will include a catcher and four (4) outfielders.
 - b) The player at the catcher position will be positioned by the umpire.
 - c) Player pitchers must have one foot in the pitching circle until contact with the ball is made. If the pitcher leaves the pitching circle before contact is made with the ball, it is a delayed dead ball. The offensive team has the option of either keeping the play or rule it as a no pitch.
 - d) Outfielders must be stationed at least a minimum of twenty (20') feet from the baseline until contact with the ball is made. A line must be drawn 20ft behind the base paths.
 - e) Infielders will not be allowed between the halfway mark between home plate and first base or third base and home plate before the ball is hit. The second base and short stop position cannot play any closer than the pitcher's mound on defense.
- 3) Other
 - a) Play will end when the pitcher has the ball in his possession in the pitcher's circle. <u>Or</u>: If a defensive player has the ball in front of the lead runner and/or play has come to a natural halt, time out will be called by the umpire and all runners will return to the last base occupied by the runner.
 - b) If a runner has advanced past a base when the pitcher gains possession of the ball in the pitcher's circle, the runner may advance to the next base at their own risk. The runner may not advance past the next base.
 - c) Infield fly rule is not in effect.
 - d) A minimum of two umpires per game will be provided for all tournament games.
 - e) Official DYB Tournament Brackets will be used. Tournament Director will set date and times for games prior to the credentials meeting.
 - f) Pairings will be drawn at the credentials meeting prior to the tournament.
 - g) In the event if inclement weather, Tournament Director will have discretion to adjust schedules to insure completion of the tournament.

<u>Credentials</u>: Each manager will be responsible for the following and must be presented at the Tournament credentials meeting; Team affidavit – Medical release form (signed by all the players' parents) – Proof of accident and liability insurance – Copy of player's birth certificates - Coaches background certification form.