

Mill Creek Athletic Association

@ Bogan Park

Baseball Rules and Regulations

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By: Baseball Director

Director of Mill Creek Baseball @ Bogan Park

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1.0 GENERAL INFORMATION

All age groups and leagues are subject to the following rules and regulations:

1. Mill Creek Baseball plays a Dixie Youth Modified format. All official rules of Dixie Youth (tee ball through major) or NFHS Rules (Pony and Senior) are in effect and must be adhered to unless otherwise noted in the rules. Any exceptions must be approved by the Baseball Board.
2. Any rules that may not be covered in this document will be governed by the official rule books. Any rules written in this document supersede those of the Dixie Youth or NFHS rule books.
3. Up until game time, games postponed due to weather shall be at the discretion of Gwinnett County Parks and Recreation or the MCAA Baseball director or his delegate. Upon start of the game, the umpire shall have the discretion to postpone or cancel games due to inclement weather. Games that are postponed in the middle of a game shall be resumed at that point at a later date, unless the games are considered complete per the following chart:

Rookie: 20 minutes of play was completed from beginning of game
T-Ball/Pee Wee: 3 innings or 2 ½ innings if Home Team is ahead
Minor/Major/Pony/Senior: 4 innings or 3 ½ if Home Team is ahead

Pitching rules in effect at the time the game was rained out shall carryover to the makeup, with the exception of the "pitch count" rule, which is in place for the safety of our youth.

****THIS DOES NOT APPLY TO PLAYOFF GAMES. PLAYOFF GAMES CANNOT BE SHORTENED DUE TO WEATHER****

1.1 LEAGUE STANDINGS

1.1.1 First place will be determined by overall winning % of all teams that participate in the regular season. In the event there is a tie we will revert to:

1. head-to-head competition
2. # of losses
3. # of wins
4. coin flip if necessary

The same methodology will apply to determining seeding for postseason play.

1.1.2 All games ending regulation in a tie will play 1 extra inning if time allows. At the end of that inning, if the score is still tied, the game will be declared a draw, and counted in the standings accordingly. If time does not allow, then the game shall be declared a draw at the close of the time limit.

1.1.3 The baseball director (or the respective league director) is responsible for rescheduling games postponed because of rain. All efforts will be made to reschedule games during the week of the rainout or in a reasonable time shortly thereafter. In the event an excessive number of rainouts occur toward the end of the regular season time may not allow for all games to be made up prior to the beginning of post season play. As first place and post season tournament play is determined by winning %, games having a potential impact on division leaders or higher seeds will be given priority for rescheduling. Post season play will not be delayed in order to complete regular season games.

1.2 COACH/PLAYER INFORMATION

1.2.1 Because the children's safety is our primary concern, batters are required to wear batting helmets equipped with the NOCSAE stamp of approval. Rookie, Tee Ball and Pee Wee must wear full face mask WITH chin strap. Minor must wear full face mask, chin strap is optional. Major may choose a face mask or a C-flap, chin strap is optional. Pony and Senior may choose a face mask, chin strap, or no facial protection. If you are wearing a face mask or a c-flap, head first slides into the next base are not allowed. This will result in an automatic out. The exception is diving head first back into a base. This rule applies at all times

when a player is hitting, on deck, or running the bases.

1.2.2 No out will be recorded for removal of an injured or sick player and he may reenter the game if his turn at bat has not been missed. If an injury occurs during an at-bat, the next batter in the lineup will assume the count.

1.2.3 All runners must touch the bases unassisted. A coach may not assist a runner by touching him. (A minor show of congratulations such as a pat or handshake after the play is okay.) Violations will be at the umpire's discretion.

1.3 **PLAYER PARTICIPATION**

1.3.1 Each player will play in his designated age group based on Dixie Youth designated dates. Players will be allowed to play at the next level up, based on parental consent, and subject to Baseball Director's approval. However, players will not be allowed to play down at a lower level unless a valid medical concern is raised and approved by the Baseball Director. Skill level and lack of experience are NOT valid reasons for having players play below their designated age group. EXCEPTION: Should there not be enough players to fill a Senior League, or fulfill multiple Senior teams, players who exceed the age limit, but have not yet entered high school will be allowed to play Pony. Those players, however, will be ineligible to play Dixie Boys all-stars in accordance with Dixie Boys age requirements.

1.3.2 To the extent that Dixie Youth regulations allow participation on other non MCBB athletic teams, players must comply with Dixie Youth regulations to be eligible for participation in MCBB All Stars. Additionally, since support of the player's MCBB team should be of the most importance, the player must play in at least 80% of their regular season MCBB team games to be eligible for participation in All-Stars.

1.4 **PLAYER SELECTION PROCESS**

1.4.1 Reserved Players

1.4.2 Coaches shall be allowed to reserve players at each age group as follows:

1. T-Ball 3 Reserves
2. Pee Wee 3 Reserves
3. Minor 3 Reserves
4. Major 3 Reserves
5. Pony 4 Reserves
6. Senior 6 Reserves

1.5 **PLAYER EVALUATIONS – “TRYOUTS”**

1.5.1 League Directors for each league will be responsible for running their tryouts.

1.5.2 Tryouts will be held a minimum of 4 weeks prior to the start of the Season with the dates and times established by the Board of Directors.

1.5.3 Tryouts will consist of hitting, running, fielding, and throwing evaluations.

1.5.3.1 OMITTED

1.5.4 All players are expected to try out for their age group.

1.5.5 All coaches are required to submit Player Protection Forms for their Reserve players to League Directors prior to Tryouts.

1.5.6 All players will be scored based on a 10-point numbering system by each Head Coach. Their scores will be based on their abilities witnessed at Tryouts. Upon completion of tryouts, player evaluation forms will be submitted to League Directors for tally. This scoring will determine a player's Tier Level for the draft to follow.

- 1.5.7 If a player fails to attend tryouts, that player will be selected during a random drawing at the completion of the drafting process unless a majority of the coaches in the League agree to the perceived skill level of the player in question. Then, with a majority vote of the coaches, the League Director may place the player in the open draft in the agreed upon Tier level.
- 1.5.8 If a Reserve (or "locked") Player fails to attend tryouts, that player will be rated as an "A" player, or Tier level 1, for draft purposes. (beginning Fall 2026)
- 1.5.9 If MCAA is unable to field a Senior Program, 15-year-old players who have not entered the 9th grade may be permitted to play in Pony with the understanding they are not eligible for All Stars.

1.6 PLAYER DRAFTS

- 1.6.1 Each league will have a player draft within 1 week of tryouts.
- 1.6.2 Each draft must have their League Director and at least one MCAA Board Member present during the process.
- 1.6.3 Draft procedure shall be as follows:
- 1.6.3.1 Draft order shall be determined by pulling numbers from a hat at player tryouts.
- 1.6.3.2 Odd numbered rounds shall begin with the first team on the list, and even numbered rounds begin with the last team on the list.
- 1.6.3.3 Each team will be given one pick per round with the Reserved Players counting toward a coach's pick if his player is to be selected in the present round.
- 1.6.3.4 Player Reserves are to be selected in the draft round which relates to their Tier level assignment. Determination of a player's Tier level assignment is based on their evaluation scores from tryouts from all Head Coaches. For example, if there are 10 teams in a League, then there will be 10 players assigned for each Tier level. The top 10 players based on their scores from Tryouts will be placed in Tier 1. Players rated 11-20 would be placed in Tier level 2, and so forth. With this process, if a coach's Reserve Player is rated at Tier level 5, that player will be that coach's 5th round selection. (Note: If a coach were to have 2 Reserves in the same Tier level, then those 2 players would be that coach's current and following round selections).
- 1.6.3.5 League Directors will determine whether or not to have Tier levels opened or closed during the draft process. Directors can opt to have the entire draft pool open for selection or they can opt to only have two Tiers open at one time. Directors will announce this to the coaches prior to the draft.
- 1.6.3.6 One trade per team will also be allowed at the conclusion of the draft. The trade request will be submitted to that league's Director for approval. Trades may be disapproved if a Director feels the trade is unbalanced. Hat picks cannot be traded.
- 1.6.3.7 Drafting Siblings – If you draft a sibling, you are required to immediately select the other sibling. The sibling would be placed in the draft round that corresponds to their evaluated tier. If the evaluated tier is already occupied by a reserved player, the sibling is placed in the next available tier after their assigned tier. If you lock one sibling, you are required to lock the other(s). There is requirement that siblings must be placed on the same team.
- 1.6.3.8 League Directors will submit an electronic copy of the draft layout prior to the draft to the Secretary. This should be in a spreadsheet format. It will identify the draft order and have draft selections entered for Reserve players. This should facilitate a smooth draft process allowing the draft to be completed in a timely manner.
- 1.6.3.9 Any player that registers after player evaluations must be submitted to the coaches in the league for voting to determine draft round. Players added after the draft package is distributed will be added to the agreed upon round as an extra player in that round. This will prevent the manipulation of shifting draft tiers and the league director from redoing the draft.
- 1.6.4 All coaches shall attempt to notify their players with 48 hours of being drafted.
- 1.6.5 Should they be unable to reach those players within 1 week, they shall be awarded a replacement player. Replacement

players will be selected from a waiting list, if one exists, or if there is no waiting list they will get the next player to sign up for their age group.

1.7 PROTESTS

1.7.1 Should a coach wish to protest a game, a protest fee of \$300 (CASH ONLY) is required to be delivered to a board member within 24 hours of the protest. Protest must be announced at the time of the call in question, not at any time after. If protest fee is not received within 24 hours, protest will be voided.

1.7.2 Protests can only be made based on an interpretation of a rule. Judgment calls cannot be protested.

1.7.3 At the time of protest, umpires must notify both coaches that the remainder of the game is being played under protest.

1.7.4 Protests will be reviewed by the Baseball Director and Umpires Association and brought to a board vote if needed.

1.7.5 If the protest is upheld, the game will be completed from the point of protest. The \$300 protest fee will be refunded.

1.7.6 If the protest is denied, the outcome of the game remains the same and the \$300 will be forfeited.

2.0 GENERAL RESPONSIBILITIES AND REQUIREMENTS

All coaches shall ensure dugouts and bleachers are clean and orderly after each practice or game

2.1 THE HOME TEAM

2.1.1 The Home Team shall:

2.1.1.1 Keep the official scorebook

2.1.1.2 Have 30 minutes of use of the batting cages 45 minutes before scheduled game time

2.1.1.3 Get 5 minutes of field warm up time 10 minutes prior to start of the game

2.1.1.4 Home teams shall report the score and pitch counts of their games to the League Director and or the Scheduling Coordinator within 48 hours of the scheduled game for accurate record keeping and standings.

2.2 THE VISITING TEAM

2.2.1 The Visiting Team shall:

2.2.1.1 Have an individual work the scoreboard

2.2.1.2 Have 30 minutes of use of the batting cages one hour and 15 minutes before scheduled game time

2.2.1.3 Get 5 minutes of field warm up time 15 minutes prior to start of the game

2.2.1.4 Line the field if they are the first game of the day, weekday or weekend.

2.2.1.5 Violation of any of the MCAA league rules may result in penalties being imposed, including but not limited to, reduced practice time, game forfeits, and potential suspension of coaching responsibilities.

3.0 LEAGUE RULES

All Rules for all leagues follow Dixie Youth or Dixie Boys/Majors rules, unless otherwise stated in these guidelines.

3.1 COMMON RULES

These rules are common to all age groups

3.1.1 Run limits per inning are as follows:

1. Tee Ball and Pee Wee 5 run limit per inning, 10 run limit in the 5th inning
2. Minor – 5 run limit per inning, 10 run limit in the 5th inning
3. Major – 5 run limit per inning, 10 run limit in the 6th inning
4. Pony – 8 run limit per inning, unlimited runs in the 7th inning
5. Senior – 10 run limit per inning, unlimited runs in the 7th inning

3.1.2 If a game ends in a tie at the end of regulation play one extra inning will be played should time remain within time limits. If at the end of that inning the game ends in a tie, the game will be declared a draw.

3.1.3 The “No Contest” rule follows Dixie Youth rule 4.10(a).9 A game shall be considered a regulation game when a team is ahead by 10 runs after both teams have batted four times, or in the case of the home team when it is leading, three times. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.

3.1.4 OMITTED

3.1.5 The umpires have the right to waive warm up times for both teams if game schedules are thrown off due to prior games.

3.1.6 Teams may start a game with as few as eight (8) players; however, an out will be recorded for the ninth position in the batting lineup the first time through the batting order only. A forfeit will result if a team cannot field at least eight (8) players fifteen minutes after the scheduled game time for the first game of the day, and at game time for each subsequent game for that day. A player arriving after the game has started may be added to the bottom of the line-up.

3.1.7 The following supersedes rule 1:16(a) in the Dixie Youth Rule Book: A team warning will be issued for any offensive player removing his helmet while on-deck, at bat, on base, or in the base paths while the ball is in play, before time out has been called, or upon returning to the dugout after being called out. Removal of a helmet will be a judgment call by the umpire.

3.1.8 Bats must follow the bat rules listed here: https://cdn1.sportngin.com/attachments/document/1cbd-3536654/Spring_2026_Bat_RUles.pdf?_gl=1*151addt*_ga*MTIzMTc1NDY0OC4xNjc0NDgyNDc4*_ga_PQ25JN9PJ8*czE3NzQzMDUxMDYkbzM3JGcwJHQxNzc0MzA1MTA2JGo2MCRsMCRoMA..#_ga=2.234060894.119364056.1774305105-1231754648.1674482478

PENALTY FOR ILLEGAL BAT: HEAD COACH RECEIVES ONE WARNING WHEN AN ILLEGAL BAT IS USED. IF AN ILLEGAL BAT IS USED AGAIN AT ALL DURING THAT SEASON, THE HEAD COACH WILL BE EJECTED AND RECEIVE A 1 GAME SUSPENSION. IF IT HAPPENS A 3RD TIME DURING THE SAME SEASON, THAT HEAD COACH WILL BE EJECTED AGAIN WHICH COMES WITH A 1 YEAR SUSPENSION FROM ALL MILL CREEK ATHLETICS.

3.1.9 A team warning will be issued upon any incident of a player releasing a bat in an area or manner that may cause harm to a person or property. The next incident by the same team during the same game may result in the batter being called out. This is a judgment call by the umpire.

3.1.10 In the judgment of the umpire, if an adult is stalling, a warning will be issued. The batter will be called out for the next offense.

3.1.11 Ejections: Any Coach, parent, or player that is ejected from a game must also serve a one game suspension the game immediately following the ejection. If a parent or assistant coach is ejected, the head coach can also be removed from the game and subject to a one game suspension. If you are ejected twice in a season, you will be banned from all Mill Creek Athletic Association events for one year.

- 3.1.12** Confirmed violation of pitching rules will result in a coaches warning for the first offense. Upon the second confirmed offense, the coach will be suspended for the remainder of that game and the next game. These rules are in place to protect young arms. In each scenario above, the game resolution itself will follow DYB rule 3.03(c). Pitcher's pitch-count should be tracked in the official scorebook for reference purposes.
- 3.1.13** A pitcher will be allowed 3 "hit by pitch" in an inning or 4 "hit by pitch" in a game. For the safety of the opposing team, the pitcher must be replaced after hitting the 3rd batter in an inning, or the 4th batter in a game.
- 3.1.14** For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the prior inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue.
- 3.1.15** A substitute runner will be allowed for the Catcher if he is catching the next half inning. The replaced player MUST catch the entire next half inning and the player running for the catcher must be the last batter out.
- 3.1.16** No buckets will be allowed on the playing field outside of the dugout.
- 3.1.17** Practices will be cancelled and games postponed if the outside "feels like" temperature is 35 degrees or below.
- 3.1.18** All catchers must wear a throat guard. If catcher is wearing a "hockey style" mask with built in throat guard, an added throat guard is not required.
- 3.1.19** A runner must slide or otherwise avoid contact when a fielder has the ball and is waiting to make the tag.
- 3.1.20** For TBall through Major, the offense is allowed one (1) time out per batter (see DYB Rule 5:13). For Pony and Senior, the offense is allowed one time out per inning.
- 3.1.21** The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
- 3.1.22** Players cannot sit out consecutive innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
- 3.1.23** All players will bat in rotation. There will be no intentional walks, ie: Pitcher's must pitch to a batter. Catcher's may call for a wide pitch, but must start in the catcher's box prior to the pitch being thrown.
- 3.1.24** Home team during play will be given to the team with the better seed.
- 3.1.25** OMITTED
- 3.1.26** For all leagues – Fake bunting is not allowed. Once a pitcher toes the rubber, the batter that shows bunt must attempt to bunt the ball or pull back the bat. A batter cannot show bunt and the pull back and swing. Violations of this rule will be an immediate out.
- 3.1.27** To avoid a forfeit, a team may substitute a player to reach the 9 players for all leagues, Tee Ball through Senior.. Substitute player must bat last and play outfield. Players do not have to be approved by the League Director. Opposing coach must be notified prior to game start. Pick up player must wear a jersey of a different color from the team they are substituting for. In Tee Ball, the substitute player cannot be used as a "coach pitch" hitter. Substitute players must be registered with Mill Creek Baseball in the current season they are substituting in. No substitutions are allowed during the playoffs.
- 3.1.28** All games will be played to the end of the time limit even if a team is mathematically eliminated. In the event of a "mercy rule" the game will be stopped.
- 3.1.29** There will be no shifting allowed in Tee Ball through Major. Teams must have an equal number of infielders and outfielders on each "side" of the field. A "side" is defined by drawing an imaginary line from home plate through 2 nd base to the center field

fence. In leagues where you have 3 outfielders, the outfield may move as deemed fit by their coach.

3.1.30 Pitch Count Rules

3.1.30.1 Any player on a regular season team may pitch, with no limit to the number of pitchers a team may use in a game.

3.1.30.2 OMITTED

3.1.30.3 Once a pitcher is removed from the mound he may not return as a pitcher during that game, although he may remain in or return to the game at another position.

3.1.30.4 The manager must remove the pitcher from the mound when the pitcher reaches the limit for their age group as noted below:

- League
- Senior (15-18) 110 pitches per two consecutive days
- Pony (13-14) 95 pitches per two consecutive days
- Major (11-12) 75 pitches per two consecutive days
- Minor (9-10) 60 pitches per two consecutive days
- Pee Wee (7-8) 50 pitches per two consecutive days

Exception: If a pitcher reaches the limit imposed in rule 3.1.30.4 above for their league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. The batter is put out; 3. The third out is made to complete the half-inning.

3.1.30.5 Pitchers of Minor and Major must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a game, 72 hours of rest must be observed.
- If a player pitches 41-60 pitches in a game, 48 hours of rest must be observed.
- If a player pitches 31-40 pitches in a game, 24 hours of rest must be observed.
- If a player pitches 30 pitches or less in a game, no hours of rest must be observed.

3.1.30.6 Pitchers of Pee Wee must adhere to the following rest requirements:

- If a player pitches 51 or more pitches in a game, 72 hours of rest must be observed.
- If a player pitches 41-50 pitches in a game, 48 hours of rest must be observed.
- If a player pitches 31-40 pitches in a game, 24 hours of rest must be observed.
- If a player pitches 30 pitches or less in a game, no hours of rest must be observed.

3.1.30.7 Pitchers of Pony must adhere to the following rest requirements:

- If a player pitches 65-95 pitches – 3 days
- If a player pitches 45-64 pitches – 2 days
- If a player pitches 31-44 pitches – 1 day
- If a player pitches 30 or less pitches, no rest is required

3.1.30.8 Pitchers of Senior must adhere to the following rest requirements:

- If a player pitches 86-110 pitches – 3 days
- If a player pitches 61-85 pitches – 2 days
- If a player pitches 36-60 pitches – 1 day
- If a player pitches 35 or less pitches, no rest is required

3.1.30.9 The pitch count recorder (official scorekeeper) must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when their pitcher must be removed from the mound.

- 3.1.30.10** The official scorer should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager the pitcher must be removed. The failure of either the official scorer or the umpire-in-chief to make these notifications does not relieve the manager from their responsibility to remove a pitcher when he is no longer eligible.
- 3.1.30.11** Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with the rules governing protests (See 1.10). Violation of the pitch count rule will also result in a one game suspension of the head coach.
- 3.1.30.11.1** NOTES:
- 3.1.30.11.1.1** Pitches delivered in games declared "Regulation Tie Games", "Suspended Games", or games at other parks shall be charged against the players pitching eligibility.
- 3.1.30.11.1.2** In suspended games resumed on another day, the pitchers record at the time the game was halted may continue to pitch to the extent of their eligibility for that day when the game resumes, provided said pitcher has observed the required days of rest.
- Example 1:** A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes on the following Wednesday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required 72 hours of rest.
- Example 2:** A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because he/she has observed the required 72 hours of rest.
- Example 3:** A league age 12 pitcher delivers 75 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.
- 3.1.30.12** The hours for rest for all pitchers shall begin at 12:01 AM the day following the completion of their pitching. If the player pitches on back to back days, the required rest period is based on the two day pitch count total.
- 3.1.30.12.1** **NOTE:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

3.2 ROOKIE LEAGUE RULES

- 3.2.1** Rookie practices and games will be primarily Saturday mornings (Sundays will be used as needed). Each team will practice for 30 minutes then play a 50 minute, 2 inning game.
- 3.2.2** RIF (reduced injury factor) balls will be used
- 3.2.3** No official score will be kept and umpires will not be used.
- 3.2.4** Home/Away are not predetermined. Coaches can work this out prior to each game.
- 3.2.5** Each batter shall hit the ball and run to first, second, and stop at third.
- 3.2.6** No "outs" will be recorded; each batter or runner will remain on base
- 3.2.7** Each team will bat in rotation. Each team will bat through their entire order. Once the last batter has reached third base, teams will rotate. They will do this for 2 innings, then the game will be over.
- 3.2.8** Batters will be thrown 2 pitches, and then hit off the tee until he/she hits a ball into fair territory. The pitch count will increase to 3 pitches per batter at the midseason point.

3.3 T-BALL A & AA RULES

3.3.1 T-Ball Games are five (5) innings or 1 hour & 10 minutes. When the time limit is reached, the game is official provided both teams had the same number of "at bats." A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.

3.3.2 All defensive players will play simultaneously. The infield will consist of the standard number of five (5) players, which are pitcher, first baseman, second baseman, third baseman & shortstop. Infielders must play in the infield and outfield must play in the outfield.

3.3.3 In order to stop play, one of 3 conditions must be met:

3.3.3.1 A player with possession of the baseball must be in front of the lead runner.

3.3.3.2 All runners must be stopped on or near a base, and not making an effort to advance. Umpire judgment will be used to determine this rule.

3.3.3.3 A defensive player must have possession of the ball inside the pitcher's circle. The player shall raise his hands and call out "time". The ball can be thrown there or a player can run in the circle and make no effort to pursue a base runner for an out.

3.3.4 A hit line arc shall be made from baseline to baseline in front of home plate on a ten-foot (10) radius from the back point of home plate. If the ball is struck hard enough to roll past the hit line, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the hit line, it is a foul ball. If it stops on the hit line, it is a fair ball. The batter must make contact with the ball, not just the tee.

3.3.5 Teams may have five (5) members of the coaching staff, which includes the manager. This allows for two (2) defensive/offensive coaches, a dugout coach, and a pitching coach and a catcher. Two coaches will be allowed in the outfield to work with outfielders during defensive play. If the adult outfield coach is hit by the ball or if in the judgment of the umpire, the coach interferes with a play, intentional or not, runners may be awarded additional bases. A coach may not assist by touching the defensive player. Dugout coaches are to work with the infielders on defense.

3.3.6 There will be no infield fly rule.

3.3.7 Defensive players may not intentionally roll the ball overhand or underhand. The ball should be thrown over-handed during live ball play unless, in the umpire's judgment, an underhanded thrown ball is warranted due to the short distance between the two players throwing and receiving the thrown ball (The umpire will not honor outs made by intentionally rolled balls).

3.3.8 During play, if a runner crosses the chalked line between bases before time is called, the runner will receive the base. Time will be called per rule 3.3.3.

3.3.9 Tee hitters and pitch only hitters:

For TBall A - The batting tee will be optional for all players during the first half of the season. During the last half of the season, (to be determined by league director) an adult will pitch to 3 players in the fall season and 3 players in the spring season. (this rule may be modified by the league director).

For TBall AA – Starting at the beginning of the season, each team will designate 3 "pitch only" hitters. The remaining players will use the batting tee. During the last half of the season, (to be determined by league director) an adult will pitch to 5 players in the fall season and 8 players in the spring season. (this rule may be modified by the league director).

3.3.10 After the first half of the season, (to be determined by league director) before the game, each player will be designated as a "T" or a "P". A designated "T" batter will receive three (3) pitches. If he fails to hit a fair ball, he will be allowed two (2) additional swings from the tee. On the last swing for a "T" hitter, if the batter fouls the ball or if the ball fails to pass the line in front of home plate, that batter will be called out. A designated "P" hitter will receive five (5) pitches. Three swinging strikes is NOT an out. If a "P" hitter fouls the fifth pitch, that batter will continue to receive pitches until he either hits the ball fair or does not make contact with the pitch. Walks are not issued to batters in Tee Ball.

- 3.3.11** A batter not using the tee at the start of the game cannot later use the tee. A batter may be removed from the tee at any time during the game, but cannot subsequently return to the tee.
- 3.3.12** For TBall A - An adult pitcher will pitch overhand and maintain one foot inside the circle until the ball is thrown.
For TBall AA - An adult pitcher will pitch overhand and maintain contact with the pitcher's rubber until the ball is thrown.
- 3.3.13** If the adult pitcher is hit by a batted ball, a "NO PITCH" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on-base runners will be returned to their original bases.
- 3.3.14** For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player. The circle player cannot play closer than the pitcher's rubber
- 3.3.15** Each infield player will be given "a base and a half" in which area he can run and tag a base runner. Example: First baseman can tag from home plate, half way to 2nd base, 2nd baseman can tag from first base to half-way to third, the shortstop can tag from half-way to second to third, and the 3rd baseman can tag from half-way from second to home. EXCEPTION: 1st baseman can also tag from home plate to half way to third base. The circle player can tag anywhere down the third baseline at anytime on a fielded ball or a ball thrown from another player. The 1st baseman and circle player do not need to establish themselves as a "catcher" to make an out
- 3.3.15.1** Overthrow Rule: When a ball is overthrown to first on an attempt to put the batter out, all base runners will only be allowed to advance one additional base. The base runners will receive the additional base at their own risk of being put out. Any attempt by the defensive team to put out a runner after an overthrown ball negates this rule and the ball becomes "live." This will be the rule for the fall season. During the spring season this rule will be in effect until the halfway point as determined by the league director this rule will be enforced.
- Examples: A base runner on first base at the beginning of the play will be allowed to advance to third base. A base runner on second base or third base at the beginning of the play will be allowed to score. If the first baseman throws to second to attempt to get the batter out, the batter will then be allowed to advance at his-own risk.
- 3.3.15.2** Coaches are not permitted to "turn" or "aim" batters. Any coach deemed to be "aiming" a batter will receive one warning. If it continues, that coach will be subject to ejection.
- 3.3.16** Defensive outs in Tee Ball will not be awarded for the following:
- 3.3.16.1** If the circle player runs to the outfield and retrieves the ball, he cannot run back into the infield and make an out by either tagging a runner or a base.
- 3.3.16.2** If the circle player fields the ball more than 10 feet from first base line, no out will be awarded for tagging the batter-runner.
- 3.3.16.3** If the circle player fields the ball, no out will be awarded for running to tag first, second, or third base. The circle player must throw the ball to the infielder covering the base to make a play. The circle player is allowed to make a force out at home or tag a runner going home.
- 3.3.16.4** If ball is rolled from the outfield back into the infield, the infield would not be allowed to make a play for an out. The infielder may only take the ball to the circle and call time.
- 3.3.16.5** If an outfielder fields a hit ball and runs to the infield and tags a runner or a base, an out will not be awarded.
- 3.3.16.6** Any player not following the "base and a half" rule tags a base runner out.
- 3.3.16.7** The second baseman cannot tag first base and a shortstop cannot tag third base unless they are "natural" baseball plays were the batted ball draws the first or third-basemen away from the base and leaves it unoccupied with no player to throw to.
- 3.3.16.8** An outfielder cannot run the baseball to the infield nor can an infielder go to the outfield to get a ball. If either occurs, the ball must be returned to the circle for time to be called. Outs will not be recorded if an outfielder brings the ball to the infield or if an

infielder retrieves a ball from the outfield. *EXCEPTION* - If an outfielder fields the ball and makes a throw, an infielder may then go into the outfield to retrieve the ball and return to the infield to make a play. This infielder must still adhere to the base and a half rule.

- 3.3.16.9 The above infractions are judgment calls by the umpire, and as such are not grounds for a protest.
- 3.3.16.10 After three defensive player position swaps during an inning, a team must replace their circle player and that player cannot return to the circle during that game. Swapping defensive positions during an inning is considered a timeout and teams are only allowed two defensive timeouts per inning.
- 3.3.17 In the event a playoff game reaches a 6th inning, teams will start their offensive inning with the last batter from the prior inning on first base and 1 out. This will continue every half inning until there is a winner.
- 3.3.18 If playing a combined league, the Baseball Board will determine which league rules will be followed.

3.4 PEE WEE RULES

- 3.4.1 Games are five (5) innings or 1 hour and 25 minutes. A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.4.2 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.4.3 Base paths shall be 50 feet, and pitcher's mound shall be 40 feet.
- 3.4.4 Ten players (10) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield. There is no shifting allowed (SEE 3.1.29)
- 3.4.5 During the regular season, refer to the pitch count rules for pitch limits and rest requirements for Pee Wee. (3.1.A.3 and 3.1.A.4)
- 3.4.6 The pitcher must stand within one player's step of the mound and no closer than the pitching rubber while the adult is pitching to the batter. Managers need to ensure that the defensive pitcher has a clear view of the plate.
- 3.4.7 Strikes in Pee Wee will be called over the plate and between the batter's letters and knees.
- 3.4.8 If the adult pitcher is hit by a batted ball, a "No Pitch" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on base runners will be returned to their original bases.
- 3.4.9 There will be no infield fly rule.
- 3.4.10 Bunting is allowed only when a player is pitching. There will only be one bunt attempt, successful or not, allowed per team per inning. Bunting off of coach pitch is not allowed.
- 3.4.11 The offense is allowed one (1) time out per batter (see DYB Rule 5:13). There will be no base stealing, and the runner may not advance (his foot may not leave the bag) until the ball is hit.
- 3.4.12 If runners are not in a position to advance to the next base, time will be called by the umpire.
- 3.4.13 During the same inning, any player removal from the pitching position into another position, even for one batter is considered a change of position and the player cannot return to the pitching position during that inning. DYB rules regarding the pitcher of record will be followed.

- 3.4.14** Natural baseball play will be used. Outs will not be awarded for plays judged to not be natural plays. This is a judgment call and cannot be protested.
- 3.4.15** Run limit is 5 runs per inning, with the exception of the 5 th inning. Off of coach pitch, the 5 th inning run limit will be 10 runs. Off of kid pitch, the 5 th inning run limit will be 6 runs.
- 3.4.16** Seasons will be a 4/4/4 format. Games 1-4 will be all coach pitch. Games 5-8 will be 3 innings of coach pitch and 2 innings of kid pitch. Games 9-12 and playoffs will be 2 innings of coach pitch and 3 innings of kid pitch.
- 3.4.17** The transition points for the 4/4/4 season will be determined by the league director prior to the season. It may work out where some teams have only played 3 games and some teams have played 5 games before the transition point.
- 3.4.18** Catchers must wear catchers mitts at all times.
- 3.4.19** During kid pitch, if a pitcher issues a walk to a given batter, the batter will be allowed 3 pitches or 2 swings from their coach if they have 0 or 1 strikes recorded by kid pitch. If 2 strikes are recorded by kid pitch, the batter will be allowed 2 pitches and 1 Swing off of their coach in the event of a walk. Foul balls on the final coach pitch will result in another pitch. The at bat will be over when the player puts the ball in play fair, swings and misses on their final coach pitch, or takes their final coach pitch and does not swing. In the last 2 cases, the batter will be called out.

3.5 MINOR LEAGUE RULES

- 3.5.1** Games are five (5) innings or one and one-half (1 1/2) hours.
- 3.5.2** Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.5.3** Base paths shall be 60 feet and pitcher's mound shall be 46 feet.
- 3.5.4** Nine (9) players will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.5.5** There will be an infield fly rule.
- 3.5.6** Bunting is allowed.
- 3.5.7** Balks will not be called
- 3.5.8** Stealing is allowed only after the ball crosses home plate. If it is determined that a runner leaves a base early, the opposing coach has the option of accepting all, some, or none of whatever occurs during the play that immediately follows.
- 3.5.8.1** Upon the pitcher receiving the ball in return after a pitch and taking his/her place on the rubber, all runners that have conceded advancement will return to base.
- 3.5.9** If runners are not in a position to advance to the next base, time will be called by the umpire.
- 3.5.10** Catchers must wear catchers mitts at all times.
- 3.5.11** If a batter is walked, the batter runner must stop at first base if the pitcher has toed the rubber prior to the batter runner reaching first base.

3.6 MAJOR LEAGUE RULES

- 3.6.1** Games are six (6) innings or one and one-half (1 1/2) hours.
- 3.6.2** Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.6.3** Base paths shall be 70 feet and pitcher's mound shall be 50 feet.
- 3.6.4** Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.6.5** There will be an infield fly rule.
- 3.6.6** Bunting is allowed.
- 3.6.7** Balks will be called per Dixie Youth Ozone Baseball rules.
- 3.6.8** Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called. Leading off and stealing is done so at the runner's risk.
- 3.6.9** Catchers must wear catchers mitts at all times.
- 3.6.10** Batter's may take first base on a dropped 3rd strike
- 3.6.11** If runners are not in a position to advance to the next base, time may be called by the umpire.

3.7 PONY LEAGUE RULES

- 3.7.1** Games are seven (7) innings or 1 hour and 50 minutes. A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired.
- 3.7.2** If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 ½ innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 ½ innings if the home team is leading, the game will be declared over.
- 3.7.3** Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout at one time. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.7.4** Base paths shall be 80 feet and pitcher's mound shall be 54 feet.
- 3.7.5** Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.7.6** There will be an infield fly rule.
- 3.7.7** The defense is allowed one time out per inning. On the second time out, the pitcher must be replaced. Injury does not count as a visit. Mound visit ends when coach crosses the foul line leaving the field of play. Pitchers may not re-enter the game as a pitcher.
- 3.7.8** Bunting is allowed. If the player shows bunt, they must either bunt or pull the bat back. If they show bunt, pull back, and swing, this will result in an immediate out.

- 3.7.9 Balks will be called.
- 3.7.10 Batters may advance to 1st base on a dropped 3rd strike when the base is not occupied at time of pitch, or with two outs.
- 3.7.11 Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called. Leading off and stealing is done so at the runner's risk.
- 3.7.12 Catchers must wear catchers mitts at all times.
- 3.7.13 If runners are not in a position to advance to the next base, time may be called by the umpire.
- 3.7.14 Metal Cleats are NOT ALLOWED.
- 3.7.15 The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
- 3.7.16 There will be one defensive coaches timeout per inning; on the second Time Out the Pitcher must be replaced. An injury doesn't count as a visit. Mound visit ends when the coach crosses the foul line leaving the field of play. Pitchers can not return as a pitcher.

3.7.17 **PONY**

Dixie Boys (age 13-14) - The bat rule for the 2022 season once again addresses the use of composite barrel bats.

- **Rule 1:10 DB**—Bats must be manufactured meeting specifications as determined by Dixie Boys Baseball. As such, a bat can have a 2 1/2 inch barrel or a 2 5/8 inch barrel diameter. Pony bats must be to -10 or heavier in Aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Wood bats are legal.

Only composite barrel bats certified and marked BBCOR .50 will be allowed.

- **Point of Emphasis:** All bats having a composite barrel must be BBCOR .50 certified.

3.8 SENIOR LEAGUE RULES

- 3.8.1 Games are seven (7) innings or two hours. No new inning will start after 1:50.
- 3.8.2 If after 4 innings a team is leading by fifteen (15) or more runs, or after 3 ½ innings if the home team is leading, the game will be declared over. If after 5 innings a team is leading by ten (10) or more runs, or after 4 ½ innings if the home team is leading, the game will be declared over.
- 3.8.3 Teams may have four (4) members of the coaching staff, which include the manager, with no more than 3 outside the dugout at one time. Coaches must be able to touch the dugout, and not enter the field of play during the game unless timeout is called by the umpire. A warning will be issued on the first offense, and on the second offense, the coach will be restricted to the dugout for the remainder of the game.
- 3.8.4 Base paths shall be 90 feet and pitcher's mound shall be 60 feet 6".
- 3.8.5 Nine players (9) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.
- 3.8.6 There will be an infield fly rule.
- 3.8.7 Bunting is allowed. If the player shows bunt, they must either bunt or pull the bat back. If they show bunt, pull back, and swing, this will result in an immediate out.

- 3.8.8** Balks will be called
- 3.8.9** Batters may advance to 1st base on a dropped 3rd strike when the base is not occupied at time of pitch, or with two outs.
- 3.8.10** Leading off from a base prior to pitch being thrown is allowed. Stealing is allowed at any time, provided time has not been called.
- 3.8.11** Catchers must wear catchers mitts
- 3.8.12** Leading off and stealing is done so at the runner's risk.
- 3.8.13** If runners are not in a position to advance to the next base, time may be called by the umpire.
- 3.8.14** Metal Cleats are NOT ALLOWED.
- 3.8.15** The on deck circle for each team shall be on the side in which the team is representing. Players are not to go to the opposite on deck circle depending on which side the batter bats on.
- 3.8.16** There will be one defensive coaches timeout per inning; on the second Time Out the Pitcher must be replaced. An injury doesn't count as a visit. Mound visit ends when the coach crosses the foul line leaving the field of play. Pitchers can not return as a pitcher.
- 3.8.17** **SENIOR**

15U Division, Pre-Majors & Dixie Majors (age 15-19)- The bat rule for the 2019 season remains the same.

- **Rule 1:10 DM**—BBCOR is the approved bat standard for 15U Division, Pre-Majors & Dixie Majors Baseball. Note: The length to weight "difference" (i.e. -3) will be maintained through BBCOR standards. Wood bats are legal.

2019 Official Rules of Dixie Boys Baseball, Inc. (Point of Emphasis)

- Any player found to have used a bat that has been altered (shaved, rolled, etc.) will be immediately disqualified from further play and is subject to permanent dismissal from the program.

- 3.8.18** If the senior division is playing in the Multi County Baseball League, we will follow the Multi County Baseball Rulebook. EXCEPTION: METAL SPIKES ARE NOT ALLOWED.

Multi County Rulebook: https://cdn1.sportngin.com/attachments/document/02e6-2695698/Multi_County_Baseball_Rules_-_Updated_8_23.pdf