

2006 GRAYSON-COLLIN DIXIE BASEBALL LEAGUE
(Local League Amendments)

Note: During regular season play the rules are processed in the following order: 1) 2006 Grayson-Collin Local League Amendments, 2) 2006 Dixie League Amendments and 3) 2006 Dixie Rule Book plus addendum

A&AA DIVISION RULES 2006

Note: Official Dixie Youth rule book will be the basic set of rules except where changed in the following paragraphs.

Playing Field:

- Baselines will be 54' for Division A & 60' for Division AA
- Recommended outfield fence of min. 140'
- 12' Diameter Pitching Circle with center 43' from home plate.

Coaches:

- 3 Adults will be allowed on the playing field at 1 time (2 base coaches & 1 coach pitcher). A 4th adult shall remain in the dugout at all times. Only head coach may represent the team unless otherwise requested.

General Rules:

- A. No game shall start after 9:30 PM
- B. No infield fly rule.
- C. Regulation game consists of 5 innings. New inning cannot start after 1 hour.
- D. Adult coach shall pitch to his/her team while they are batting.
- E. AA Division – The player pitcher and the coach pitcher must be inside the circle at the time of the pitch. The player pitcher may leave the circle when the ball is hit. A Division – Coach pitcher will pitch from a line marked 32' from home plate. Player pitcher will stand on either side of the coach pitcher.
- F. Pitches may be thrown over-handed or under-handed, standing or kneeling.
- G. No play is dead until the player pitcher has control of the ball inside the circle or until "time out" is called by the umpire when the lead runner is forced to stop or return to a base under the threat of making an out. If the runner has passed a base when the pitcher gains control of the ball, he/she may advance at their own risk 1 base unless a play is made at that base. At which time the runner may advance again. (i.e. The base runner has passed 2nd base when the pitcher gains control of the ball. Runner may advance to 3rd only if the pitcher holds the ball. If a play is made on the runner advancing to 3rd, the runner may advance to home at their own risk.)
- H. The coach pitcher will exit the field behind the runner(out of the way of the defenders)when the ball is hit in fair play.
- I. If a game is suspended due to weather, it is a complete game if 1 hour or 3 innings have been completed.
- J. 6 run limit per inning.10 run rule applies after 4 innings.

- K. The batter will be thrown 4 pitches. There are no strike outs or walks. If the batter does not hit one of the four pitches, the batter is out except on the 4th pitch batted foul and not caught, the batter continues to bat until he/she swings and misses, is put out, or called out.
- L. If the batted ball hits the coach pitcher, the ball is dead and declared a “no pitch”
- M. No base stealing is allowed, however, runners may advance at their own risk on overthrows during live play.
- N. Teams may play with 10 defensive players with maximum 6 players on the infield. All outfielders shall be 10’ behind baseline until ball is hit.
- O. Minimum 8 players required to play. If playing with 8 players, 9th batter is an out. If playing with 9 players, 10th batter is not an out.
- P. All team players will bat in the same rotation order. Players arriving late will be added at the bottom of the order. If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out. Each player must play at least 3 defensive outs. (6 recommended).
- Q. After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the ball will be declared dead.
- R. The coach pitcher may not coach the base runners. After the 1st warning, subsequent occurrences will cause the coach to be removed from the mound. The removed pitcher can become a base coach.
- S. A Division – Level 5 safety ball; AA Division – Dixie approved baseball.
- T. Face mask and chin straps are mandatory for all batters, base runners, and on-deck batters.
- U. A pitched ball that hits a batter will be counted as 1 of the batters 4 pitches.

2006 DIXIE LEAGUE ADMENDMENTS

A DIVISION 5-6

- Base and pitching distances: 54' bases, 12' diameter circle with center at 43' from home plate, 32' pitching distance mark.

AA DIVISION 7-8

- Base and pitching distances: 60' bases, 12' diameter circle with center at 43' from home plate, must remain in circle when pitch released.
- No amendments

AAA DIVISION 9-10

- Base and pitching distances: 60' bases, no drop third strike due to tight bases, infield fly is in effect when applicable, 46' pitching distance.
- Time Limit: A new inning shall not be started after 1 ½ hours.
- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
- Coaches are encouraged to play each player a minimum of 6 defensive outs; however, this is not grounds for protest.
- Infield fly rule will be in effect.
- 10 run rule applies after 4 innings.
- A maximum of 6 runs may be scored per inning.

MAJORS DIVISION 11-12

- Base and pitching distances: 70' bases, drop third strike is in effect, infield fly is in effect when applicable, 50' pitching distance.
- Time Limit: A new inning shall not be started after 2 hours.
- Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
- Coaches are encouraged to play each player a minimum of 6 defensive outs; however, this is not grounds for protest.
- 10 run rule applies after 4 innings.

BOYS DIVISION 13-14

- Players who are league age 15 can play in the boys division provided that they are not in high school.

- Time Limit: A new inning shall not be started after 2 hours.
- Coaches are encouraged to play each player a minimum of 3 defensive outs; however, this is not grounds for protest.
- 10 run rule applies after 5 innings.

ALL AGE GROUPS

- A team may not play with less than 8 players. If playing with 8, 9th spot will be an out.
- Score books should be signed by the umpire at the end of each game.
- A jersey with a proper number and a cap shall be a legal uniform.
- Protest must be made known to the official score keeper and umpire immediately. A \$20 protest fee shall be given to the official score keeper at the time of protest. The score keeper shall put the money in the concession stand at the site of the game. If the protest is upheld, the coach will be refunded the protest fee. If the protest is rejected, the concession stand holding the money keeps it. The protest committee shall consist of the league commissioners, excluding the commissioners of the leagues involved in the protest. All protest committee decisions are final. Local league commissioners must be notified of a protest within 24 hours of the game.
- Void rule 1.09C of the Dixie Youth Rule Book.
- Dixie League official rules shall be used except those amended by the league.