



2021

DIXIE YOUTH BASEBALL

LOCAL LEAGUE RULES AND REGULATIONS

INCLEMENT WEATHER – (910) 424-4500

The current issue of the Dixie Youth Rule Book will prevail other than the exceptions listed in this publication. The Parks and Recreation Department, as needed, may issue Addendums and Clarifications to these rules. No other local league rule exceptions will be allowed.

1:00 AGE REQUIREMENTS

MINOR (9/10) LEAGUE

- 1:01 Minimum Age: 9 years old - players must be 9 years old prior to May 1st of current playing season. (League age 9)
- 1:02 Maximum Age: 10 years old - no player can turn 11 years old prior to May 1st of the current playing year. (League age 10)

MAJOR (11/12) LEAGUE

- 1:03 Minimum Age: 11 years old - players must be 11 years old prior to May 1st of current playing season. (League age 11)
- 1:04 Maximum Age: 12 years old - no player can turn 13 years old prior to May 1st of the current playing year. (League age 12)
- 1:05 A player may play up 1 year into the next age group with a letter of request from the parent and the approval of the youth association, center staff, and receiving coach. A skills assessment must be held to determine the player's ability. This rule is for the exceptional player and is not intended as a rule of convenience. A request to play up because the child has an older sibling playing will be denied. Once a player is approved to play up, he/she will not be allowed to move back down.

2:00

ROSTER AND REGISTRATION REQUIREMENTS

- 2:01 No player will be allowed to participate in a game or practice without a signed registration form.
- 2:02 No player can be added to a team roster after the team's first game.
- 2:03 If, during the season, a team becomes unable to field the required number of properly registered players to legally play a game or continue the season, that team will be allowed to add enough players to finish the season. These games will be played as official games; however, all games from that point will be considered forfeits. The opposing team must have enough players present to play the forfeited games or the game will be considered a double forfeit. If a team chooses this option, it will be enforced for the remainder of that season.
- 2:04 All returning players must play for the same team they played for the previous year and will remain with that team throughout their age eligibility.

3:00

COACHES

ALL COACHES MUST COMPLETE A VOLUNTEER APPLICATION AND BACKGROUND CHECK TO BE APPROVED TO COACH.

- 3:01 A maximum of 3 coaches (1 head and 2 assistant) will be allowed in the dugout.
- 3:02 **Coaches are expected to have a meeting with parents to discuss team rules and the expectations that he/she expects the players and parents to follow.** These rules should cover items such as practice schedule, attendance policy, disciplinary actions, providing refreshments, whom to call in case of rain, etc. These guidelines must meet the approval of, and a copy on file, with the recreation center before being considered valid. Coaches must use discretion and good judgment if they feel it necessary to suspend a player for violation of team rules.
- 3:03 Coaches are responsible for upholding and promoting the Code of Conduct for the teams players, parents, and coaches.
- 3:04 Any coach or player ejected from a game will be suspended for at least 10 days. The suspension could be longer depending on the severity of the infraction.

A coach who is ejected from a game must leave the recreation property immediately. Failure to comply will result in a longer suspension. Ejected players will be allowed to remain in the dugout if their parent is not on site.

Suspended coaches will not be allowed on recreation premises until the suspension is complete.

- 3:05 Coaches are not obligated to play an individual the minimum time under the following conditions:
1. Player late for start of game or no-show.
 2. Player with unexcused absence from practice in the week before the game.
 3. Player who has been a discipline problem.
 4. Game is legally shortened or player becomes injured.

A coach who suspends a player according to this rule must notify the opposing manager, field supervisor, and scorekeeper prior to start of game with the exception of injury or ejection. Coaches who use the exceptions to the all play rule to gain an advantage over another team will be removed from the coaching staff for the rest of season.

- 3:06 An umpire's decision, which involves "**judgment**", is final and may not be objected. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, **ONLY** the head coach may address the umpire for clarification or to request an appeal.
- 3:07 Protest: Protests on the possible misapplication of a playing rule must be submitted in writing to the Athletic Supervisor within 24 hours after the starting time of the game being protested. Protest forms can be obtained from the field supervisor or Athletic Office and must be accompanied with a \$25.00 check. If the protest is found valid, the check will be returned.
NOTE: Protests will only be accepted when submitted by the head coach. The scorekeeper or protesting coach must denote in the official Recreation Department scorebook at which point the game is being protested. Failure to do so, before the next pitch, will nullify and void any protest.

4:00

Equipment

- 4:01 The head coach of each team will be issued equipment, if requested. This equipment will include the catcher's helmet with mask & throat guard, chest protector, leg guards, batting helmets, bats and balls. A hard plastic protector manufactured for the purpose of protecting the throat shall be securely attached to the mask even if the mask has an extension at the bottom.
- 4:02 In order to be considered for future coaching positions, ***all HMPR issued equipment must be returned within 14 days of a team's last game.***
- 4:03 **STEEL SPIKES WILL NOT BE ALLOWED.** Only rubber molded cleats or tennis shoes will be allowed.
- 4:04 2 ¼ and 2 5/8 barrel bats with the approved **USA Baseball stamp** are allowed.
2 ¾ barrel bats are NOT allowed in Dixie Youth play.
- 4:05 Face Mask / Face Guards are **optional** for all batting helmets. HMPR issues batting helmets with attached face mask. If a player has a personal approved helmet with no face mask attached, it can be used at the individual parent's discretion.
- 4:06 Chin straps are NOT required on batting helmets.

5:01 Regulation Game

- 6 innings (unless shortened by time, run rule, weather)
- Time limit (1 hour 30 minutes)
- 15 run rule after 3 innings
- 10 run rule after 4 innings
- No inning will begin after 10:00 pm.

5:02 Each team must have 8 legal players in order to play. There will be a 10 minute grace period for the early game only.

5:03 Speed up rules will be enforced in all leagues:

- (1) Runner for the catcher with 2 outs (last retired out, continue in reverse order)
- (2) Intentional walk without pitching to batter
- (3) Ball thrown to pitcher after the after each out
- (4) Maximum of (4) warm-up pitches after 1'st inning (or 1 minute, whichever is first)

5:04 **Batting Order** (All Bat) shall be 1-13 (or maximum number present)

- All players will bat in this order throughout the game.
- Teams will follow standard three (3) outs per inning.
- Batter #1 will not bat again until batter #13 (or maximum number present) completes his/her turn at bat.
- All players will be placed on a line-up card in the order they will bat.
- Late players will be added to the bottom of the line-up card.
- Players that become unable to play will be skipped in the line-up with no penalty. If players are able to continue later in the game then they will assume their position in the line-up.
- Players who are injured while at bat and cannot continue will be replaced by the next batter in the line-up who will assume the count of the injured batter.
- Players that become injured or cannot continue after reaching base will be replaced by the last player to make an out.
- If batter squares to bunt they must either bunt the ball or pull the bat back, no slap hitting. **Penalty:** Batter is out

5:05 **THROWN BAT** The penalty for a thrown bat will be as follows:

1) Incidental: First offense – team warning
Following offenses – dead ball, batter out, runners may not advance

2) Flagrant (intentional):

Dead ball, batter out, batter ejected, runners may not advance, no warning

Note: It will be up to the official to determine if a player intentionally throws a bat.

5:06 FREE SUBSTITUTION ON DEFENSE

- All players present must play three (3) consecutive outs on defense.
- With the exception of the pitcher, any player may enter the game in any defensive position as many times as deemed necessary by the team manager.
- Players shall enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters to replace an injured, ill, or ejected player or enters the game during a pitching change.

5:07 THE RUNNER

- ***10U Minor only** - Cannot leave the base until the pitched ball reaches the batter. Penalty: Opposing coach can choose to nullify part of the play or entire play.
- **SLIDE RULE:** The runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The ball is dead and other base runners take bases they had reached, in the umpires' judgment, when the play occurred. If contact occurs and the umpire rules it flagrant, the runner will be ejected.

5:08 THE PITCHER

Innings Limitations

- A pitcher shall not pitch more than Six (6) innings in a calendar week (Monday-Sunday). The pitching of (1) pitch shall be counted as the pitching of 1 inning.
- The pitcher shall only be charged only for the innings pitched. If a pitcher doesn't have to pitch the bottom half of an inning he is NOT charged for that inning.
- A pitcher removed from the mound for any reason shall not return to the mound in the same game. **EXCEPTION:** A pitcher who delivers 41 or more pitches in a game **CANNOT** play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four (4) or more innings in a game is **NOT** eligible to pitch in that game.

Pitch Count

The pitcher must be removed when he/she reaches the pitch limit described below:

10U Minor League – 75 pitches per day

12U Major League – 85 pitches per day

If a pitcher reaches a day's threshold while facing a batter, the pitcher may continue to pitch until that batter is put out or reaches base. This is the only exception to the pitch count.

If a player pitches 66 or more pitches in a day, 3 calendar days of rest must be observed.

If a player pitches 46-65 pitches in a day, 2 calendar days of rest must be observed.

If a pitcher pitches 31-45 pitches in a day, 1 calendar day of rest must be observed.

If a pitcher pitches 1-30 pitches in a day, no calendar day of rest is required.

10U Minor league only

“7 runs equal 3 outs”

Each team will be limited to 7 runs per inning. After scoring 7 runs in an inning, that team’s at-bat is concluded regardless of the number of outs. If a team commits 3 outs before scoring 7 runs, the at-bat is concluded. In other words, “7 runs or 3 outs, whichever comes first.” There is no limit on the number of runs a team can score in the 6’th inning.

After 4 walks in one inning (not counting a hit batter), the offensive team’s coach will come in and finish the inning. Once the coach has entered the game to pitch, each batter will receive 5 pitches or 3 strikes before being called out. If the batter fouls the 5’th pitch, they will be called out. There will be no walks and no bunting will be allowed. The coach must pitch overhand from the 46’ pitching rubber (top of mound). The player pitcher will take a defensive position on either side of the mound equal distance or behind the 46’ pitching rubber.

When the coach-pitcher delivers the pitch and it is hit, the coach-pitcher is to exit the playing field to minimize being a distraction to the defensive players. The coach-pitcher will be allowed to talk to the batter, however cannot communicate with any other offensive players or other coaches and must not do any coaching while on the field other than the batter.

The coach-pitcher must not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the umpire’s discretion.

PENALTY:

Unintentional: the ball is dead and the pitch is replayed and all base runners shall return to the base they occupied at the time the batter took position in the batter’s box. No runs allowed.

Intentional: the batter is called out and the ball is dead. All base runners shall return to the base they occupied at the time the batter took position in the batter’s box. No runs allowed

Code of Conduct

The Town of Hope Mills' recreational sports and activities are made available to youth and adults to enjoy fun and wholesome recreational programming that teaches character and sportsmanship. The Town of Hope Mills supports the belief that all recreational programming and experiences should be positive and safe with sportsmanship and enjoyment the primary goal. To achieve this goal, The Town of Hope Mills strives to provide a safe environment for participants of these programs and to protect them from harm to the best of our abilities. To that end, all participants and spectators must be held accountable for their behavior and zero tolerance given for intentional violation of this Code of Conduct.

EXPECTATIONS

- Treat all parties involved with dignity and respect.
- Use appropriate language, tones and volume when communicating. When in doubt, remain silent.
- Become knowledgeable, understanding and supportive of all established guidelines, rules, policies and procedures applicable to related programming.
- Recognize/acknowledge HMPR programming as a privilege that can be rescinded for the greater good.

Unfortunately, aggressive behavior is on the rise in recreational programming. Negative attitudes, verbal abuse of officials, poor sportsmanship, profanity, child predators and violence are casting a negative light in our arena. It is for that reason penalties have been assessed and will be enforced for acts perceived by HMPR as intentional violations.

PROCEDURES

- When an incident occurs at a Town of Hope Mills activity/event, the Town officials have the authority to institute immediate suspensions. The Town of Hope Mills officials will offer to escort the offending individual(s) from the facility. If the offending individual(s) refuses to leave the premises, local authorities will be contacted immediately and asked to enforce the ruling.
- Individual(s) removed from the facility in this manner will be sent a registered letter stating the violation of policy and the penalty in effect. The individual(s) will then have forty-eight (48) hours from receipt of the letter to respond to the Town of Hope Mills Recreation Department with a written appeal.
- After the written appeal is received, an investigation will be conducted and the Town of Hope Mills Recreation Department will render a final decision within ten (10) working days from receipt of the appeal.
- A panel consisting of the facility supervisor, program supervisor, immediate supervisory staff and a department superintendent will conduct the investigation. During the investigation, the individual(s) will be suspended from all Town of Hope Mills activities/events/facilities. Individual(s) requesting the appeal may be asked to appear before an appeal review committee led by the Parks and Recreation Director. This decision will be final.
- Suspensions of less than ten (10) days cannot be appealed.

It is Parks and Recreation Department's sincere desire that situations never warrant the removal of an individual from any activity, event or facility. However, it is our obligation to maintain a controlled, safe and healthy atmosphere for everyone. Recreational activities are designed to foster qualities such as character building, social interaction, enjoyment and relaxation while educating the general public and promoting healthy lifestyles. These activities are not designed to be overly competitive and the Town of Hope Mills Parks and Recreation Department does not promote this contention.

OFFENSE & PENALTY (to include but not limited to:)

Level 1 - Standard

- Offense - Failure to follow departmental established guidelines, rules, policies and procedures as applicable to related programming; failure to comply with a Town of Hope Mills official's decision; taunting/mocking/harassment of players; disgruntled expressions such as rude gestures or comments, screaming and loudly disagreeing with others or obscene/profane/vulgar language; throwing/kicking/striking of bats, balls and other miscellaneous equipment; unnecessary roughness among participants.
- Penalty - Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum ten (10) day suspension.

Level 2 - Verbal

- Offense - Malicious obscene/profane/vulgar verbal abuse directed towards another individual; verbal epithets related to race, color, religion, creed, gender or sexual orientation; verbal communication of threats, physical violence or acts of insulting another with intention to offend, defame or embarrass.
- Penalty - Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum thirty (30) day suspension.

Level 3 - Physical

- Offense - Physical aggression towards another; pushing, shoving, striking or touching another individual with the perceived intent to incite, inflict or cause harm; invading another individual's personal space during a dispute.
- Penalty - Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum one hundred eighty day (180) day suspension.

Level 4 - Unlawful

- Offense - Any violation of North Carolina law; possession of firearms, knives, explosive devices weapons or under the influence of alcohol, narcotics, controlled substances, chemical or drug paraphernalia; assault with or without a weapon.
- Penalty - Not necessarily preceded by a warning...immediate ejection and removal from the premises and a minimum one (1) year suspension.

***** PLEASE NOTE: Suspensions will be tracked and monitored. Individuals who have been suspended will be immediately placed on probationary status for a period of one (1) year from the date of the offense. A second offense by the same individual within one (1) year, regardless of nature, will result in double the term of the penalty and an extension of probationary period from the date of the second offense. A third violation by the same individual within one (1) year, regardless of nature, will void all Town of Hope Mills Parks and Recreation Department's privileges indefinitely. Failure to comply with these guidelines will result in legal action. *****

Effective Implementation - January 2007
HMPR Advisory Board