



## **Florida Dixie Youth A-Ball Rule Book District & State Tournaments**

### **Commissioner's Views on Objectives of Dixie Youth Baseball and its Tournaments**

It should always be realized by all adults associated with Dixie Youth Baseball that this program is designed as a recreational outlet purely for the enjoyment of youngsters' age twelve (12) and under. It was not intended by its organizers and is still not to be used as a hobby for adults seeking to inflate their own egos. This program is not intended to be and does not claim to be a baseball player producing factory with designs for building future big league stars. Its purpose is simply to provide an enjoyable recreational experience with emphasis on participation instead of perfection. The goal of every league holding a Dixie Youth franchise should be to see that all play the great national pastime with the best adult leadership that can be provided. Special emphasis should always be placed on those selected to serve as managers and coaches. These very important individuals fill the most important positions in the entire program because of the day-to-day contact with the participants during these very critical formative years. Even though they are volunteers, each local league should be very selective in the screening process and not allow just anyone who is willing to be managers and coaches.

Secondly, let me strongly emphasize that because this is a "fun" program, local leaders should never put too much importance on the tournament phase of our activities. Any league which does so risks forfeiture of its franchise because we will not tolerate actions of any local league which allow tournament activity to overshadow the much more important local league activities involving so many more youngsters. Tournament play can be a useful and enjoyable experience but only if kept in proper perspective and never given more attention than daily participation of all players on all teams.

In closing, I encourage every national, state, and local league official to use Dixie Youth Baseball as a means of building God fearing, patriotic, obedient youngsters who can take their places as leaders in this wonderful country. If we do this, our meager efforts will be worthwhile.

"Train up a child in the way he should go and, when he is old, he will not depart from it." (Proverbs 22:6)

### **Official Statement of Policy**

It is the policy of Dixie Youth Baseball to promote the development of strong character, right attitude, and sense of responsibility and citizenship in youngsters, using the game of baseball as a vehicle. It is the purpose of Dixie Youth Baseball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example. It is strictly against the policy of Dixie Youth Baseball for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

# T-Ball Rules

(League age 6 and under)

## General

- I. ANY RULE NOT COVERED IN THIS GUIDE, CHECK WITH THE DIXIE YOUTH RULE GUIDE AND THE REGULAR BASEBALL RULE GUIDE.
- II. THE PLAYING FIELD
  - (A) Base lines shall be fifty (50) feet in distance forming a 50-foot square.
  - (B) An arc reaching from the first base line to the third base line and measure ten (10) feet from the point of home plate toward the infield shall be drawn to determine when ball is in play.
  - (C) A vertical line shall be drawn at the half way point between first and second base, second and third base, and third and home plate. The line is to help the umpire in determining position of the base runner and to which base the base runner is entitled when the ball is ruled dead under the twelve 12 foot diameter circle rule.
  - (D) In case of all grassed or clay infields the infield line will measure ten (10) feet inside the base lines running parallel from first base to second base and second base to third base.
  - (E) In case of all grassed or clay infields the outfield line will measure forty (40) feet from the center of the pitcher's plate.
  - (F) The twelve 12 foot diameter circle shall be a circle with a diameter of twelve 12 feet from the center of the pitchers plate.
  - (G) The distance from the front of the pitchers plate to the point of home plate shall be forty (40) feet.
  - (H) A line shall be drawn on each side of the pitchers plate to the edge of the twelve 12 foot diameter circle. This line is for the middle infielder to remain behind until the ball it hit.
- III. EQUIPMENT
  - (A) The official bat will be those bats approved by Dixie Youth Baseball.

The batter using 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. The use of the illegal bat must be protested prior to the first pitch to the next batter.
  - (B) The batting Tee must have a flat surface, not to exceed (17) inches in width. It must be adjustable and have at the batting area no less than six (6) inches of a hard rubber material that may be either flexible or not. The Tee may be made of any material(s) that a league chooses as long as there is at least six (6) inches of rubber type hose at the top of the Tee.

NOTE: The Tee shall sit upon home plate when the batter is a bat.

  - The Baseball shall **comply with rule 1.09 of the current Dixie Youth Rule Guide.**  
**LOCAL LEAGUE OPTION: RIF level 5**
- IV. IT SHALL BE A REGULATION GAME WHEN:
  - (A) Both teams have completed six (6) innings, and the visiting team has scored more than the home team.
  - (B) The home team has scored more runs after five (5) innings than the visiting team has scored in six (6) innings.
  - (C) The home team scores the winning run in the last half of the sixth (6<sup>th</sup>) inning before the third out.
  - (D) After the end of six (6) innings with the score tied, play is continued until one team, has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third out the game shall be ended.
  - (E) When one team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

- (F) All tournament games shall be played to a conclusion regardless of the score or the inning unless a team wishes to concede.

V. THE GAME, OFFENSE AND DEFENSE

- (A) Ten (10) players on defense. Four (4) outfielders must remain beyond the outfield line until after the ball is hit. The remaining players, excluding the middle infielder and catcher, may play anywhere in the infield but no closer to home plate than the edge of the infield line until after the ball is hit. It is mandatory for the catcher to play in the catcher position.
- (B) In case of all grassed infields the boundary lines for outfield and infield play should be marked with a white line; marble dust, paint, etc.
- (C) The Catcher must wear a catcher's helmet, a facemask, and a throat protector. Other catcher's equipment is optional. Throat protector not required on hockey style masks.

NOTE: The catcher must stand to the right of the umpire if there is a right-handed batter and to the left of the umpire if there is a left-handed batter.

NOTE: HOME PLATE UMPIRE SHALL BE RESPONSIBLE FOR PLACING THE BALL ON THE TEE, REMOVING THE TEE FROM HOME PLATE WHEN A BASERUNNER IS RUNNING TO HOME PLATE, AND REPLACING THE TEE UPON HOME PLATE WHEN PLAY IS TO RESUME.

- (D) The offense team will be made up of the entire team roster.

NOTE: Tournament team consists of **(12) twelve** players. Each tournament team is required to have **(12) twelve** players and four (4) managers/coaches present at each tournament game except any unfilled player vacancy or a player's absence may be approved by the tournament director for justifiable reasons. The tournament director may suspend a team manager from participating in any game where a player vacancy or absence cannot be justified. The tournament director may require a team to replace a player whose continued participation on the team is in doubt.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss his turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which they become injured or ill.

REMEMBER: **All players must play at least two (2) complete innings on defense.**

PENALTY: Disqualification of the team manager for the next game played in the tournament or series.

NOTE: A game shall not be considered as complete until opposing managers have an opportunity to make a protest for failure to comply with the two (2) inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

- (E) During Offensive play only : One (1) of the coaches must stay in the dugout area while two (2) other coaches will take their place as either a coach at first or third base. The fourth (4<sup>th</sup>) coach, will be the coach that assists the batter.
- (F) There will be only two (2) defensive coaches allowed out of the dugouts at any time and they must remain in the designated area.

NOTE: designated area shall not be greater than six (6) feet in front of the dugout no longer than twenty-four (24) feet. Time must be called before defensive coaches may leave designated area.

PENALTY: Defensive coaches may be remanded to dugout for first warning; only one (1) coach may then remain in coach's box. Once a coach has been removed from the defensive box that coach may not return to the box nor be replaced.

- (G) When tenth (10<sup>th</sup>) batter is called the pitcher must have the ball in his/her possession within the twelve 12 foot diameter circle to end the play. Ten (10) batters or three (3) outs per inning.
- (H) The offensive team's manager or scorekeeper must notify the umpire when the tenth (10<sup>th</sup>) batter comes to bat and the umpire shall notify the defensive team.
- (I) All tournaments will be double elimination or round robin.
- (J) Base runners may advance on overthrows until defensive team reaches end of play situation.
- (K) When the ball is dead and play is stopped, the runner should be awarded closest base depending on which side of the halfway line they were on at the play's end.
- (L) A manager shall be entitled to request time, on defense, to talk to his players twice in the same inning without penalty. On the third (3<sup>rd</sup>) time, he shall be required to remove the middle infielder from the mound, but not the game.

NOTE: A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time-out for the purpose of this rule. **ALSO – managers are cautioned that an umpire is the only one who can call time – managers may only request that time be called by the umpire.**

EXAMPLE: With Joe Smith middle infielder, the manager requests and is granted his third (3<sup>rd</sup>) time out of the inning. Joe Smith consequently is removed from the mound and is replaced with John Jones. Joe Smith is eligible to go to another position or he can come out of the game. The manager subsequently is granted a fourth (4<sup>th</sup>) time-out in the same inning. There is no violation this time, and John Jones may continue as the middle infielder until the (3<sup>rd</sup>) time-out is granted with him in the circle.

2. One (1) time-out shall be allowed on offense to talk to the batter during the same at-bat. Requesting a second time-out to talk to the batter during the same at-bat shall result in the batting coach being removed and placed in the dugout for the remainder of the game.

NOTE: A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time-out for the purpose of this rule.

## VI. BASERUNNING

- (A) The base runner shall not steal a base or take a lead off the base being occupied.
- (B) The base runner shall advance only when the ball has been hit passed the ten (10) foot arc regardless of how much rubber is touched on the tee. Runners may leave the base as soon as the bat strikes the ball, but must return to the same base if the ball does not go past the arc line.
- (C) The ball is dead and all base runners must stop at the base the umpire rules they are entitled when the pitcher has possession of a thrown ball inside the twelve 12 foot diameter circle or if the pitcher fields a batted ball and does not throw the ball while inside the circle or when play comes to a natural end.
- (D) If a base runner leaves his base before the ball is hit by the batter, the base umpire shall drop a signal flag to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

NOTE: If a base runner leaves their base after the bat breaks the plane of the Batting Tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the ten (10) foot arc, there will be no penalty. The ball is ruled "dead".

NOTE: The bat breaking the plane of the Tee or home plate is within the judgment of the umpire.

NOTE: If both the offensive and defensive teams are in violation of a rule on the same play, then the ball is ruled "dead."

(E)The INFIELD FLY rule does not apply.

VII. EACH BASE RUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

- (A) To home plate, if the batter hits a fair fly ball over the fence, provided all base runners touch all bases legally. The batter hitting the home run shall be required to run the bases and they shall be required to touch all bases.
- (B) Two (2) bases if a fair ball touches a spectator or bounces into a stand outside the first (1<sup>st</sup>) and third (3<sup>rd</sup>) base foul lines or of it goes through or under a fence, scoreboard, etc., or bounces over a fence.
- (C) Base runners caught between the bases when the middle infielder gains possession of the ball inside the twelve 12 foot diameter circle, must stop at the next base, or return to the last base they were legally entitled as judged by the umpire. The base runner will not be called out if he does not immediately advance or return to a base.

NOTE: The umpires are instructed to not allow a base runner to stop between bases in order to try to make a middle infielder possibly commit an error. The middle infielder does not have to have the ball inside the twelve 12 foot diameter circle for the umpire to call the play dead.

VIII. MIDDLE INFIELDER

- (A) If a Middle infielder does not take his normal position behind the vertical line inside the twelve 12 foot diameter circle or leaves the area he is assigned and/or if any of the infielders or outfielders are not at the proper distance at the point the batter hits the ball, the base umpire shall drop a signal flag to indicate the violation at the time it occurs. The offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

EXAMPLE: With no outs and a base runner on first, the batter hits into a double play but the middle infielder left the pitcher's plate early. The offensive team may nullify the double play with all base runners returning to the base they occupied at the time the batter hit the ball. The play shall be declared "dead".

(B) A batting helmet with a face guard is required for the middle infielder while playing the pitching position.

IX. BATTING

- (A) Bunting or half swings are not permitted.

**PENALTY:** Batter warned for first offense. A strike is called and runners return to bases previously occupied. Subsequent Offenses, batting coach is removed from game.

- (B) If the ball is stuck hard enough to roll past the ten (10) foot arc, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the ten (10) foot arc, it is a foul ball. If it stops on the ten (10) foot arc line it is a fair ball.
- (C) Only one (1) check swing per swing at the ball, second (2<sup>nd</sup>) check swing will be ruled a strike.