

The official rules and regulations for Dixie Boys Baseball shall be adhered to by the league administrators, manager, coaches, umpires and players; except for the following changes and/or additions and/or deletions:

Player Draft

A. Up to six (6) players can be protected from the draft per team.

Teams

- A. Each team will have one manager and two coaches.
- B. Offense manager and/or coaches may coach first or third base the third coach will be by their team's dugout. All other team personnel will be in the dugout or outside the field of play.
- C. Two defensive coaches will be allowed on the field by the team's dugout entrance and one coach will be allowed between first or third or on deck circle to control the pitcher and catcher.
- D. One defensive coach will be allowed to sit on a bucket in the field of play. Bucket shall only be placed in foul territory near the on-deck circle as close to the fence as practical. Interference issues will be ruled by the umpire(s).
- E. Base coaches are required to wear an approved coach's helmet.
- F. Tobacco, alcohol and drug products **WILL NOT** be permitted on the playing field.



1 of 3





Time Limits

- A. The game shall be **seven (7) innings** time permitting. No new inning shall begin after <u>2 hrs and 15 minutes</u> of play. Once the last inning begins, it shall be completed to its natural end. Managers and Coaches shall be responsible for monitoring the time and make adjustments accordingly.
- B. The Home plate umpire will signal the start of the game and the official Scorekeeper will note the start time in the scorebook and keep track of time.

Scoring/Mercy Rule

A. If a team is leading by 15 runs after four innings (or 3 ½ if it is the home team) or if a team is leading by 10 after five innings (or 4 ½ if it is the home team), the mercy rule will go into effect. Otherwise the game time limit is in effect.

Pitching

A. A pitcher who fakes a throw to third base and then throws to another base, will be charged with a balk.

Max. Innings Per Game	Max Innings Per Week	PITCHING REST Min. Pitches for Rest Rule	Max. Pitches Per Game	Rest Period
N/A	12	50	85	36 Hrs
Notes:				
• It is recommended that when a player is going to pitch within a game, they should not be used as a				

- catcher.
- A week begins on Sunday 12:00AM through Saturday 11:59PM
- Rest period begins at start of game. Game start time should be noted in official scorebook.
- A pitcher may not face a new batter if he has reached 85 pitches.
- A pitcher will be allowed to finish the at-bat before retiring from the mound if he/she has reached the maximum pitch count in the middle of a batter.





2 of 3



Batting

- A. Batters are required to use an approved C-flap or a full face mask.
- B. A batter cannot show bunt, and then pull back and swing. A violation of this rule will result in the batter being called out and the manager will be ejected from the remainder of the game.

Base Stealing

- A. Open base stealing is permitted.
- B. No open stealing of home is permitted. Open stealing of home is when a runner at third base steals or attempts to steal home when a pitcher is preparing to deliver the ball. This is a judgment call by the any umpire. If a violation of this rule is called, the manager **will** be ejected; the batter called out, a dead ball called, and all other runners returned to their original base.

Slide Rule

- A. When a player is advancing to a base, the player must slide feet first into the base. Head first slides into any base <u>are not</u> allowed and the runner will be called out.
- B. There is no mandatory slide rule in effect in this division. Runners must AVOID contact. This will be a judgment call by the any umpire.





3 of 3