

## **Tri-Conference** **Rookie Boys (7-8)**

1. Dixie League Youth Baseball Rulebook will govern play with the following exceptions.
2. A standard game will not exceed six (6) innings in length except in the case of a tie. If a game is called due to inclement weather, then four (4) innings is considered a complete game. The first game will begin at 6:00pm and the second game at 8:00pm or 10 minutes after the completion of the first game if it runs over. No new inning will begin after an hour and forty five minutes of play has elapsed, at which the game will be determined to be a complete game. In the case of a tie, the game will proceed until tie is broken. Teams may start a game with a minimum of eight (8) players. You must finish the game with no less than eight (8) players. If starting with 8 players, an out does not have to be taken when the ninth spot comes up in the batting order. The only out shall be taken is when a team starts with 9 players and one is ejected or leaves the game for reasons other than illness or injury
3. Suspended games will be picked up at the time of the suspension and will continue in accordance with the amount of time and innings that are remaining for a standard game.
4. The "10 Run Rule" is in effect after five (5) innings, 4 and a half if the home team is ahead. If behind, the home team must bat in the bottom half of the fifth.
5. If three outs have not been reaches and the 10<sup>th</sup> batter comes to the plate, the "10 Batter Rule" is in affect and the other team bats. The 10<sup>th</sup> batter either hits or strikes out. During live pitching only; after 4 balls, or the batter is hit by the pitch, the offensive coach will come out to pitch to the batter. The batter will inherit the strike count that he had already received. The batter will either hit or strike out to end the inning. The umpire will still call strikes when the coach begins to pitch. A natural out must be recorded for the inning to end. Natural means, strikeout, fly out, force out, or tag out. The coach must pitch from the mound from the over hand motion.
6. No stealing shall be allowed.
7. Pitchers are allowed to pitch a total of one (1) consecutive innings per game. One pitch constitutes an inning. In an extra inning game, any pitcher may pitch up to 3 innings. The starting pitcher may re-enter. Pitchers hitting 4 batters in a game shall be removed from the game as pitcher. Re-entry in the pitching position shall be prohibited.
8. Every player shall be in the batting order throughout the game. If a player becomes sick or injured and is removed from the game, his batting order may be skipped with no penalty. Once removed for illness or injury, they may not reenter the game.
9. Pitching mounds are set at 35 feet. The pitching machine shall be used for the first 4 innings of the game. The speed of the pitching machine shall be 35 miles per hour. The speed must be set prior to the start of the game with the radar gun. The umpire shall get with both coaches to determine the speed. The offensive coach will feed the machine. This must be an adult. No coaching shall be done by this adult after the pitch has been made. Batters will get 4 pitches or 3 strikes to hit off of the machine. If after

4 pitches they don't hit, they are out. In the event of a wild pitch, the umpire shall call a "No Pitch." The pitcher's helper must have at least one foot in the circle and positioned to the side of the machine at the time of the pitch. Should the ball come to rest within the legs of the machine, the ball will immediately become dead. Batter receives 1<sup>st</sup> base and all other runners advance 1 base. Adjustments to the machine shall only be made at the top of an inning. If the need arises for mid-inning adjustments, they must only be made by the umpire and only on pitches that are consistently out of the strike zone.

10. In a six (6) inning game, each player must play at least six (6) outs, that is two (2) full innings. Within these two innings, a player shall be allowed to play defensively in the field throughout. The only exception is games that are governed by the 10 run rule. A violation of this rule is a forfeit. Teams may agree to use a fourth outfielder if both teams have more than nine players.
11. Hats are a part of the uniform and must be worn by every player with the exception of the catcher.
12. If a player is not allowed to participate and yet sits in the dugout dressed to play, then a written explanation must be received by the umpire prior to the start of the game.
13. All players must stay in their respective dugouts when not participating on the field.
14. Steel spikes are not allowed.
15. Every player must wear protective head gear while batting, or running the bases. If a helmet is taken off intentionally, the runner is out. Protective head gear must also be worn when a player or legal minors are used to coach the bases.
16. Both teams will receive the same warning from the umpire for a player leaving a base too early. On the second infraction of this rule by either team. The player is out.
17. If a team is short of players the coach may pick up male players (limit of 4) from the T-Ball division (respective towns). Picked up players may play any position with the exception of pitcher. Picked up players may play any position but pitcher and must bat after regular rostered players. A player may not be picked up when the time of the game is in conflict with the player's regularly scheduled games. Players picked up may not start before a regularly roster player. The consequences of an infraction of this paragraph is forfeiture. **Teams may only pull players up if they have less than 11 players at game time.**
18. **A legal line up in 10 players. If one team has less than 10 players the team with the 10 can still play all 10 players.**
19. Games will be cancelled due to weather related reasons only. Any sign of lightening by an umpire, coach, or league administrator, the game will be cancelled. The second game will then be placed on a "wait and see" alert. If the weather is still threatening, that game shall be cancelled as well. If the weather breaks, and the field is in good playing condition, the second game may resume as scheduled. Games will not be cancelled due to a lack of players, or so-called coaches' agreements. When rainouts

occur it is the responsibility of the home team board to reschedule games. Games must be made up before the second Saturday after the rainout.

20. If a game is not rescheduled it is a forfeiture by the home team. If the game is rescheduled and any team fails to show, the game is a forfeiture for the team(s) that fail to show.
21. It is important that if you wish to file a protest that you follow these guidelines.
  1. The coach must notify the umpire at the time of the infraction of the rule that he/she is protesting that rule violation.
  2. You have 24 hours to submit w written protest to a Tri-Conference representative, along with a protest fee of \$20.00.
22. No infield fly rule is in affect.
23. If the pitcher has the ball with at least one (1) foot in the circle, runners cannot advance unless the following happens:
  - a. If already advancing, the runner is entitled to that base, or
  - b. If the pitcher plays on him, the runner may advance at his own risk, or
  - c. When the pitching machine is in use, there will be hash marks between the bases. IF the runner is past the hash mark when the pitcher has control of the ball with at least one (1) foot in the circle he may advance to the next base. If not, they must return to the base that they came from.The ball remains alive, even on an overthrow, until the pitcher has control of the ball with at least one (1) foot in the circle.
24. There is no bunting off of the pitching machine.
25. The courtesy runner may be used for the catcher. The person making the most recent out shall be used as the courtesy runner for the catcher if the catcher is on base with 2 outs.
26. These rules are intended for the benefit of the kids and timely proceedings of the game. They are not meant to be manipulated for personal gain. Any protest will be handled with the intent of the rule.