

District 8 T-Ball Rules - 2014

Section 1: Rosters

- 1.1 Each team shall have a roster of twelve (12) players. Four (4) coaches will be allowed to coach. One will be the manager.
- 1.2 Any child participating in T-Ball must be league age six (6) or less. This age is calculated according to the Dixie Youth Rule Book.
- 1.3 All rules not covered in these rules shall be governed by the Dixie Youth Rule Book or the interpretation of the District Director.
- 1.4 All teams shall bat their roster in each game.
- 1.5 There must be one adult coach in the dugout at all times.
- 1.6 The District Director may approve a team playing with less than twelve players.

Section 2: Equipment

- 2.1 The bat shall be a bat manufactured specifically for T-Ball or a Dixie Youth approved bat with either DYB stamped on the knob or the generic logo on the barrel of the bat. Generic logo is defined as the stamp stating Dixie, Little League, Pony, Babe Ruth – One of the stamps MUST be Dixie. No softball bats are allowed.
- 2.2 The batting tee must have a flat surface, not to exceed seventeen (17) inches in width. It must be adjustable with a rubber base at the top, with not less than six (6) inches unobstructed. Tee may be the new tripod type.
- 2.3 The ball shall be a Dixie Youth approved baseball or a baseball approved by the District Director.
- 2.4 The catcher and pitcher MUST wear a batting helmet with the facemask attached.

Section 3: Playing Field

- 3.1 The playing field shall be laid out as follows:
 - a. The distance between all bases shall be sixty (60) feet.
 - b. The distance between the point of home plate and the front side of the pitching rubber shall be forty-six (46) feet.
 - c. The batting tee shall sit on home plate.
 - d. The batter's box shall be regulation, 6 feet long and 3 feet wide.
 - e. There shall be a ten (10) foot radius from the back of home plate for the batting circle.
 - f. There shall be a 20 foot line behind the normal base running path to mark where the outfielders must play behind until the ball is put into play.
 - g. There will be half-way lines marked between 1st and 2nd bases and between 2nd and 3rd bases.

Section 4: The Game

- 4.1 The game shall consist of a maximum of five (5) innings or 1 hour and 15 minute time limit.
- 4.2 A game shall be considered regulation after 4 complete innings if one team is ahead by 10 runs (or after 3 ½ if the home team is ahead).
- 4.3 A game shall be considered regulation after 3 complete innings if one team is ahead by 15 runs (or after 2 ½ innings if the home team is ahead).
- 4.4 A maximum of 10 players shall bat each inning. The 11th batter will lead off the next inning.
- 4.5 The manager shall notify the plate umpire of the 10th batter, and the umpire shall announce this to the defensive team. PENALTY: If the manager does not notify the umpire of the 10th batter, the batter shall be declared out and no runs shall score.
- 4.6 Dixie Youth Baseball rules are in force on an over-thrown ball.
- 4.7 Ground rules of the field apply.

- 4.8 The defense will play with 10 players with 4 being outfielders who will be evenly spaced in the outfield and must be 20 feet behind the normal running base path. The catcher may go out of the 10 foot circle to make a play on a batted ball or thrown ball. **No** defensive player other than the catcher may enter the 10 foot circle. **PENALTY: One additional base to all runners on base; if occurs on 10th batter, automatic home run.**
- 4.9 Each defensive player shall play in the general area of their designated position until the ball is in play. If an infielder runs toward the plate before the ball is hit, the umpire will signal delayed ball dead and the offense has the option of taking the play as it stands or allowing the batter to re-hit. If an infielder runs to the outfield before the ball is hit, the offense may take any part or all of the play. **No infielder shall play closer than an imaginary line from the pitcher's rubber to the first and third base lines; a violation shall result in the offense having the option to let the play stand or to bat over.**
- 4.10 Once the batter is in his or her position in the batter's box the coach may no longer instruct him or her where to hit the ball. Penalty for violation: **Warning to the coach on 1st occurrence;** the coach is to sit in the dugout for the remainder of the game on 2nd occurrence.
- 4.11 An outfielder cannot tag or force a runner.
- 4.12 All players must play on defense for at least 2 innings (six total outs). Penalty for violation: Forfeiture of the game by the offending team.
- 4.13 **When the tenth batter comes to bat, it will be as if there are two outs.** The tenth batter of an inning is a free runner when he hits the ball. To complete his turn at bat, one of the following must occur:
- The batter or runner is put out and he is the third out.
 - The ball is returned by a defensive player to the catcher who must touch home plate. Only the catcher can touch home plate to end the inning (if the side out is retired before any runner reaches home plate, the runs will not be scored. Runs will be scored until the offense is declared out.).
- 4.14 An inning shall be complete after one of the following occurs:
- Three outs (Local League Option: waive the 3 outs and bat 10 players each time at bat. Note: All-Stars will use the 3 out rule or 10 batters.)
 - The ball is returned to home plate after the tenth and last batter hits (The catcher must touch home plate.)
- 4.15 A batter is out when:
- He bats out-of-turn.
 - Batter hits the tee only.**
 - He fails to hit a fair ball after three (3) swings.
 - He bunts or attempts to bunt.
 - He hits the ball with one or both feet entirely out of the batter's box.
 - He throws or slings his bat outside of the ten foot circle. (It has to land entirely outside, not just roll out.) One team warning for slinging the bat.
- 4.16 A runner is out when:
- He runs more than 3 feet away from a direct line between bases to avoid being tagged.
 - He intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball (the play is considered dead, all other runners must return to their bases.)
- 4.17 A ball is fair when:
- The ball touches or crosses the ten (10) foot circle in fair territory.
 - The ball lands outside of the ten (10) foot circle and bounces or rolls back inside of the circle. The ball will be declared dead, and the batter will be awarded first base. Any runners on base will advance only if forced to do so.**
- 4.18 The ball is dead when:
- The umpire calls time. Umpire shall call time at the end of each play. Play ends when the lead runner is no longer attempting to advance to the next base or when the defensive player throws the ball into the 10 foot circle. **There are half-way lines between bases. If the runner breaks the half-way line advancing to a base when the ball enters the 10' circle, the runner will be allowed to advance to that base. If the runner is not past the half-way line, the runner will be sent back to the last base legally touched. On a runner advancing home when the ball enters the circle, the catcher can make a play on the runner at home or run him back to third base.**
 - The pitcher does not take his normal position on the rubber, or leaves the rubber before the ball is hit. **The pitcher must have both feet on the pitcher's rubber until the ball is hit** (the offensive team has the option to take any, part or all of the play).

Section 5: Protests

- 5.1 All protests and protest committees will be handled according to DIXIE YOUTH TOURNAMENT RULES.

Section 6: Managers and Coaches

- 6.1 Base coaches must remain in the coaching box.
- 6.2 Remarks from the base coach will be directed to the runner only.
- 6.3 Base coaches will keep their hands off the base runners (if a coach assists a base runner with his hands to avoid a play being made on the runner, the runner is out.)
- 6.4 The manager will be responsible for keeping players in the dugout with the exception of the batter and the on-deck batter. The on-deck batter must remain in the batter's circle.
- 6.5 A coaching box shall be drawn adjacent to the dugout. A team may have 1 defensive coach on the field. The coach **must** remain in the box. The umpires shall give one warning per team. Any further violation shall result in the loss of this privilege for that team for the remainder of the game.
- 6.6 ONLY Managers will be permitted to ask the umpire for clarification of a rule. He will not appeal a judgment call.
- 6.7 UNSPORTSMANLIKE CONDUCT will not be tolerated. The manager or coach shall be warned by the umpire that his or her conduct is not acceptable. Should this behavior continue or reoccur, the umpire shall eject the manager or coach from the game.