

BLYTHEWOOD BASEBALL LEAGUE 2008 RULE CHANGES

Minors

2008 New Pitching Rules

A pitcher may only pitch 2 consecutive innings per game with a maximum of 60 pitches/game maximum, 6 innings/week. (An inning is defined by this League as any time a slotted Pitcher's toe touches the pitching mound rubber.) During the Intraleague tournament, Dixie Youth tournament pitching rules will apply. It is incumbent upon the visiting team Coach to ensure that the pitching affidavit is signed by both Head Coaches, filled out correctly and placed in the pitching log notebook located in the press-box at field #3 within 24 hours after completion of the game. (An infraction of the pitching affidavit rule will result in an automatic forfeit by the Coach committing the infraction.)

Majors

2008 New Pitching Rules

A pitcher may only pitch 5 innings per week (Sunday thru Saturday). In an attempt to develop more league pitchers, a pitcher may pitch only 3 consecutive innings per game; max 75 pitches/game. (An inning is defined by this League as any time a slotted Pitcher's toe touches the pitching mound rubber.) During the Intraleague tournament, Dixie Youth tournament pitching rules will apply. It is incumbent upon the visiting team Coach to ensure that the pitching affidavit is signed by both Head Coaches, filled out correctly and placed in the pitching log notebook located in the press-box at field #3 within 24 hours after completion of the game. (An infraction of the pitching affidavit rule will result in an automatic forfeit by the Coach committing the infraction.)

2008 Batting Rotation Rule for both Minors and Majors

Bat round robin if both teams have the same number of players present at the game. If the two teams have different number of players, then the least number of players will bat round robin. The team with the most players will have to substitute the extra players in the batting order before the game ends.

For example: If Team A has 9 players and Team B has 12 players, then the first 9 players will bat all the way through on both teams. Team B will substitute the 3 players in the batting position before the game ends.

**BLYTHEWOOD BASEBALL LEAGUE
2008 LEAGUE RULES**

These rules supersede all updated rules.

1. Home team is responsible for announcing games, operating the scoreboard and placing bases on the field and returning them to the equipment room after each game.
2. All teams will complete general clean-up of their dugout area prior to leaving the field.
3. All players must wear complete uniforms as issued by the league (hat , shirt and socks) and they shall not be altered or modified in any way. Players must also wear white baseball pants furnished by the player. Teams may choose colored pants to coordinate with the team shirt if all parents and coaches are in agreement. Shirt-tails are to be tucked in pants.
4. Discipline
 - A. When a coach or player is ejected from a game by an umpire, he/she will report to the concession area and will not return to the playing area for the duration of that game.
 - B. A player who is ejected from a game will be suspended for the next regular scheduled game to which he/she comes. He/she must be in uniform and present in the dugout for the duration of that game.
 - C. A coach who is ejected from a game will be warned the first time by the league board. The second time the coach is ejected from a game, he/she will be suspended for at least 2 games or indefinitely at the discretion of the league board.
 - D. Unruly fans will not be tolerated. They will be told to leave the stands and wait in the parking lot and not return to the fields for the remainder of that day. If a fan refuses to leave, that team forfeit the game.
 - E. No coach may voice any non-supportive comments about any players on either Team that can be heard on the field or in the stands. Any such behavior can result in immediate ejection by the umpire.
5. Umpires
 - A. Umpires must be present five (5) minutes before game time and call teams out for a moment of silence and the Pledge of Allegiance.
 - B. One umpire must remain on the field after the completion of the game until all players complete handshake.
 - C. All new umpires must be at least 18 years old or be approved by the league board.

- D. If a ball game is forfeited due to a shortage of players and there are at least 16 players between the two teams and the teams agree to hold a practice game, the umpires must stay and officiate the game with pay.
6. Make up games must be completed by the first available Saturday determined by the league commissioner. If neither team shows up at that time, it will be considered a double forfeit.
 7. Late Registration: Any player registering after the last official registration date must register with a league officer who is not coaching a team. A \$25.00 late charge will be added to the registration fee after tryouts. Late signers are not guaranteed a position. A \$15.00 return check fee will be imposed for any returned checks.
 8. If a Dixie Youth player elects to play in an older age league, he/she must declare his/her intentions before the draft, be board approved and be present for tryouts.
 9. If a league must move 10 year olds up to the Major League so that the league can franchise, this must be done before the draft.
 10. The players/coaches of the first games each day will have a five (5) minute time period following completion of their game to clear the dugout for the following game. Coaches are encouraged to make post-game comments, etc. away from the dugout area so those involved in the second game can be ready to begin play without delay.
 11. Each team will have a minimum of five (5) minutes before the game starts to take infield.
 12. No assistant coaches may be named before the draft.
 13. Team hats may be worn under batting helmets to assure proper fit.
 14. The seeding of the intra-league tournament will be based upon the regular season standings.

PLAYER DRAFTING RULES DIXIE BOYS LEAGUE

1. Returning players will be placed back on existing teams with a returning head coach, up to the Dixie Boys rule of eight second year players. If a team returns more than eight players, those additional players will be placed back in the draft pool. Those players will be determined by the mutual consent of the coach and the Dixie Boys VP. Returning players from teams where the coach is not returning also will be placed back in the draft pool. All exceptions must be league approved.
2. Dates and times of tryouts will be determined by the league board.
3. All first year players are required to participate in tryouts. Any player not trying out goes into a blind draw. If players absent from tryouts can be graded and all coaches agree with the grades, the players of that group will be placed in regular draft. All other players not graded will be given a C grade and placed on teams by blind draw. Coaches will draw in order of the original draft.
4. The number of teams and their managers will be determined before the draft starts.
5. The order of the draft will be determined by blind draw before the draft begins.
6. The league president will appoint 1 or 2 persons, preferably a league VP not involved in the draft's division who knows each age group of players, to oversee and aid in each draft.
7. Managers will rate each player before the draft begins using P1, P2, A, B, C method where as:
 - P1= Experienced pitcher, most probably 2nd year player
 - P2= Good pitcher, less experienced probably 1st year player
 - A= Experienced, well-rounded player
 - B= Good or above average player
 - C= Average player

When players are rated, a majority rules. In case of a tie, the board appointee will break the tie.

8. Once the draft order is established, the draft process begins with all new teams drafting 14 year old players first followed by 13 year old players until their rosters are equal in number to the existing teams rosters. At that point the teams with returning players will enter the draft process.
9. After all players are rated, the draft process begins with the order established in rule #4.
 - Players in P1 – pool will be picked 1st.
 - Players in P2 – pool will be picked 2nd.
 - Players in A - pool will be picked 3rd.
 - Players in B - pool will be picked 4th.
 - Players in C - pool will be picked 5th.

- A. Manager in Slot #1 picks 1st
Manager in Slot #2 picks 2nd
Manager in Slot #3 picks 3rd, etc. until each manager has an equal number of players.
- B. At this time the order of the pick reverses where: manager in last slot picks 1st, manager in next to the last slot picks 2nd, manager in the 3rd from the last slot picks 3rd etc. until all managers have an equal number of players.
- C. At this point the managers will evaluate the proposed teams for equality of talent and adjust the order of draft by:
- Each manager will rate in reverse order teams by talent level where:
Slot 1 team is the team with the least talent
Slot 2 team is the team with the next to least talent
Slot 3 team is the team with less talent, etc.
- Ballots will be totaled and the majority rules. In case of a tie, the draft appointee will break the tie and make the adjustment in the order of the draft.
- D. See A.
- E. See B.
- F. See C.
- G. Draft continues in this order until each team has 8 players. After this last evaluation and possible adjustment in draft, the order of the draft will proceed in this order until all players are drafted.

PLAYER DRAFTING RULES
MINOR and MAJOR LEAGUES- SINGLE FRANCHISE

1. Dates and times of tryouts will be determined by the league board.
2. All players are required to participate in tryouts. Any player not trying out goes into a blind draw. If players absent from tryouts can be graded and all coaches agree with the grades, the players of that group will be placed in regular draft. All other players not graded will be given a C grade and placed on teams by blind draw. Coaches will draw in order of the original draft.
2. The number of teams and their managers will be determined before the draft starts.
3. The order of the draft will be determined by blind draw before the draft begins.
4. The league president will appoint 1 or 2 persons, preferably a league VP not involved in the draft's division who knows each age group of players, to oversee and aid in each draft.
5. Managers will rate each player before the draft begins using P1, P2, A, B, C method where as:

P1= Experienced pitcher, most probably 2nd year player
P2= Good pitcher, less experienced probably 1st year player
A= Experienced, well-rounded player
B= Average player
C= Player needs extra work

When players are rated, a majority rules. In case of a tie, the board appointee will break the tie.

6. After all players are rated, the draft process begins with the order established in rule #4.

Players in P1 – pool will be picked 1st.
Players in P2 – pool will be picked 2nd.
Players in A - pool will be picked 3rd.
Players in B - pool will be picked 4th.
Players in C - pool will be picked 5th.

- A. Manager in Slot #1 picks 1st
Manager in Slot #2 picks 2nd
Manager in Slot #3 picks 3rd, etc. until each manager has an equal number of players.
- B. At this time the order of the pick reverses where: manager in last slot picks 1st, manager in next to the last slot picks 2nd, manager in the 3rd from the last slot picks 3rd etc. until all managers have an equal number of players.

- C. At this point the managers will evaluate the proposed teams for equality of talent and adjust the order of draft by:

Each manager will rate in reverse order teams by talent level where:

Slot 1 team is the team with the least talent

Slot 2 team is the team with the next to least talent

Slot 3 team is the team with less talent, etc.

Ballots will be totaled and the majority rules. In case of a tie, the draft appointee will break the tie and make the adjustment in the order of the draft.

- D. See A.

- E. See B.

- F. See C.

- G. Draft continues in this order until each team has 8 players. After this last evaluation and possible adjustment in draft, the order of the draft will proceed in this order until all players are drafted.

EXAMPLE OF DRAFT

Order determined by Rule #4

Round 1 & 2

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr A	Mgr B	Mgr C	Mgr D	Mgr E	Mgr E

Order determined by Rule #7-C

Round 3 & 4

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr D	Mgr C	Mgr E	Mgr B	Mgr A

Order determined by Rule #7-C

Round 5 & 6

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr C	Mgr E	Mgr F	Mgr D	Mgr B	Mgr A

Order determined by Rule #7-C

Round 7 & 8

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr D	Mgr B	Mgr A	Mgr E	Mgr C

Order determined by Rule #7-C

Round 9, 10, 11, etc.

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr C	Mgr E	Mgr D	Mgr B	Mgr A

8. Higher pool of players must be exhausted before the next lower pool of players is available for picks.
9. The child of a manager will be that manager's first pick of that child's rated group.
10. Team roster age requirements:

For coaches pitch:

A team roster shall be composed of a maximum of eight players of league age 8 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 8. Once a manager drafts eight players of league age 8, all of his remaining picks must be of players of less than league age 8. If a manager's child or sponsor's designated player is a player of league age 8, and they are in one of the lower pools and thus haven't been drafted yet, the manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 8 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 8, then he may not draft another 8 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 8 and the manager already has eight players of league age 8, he must pick from the next lower pool so that he can pick a player of less than league age 8.

For minors:

A team roster shall be composed of a maximum of eight players of league age 10 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 10. Once a manager drafts eight players of league age 10, all of his remaining picks must be of players of less than league age 10. If a manager's child or sponsor's designated player is a player of league age 10, and they are in one of the lower pools and thus haven't been drafted yet, the manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 10 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 10, then he may not draft another 10 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 10 and the manager already has eight players of league age 10, he must pick from the next lower pool so that he can pick a player of less than league age 10.

For majors:

A team roster shall be composed of a maximum of eight players of league age 12 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 12. Once a manager drafts eight players of league age 12, all of his remaining picks must be of players of less than league age 12. If a manager's child or sponsor's designated player is a player of league age 12, and they are in one of the lower pools and thus haven't been drafted yet, the manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 12 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 10, then he may not draft another 12 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 12 and the manager already has eight players of league age 12, he must pick from the next lower pool so that he can pick a player of less than league age 12.

11. Where siblings of the same age group want to play on the same team, when a manager picks the first child from his or her rated group, (P1, P2, A, B, C), the brother or sister will be that same manager's next or first pick in that 2nd child's rated group.

12. Sponsors may designate players and/or managers.

A. Where players are designated alone, the sponsoring follows the player.

One sponsor player per team except where the number of sponsors tied to the children is greater than the number of teams in that age group. In the event of a problem, the league president shall assign players and sponsors and possibly swap equally drafted players to solve this problem. The league president's decision is final.

B. Where a player and a manager are designated by a sponsor, the player will be that manager's first pick from that child's rated pool.

C. Where the designated manager has a child player, see rule #9.

D. When both players are of the same rated pool, the players will be that manager's first and second pick from the player's rated pool and if necessary, his first pick from the next lower-rated pool.

E. The sponsor's designated player does not have to be the sponsor's child.

13. Transportation problems will not be considered. If this rule might possibly prevent a player from being in the program, the draft will continue and the player may be drafted by any team. At the conclusion of the draft, the transportation problem shall be worked out by the manager drafting the player. If difficulties are still present, the league president shall be responsible for solving the difficulty equitably. The league president shall assign the player and possibly swap equally drafted players in order to solve transportation problems. The league president's decision is final. Convenience will not constitute a definition of transportation problems. Players will not be automatically assigned to a team because of parents' transportation problems without going through the draft.
14. Players signing up after the draft will go on a waiting list to replace players from teams where openings may occur. Players will be assigned as replacements from their order on the waiting list.
15. Trading players will be allowed after the draft concludes in accordance with the following guidelines:
 - A. Players traded must be of equal talent from the same rated pool unless approved by the majority of head coaches excluding the 2 head coaches involved.
 - B. Trading can only take place immediately following the draft.
 - C. Trading must be approved by a majority of the managers of that draft.
Ties will be broken by the Commissioner of the League.

PLAYER DRAFTING RULES
COACHES PITCH LEAGUE-SINGLE-FRANCHISE

1. All players are required to participate in tryouts. Any player not trying out goes into a blind draw. If players absent from tryouts can be graded and all coaches agree with the grades, the players of that group will be placed on teams by blind draw within that graded group. All other players not graded will be given a C grade and placed on teams by blind draw. Coaches will draw in order of the original draft.
2. A board appointee will oversee and aid in the draft.
3. The order of the draft will be determined immediately before the draft begins by blind draw.
4. Managers will rate each player before the draft begins using the A, B and C method where:
 - A= Talented, experienced player
 - B= Average player
 - C= Player needs extra work

When players are rated, a majority rules. In case of a tie, the board appointee will break the tie.

5. After all players are rated, the draft process begins with the order established in Rule #3.
 - Manager in Slot #1 picks 1st
 - Manager in Slot #2 picks 2nd
 - Manager in Slot #3 picks 3rd, etc. until each manager has picked one player.
 - At this time the order of picks reverse where manager in last slot picks 1st, manager in next to the last slot picks 2nd. At this point the managers will evaluate the proposed teams for equality of talent and adjust the order of draft. This continues until all players are picked on a team.
6. The higher pool of players must be exhausted before the next lower pool of players is available for picks.
7. The child of a manager will be that manager's first pick of that child's rated group.
8. Where siblings of the same age group want to play on the same team, the manager picks the first child from his or her rated group (A, B, C) and the brother or sister will be that same manager's next pick or the first pick in that 2nd child's rated group.
9. Sponsors may designate players and/or managers.
 - A. Where players are designated alone, the sponsorship follows the player. One sponsor per team except where the number of sponsors tied to children is greater than the number of teams in that age group. In the event of a problem, the league president shall assign players and sponsors and possibly swap equally drafted players to solve this problem. The league president's decision is final.

- B. Where a player and a manager are designated by a sponsor, the player will be that manager's first pick from that child's rated pool.
 - C. Where the designated manager has a child player, see rule #7.
 - D. When both players are of the same rated pool, the players will be that managers first and second pick from the players rated pool and if necessary his first pick from the next lower-rated pool.
 - E. The sponsor's designated player does not have to be the sponsor's child.
10. Transportation problems will not be considered. If this rule might possibly prevent a player from being in the program, the draft will continue and the player may be drafted by any team. At the conclusion of the draft, the transportation problem shall be worked out by the manager drafting the player. If difficulties are still present, the league president shall be responsible for solving the difficulty equitably. The league president shall assign the player and possibly swap equally drafted players in order to solve transportation problems. The league president's decision is final. Convenience will not constitute a definition of transportation problems. Players will not be automatically assigned to a team because of parents' transportation problems without going through the draft.
11. Players signing up after the draft will go on a waiting list to replace players from teams where openings may occur. Players will be assigned as replacements from their order on the waiting list.
12. Trading players will be allowed after the draft concludes in accordance with the following guidelines:
- A. Players traded must be of equal talent, from the same rated pool unless approved by the majority of head coaches excluding the 2 head coaches involved.
 - B. Trading can only take place immediately following the draft.
 - C. Trading must be approved by a majority of the managers of that draft.
Ties will be broken by the Commissioner of the League.

**PLAYER DRAFTING RULES
FOR MULTIPLE FRANCHISED LEAGUES
IN COACHES PITCH, MINORS, AND MAJORS**

(does not apply in first year a league has franchised)

1. Dates and times of tryouts will be determined by the league board.
2. All players are required to participate in tryouts. Any player not trying out goes into a blind draw, however, if players absent from tryouts can be graded and all managers agree with the grades, the players of that group will be placed in the draft. All other players not graded will be given a C grade and placed on teams by blind draw. Managers will draw in order of the original draft.
3. The number of teams, their managers, and placement in either the American Division or National Division will be determined by the league VP, Commissioner, and President and approved by the executive committee of the board before the draft starts.
4. No assistant coaches may be named before the draft. A parent who wants to serve as an assistant coach follows the player to the team on which the player was drafted. Only managers may participate in the draft (no assistant coaches). See also rule # 14.
5. The league president will appoint 1 or 2 persons, preferably a league VP not involved in the draft's league (age group) who knows each age group of players, to oversee and aid in each draft.
6. Managers will rate each player before the draft begins using P1, P2, A, B, C method for minors and majors and A, B, C method for coaches pitch where as:

For minors and majors:

P1 = Experienced pitcher, most probably 2nd year player

P2 = Good pitcher, less experienced, probably 1st year player

A = Experienced well rounded player

B = Average player

C = Player needs extra work

For coaches pitch:

A = Talented, experienced player

B = Average player

C = Player needs extra work

When players are rated, a majority rules. In case of a tie, the board appointee will break the tie. American Division and National Division managers shall participate in the rating of the entire group of players in their league, even though players returning to the same league may only be drafted by a manager from the division in which the player played the previous Spring (American or National).

7. American Division and National Division managers will both draft from the entire group of players in their league except that a player who played in Blythewood the previous Spring and is returning to the same league (coaches pitch, minors, or majors) must stay in his/her respective division (American or National). In other words, a National Division manager may not draft a player who played in the American Division in the same league the previous Spring and an American Division manager may not draft a player who played in the National Division in the same league the previous Spring. The division in which a player who is returning to the same league was in (American or National) will be provided to managers prior to the draft. If a player is moving up from one league to another (i.e. coaches pitch to minors), the division in which the player played the previous Spring is irrelevant and the player may be drafted by a manager from either division.
8. The order of the draft for the first round will be determined by blind draw before the draft begins. The slots will alternate between American Division teams and National Division teams as follows:

National Division slot 1
 American Division slot 1
 National Division slot 2
 American Division slot 2
 National Division slot 3
 American Division slot 3
 National Division slot 4
 etc.

The two managers who draw slot 1 will draw again to see which Division picks first. (National Division in the above example)

For minors and majors:

Players in P1 pool will be picked 1st.
 Players in P2 pool will be picked 2nd.
 Players in A pool will be picked 3rd.
 Players in B pool will be picked 4th.
 Players in C pool will be picked 5th.

For coaches pitch:

Players in A pool will be picked 1st.
 Players in B pool will be picked 2nd.
 Players in C pool will be picked 3rd.

- A. Managers in Slot #1 picks 1st.
 Managers in Slot #2 picks 2nd.
 Managers in Slot #3 picks 3rd, etc. until each manager has had one pick.
- B. At this time the order of the pick reverses where: manager in last slot picks 1st, manager in next to the last slot picks 2nd, manager in the third from the last slot picks 3rd, etc. until all managers have an equal number of players.
- C. At this point the managers will evaluate the proposed teams for equality of talent and adjust the order of draft by:

Each manager will rate in reverse order teams by talent level where:
 Slot 1 team is the team with the least talent.
 Slot 2 team is the team with the next to least talent.
 Slot 3 team is the team with less talent, etc.

Ballots will be totaled and the majority rules. In case of a tie, the draft appointee will break the tie and make the adjustment in the order of the draft.

- D. See A.
- E. See B.
- F. See C.
- G. Draft continues in this order until each team has 8 players. After this last evaluation and possible adjustment in draft, the order of the draft will proceed in this order until all players are drafted.

EXAMPLE OF DRAFT

Order determined by Rule # 8

Round 1 & 2

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr A	Mgr B	Mgr C	Mgr D	Mgr E	Mgr F

Order determined by Rule # 8-C

Round 3 & 4

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr D	Mgr C	Mgr E	Mgr B	Mgr A

Order determined by Rule # 8-C

Round 5 & 6

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr C	Mgr E	Mgr F	Mgr D	Mgr B	Mgr A

Order determined by Rule # 8-C

Round 7 & 8

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr D	Mgr B	Mgr A	Mgr E	Mgr C

Order determined by Rule # 8-C

Round 9, 10, 11, etc.

Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6
Mgr F	Mgr C	Mgr E	Mgr D	Mgr B	Mgr A

9. Higher pools of players must be exhausted before the next lower pool of players is available for picks. See rule #12 for exception.

10. At no time shall the number of returning American Division players in a pool exceed the number of picks remaining in that pool by American Division managers. In other words, when the number of returning American Division players in a pool equals the number of picks remaining in that pool by American Division managers the American Division managers must pick one of the returning American Division players. The same holds true for returning National Division players and National Division managers.

11. The child of a manager will be that manager's first pick of that child's rated group.

12. Team roster age requirements:

For coaches pitch:

A team roster shall be composed of a maximum of eight players of league age 8 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 8. Once a manager drafts eight players of league age 8, all of his remaining picks must be of players of less than league age 8. If a manager's child or sponsor's designated player is a player of league age 8, and they are in one of the lower pools and thus haven't been drafted yet, the manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 8 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 8, then he may not draft another 8 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 8 and the manager already has eight players of league age 8, he must pick from the next lower pool so that he can pick a player of less than league age 8.

For minors:

A team roster shall be composed of a maximum of eight players of league age 10 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 10. Once a manager drafts eight players of league age 10, all of his remaining picks must be of players of less than league age 10. If a manager's child or sponsor's designated player is a player of league age 10, and they are in one of the lower pools and thus haven't been drafted yet, the manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 10 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 10, then he may not draft another 10 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 10 and the manager already has eight players of league age 10, he must pick from the next lower pool so that he can pick a player of less than league age 10.

For majors:

A team roster shall be composed of a maximum of eight players of league age 12 (age attained prior to August 1). It shall be the responsibility of the drafting manager to make sure that he drafts no more than eight players of league age 12. Once a manager drafts eight players of league age 12, all of his remaining picks must be of players of less than league age 12. If a manager's child or sponsor's designated player is a player of league age 12, and they are in one of the lower pools and thus haven't been drafted yet, the

manager must make sure to reserve a spot for that player (i.e. if a manager has already drafted six 12 year olds but knows his first two picks of the next pool are his son and his sponsor's designated player who are both age 12, then he may not draft another 12 year old.). If a situation arises where the only remaining pick in a pool is a player of league age 12 and the manager already has eight players of league age 12, he must pick from the next lower pool so that he can pick a player of less than league age 12.

13. Where siblings of the same age group want to play on the same team, when a manager picks the first child from his or her rated group (P1, P2, A, B, C), the brother or sister will be that same manager's next pick or first pick in that 2nd child's rated group. If a first year player is to be drafted before his older sibling (who is a returning player), he must be drafted into the same division as his sibling played in the previous Spring (American or National).

14. Sponsors may designate players and/or managers.

- A. Where players are designated alone, the sponsoring follows the player. Only one sponsor player per team is allowed except where the number of sponsors tied to the children is greater than the number of teams in that age group. In the event of a problem, the league president shall assign players and sponsors and possibly swap equally drafted players to solve this problem. The league president's decision is final. If a sponsor is a board approved coach and has designated a player and a manager, he/she is not prohibited from serving as an assistant coach.
- B. Where a player and a manager are designated by a sponsor, the player will be that manager's first pick from that child's rated pool.
- C. Where the designated manager has a child player, the child of the manager will be that manager's first pick of that child's rated group and the designated player of the sponsor will be the designated manager's first pick of that child's rated group.
- D. When both the sponsor's designated player and the designated manager's child are of the same rated pool, the players will be that manager's first and second pick from the players' rated pool and if necessary, his first pick from the next lower-rated pool.
- E. The sponsor's designated player does not have to be the sponsor's child.

15. Transportation problems will not be considered. If this rule might possibly prevent a player from being in the program, the draft will continue and the player may be drafted by any team. At the conclusion of the draft, the transportation problem shall be worked out by the manager drafting the player. If difficulties are still present, the league president shall be responsible for solving the difficulty equitably. The league president shall assign the player and possibly swap equally drafted players in order to solve transportation problems. The league president's decision is final. Convenience will not constitute a definition of transportation problems. Players will not be automatically assigned to a team because of parents' transportation problems without going through the draft.

16. Players signing up after the draft will go on a waiting list to replace players from teams where openings may occur. Players will be assigned as replacements from their order on the waiting list.

17. Trading players will be allowed after the draft concludes in accordance with the following guidelines:

- A. Players traded must be of equal talent from the same rated pool unless approved by a majority of the managers of that league's draft (excluding the two managers involved in the trade).
- B. Players returning to the same league cannot be traded from one division to another. First year players can.
- C. Trading can only take place immediately following the draft.
- D. Trading must be approved by a majority of the managers of that draft. Ties will be broken by the Commissioner of the League.

BATTING CAGE RULES

All coaches operating the machine must receive instruction in its proper use before operating.

1. One (1) player is allowed in the cage at a time and must have adult supervision.
2. A helmet must be worn by the player in the cage at all times.
3. No climbing on the fence or netting.
4. No more than one bat in the cage.
5. The gate must be closed while the pitching machine is in operation.
6. Batting cages are reserved for the teams playing. The home team has cage 45 minutes prior to game time for 15 minutes. The visiting team follows for 15 minutes.
7. The head coach is responsible for replacing the machine and accompanying equipment in the designated storage area.
8. No soft tossing with regular baseballs against the fencing.

Failure to follow the above rules will result in forfeiting your right to use the machine. Coaches are responsible for their players following the above rules.

T-BALL RULES

1. The T-Ball League will use a soft beginner's baseball in order to build confidence. This applies to both practice and games.
2. T-Ball games will not have an umpire.
3. A ball hit beyond the infield base lines shall be declared dead when it is returned to the infield and is in possession of a defensive player. Any runner more than halfway to the next base will advance to the base. If the runner is not halfway, the runner must return to the last base. Judgment call of the umpire.
1. The head coach is to position his/her players in the standard baseball playing positions in order that players learn fundamentals. Two (2) pitchers will be allowed.
5. Players are not allowed to steal or lead-off bases.
6. There is no infield fly rule.
7. Coaches are urged to play a game regardless of the number of players present unless safety is compromised.
8. Until the ball has been hit, the pitcher will play his defensive position no further than six (6) feet from the pitcher's mound. All players, including the pitcher, are to remain behind or beyond the imaginary line between first and third base for safety.
9. An overthrown ball, as determined by the umpire, shall result in any player on base advancing only one (1) base.
10. The batter shall be called out for slinging the bat after he had been warned one (1) time. Coaches are urged to enforce this rule.
11. To be a fair ball and in play, a batted ball must remain within the foul lines as specified by the official rules and must pass beyond the nine (9) foot circle (infield grass) around the home plate in fair territory. If a batted ball is ruled fair, passes first or third base and continues into foul territory, the ball is alive and in play.
12. Games will have a maximum time limit of one hour. However, innings in progress should be completed.
13. Every player shall bat each inning; no outs are counted, but if put out, the player should return to dugout. After the last player bats and play ends, teams shall change sides.
14. Player selection will be by blind draw equalizing the player's ages.
15. There will be a time limit of one hour or at least two innings for each game.
16. No score shall be kept.

COACHES PITCH RULES

NOTE: Official baseball rules as currently in use will be the basic set of rules except where changed in the following paragraphs.

Coaches:

Three adults will be allowed on the playing field at one time (two base coaches and one pitching coach). A fourth adult may remain in the dugout at all times to watch the players. During regular season play, a coach may be in the outfield behind all players when his/her team is on defense. He may coach the players, but he cannot interfere with the game.

General Rules:

1. A Maximum of 13 players will be allowed to play at one time with up to 7 outfielders allowed to play at once. Outfielders may play no closer than 12 feet from the baseline.
2. Maximum length of Inning: Batting around the order one time, the last batter must be forced out at home plate.
3. Time limit: 1 hour with umpire discretion on start of last inning.
4. Infield fly rule does not apply.
5. An adult coach of the batting team will pitch to his/her team while batting. Once a coach starts an inning as the pitcher, he/she must finish the inning pitching. The defensive team will place a player in the designated circle at the pitcher position.
6. The player in the pitcher position pitching must be inside the designated (marked) 12 foot circle, and shall not leave the circle until the ball is hit. Center of the circle is 43 feet from home plate.
7. Pitches shall be thrown over hand. The pitcher coach can be no closer than 30 feet from the batter. (Coaches are encouraged to move back as the season progresses.)
8. No play is dead until the runner is forced to stop or return to a base or return to a base under threat of making an out, and the umpire calls time out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop he may advance to the next base at his/her own risk.
9. The coach pitcher shall exit the playing field behind the runner, or away from the play when the ball is hit into fair play.
10. If a game is suspended due to weather, it is a complete game if 4 official innings have been played.

11. Number of Pitches: 8 pitches will be allowed with a maximum of 5 balls and/or 3 strikes for each batter. There are no walks. If a pitch hits a batter it counts as a pitch. If the batter does not hit one of the eight pitches, the batter is out except on the 8th pitch, if the ball is batted foul and not caught (a foul ball or foul tip caught by the catcher is an out.) The batter shall continue batting until the batter (a) swings and misses the ball (b) is put out (c) is called out by the umpire.
12. If a batted ball accidentally hits a coach pitcher, the ball is dead and it will be a no pitch.
13. All teams will bat in the same rotation order. Players arriving late will be entered at the end of the batting order. A player that gets sick and goes back into the game will bat in the same place in the batting order as when they left the game. Each player must play six (6) defensive outs.
14. After the first warning to a player for slinging a bat, on the second occurrence, the player will be out.
15. The adult pitcher cannot coach any runner. After the first warning, on the second occurrence the adult pitcher will be removed from the mound. The removed pitching coach can become a base coach.
16. No base stealing is allowed.
17. Players are not allowed to bunt. Ball must go 12 ft. from home plate.
18. Base Running: When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead. Base runners shall not advance to another base until the ball is batted live by being batted fair or a foul ball being caught in the air.
19. The ball is dead on overthrows to 1st base and/or 3rd base. The runner may advance to the next base, provided he/she has already made an attempt to go to the next base. If there is an overthrow to home plate or 2nd base, the ball is still live and in play.

EXCEPTION:

If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped) the ball is live and all base runners may advance with a chance of making an out.

NOTE:

There are no halfway marks in Coach Pitch. If the runner has left the base before time is called or the ball is returned to the circle, that runner may advance.

MINOR LEAGUE RULES

1. The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect during the first 2 innings only.
2. All players must play two innings on defense and bat at least one time during each game. However, coaches are urged to play each player three (3) innings. Penalty is forfeit of the game. A player is officially in the game when his name is entered in the line-up by the other team.

3. 2008 New Pitching Rules

A pitcher may only pitch 2 consecutive innings per game with a maximum of 60 pitches/game maximum, 6 innings/week. (An inning is defined by this League as any time a slotted Pitcher's toe touches the pitching mound rubber.) During the Intraleague tournament, Dixie Youth tournament pitching rules will apply. It is incumbent upon the visiting team Coach to ensure that the pitching affidavit is signed by both Head Coaches, filled out correctly and placed in the pitching log notebook located in the press-box at field #3 within 24 hours after completion of the game. (An infraction of the pitching affidavit rule will result in an automatic forfeit by the Coach committing the infraction.)

4. A team can start with no less than (8) players, there will be no forfeit if the coach wants to play the game. However, there will be an automatic out each time the ninth player would have come to bat.

No new inning will start after 1 hour and 20 minutes. An inning starts when the last out is made in the bottom of the preceding inning. Once the last inning has begun, it will be played to its completion.

5. 2008 Batting Rotation Rules

Bat round robin if both teams have the same number of players present at the game. If the two teams have different number of players, then the least number of players will bat round robin. The team with the most players will have to substitute the extra players in the batting order before the game ends.

For example: If Team A has 9 players and Team B has 12 players, then the first 9 players will bat all the way through on both teams. Team B will substitute the 3 players in the batting position before the game ends.

MAJOR LEAGUE RULES

1. All players must play two innings on defense and bat at least one time during each game. However, coaches are urged to play each player three (3) innings. Penalty is forfeit of the game. A player is officially in the game when his name is entered in the line-up by the other team.
2. A team can start with no less than (8) players, there will be no forfeit if the coach wants to play the game. However, there will be an automatic out each time the ninth player would have come to bat.
3. No new inning will start after 1 hour and 50 minutes. An inning starts when the last out is made in the bottom of the preceding inning. Once the last inning has begun, it will be played to its completion.
4. **2008 New Pitching Rules**

A pitcher may only pitch 5 innings per week (Sunday thru Saturday). In an attempt to develop more league pitchers, a pitcher may pitch only 3 consecutive innings per game; max 75 pitches/game. (An inning is defined by this League as any time a slotted Pitcher's toe touches the pitching mound rubber.) During the Intraleague tournament, Dixie Youth tournament pitching rules will apply. It is incumbent upon the visiting team Coach to ensure that the pitching affidavit is signed by both Head Coaches, filled out correctly and placed in the pitching log notebook located in the press-box at field #3 within 24 hours after completion of the game. (An infraction of the pitching affidavit rule will result in an automatic forfeit by the Coach committing the infraction.)

5. **2008 Batting Rotation Rule for both Minors and Majors**

Bat round robin if both teams have the same number of players present at the game. If the two teams have different number of players, then the least number of players will bat round robin. The team with the most players will have to substitute the extra players in the batting order before the game ends.

For example: If Team A has 9 players and Team B has 12 players, then the first 9 players will bat all the way through on both teams. Team B will substitute the 3 players in the batting position before the game ends.

ALL STAR SELECTION METHOD FOR COACHES PITCH, MINORS & MAJORS

1. The manager of the league's all-star team will be the manager of the league's regular season

championship team(s). He will then name one assistant coach with the league board appointing the third coach. The selected manager will be invited to share with the board his desire for his third coach. The board's decision will be made after the manager has had a chance to voice his desires. In the event that the manager is unable, for any reason, to manage the all-star team, the league president will appoint the manager. Only coaches/managers on the league's roster may be selected as all-star coaches,

- A. Tie Breaker: Head-to-Head
Common Opponents
Coin Flip

NOTE: The Dixie Boys All-Star managers for the 13 and 14 year old teams shall be nominated by the league VP and approved and appointed by the executive board

2. All league managers will meet with the league vice-presidents halfway through the season to discuss all-star team prospects. The purpose of this meeting will be to bring to the coaches attention potential all-stars to be observed throughout the remainder of the season.
3. At the conclusion of the regular season, the managers from each league selecting an all-star team will meet with the President and Commissioner of the league and select the all-star team.
4. The method for voting for players who have been nominated will be as follows:
 - The league VP will issue ballots with the nominated players names
 - The team managers will circle the 13 nominated players he wishes to vote for
 - The players receiving unanimous votes will be selected
 - The remaining players that received at least one vote in the first round will then be assigned a ranking and the remaining slots will be filled with the lowest composite scores. Players not receiving any votes in the first round will not be included in the second round.
 - In case of a composite score tie, the players involved will be voted on in another round to fill the remaining slots.
 - This will all be done by the ballot process
5. A player electing to "play up" in any league will be eligible for all stars in the league in which he is playing up but will not be considered for all stars in the lower league for which he was eligible but did not play in the regular season. Example- If a player is league age 10 (minor league age) but elects to (and is board approved) to play up in majors during the regular season, that player can play majors all stars. That player cannot, however, play majors during the regular season and come back down to minors for all stars.