

## HARTSELLE DIXIE BASEBALL LOCAL RULES, PROCEDURES AND POLICIES

Revised March 2005

[Changes from 2004 are denoted in red.]

### Overview

The Hartselle Dixie Baseball program is a volunteer, non-profit, organization that provides recreational youth baseball to the children of Hartselle and some surrounding areas. This organization serves children between the ages of 5 and 16. The Hartselle Dixie Baseball Board of Directors is elected each year by the association's membership. The Board's goal is to provide the best recreational baseball program at the lowest possible cost to the membership. Hartselle Dixie Baseball has strict player participation rules designed to stress the spirit of a full player participation, recreational youth program. This program is designed to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of baseball as a vehicle. This program achieves this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion.

To manage the Hartselle Dixie Baseball program, the Hartselle Dixie Board of Directors has established policies and procedures. These policies and procedures allow for the consistent management of the program from year to year and through annual changes in Board Members. Our By Laws, policies and procedures are included here and provide details of the Hartselle Dixie Baseball Program.

1. League officials will be the final authority on any matter or action relating to the Hartselle Youth Baseball Program. League Officials are elected annually. Rules governing the Board of Directors and election rules and regulations are to be found in Hartselle Dixie Youth Baseball By Laws.
2. Rules and regulations governing Hartselle's Youth Baseball Program are:
  - A. Official Baseball Rules
  - B. Dixie Youth Baseball Rules and Regulations
  - C. Dixie Baseball Boys and Majors Official Rules and Regulations
  - D. Hartselle Dixie Baseball Local Rules and Policies.
  - E. Hartselle Dixie 5/6 and 7/8 Machine Pitch Rules and Regulations.

The Sporting News publishes the Official Baseball Rules each year. Dixie Youth and Dixie Boys each publish a rulebook every year. The Rulebook to be used shall be the one published for the current year. For any conflict between the Official Baseball Rules and the Dixie Youth Rules and Regulations, the Dixie Youth Rules shall have precedence.

3. No Board member may be a Manager (Head Coach) but may serve as an assistant coach.
4. Mother's Auxiliary will be responsible for the concession stands and other fund raising activities for the league such as pictures, candy sales etc. EACH team must have a Team Mother. It will be the responsibility of THAT mother to see that workers for the concession stand are provided. Mother's Auxiliary will work out concession schedules. If a concession stand worker fails to show up at their scheduled time, they must pay Mother's Auxiliary whatever the going rate is pertaining to that age group before the start of their next scheduled game.

Failure to comply will result in the parent's son not being allowed to play in the next game. If a forfeit would be caused, the penalty will be enforced in the next game.

5. Managers will not pick assistant coaches prior to the drafting date.
6. Managers will be appointed by League Officials prior to the start of league play in a Manager's Selection Meeting. This is to be a confidential meeting attended by League Officials only.
7. Managers will be totally responsible for the conduct of his assistant coaches, players, and the parents or guardians of his players.
8. League officials, managers, coaches, and umpires will conduct themselves in a manner (both on and off the field) that will reflect credit to themselves and the league.
9. [unused]
- 10. League officials, managers, coaches and umpires will not use alcohol or foul language while acting in their official capacity. The use of tobacco on the playing field, in the dug out, and practice is NOT permitted. **The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire, or official from the game and from the dugout. See Dixie Youth Baseball Inc Regulations XII B and Dixie Boys Baseball Inc Regulations Miscellaneous 0.71.****
11. There will be NO practice sessions held on any Wednesday night after 6:00 p.m. nor will there be any practice on any Sunday. Teams are expected to practice a minimum of three (3) times per week prior to the start of the regular season and a minimum of two (2) times per week after the start of the season – weather permitting. In the 5/6 age group, please see Local Rules and Policies for 5/6 Machine Pitch League. This rule pertains to local League (Dixie) teams' practices.
12. Each team will keep up with the substitutions of the opposing team. Each Player will play two full defensive innings of each game in Dixie Youth (12 and under). In Dixie Youth all players bat in the line up every game. The exceptions to this rule are as follows:
  - A. If there is a rain shortened game, a run rule shortened game, or a time limit shortened game, boys not getting to play their full two innings will start the next game.
  - B. Disciplinary or health reasons. Managers must submit in writing to the official scorer and opposing manager before the start of the game the name of the player being withheld from the game for health or disciplinary reasons.
  - C. When a player misses a game due to sickness, injury, disciplinary reasons or absence, or if a player is injured or becomes ill and must be removed prior to playing two full defensive innings, it is not mandatory that the player start the next game in which he participates.
  - D. If a player does not play his required innings and "at bats" in a game due to manager's oversight or deviousness, then that offending manager shall forfeit that particular game. The offending manager must still start the player in the next game. If a player does not fulfill playing requirements

in a game due to an allowable reason (A or B) and the player does not start in the next game, then that game must be forfeited.

[Hartselle Dixie Baseball exercises the Local League Option for the 10-Run Rule for ending a game defined by the Dixie Youth and Dixie Boys rulebook.]

13. Each team will keep up with the substitutions of the opposing team. Each Player will play Six Outs of each game in Dixie Boys (13/14). In Dixie Boys each player will have at least one time at bat per game.
  - A. If a player does not play his required outs and “at bats” in a game, the manager must play the player for the entire next game. If the manager does not do this, he is suspended from the next game.
  - B. When a player misses a game due to sickness, injury, disciplinary reasons or absence, or if a player is injured or becomes ill and must be removed prior to playing 6 outs and getting his at bat, it is not mandatory that the player start the next game in which he participates.
14. In the case of a Dixie Youth ballgame being called before completion because of weather, two thirds of a game will be considered a regulation ballgame.
15. [deleted]
16. Practices on the playing fields will be on a scheduled basis only and only after permission from Hartselle Parks and Recreation officials.
17. There will be a redraft/redraw every year. There will be NO TRADING of players during or after the draft/draw. Please refer to Hartselle Dixie Baseball Drafting Procedure for more information concerning drafting of teams.
18. While all teams are required to start official games with 9 players, the League does not wish to penalize a team if one of those 9 players is injured or leaves the game for any other UNAVOIDABLE\*\* circumstance. Teams will be allowed to finish an official game with 8 players. In this event, the team with 8 players will take an out each time the missing player is due to come up to bat.

\*\*The circumstances that could cause a player to leave a game are many and varied. Whether the circumstance is unavoidable or not shall be left up to umpires and league officials and will be dealt with on a case-by-case basis at the time the circumstance occurs.

19. It is the intention of Hartselle Dixie Baseball for the players to play ball. Forfeitures of games, shall in most instances be played, but will be considered a loss by the team unable to field 9 players.
20. Umpires refusing to call a forfeited or suspended game will not be paid for that game.
21. Hartselle Dixie Baseball is to furnish Accident Insurance for each player in the league. There will be NO practice\* by any coach or team affiliated with Hartselle Dixie Baseball’s program until such insurance is acquired and verified by League Officials. Violation of this rule will result in the immediate dismissal of the manager or coach responsible.
22. Managers of all star teams will be given a date, before which, they cannot legally practice\*. Any manager or coach found to be in violation of such tournament rules will be dismissed as an all star coach. Please see Rule #3(D) under

Tournament Rules in your Dixie Youth rulebook and Rule #0.47 under Selection of Players and Coaches in the Dixie Boys and Majors Official Rules.

\*For the purpose of Hartselle's Local Rules, a "practice" shall be defined as: Any gathering of players, in the company of an adult, for the purpose of throwing, pitching, batting, catching, base running or any other activity that involves the game of baseball. The league encourages parents to practice with their own children between the end of the regular season and the legal starting date for tournament practice.

23. In Dixie Boys, there will be a 13-year-old all star team and a 14-year-old all star team. 13-year-old players will not be allowed to move up and play on the 14-year-old team.
24. There shall be at least 2 umpires for each game and at least 3 umpires for championship games except in the 5/6 age group, which requires only 1 umpire.

PLEASE REMEMBER: THIS PROGRAM IS DESIGNED TO PROMOTE THE DEVELOPMENT OF STRONG CHARACTER, A RIGHT ATTITUDE, A SENSE OF RESPONSIBILITY, AND CITIZENSHIP IN YOUNGSTERS, USING THE GAME OF BASEBALL AS A VEHICLE. THIS PROGRAM ACHIEVES THIS GOAL THROUGH FAIR PLAY, GOOD SPORTSMANSHIP, AND CONGENIAL FELLOWSHIP, WITH ADULT LEADERS PROVIDING THE EXAMPLE WHILE ATTEMPTING TO LIMIT INJURY CAUSED BY OVEREXERTION.

Any local rules not covered herein will be covered by other local rules and policies approved by the Board and distributed in the current baseball season.

HARTSELLE DIXIE BASEBALL LOCAL RULES AND POLICIES FOR 7/8 MACHINE  
PITCH  
Revised November 2004

RULES AND REGULATIONS GOVERNING 7/8 AGE GROUP ARE:

- A. Official Baseball Rules
- B. Dixie Youth Baseball Rules and Regulations
- C. Hartselle Dixie Baseball Local Rules and Policies
- D. Local Rules and Policies for 7/8 Machine Pitch League

The Sporting News publishes the Official Baseball Rules each year. Dixie Youth Baseball publishes the Dixie Youth Baseball Rules and Regulations each year. The rulebook to be used shall be the one published for the current year. For any conflict between the Official Baseball Rules and the Dixie Youth Rules and regulations, the Dixie Youth Rules shall have precedence.

**FIELD DIMENSIONS:**

1. Baselines are 60 feet.
2. Pitching machine will be 41 feet from home plate (clarification: center of pitching wheel will be placed 41 feet from the back point of home plate).
3. Pitching circle is the smaller of a 10 foot radius (20 feet from edge to edge) – OR – the cut away (dirt) area around the mound and pitching machine.
4. Outfield fences are 200 feet.

**GENERAL RULES:**

1. Managers will not choose assistant coaches prior to the drafting date. For rules concerning drafting/drawing please refer to Hartselle Dixie Baseball's Draft Procedure.
2. Managers are totally responsible for the conduct of their coaches, their players and the parents/guardians of the players.
3. **ONLY THE MANAGER (HEAD COACH) MAY QUESTION A CALL WITH AN UMPIRE.** No assistant coach may question an umpire about a particular call during the game. No parent may question an umpire about a particular call during the game. Nobody should say a word to an umpire about a rules call **EXCEPT** the Manager (HEAD COACH).
4. Managers are not permitted to question a **JUDGEMENT CALL** by an umpire.
5. **MANAGERS AND COACHES:** A team may use two (2) adults as base coaches, one (1) adult to operate the pitching machine and one (1) adult in the dugout. Maximum of four (4) total adults inside the fence during games.
6. Only players and coaches are allowed on the field or in the dug out during a game. Siblings of players or children of coaches (not on the team) shall not be allowed in dugouts for their own safety.
7. Infield time is between 5 and 10 minutes per team. Teams will have equal time for infield. Do not begin taking infield before you are asked to by the official scorer or Vice President.
8. A batter will receive three pitches. The batter will either hit the ball, swing and miss or let the ball go by without swinging. Any pitch not swung at by a batter

- shall be considered a strike unless the UMPIRE determines it was not a hittable pitch. The player cannot strike out on a foul ball.
9. Unhittable pitches (whether or not the batter strikes at the ball) will be considered a NO PITCH by the UMPIRE based on HIS judgment.
  10. The pitching machine Coach may instruct the batter, but must stay inside the pitching circle. After the ball is put into play, the Pitching Machine Coach becomes “neutral” and may not instruct base runners. Base runners should be looking at the 1st and 3rd base coaches for base running instruction. Violation of this rule will result in replacement of the pitching machine coach for the remainder of the game.
  11. The speed of the pitching machine must be set at 45 miles per hour measured off the wheel of the machine. The League shall use a “designated gun” to determine the speed of the machine. When the League machine is set, those that have their own pitching machines may come and have theirs’ set by the same gun. There shall be NO DISPUTES concerning pitching machine speeds as different radar guns may rate speeds 2-3 miles per hour or higher or lower.
  12. Pitcher will keep at least one foot inside the circle until the ball is struck by the batter.
  13. When a batted ball in play hits a coach or the pitching machine directly or indirectly, the batter is awarded one base and all runners will advance one base.
  14. If a defensive player is hit by the ball in play and the umpire judges the player to be injured, the umpire shall call an immediate time out, the ball is dead and all runners may advance one base.
  
  15. When the ball is in the controlled possession of the pitcher in the circle, the ball is dead and runners cannot advance unless they were already over halfway to the next base. Also, the umpire may rule a “dead ball” if play has been stopped by preventing the lead runner from advancing by a defensive player with the ball. If the ball is dead and the runner is over halfway to the next base, but cannot advance because that base is occupied, he may return the last base he previously occupied without risk of put out.
  16. Halfway marks will be placed between 1st and 2nd, 2nd and 3rd, 3rd and Home plate.
  17. The pitcher must stop in the circle to stop the play. Running through the circle to make a play will not stop the play.
  18. If failure in the pitching machine occurs during a game, and another pitching machine is not readily available, an unbiased adult will pitch to both teams.
  19. Ten (10) defensive players are allowed on the field. The 10th player will play in the outfield only.
  20. The Pitching Machine may be adjusted with three balls at the beginning of each team’s at bat. EXEPTIONS: a. If a ball is damaged (cut or soaked in water) and a new ball is used, then it may be checked in the machine before batter bats.  
b. If the machine is bumped or hit or pitches are consistently UNHITTABLE as judged by the UMPIRE, the machine may be adjusted. Coaches may not tell an umpire when to call a “no pitch”.)

21. Any player who is unable to bat their turn will be skipped and go to the next batter. This will NOT be counted as an OUT. The player will be allowed to return to the original batting order when he is able to do so. If the player is at bat when he is disabled, the next batter in the line up will assume their count.
22. In the case of a ballgame getting called before completion due to weather, two thirds of a game will be considered a regulation ball game.
23. There will be 2 umpires for all games and at least 3 umpires for “championship” games.
24. Time Limit: One and one-half hours (1 hour and 30 minutes) or 6 innings. If the time expires during an inning, that inning will be completed. The official scorer should announce when five minutes remain and when time has expired.
25. In the event that there are extended problems with the pitching machine and the game is stopped to implement corrective action, official time should be paused by the umpire and resumed after the corrective action is implemented and the game has resumed.
26. Each team is allowed one defensive time out per inning per game.
27. There will be no walks, stealing, courtesy runner or infield fly rule.
28. On deck warm ups will be allowed, but always behind the batter.
29. Catchers are not required to be in line with the pitching machine, but catchers must, for their own safety, stand behind the back line of the batters box and out of the way of the batter should he sling the bat.
30. For information of tournament teams, please see All Star Tournament Team policies.
31. The runner shall be called out on appeal when the runner, while advancing or returning to a base, fails to touch each base in order before the said runner or base is tagged. Any appeal under this rule must be made before the next pitch. Upon time being called by the umpire, the Pitcher of the defensive team shall make a verbal appeal to the umpire. All other aspects of the appeal follow rule 7.10 of the Dixie Youth Rule Book.
32. Runners may not advance until the ball is struck by the batter. If a Runner leaves the base before the pitch reaches the plate, the defensive team shall have the privilege of nullifying any portion of the play that occurs after the violation.
33. First place trophies will be awarded to each player on first place teams. All other players will receive participation trophies.

**PLEASE REMEMBER: THIS PROGRAM IS DESIGNED TO PROMOTE THE DEVELOPMENT OF STRONG CHARACTER, A RIGHT ATTITUDE, A SENSE OF RESPONSIBILITY, AND CITIZENSHIP IN YOUNGSTERS, USING THE GAME OF BASEBALL AS A VEHICLE. THIS PROGRAM ACHIEVES THIS GOAL THROUGH FAIR PLAY, GOOD SPORTSMANSHIP, AND CONGENIAL FELLOWSHIP, WITH ADULT LEADERS PROVIDING THE EXAMPLE WHILE ATTEMPTING TO LIMIT INJURY CAUSED BY OVEREXERTION.**

HARTSELLE DIXIE BASEBALL LOCAL RULES AND POLICIES FOR 5/6 MACHINE  
PITCH  
Revised November 2004

RULES AND REGULATIONS GOVERNING 5/6 AGE GROUP ARE:

- E. Official Baseball Rules
- F. Dixie Youth Baseball Rules and Regulations
- G. Hartselle Dixie Baseball Local Rules and Policies
- H. Local Rules and Policies for 5/6 Machine Pitch League

The Sporting News publishes the Official Baseball Rules each year. Dixie Youth Baseball publishes the Dixie Youth Baseball Rules and Regulations each year. The rulebook to be used shall be the one published for the current year. For any conflict between the Official Baseball Rules and the Dixie Youth Rules and regulations, the Dixie Youth Rules shall have precedence.

FIELD DIMENSIONS:

- 5. Baselines are 50 feet.
- 6. Pitching machine will be 35 feet from home plate (clarification: center of pitching wheel will be placed 41 feet from the back point of home plate).
- 7. Pitching circle is 15 foot in diameter around the pitching machine.

GENERAL RULES:

- 1. Managers will not choose assistant coaches prior to the drafting date. For rules concerning drafting/drawing please refer to Hartselle Dixie Baseball's Draft Procedure.)
- 2. Managers are totally responsible for the conduct of their coaches, their players and the parents/guardians of the players.
- 3. **ONLY THE MANAGER (HEAD COACH) MAY QUESTION A CALL WITH AN UMPIRE.** No assistant coach may question an umpire about a particular call during the game. No parent may question an umpire about a particular call during the game. Nobody should say a word to an umpire about a rules call EXCEPT the Manager (HEAD COACH).
- 4. Managers are not permitted to question a JUDGEMENT CALL by an umpire.
- 5. **MANAGERS AND COACHES:** On offense, A team may use two (2) adults as base coaches, one (1) adult to operate the pitching machine, one (1) to help batters position themselves before a pitch and one (1) adult in the dugout. On defense, one (1) adult stays in the dugout and four (4) adults may coach in the outfield grass inside the foul lines behind their players. Maximum of five (5) total adults inside the fence during games.)
- 6. Only players and coaches are allowed on the field or in the dug out during a game. Siblings of players or children of coaches (not on the team) shall not be allowed in dugouts for their own safety.
- 7. Infield time is between 5 and 10 minutes per team. Teams will have equal time for infield. Do not begin taking infield before you are asked to by the official scorer or Vice President.

8. A batter will receive three pitches. The batter will either hit the ball, swing and miss or let the ball go by without swinging. Any pitch not swung at by a batter shall be considered a strike unless the UMPIRE determines it was not a hittable pitch. The player cannot strike out on a foul ball.)
9. Unhittable pitches (whether or not the batter strikes at the ball) will be considered a NO PITCH by the UMPIRE based on HIS judgment.
10. The pitching machine Coach may instruct the batter, but must stay inside the pitching circle. After the ball is put into play, the Pitching Machine Coach becomes "neutral" and may not instruct base runners. Base runners should be looking at the 1st and 3rd base coaches for base running instruction. Violation of this rule will result in replacement of the pitching machine coach for the remainder of the game.)
11. The speed of the pitching machine will be 33 miles per hour measured off the wheel of the machine. The league shall use a designated "gun" to determine the speed of the machine. When the league machine is set, those that have their own pitching machines may come and have theirs set by the same gun. There shall be NO DISPUTES concerning pitching machine speeds as different "guns" may rate speeds 2-3 miles per hour higher or lower.
12. Pitcher will keep at least one foot inside the circle until the ball is struck by the batter.
13. When a batted ball in play hits a coach or the pitching machine directly or indirectly, the batter is awarded one base and all runners will advance one base.)
14. If a defensive player is hit by a ball in play and the umpire judges the player to be injured, the umpire shall immediately call a time out, the ball is dead and all runners may advance one base.
15. When the ball is in the controlled possession of a defensive player in the circle, the ball is dead and runners cannot advance unless they are over halfway to the next base. Also, the umpire may rule a "dead ball" if play has been stopped by preventing the lead runner from advancing by a defensive player with the ball. If the ball is dead and the runner is over halfway to the next base, but cannot advance because that base is occupied, he may return the last base he previously occupied without risk of put out.
16. Halfway marks will be placed between 1st and 2nd, 2nd and 3rd, 3rd and Home plate.
17. Defensive players must stop in the circle to stop the play. Running through the circle to make a play will not stop the play.
18. If failure in the pitching machine occurs during a game, and another pitching machine is not readily available, an unbiased adult will pitch to both teams.
19. All players may play at all times. Extra players will play in the outfield (in the grass) rather than the infield.
20. The pitching machine may be adjusted with three balls at the beginning of each team's at bat. EXEPTIONS: a. If a ball is damaged (cut or soaked in water) and a new ball is used, then it may be checked in the machine before batter bats.  
b. If the machine is bumped or hit or pitches are consistently UNHITTABLE as judged by the UMPIRE, the machine may be adjusted. Coaches may not tell an umpire when to call a "no pitch".

21. Any player who is unable to bat their turn will be skipped and go to the next batter. This will NOT be counted as an out. This player will be allowed to return to the original batting order when he is able to do so. If player is at bat when disabled, the next batter in the line up will assume their count.
22. In the case of a ballgame getting called before completion due to weather three complete innings shall be considered a regulation game.
23. There will be at least 1 umpire for all games.
24. Time Limit: One hour or 5 innings. If the time expires during an inning, that inning will be completed. The official scorer should announce when five minutes remain and when time has expired.
25. In the event that there are extended problems with the pitching machine and the game is stopped to implement corrective action, official time should be paused by the umpire and resumed after the corrective action is implemented and the game has resumed.
26. Each team is allowed one defensive time out per inning per game.
27. There will be no walks, stealing, courtesy runner or infield fly rule.
28. There will not be an "on deck" batter.
29. Catchers are not required. If used, catchers are not required to be in line with the pitching machine, but catchers must, for their own safety, play behind the back line of the batters box and out of the way of the batter should he sling the bat. Managers may elect not to have a catcher at all.
30. Forfeitures of games shall in most instances be played, but will be considered a loss by the team unable to field 8 7 players. (Recommend change from 7 to 8, later rule covers starting with 8 and finishing with 7)
31. There shall be no tournament nor shall there be all stars chosen in this age group.
32. The runner shall be called out on appeal when the runner, while advancing or returning to a base, fails to touch each base in order before the said runner or base is tagged. Any appeal under this rule must be made before the next pitch. Upon time being called by the umpire, the Manager of the defensive team shall make a verbal appeal to the umpire. All other aspects of the appeal follow rule 7.10 of the Dixie Youth Rule Book.
33. If a team does not have a minimum of 8 players to start, they will forfeit the game. It is the responsibility of the Manager to inform officials and opposing managers that he does not have enough players for an official game. Umpires will continue to call the game. The team has 15 minutes from start time to get the 8th player there for an official game.
34. While all teams are required to start official games with 8 players, the League does not wish to penalize a team if one of those 8 players is injured or leaves the game for any other UNAVOIDABLE\*\* circumstance. Teams will be allowed to finish an official game with 7 players. \*\*The circumstances that could cause a player to leave a game are many and varied. Whether the circumstance is unavoidable or not shall be left up to umpires and league officials and will be dealt with on a case-by-case basis at the time the circumstance occurs.
35. Teams cannot score more than 10 runs in an inning.
36. All games shall be called a regulation game when after four (4) innings one team leads by 11 points or after three (3) innings one team leads by 21 points.

37. Games tied after 5 innings or after 1 hour will go one more inning to attempt to break the tie.
38. Runners may not advance until the ball is struck by the batter. If a Runner leaves the base before the pitch reaches the plate, the defensive team shall have the privilege of nullifying any portion of the play that occurs after the violation.
39. All teams are expected to practice at least twice a week before the season starts and at least once per week after the season starts.
40. All teams will receive participation trophies. There will be no first place trophy.

**PLEASE REMEMBER: THIS PROGRAM IS DESIGNED TO PROMOTE THE DEVELOPMENT OF STRONG CHARACTER, A RIGHT ATTITUDE, A SENSE OF RESPONSIBILITY, AND CITIZENSHIP IN YOUNGSTERS, USING THE GAME OF BASEBALL AS A VEHICLE. THIS PROGRAM ACHIEVES THIS GOAL THROUGH FAIR PLAY, GOOD SPORTSMANSHIP, AND CONGENIAL FELLOWSHIP, WITH ADULT LEADERS PROVIDING THE EXAMPLE WHILE ATTEMPTING TO LIMIT INJURY CAUSED BY OVEREXERTION.**