

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 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.

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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 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. EXCEPTIONS: 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.

All Star Policy

The Hartselle Baseball Officers reserve the right to name all star coaches. Winning the league or division is not the ONLY factor determining who represents Hartselle in tournament play. Other factors to be considered are as follows:

All Coaches should:

1. Have a good knowledge of the game of baseball, including all rules and regulations that pertain to their age group.
2. Be willing to cooperate with league officials and umpires.
3. Show by their attitudes (in games, practices, on and off the field) that they will make good representatives of Hartselle in tournament play.
4. Teach good sportsmanship and teamwork to their players and set an example for their team and parents.
5. Be competitive but fair and respectful to all players, umpires and parents.
6. Abide by ALL local league rules and regulations.

At the end of the regular season of play there will be a meeting of all coaches to determine All-Stars. There will be a total of 13 All-Stars named from each division - e.g. National, American etc. NOTE: 5/6 League does NOT have All-Stars.

Each coach will name all-stars from off his team at the end of the season. Coaches may name as many players as they believe are appropriate candidates for All-Stars. After all players have been named and their names placed on the board, coaches will be asked if there is anyone that didn't get nominated that they believe should have been. At that time, coaches may add names off other teams.

Coaches in each division will vote only in their division. Coaches cannot vote for players from their own teams in the first round. Coaches will vote on up to 11 all-stars only. The head coach then may name the other 2 from off the board, or pick up the 2 highest vote getters.

All-Star coaches may name their assistant coaches but those coaches must have been listed as head coaches or assistant coaches on the original roster for regular season play. The number of coaches allowed is determined by Dixie Youth or Dixie Boys Baseball Tournament Rules.

Any manager, or group of managers or coaches, who conspire to fix or attempt to fix All-Star selections, will be banned from the Dixie Youth Baseball Program.

Hartselle Parks and Recreation Rain Out Policy

If there is a question about whether or not we play games in the evenings during the week or on Saturday mornings, the following procedure should be followed.

1. The Parks and Recreation Director makes the final decisions about whether or not we play on the fields. This decision is posted to the League Web Page as soon as practical.
2. Decisions will not be made prior to 4:00 pm on any given weekday. Decisions will be made on Saturday mornings about whether to cancel that day's games or whether to cancel some and play others.
3. Vice Presidents may begin calling the Parks and Recreation Director at 4:00 pm during the week to ask if we will play. They may call 1-1/2 hours prior to the first scheduled game on Saturday.
4. After getting the answer, VPs should call all coaches with games on that day to let them know.

Coaches should wait until their VP gets in touch with them. If you have a question and have not heard from your VP, you may call the League President. If the League President cannot be reached, you may then call the Sparkman Civic Center – but only as a last resort.

Hartselle/Morgan County
Boundary Policy

The Hartselle Dixie Youth boundary filed with the State Director generally extends beyond the Hartselle City Limits and therefore causes some overlap with the Morgan County Dixie Youth Baseball League.

Therefore, there is a recognized participation policy for a boy whose residence is outside the Hartselle boundary and within Morgan County:

If a boy, who resides in Morgan County beyond the Hartselle boundary, participated in Hartselle prior to or during the 2000 season, he is considered a member of the Hartselle League. Siblings of the boy shall also be considered a member of the Hartselle League.

The Dixie Youth rulebook specifies all other boundary regulations.

League Participation Policy

It is the policy of Hartselle Dixie Baseball not to prohibit any child from participating with a team in our League.

Note, however: The Local Hartselle Rules, The Dixie Youth Rulebook and The Dixie Boys/Majors Rulebook contain regulations and restrictions pertaining to participation.

Policy for Composition of Teams

When forming the divisions of age group teams each year, the Board generally will form teams of 11 to 12 players. However, in a few cases it is allowed to form a team with as few as 10 players if this will allow the creation of another team and reduce the number of teams with 12 players. The Board will attempt to avoid forming teams with more than 12 players.

Policy for Payments to Board Members

For the purpose of avoiding potential conflicts of interests, Board Members may not receive payment for serving as scorekeepers and/or umpires. Reimbursements for expenditures, skilled trades, professional services or other functions for league related activities are permitted as provided by these Local League procedures.

Scorekeeper Policy

Official League Umpires will be used in all games and will serve as Scorekeepers for all games. In the case where official umpires are a shortage or otherwise not available, the age group Vice President shall have the authority to appoint a scorekeeper and/or umpires in coordination with the UIC or Deputy UIC.

Emergency Procedure

Player Representative:

1. Review park map
2. If any changes to locations, have new map printed and posted in all concession stands and press boxes. Issue new map to Hartselle police, fire and ambulance services.

Mother's Auxiliary President:

1. Check and re-supply all First Aid Kits.
2. Check fire extinguishers.
3. Review HDB Emergency Plan with all volunteers and workers.

Vice Presidents:

1. Verify working order of current weather alert system.
2. Identify CPR certified and/or medical-trained personnel within your league.
3. Review HDB Emergency Plan with your league volunteers and workers.

Team Managers:

1. Review HDB Emergency Plan
2. Identify CPR certified and/or medical-trained personnel associated with your team.
3. Have a personal First Aid kit present at team practices and/or events.

R.A.C.E. System

1. Fire Emergency

- R. - RESCUE- Remove all persons in immediate danger. Check bathrooms and press boxes.
- A. - ALERT- If unable to put out fire with extinguisher, Call fire department or "911" giving specific location.
- C. - CONTAINMENT- Close doors and windows to area only if out of danger. Assign persons to provide crowd control by removing people from area.
- E. - EVACUATE- Assign persons to evacuate area and provide safe route for fire trucks.

2. Medical Emergency

- R. - RESCUE- Provide immediate attention to injured person by CPR certified and/or medically trained person (if available).
- A. - ALERT- Assign person to call "911" giving specific location.
- C. - CONTAINMENT- Assign persons to provide crowd control.
- E. - EVACUATE- Assign persons to provide safe route for ambulance.

3. Weather Emergency

- R. - RESCUE- Remove players from field.
- A. - ALERT- Alert all Vice Presidents and umpires of weather event.
- C. - CAUTION- Make a timely joint decision (VP's, umpires, coaches) of the possibility of life-threatening weather.
- E. - EVACUATE- Assign persons to provide crowd control and parking lot direction during evacuation of park.

HARTSELLE DIXIE YOUTH BASEBALL PLAYER REGISTRATION

PLAYER _____ (First) _____ (Middle) _____ (Last) BORI _____ M _____ D: _____ Yr _____

ADDRESS _____ TELEPHONE _____

I do hereby agree to play with any team to which I am assigned for the regular season.

Parent or Player's Signature: _____

PARENTAL INFORMATION

I, parent or guardian of the above named candidate for a position in the above mentioned baseball program, hereby give approval to his participation in any and all league activities during the current season. I assume all risks and hazards incidental to such participation including transportation to and from the activities; and do hereby waive, release, absolve, indemnify and agree to hold harmless the parent or local league organization, the organizers, sponsors, supervisors, participants and persons transporting the player to and from activities, for any claim arising out of an injury to the player, except to the extent and in the amount covered by accident and/or liability insurance held by the local league.

I also grant permission to managing personnel or other league representatives to authorize and obtain medical care from any licensed physician, hospital or medical clinic should the player become ill or injured while participating in league activities away from home, or at other times when neither parent is available to grant authorization for emergency treatment.

I agree to return upon request the uniform and other equipment issued to the player in as good a condition as when received, except for normal wear and tear.

I will furnish a certified birth certificate of the above named candidate upon request by league officials.

Signature of Parent or Guardian Relationship Date

Dixie Youth Regulations state, in part:

XI. Other Youth League Participation

(B) - WITH THE APPROVAL OF THE LOCAL LEAGUE, players, managers and coaches may participate individually in other youth baseball programs during the Dixie Youth regular season provided such participation does not disrupt Dixie Youth regular season play.

Note: Leagues may remove any player, manager or coach from a team for the current season for repeatedly missing regular season games and/or practices.

Dixie Boys/Majors Regulations state, in part:

0.43 Dixie Boys (13-14) and Dixie Majors (15-18) players may participate in other amateur baseball programs, subject to local league approval. It is important that dual participation will not in any way interfere with a player's responsibility to Dixie Boys and Majors Baseball.

My child WILL participate in another youth baseball program during the regular season: _____
Sign ONLY IF participating in another program.

THIS PART FOR USE BY LEAGUE OFFICIALS ONLY

PLAYER: _____

Position (s) _____ Throw (F) (L) _____ Bats (F) (L) _____ Uniform Issue () _____ Turned In () _____

PLAYING RECORD

League	Year	League Age	Team

Remarks: _____

Managers Selection Procedure

1. To aid in selecting, all prospective managers shall complete the manager's application. The prospective manager will be denied a managerial position if he intentionally provides false information.
2. At the end of each signup meeting, the VP for each league will coordinate the names of all the managerial candidates with the other board members. It is the responsibility of the board members to raise any concerns or issues with respect to a candidate at that point so the VP can address it with the candidate in the interview process.
3. In the event that there are less prospective managers than available teams, the VP shall consult the Coaches Advisory Committee to develop a list of potential managers to contact.
4. The VP for each league shall evaluate the manager applications and interview all prospective managers to develop his/her recommended coaches list from the available candidates. The interview is conducted to determine the overall qualifications of the prospective manager and address concerns raised about the prospect. The VP will consult and utilize the expertise of the Advisory Board, the Coaches Advisory Committee, other coaches, parents, and past VPs who have worked with the prospective manager to develop his/her recommendations. The VP shall develop his/her recommendations with the best interests of the players and league in mind. The VP shall rank the prospective managers who have signed up for the league and present it to the board at the preliminary coaches selection meeting. The VP shall present the rationale for his/her ranked list
5. The Board has the option, with respect to the selection of a prospective manager, to request an interview with any recommended candidate to address any significant concerns. A majority (at least 7 votes in the current Board structure) shall be required to request an interview. A hearing between the board and that candidate shall be conducted prior to the final coaches selection meeting to afford the candidate an opportunity to address the concerns of the board.
6. At the final selection meeting, the Board has the option after an interview, with respect to the selection of a prospective manager, to overrule the interviewed selection. A majority (at least 7 votes in the current Board structure) shall be required to overrule the VP's selection.
7. In the event that the board overrules the VP's selection, the board shall vote on the prospective manager with the next highest ranking. Six votes (in the current board structure) are required to award a team.
8. By the day following the manager's selection meeting, the VP shall contact all selected managers and those not selected. Those not selected to serve as managers may request a session with the Board to review the selection process.

Hartselle Dixie Baseball Coaching Application

Name:	
Address:	
Home Phone:	
Work Phone:	
Cell Phone:	
Email Address:	

1. Which league(s) are you requesting to be considered for a position?

5-6	7-8	9-10	11-12	13-14	15-16
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2. List Previous Head Coaching experience:

Sport	Age Level	City	Years Coached

3. List Previous Assistant Coaching experience:

Sport	Age Level	City	Years Coached

4. In what level of baseball have you participated?

No Organized Baseball	Little League	High School	College	Professional
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5. List the ages of children you have participating in Hartselle Dixie Baseball.

6. Why are you interested in a head coaching position in Hartselle Dixie Baseball?

I hereby affirm that all of the above information is accurate to the best of my knowledge.

Signed: _____

Dixie Youth Regulations state, in part:

XI. Other Youth League Participation

(B) - WITH THE APPROVAL OF THE LOCAL LEAGUE, players, managers and coaches may participate individually in other youth baseball programs during the Dixie Youth regular season provided such participation does not disrupt Dixie Youth regular season play.

Note: Leagues may remove any player, manager or coach from a team for the current season for repeatedly missing regular season games and/or practices.

I WILL participate as a manager or coach in another youth baseball program during the regular season:

Signed: _____

**Hartselle Dixie Baseball
Draft Procedure**

Revised March 2000

It is the intention of Hartselle Dixie Baseball to provide a fair and consistent method of conducting a draft. We realize that no method is 100% infallible and the cooperation and compliance on the part of the members taking part in a draft is a necessary condition. The following guidelines should eliminate any confusion as to how each age group will select their teams' players. Remember, we are here to work together to make our baseball program the very best it can be.

There will be a new draft for teams in all age groups each year.

5/6 & 7/8 yr. olds

- 1) After all coaches have been selected, the vice president will coordinate a meeting with all coaches, player rep, and other league officials as needed to conduct the draft.
- 2) The Player Representative will be in charge of the actual drafting of players.
The Player Rep will have all cards in his/her possession before the start of the draft.
- 3) Each coach will be given the registration card for his child (if applicable) prior to drawing of their teams.
- 4) The draft for these age groups is a blind draw. All cards for second year players in each age group will be shuffled in front of all the coaches and after shuffling, another person will cut the cards. Then the cards will be brought to each coach who is to draw the card on top of the pile until all cards are drawn. In the case of a request on the back of a card NOT to have a particular coach - and it is THAT particular coach's turn to draw a card, the next card in the pile will be given to that coach and the card not chosen by that coach will be given to the next coach in line for a card. Then all the first year player cards for each age group will be drawn in the same manner. The Player Rep will determine the manner in which draw turns are decided and will also monitor the drawing process to make certain that each team has about the same number of boys on it. Exception: brothers, different ages of coach's children, twins etc. can cause an imbalance.
- 5) Each draw choice by each coach will be promptly recorded by the secretary or appointed person before the next coach makes a selection.
- 6) There will **NOT** be any trading of players!!!
- 7) There will be no intentional stacking of a team.
- 8) The **only** players that will be intentionally placed on a specific team will be the child of a coach or **brothers whose birth dates fall such that they are in the same league**. Individuals who must "ride together", "share equipment", are "cousins"
etc. will not be placed on teams together unless all coaches agree to these type requests before the actual draft.
This will help eliminate team stacking or the perception of team stacking.
- 9) No one other than coaches and league officials shall be allowed to be present during the drafting/drawing process.
- 10) The events that take place during a draft are to be held **confidential** among those present and league officials.

9/10, 11/12 & 13/14

- 1) After all coaches have been selected, the Vice Pres. will coordinate a meeting with all coaches, Player Rep, and other league officials as needed to conduct the draft.
- 2) The Player Representative will be in charge of the actual draft and the procedures associated with the draft in accordance with current league policy. In the event that a Player Rep. cannot be present, another league official may run the draft as long as that official does not coach a team in that particular age group.
- 3) All players must go through the draft selection process. (Exception: as listed in the Dixie Baseball rule book, involving new players moving into the area, etc.)
- 4) All coaches (with assistance from league officials as needed only) will evaluate their sons and decide which round each coach's son should be drafted in according to the talents and abilities they have exhibited in the past. It is the intention of this rule to make play in Hartselle competitive so that all players can enjoy the sport and grow to their full potential. If a decision cannot be reached in regard to which round each coach's son should be drafted in, after a reasonable amount of time, by the coaches, the Player Rep has the right to request help from the league officers and take whatever steps are necessary to expedite this activity and get on with the draft. Due to the amount of time this process takes, we suggest that a separate meeting be held prior to the draft meeting to make these decisions.
- 5) After step 4 is completed, the coaches will collectively name what they feel are best draft choices in the league. These names will be written on the board up front so that all can see. Those players who pitched or caught in the previous season shall have a note made beside their name to make all coaches aware of it. There should be enough names listed to equal approximately two and one half times the number of teams in that particular age group. The first two rounds of draft choices must come from this list. At the end of the second round, additional names will be listed along with those remaining and rounds three and four will be drafted just like rounds one and two. After the fourth round, the draft may be opened up for open draft from all players left on the registration list.
- 6) The player rep will shuffle enough cards (or numbers) for each coach to draw one. The coach that draws the ace or low number will get the first draft choice in the first round and each coach will pick a player in the first round according to his/her number or card. The second round will then be drafted with coaches using the same card or number only they will be inverted for the second round. After the second round has been completed all cards or numbers will be collected and the process will repeat itself for the third and fourth rounds, fifth and sixth rounds, seventh and eighth rounds, etc. until all players have been drafted. After the last full round, the remaining players will be drafted according to the first round order, but will be inverted for the number of players left. Example: 3 players are left, the coaches who drew the ace, two, and three in round one will pick these players with the coach that drew the three drafting first, etc.
- 7) Each draft choice by each coach will be promptly recorded by the secretary or appointed person before the next coach makes a draft selection.
- 8) Any discussion, statements, drafting order, etc. is to be held in strict confidence by all persons attending and participating in the draft procedure.
- 9) It would be best for all involved if coaches decide among themselves what day they will call players to inform them of the team they are on. Each registered player in a particular age group should be called on the same day. This will cut down on the number of unnecessary phone calls that must be fielded by league officials concerning who is on who's team.