

## **COMMON RULES** **OF** **DIZZY DEAN BASEBALL, INC.**

- All coaches and leagues must try to get rule interpretations and problems solved by their state and national officers before contacting the Commissioner's office.
- When a rule is not covered in these sections, refer to Official Baseball Rules Published by Major League Baseball, Inc.

### **1:00 THE PLAYING FIELD**

- 1:01** The playing field shall be regulation size for age group participating (*See field layouts and Official Measurements*). All other conditions are covered under Official Baseball Rules Published by Major League Baseball, Inc.
- 1:02** Fence distances are recommended distance; see field layout section for proper age group (See National State Executive Board for approval for tournament play if conditions are less).

### **2:00 EQUIPMENT**

- 2:01** All players must be in full baseball uniform (cap, numbered shirt, pants & socks).
- Team uniforms shall be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform.
  - The Dizzy Dean patch must be attached in a manner not to appear temporary and be located in the same place on all jerseys (either sleeve or breast pocket).
  - Coaches must wear a Dizzy Dean patch in all tournaments.
  - No other organization's patches may be worn on a Dizzy Dean tournament team's uniform.
- a) In all district, state, and World Series tournaments, coaches must wear a full baseball uniform that matches and coordinates with their teams uniform as close as possible or wear solid colored shorts (slacks are acceptable) with a

matching or coordinating team shirt or coordinating collared shirt. Shorts cannot extend below the knees. Cargo shorts will not be allowed. Any coaches attire that is deemed unacceptable by the tournament director will be asked to leave the field until acceptable attire is worn. Coaches must wear either tennis shoes or coaches shoes, Hats are not required. NOTE: All Umpires must be in full uniform for tournament play. (No shorts allowed)

**2:02** A NOCSAE approved protective helmet with full ear flaps will be worn by all batters, base runners and catchers (*coaches are not required to wear a helmet*).

- A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be replaced by a substitute. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.
- It is recommended that all players wear athletic supporters.
- A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), NOCSAE approved helmet, mask and a throat protector.
- Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).

**2:03** A player is not allowed to play any position or to bat without his shirt being tucked into his pants in the proper manner.

**2:04** Players not in full uniform shall not be permitted to play in the game.

**2:05** All uniforms must be same color for tournament play.

**2:06** A number must appear on the back of the uniform shirt to assist the official scorer and spectators in identifying the players in tournament play (Numbers not required on coaches' shirts).

**2:07** The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements:

- a) For ages 5-12, all non-wood bats “MUST” meet 1.15 BPF (Bat Performance Factor) for the life of the bat and “MUST” possess a “clearly identifiable” manufacture’s certification stamp. This will include 2 1/4, 2 5/8, and 2 3/4 barrel bats. The 1:15 stamped bat is also legal.
- BBCOR bats are legal for use in ages 5-12.
  - USA BATS are legal for use in ages 5-12.
- b) For ages 13-19, all non-wood bats “MUST” meet BBCOR (Batted Ball Coefficient of Restitution) and “MUST” possess a “clearly identifiable” manufacture’s certification stamp.
- A bat shall not weigh numerically more than, three ounces less than the length of the bat.
  - The diameter of the bat shall be no larger than 2 5/8 barrel.
- c) Bats that are broken, cracked, dented or deface the ball are illegal.
- d) There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.
- Molded grips, Sting Stoppers and Choke up knobs are illegal.
- 2:08** Any player found to be using an illegal bat will be ejected from the game (along with the Head Coach) and must sit out the remainder of the current game and the next scheduled game.
- If there is a second instance of using an illegal bat by the same player or under the supervision of the same Head Coach in the same baseball season, in addition to ejection, the matter is to be immediately referred to the National State Executive Board and the National Commissioner. Any further action must be approved by the National Commissioner.
  - Any player, coach, parent, individual, group, or company who creates, possesses or uses an altered bat in any Dizzy Dean practice, game or tournament shall be banned from Dizzy

**Dean Baseball for life.**

- 2:09** Any player warming up the pitcher must wear a mask and a cup while in the down or crouch position.
- 2:10** A Dizzy Dean approved baseball signed by the commissioner should be used in all levels of play and must be used in all tournament play.
- 2:11** Metal cleats will not be allowed for participants (coaches, players, and umpires) twelve (12) years and under.
- 2:12** A leather mitt may be used by the first (1st) baseman and the catcher only.
- 2:13** Equipment must be kept in the dugout.
- 2:14** All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

**3:00 RE-ENTRY SUBSTITUTION**

- 3:01** Dizzy Dean Baseball is played under re-entry substitution in local league and tournament play.
  - a) Any starting player (except a player pitcher) may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, he must be inserted in the same position in the batting order that he possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense. This includes all games.
  - b) Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game.
    - *EXCEPTION: See Common Rules 3:03, and 7:06.*
  - c) Once a player pitcher has been removed from the mound (including being removed for a pinch runner), he may not return to the mound in the same game.

**3:02** A batter removed from the game because of too many appearances on the field by the manager in one inning cannot return to the field until the current half inning of play has been completed.

- Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only one appearance.
- *EXCEPTION: See Common Rule 3:03.*

**3:03** If a manager or coach has used all of his eligible players and a player is injured, ejected, or becomes ill and cannot continue, the OPPOSING MANAGER must select one or more players on the bench who has already been in the game to replace the injured, ejected or ill player(s).

- If there is no one for the OPPOSING MANAGER to select, the game will be forfeited.
  - a) A coach or player that is ejected must sit out the remainder of the current game and the entire next game. That player or coach becomes an illegal participant until he has set out his required games. Do not violate any pitching rules. In the event a team does not have the minimum number of players required the game will be forfeited.

**3:04** When play is halted by officials for an injury, and a player is removed from the game, he will be declared an injured player and will not be allowed to return to the game. Only an eligible player may be used as a replacement for the injured player. *See Common rule 3:03.*

## 4:00 MANAGER AND COACHES

**4:01** A team may have a manager and (3) coaches as listed on your tournament team roster.

**4:02** Two adults may coach the bases if they choose to do so.

**4:03** With the exception of the base coaches, all players, managers, etc. must remain in the dugout throughout the game.

- *EXCEPTION: For Farm League (ages 5 & 6), See Farm League Rule 21:07.*

**4:04** Only registered adult coaches and manager of the team are permitted on the coaching lines. The adult manager or coaches, whether or not they are on the

coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball; however, if he at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he shall immediately be ejected from the current game and must sit out the entire next game.

**4:05** The manager is responsible for the conduct of coaches, team and fans.

**4:06** Any manager or coach going on to the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a manager or coach) more than one (1) time at bat (overall maximum of 3 time outs per inning) will be required to remove the current batter from the game and make the substitution in the lineup.

- He may re-enter at completion of the inning if he can do so without violating the substitution rule.
- NOTE: The only exception to rule 4:09 and 4:10 is in case of injury or if time is called by the opposing team or the umpire.

**4:07** Each team will be allowed a maximum of four (4) adults in the dugout, one (1) manager and three (3) coaches.

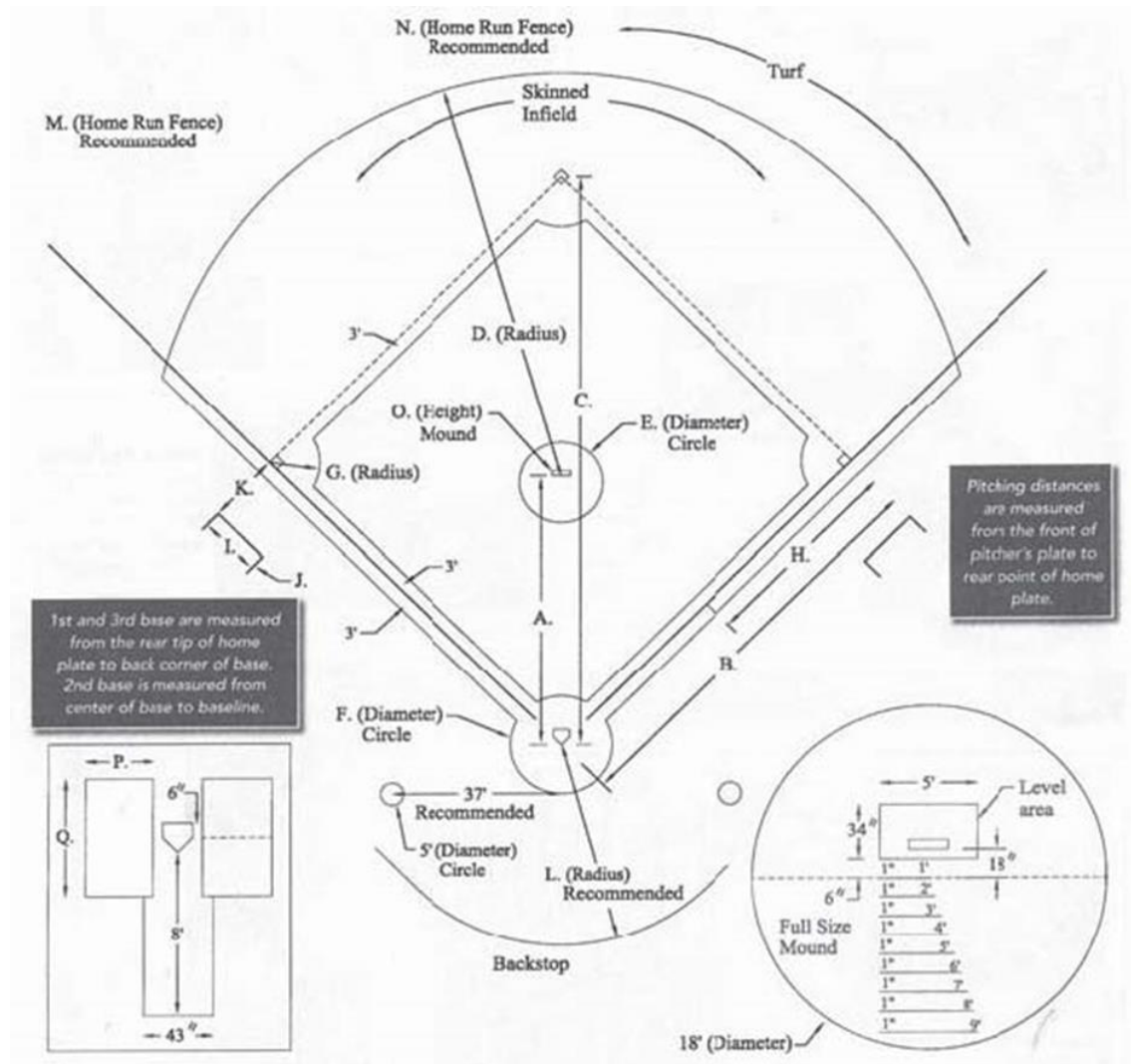
**4:08** Any manager who calls time and goes onto the playing field more than once (1) in one (1) inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher. The pitcher may not return to the mound in the same game.

## 5:00 REGULATION GAMES

*“See Appropriate Age Group Section”*

**5:01** Teams may play more than two games in one day with the approval of the Dizzy Dean National State Executive Board and/or National Commissioner.

**5:02** Any game that involves a time limit, time will start on first pitch to a batter.



Group	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
Senior	60'-6"	90'	127'-3"	95'	18'	26'	13'	45'	20'	10'	15'	60'	350'	350'	10"	4'	6'
Junior	60'-6"	90'	127'-3"	95'	18'	26'	13'	45'	20'	10'	15'	60'	350'	350'	10"	4'	6'
Sophomore	54'	80'	113'-02"	80'	15'	24'	12'	40'	12'	6'	12'	40'	250'	300'	8"	4'	6'
Freshmen	50'	70'	99'	66'	12'	22'	11'	35'	12'	6'	9'	30'	200'	250'	6"	4'	6'
Minor	46'	65'	91'-11"	50'	9'	20'	10'	30'	8'	4'	6'	20'	200'	200'	4"	4'	6'
Farm	46'	60'	84'-10"	50'	10'	18'	9'	30'	8'	4'	6'	25'	140'	200'	6"	4'	6'

## 6:00 PITCHING RULES

*"See Appropriate Age Group Section"*

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

**Pitch count example: A pitcher pitches 36 pitches on Monday.  
The pitcher must rest on Tuesday and will be eligible to pitch again on Wednesday.**



- 6:01** A pitcher, once removed from the mound, cannot return to the mound as a pitcher in the same game. Penalty: Manager is ejected for duration of tournament.
- 6:02** The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group as noted in the table above. The pitcher may remain in the game at another position.  
Exception: If a pitcher reaches the day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur, If a pitcher reaches the daily max limit in the above table for his/her leagues age while facing the batter, the pitcher may continue to pitch until any one of the following occurs:
- a) The batter reaches base;
  - b) The batter is put out;
  - c) The third out is made to complete the half-inning;
- Note: All pitches thrown will be counted towards your daily max per age group.  
**Note: Any batter that is intentionally walked 4 pitches will be recorded as pitched to the batter.**
- 6:03** All pitches pitched during a game will be counted towards your daily max. A player may pitch more than one game in a day as long as they haven't pitched more in a previous game that day to need the required rest.
- 6:04** Each league must designate the scorekeeper or another game official as the official pitch count recorder. In league play it is recommended that the team bookkeepers maintain the pitch count and sync the count at the end of every inning. In tournament play it is recommended that the bookkeepers sync with the scorekeeper at the end of every inning and when a "pitching" change is made. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.
- 6:05** Violation of any section of this regulation can result in protest of the game in which it occurs.
- 6:06** In suspended games resumed another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for

that day, provided said pitcher has observed the required days of rest.

**6:07** In all tournament play, pitching rosters must be signed within (10) ten minutes of the completion of play by both managers. If not, they will be signed by the tournament director and become official and cannot be altered.

**6:08** Pitching changes must be reported to the home plate umpire who will announce the changes to the scorekeeper.

- Failure to do so may result in pitcher of record being charged with all pitches until notification or recognition of change has been made
- Manager/Head Coach must check the pitching record accuracy and sign immediately after the ball game. *See rule 6:07.*

**6:09** A pitcher who is turned in on a lineup card or any new pitcher who throws a pitch to a batter is the pitcher of record and shall pitch to the batter until the batter is put out or reaches first base, before the pitcher can be replaced or substituted and will be charged with all pitches pitched.

*NOTE: Once an illegal pitcher toes the rubber and throws a pitch to a batter and the opposing manager protest, the pitcher will be removed from the mound and the manager or head coach ejected from the game and remainder of the tournament.*

## 7:00 FORFEITURE, APPEALS & PROTESTS

**7:01** Should a question arise as to the interpretation of the playing rules, only the manager/head coach may appeal.

**7:02** A team failing to field at least nine (9) uniformed players (10 players for Farm League) within fifteen minutes after the scheduled game time shall forfeit the game. A forfeit shall count in league standings. Teams dropping out of the league will have the results of their previous games discarded (*League play only See Tournament Section for tournament rules*).

**7:03** A team that does not complete its schedule will not be allowed to put a player on the all-star team.

**7:04** Playing illegal players will result in forfeiture of games in which players participate if protested by the opposing manager or coach. Should both teams use illegal players both teams will be credited with a loss.

- A youth that is not an approved player on the playing roster is an illegal player.
- If a player belongs to another Dizzy Dean team or league and participates in a game in your league, he is illegal.

If a manager or coach knowingly plays a player that is illegal after being told to stop by the local league, District Director, State Director or a National Director in that state, and continues playing an illegal player, that team and/or organization shall lose their franchise. You cannot back up into the tournament bracket past the last game played. In tournament play, only the last game played will be affected by forfeiture of the game.

- 7:05** An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.
- 7:06** The playing of an ineligible substitute will result in a protest if protested by the manager of the opposing team before the completion of the game. The penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses. *Refer to Common Rules 7:10 and 7:11.*
- 7:07** A protest which involves an umpire's judgment may not be made (i.e. Ball/Strike, Fair/Foul, Safe/Out).
- a) The only legal protest is one in which a violation of playing rules has occurred; or the use of an ineligible player, ineligible substitute, or an illegal player. *Refer to Common Rules 7:10 and 7:11.*
- 7:08** The protesting manager on a play situation must immediately notify the umpire that the game is being played under protest.
- Failure of the umpire to make this announcement shall not affect the validity of the protest. *Refer to Common Rules 7:10 and 7:11.*

**7:09** A protest based on a play situation shall be considered only if it is placed in writing and submitted to the league president within forty-eight (48) hours.

- A fee set by local league may apply (*In tournament play no protest fee will be required*).
- This fee will be returned if the committee rules in favor of the protesting party.
- The president shall appoint a committee of three (3) impartial managers or coaches from another league, if possible, to act as the protest committee.

**7:10** Protest that are made in tournament play must be made to the umpire in chief (on the field) who will in turn refer the protest to the tournament director.

- When a Dizzy Dean State or National Director is not the “on-site” tournament director, the tournament director and umpire in chief (on the field) will then call the other members of the protest committee.
- The protest committee shall consist of three (3) members as follows:
  - a) Umpire in chief (or alternate umpire on the field if the umpire in chief made the call in question).
  - b) The District Director, the State Director or the National Commissioner or one person appointed by such at their respective tournament.
  - c) A third member associated with Dizzy Dean Baseball, Inc. but not connected with either team, this member to be appointed by “b” above or his representative. All other provisions of protest in tournament play to remain the same.

The World Series protest committee shall consist of the National Director placed in charge of the World Series tournament (tournament director) or person(s) appointed by such or the National Commissioner.

**7:11** Tournament protests may be made only on a misinterpretation of a rule and ineligibility of a player or players.

- A protest based on the misinterpretation of a rule must be made before the

next legal pitch.

- All other protests including ineligibility or legality of a player or players must be made before the team or umpires leave the playing field at completion of game.
- Protests must be made to the umpire in chief.
- The protest committee after hearing the protesting manager and the manager of the opposing team shall make a decision and that decision will be final. There will be no appeal.
- In all cases, a National Director or National Commissioner must be notified prior to any announcement on the field.

**7:12** Rained out or otherwise postponed regularly scheduled league games must be played within seven (7) days, called by the league president.

- Failure to comply will result in forfeiture of the game by the home team, or they may appeal to the league president who will then set a time and date for play as nearly as possible to suit the convenience of both teams.

**7:13** In local play only; a team may file a protest on the grounds of ineligibility of a player or pitcher within forty-eight (48) hours after the completion of the game.

- *NOTE: According to the interpretation of this rule, only the game or games protested will be considered and all protests of this nature must be within forty-eight (48) hours (For Tournament play see Common rule 7:11).*

**7:14** Any team manager or their adult leader who withdraws a baseball team from the playing field under any circumstances prior to the official completion of the game, or forfeits a game, shall forfeit all rights to protest as described in this section.

- He shall also forfeit this game by a score of 6 to 0 if 12 and under and 7 to 0 if 13 and up.
- If a team concedes a game before its completion, the score at that time will be the recorded score and stand as is or with a minimum score of 7 -0 or 6 0 depending on age group involved.
- This with the consent of the tournament director. The pitcher will be charged with all innings actually pitched.

- 7:15** Any player playing for more than one Dizzy Dean franchised organization will be declared illegal.
- 7:16** No tournament game may be forfeited unless by a District, State, or National Director.
- 7:17** For appeals in farm and minor league, *see rule 7:19 in appropriate age group. For freshmen, sophomore, junior and senior, see major league rulebook.*

## 8:00 SCHEDULES

- 8:01** A league is required to play a minimum of a twelve (12) game Dizzy Dean schedule against Dizzy Dean franchised teams to qualify an all-star team for tournament play.
- 8:02** Leagues are encouraged to play an eighteen (18) game schedule against Dizzy Dean franchised teams, exclusive of exhibition and practice games when possible.
- 8:03** A team may play a double header, but for ages twelve (12) & under each game should be six (6) innings in length. Ages 13 and up should be seven (7) innings (A time limit is acceptable in league play and should be included in league rules).
- 8:04** Under no condition can league officials setup a schedule of games, which would require a team to play more than three (3) games in one day. And no team to play more than two (2) games on opening day. A continued game of three (3) innings or less does not constitute a game.
- 8:05** Exhibition and practice games are permitted but, all pitching rules must be followed.
- 8:06** Leagues may play an interlocking schedule.
- 8:07** Leagues should play at least two (2) scheduled games a week.
- 8:08** Teams that are in different congressional districts may play in the same leagues with another state if necessary. Also, communities that are located on state lines may play in a league with another state if necessary. Players playing in adjoining states must apply for release and be approved by both states on a boundary release form. *See State or National Director for clarification.*

## 9:00 SPECIAL RULES

- 9:01** No spectator shall be allowed on the playing field during the playing of any game. In the event that spectator's swarm on the playing field during the playing of any game, the umpire in chief will request that the field be cleared

by both managers within five (5) minutes under penalty of having the game forfeited.

**9:02** No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager and the coaches will be allowed on the bench or in the dugout during the playing of any contest.

**9:03** At least two (2) umpires shall be furnished for each game. You may use more if they are available. All officials for District, State, and World Series play must be at least 19 years old unless approved by the National State Executive Board.

**9:04** A baseball player, manager, coach, umpire or game official, will not be allowed to use tobacco products, alcohol or profanity during the ballgame.

- If, in the opinion of the umpires, a player or manager or coach or scorekeeper conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, they shall be ejected from the game.
- When a manager, coach, or player is ejected, they must leave the dugout area or bench and sit out the remainder of that game and the next scheduled game. The ejected coach will not be allowed to coach from behind the fences.
- The tournament director shall have the authority to remove any manager, coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

**9:05** No manager, player, substitute, or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:

- a) Incite or try to incite by word or sign a demonstration by spectators.
- b) Use language which will in any manner refer to or reflect upon opposing players, an umpire or any spectator.
- c) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

**9:06** In league play all ground rules must be given on paper to the visiting manager and coach. Only those rules will be honored. You cannot make up ground rules as the game progresses. These ground rules must be filed with the league president before the schedule begins.

- 9:07** In tournament play all ground rules will be covered between coaches and umpires before each game.
- 9:08** The home club must have their pitcher warmed up and ready to pitch after eight (8) warm up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 9:09** Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. Leaping/Jumping over an upright player is an out.
- 9:10** No artificial noisemakers allowed. *Penalty: Offender will be removed after one (1) warning.*
- 9:11** The host team will furnish trophies for all State and World Series Tournaments:
- a) A first place individual trophy being a minimum of 8" tall.
  - b) A second place individual trophy being a minimum of 6" tall.
  - c) A third place individual trophy or medallion.
  - d) A sportsmanship trophy must be awarded.
- It is recommended that a first, second and third place team trophy be furnished.
- 9:12** All Members of an all-star team (8) and under will receive a trophy or certificate for State and World Series Tournament.
- 9:13** The infield fly rule is in effect for ages nine (9) and above.
- 9:14** Any manager, coach or player that is ejected must sit out the remainder of the current game and the entire next game.
- 9:15** A courtesy runner is allowed for the catcher only (All Age Groups).
- The courtesy runner shall be any player who is not currently in the game. (except a sick, injured, or ejected player)
  - Use of a courtesy runner does not burn the substitute.
  - If no substitutes are available, the last batted out is to be used as the courtesy runner.
  - If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.



## 10:00 TEAMS

- 10:01** Teams that are now operating under another organizational name that come into the Dizzy Dean Baseball program shall be allowed to retain their eligible players who were on the team roster the year before. The only change you have to make to convert the team into Dizzy Dean Baseball is to make application for a franchise and be approved by the National State Executive Board or Commissioner of Dizzy Dean Baseball.
- 10:02** Communities wishing to franchise one league and one all-star team 5 thru 19 may do so with the approval of the State Director and National State Executive Board.
- 10:03** Once a player is on a team roster he is not allowed to transfer from team to team, league to league, or district to district without a written release. This must be approved by the State Director and the National State Executive Board. *See common rule 15:03*

## 11:00 ALL-STAR TOURNAMENT TEAMS

- 11:01** In order for a player to be eligible for an all-star team, the player must be a member of a franchised Dizzy Dean team in the same age group as the all-star team and participate in at least one half of that team's scheduled games to be eligible for the all-star team. Violation of this rule will make such all-star team ineligible. Managers are requested to double check player eligibility.

*EXCEPTION: A player injured in play after becoming a member of the team that is forced to miss more than half of the games will be eligible for the all-star team provided it is agreeable with all the managers involved in the selection of the team, with the approval of National State Executive Board.*

- 11:02** Each organization may adopt their procedure for choosing their All-Star team. It is recommended that each team in the league have at least one player on their All-Star team. It is recommended that the winning manager of the league manage the All-Star team and choose his coaches and the remaining players he desires to fill out his roster.
- 11:03** Eighteen (18) players (ages 5 and up) are allowed on an All-Star team.

- Once a player has been named to the all-star team, he cannot be replaced unless he becomes sick, injured or moves away.
  - Replacement players will be allowed between tournaments to fill roster to original number of players using criteria as set forth in the rule book for player selection.
  - The National State Executive Board or National Commissioner must approve all replacement players.
- 11:04** An organization with fewer than eight (8) teams may have one (1) or more all-star teams with the approval of the National State Executive Board or the National Commissioner.
- Leagues with more than (8) teams must have two (2) or more all-star teams.
- 11:05** Leagues of less than four (4) teams that have been approved by the State Director and the National State Executive Board may select an all-star team.
- 11:07** No player may be selected for more than one (1) Dizzy Dean Tournament team.
- 11:08** A player or team cannot participate in two (2) tournaments at the same time.
- This means Dizzy Dean and any other organization's tournament.
- 11:09** A player cannot participate in another tournament after the Dizzy Dean District, State, or World Series Tournament starts, until his team has completed their eligibility in that tournament (*tournament starts the first pitch of game 1 in District, State, or World Series tournaments*).
- A player must be available to play on each day of the tournament unless approved by the tournament director (if a National Tournament) or the National State Executive Board (if a District or State Tournament) and may not participate under any circumstance in another organization's tournament.
- 11:10** No team may have a bat boy or bat girl.
- 11:11** Any player who misses any scheduled league game to play on a pick-up or tournament team before league play ends will not be eligible for all-star play.
- 11:12** Requirements: Teams participating in a Dizzy Dean World Series:
- a) Proof of Birth
  - b) Proof of Insurance
  - c) A Medical Release Form
  - d) Team Photo: All names written on back of the photo.

*Identify each person as they appear on the front from left to right.*

- e) Scorebooks from the State Tournament.
- f) Your Tournament Team Roster (*properly signed*).
- g) Your World Series Entry Form (*properly signed*).

**11:13** Teams who do not field enough players for a tournament game will be ruled as abandoning the tournament and shall no longer be eligible for additional tournaments (i.e., if you drop out of District Tournament play, you will be ineligible for State or World Series play).

- If you drop out of state tournament play, you are not eligible for World Series play. This includes pool play. You must complete every tournament game you enter. *See Common Rule 7:14; Refer to Common Rule 7:16.*

**11:14** A team that fails to fulfill its obligation to the tournament (i.e. opening ceremonies, pool play, consolation bracket, etc.) will be forfeited out of the tournament and appearance fee will not be refunded. *Refer to Common Rule 7:16.*

**11:15** Teams who do not field enough players for a tournament game in pool play will be ruled as abandoning the tournament and all their games will be scored 1 to 0. *Refer to Common Rule 7:16.*

**11:16** All teams including the host must qualify in pool play to advance to the championship bracket.

**11:17** In any pool play, winner will be determined by:

- Best Record
- Head to Head Competition
- Runs Allowed
- Runs Differential (+/-up to a maximum of 7 runs per game)
- Runs Scored
- Coin Toss

**Note:** Names on the tournament and World Series roster must be the same as they are on the proof of birth.

## 12:00 PLAYER ELIGIBILITY

**12:01** Dizzy Dean Baseball, Inc. shall be open to any approved youth whose birthday falls on or before April 30th (July 31st for 18/19) of the current year.

- a) A player may play up one age group in local or tournament play.
- b) For a player to play up in tournament play he must have played in that particular age group during the regular season.
- c) A player cannot play down in tournament play.

- *EXAMPLE: An 11 or 12 year old can play with a 13 or 14-year-old team. If an eleven (11) year old plays in a twelve (12) year old league, he may not drop down and play as an eleven (11) year old all-star.*
- *This does not count for mixed leagues of 5 and 6 or 7 and 8 or 9 and 10 or 11 and 12 or 13 and 14 or for 15-16-17-18-19 ages.*

**12:02** Only approved youth who are amateurs are eligible for Dizzy Dean Baseball competition.

**12:03** Amateur is defined here to be in accordance with the rules of the high school athletic association.

- *NOTE: District presidents or managers in doubt of violating the amateur status of a player are cautioned to contact their state high school athletic association to ascertain its ruling or policy, which would affect the athlete.*

## 13:00 BIRTH CERTIFICATES

**13:01** Dates of birth shall be certified by birth certificate or other legally accepted proof of age to a league official (president) prior to the league's first regularly scheduled game.

- A legible copy of a birth record will be accepted, provided it is stamped and notarized as a true copy of same, signed by one or both of the parents of the player.
- This requirement will not be necessary if the birth record is a certified copy and was issued by the state, county parish, or United States Government.
- A valid driver's license is an acceptable proof of age.

**13:02** Players not legally adopted but using a name different from that which appears on the certificate will be eligible provided that a notarized statement

of this fact is made before a probate judge or clerk of court and statement attached to the birth certificate with the signature and seal of the probate judge or clerk of court.

**13:03** Managers of teams participating in tournament play must have in their possession at all times proof of date of birth as stated above.

- These records are to be inspected by a credentials committee appointed by the tournament director prior to the tournament.
- These records are to be presented at all tournaments.

## 14:00 PLAYER REGISTRATION

**14:01** All leagues participating in tournament play are required to file a roster of players of each team in each league with the president and state director on or before April 15 for players five (5) through twelve (12).

**14:02** All leagues participating in tournament play are required to file a roster of players of each team in each league with the president and state director on or before June 15 for Sophomores, Juniors, and Seniors.

**14:03** The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration.

**14:04** Unless you are the host team for a Dizzy Dean World Series, you must complete a Dizzy Dean ONLY State Tournament to be eligible for Dizzy Dean World Series play. *Refer to Rule 19:21.*

**14:05** Communities or playgrounds participating in Dizzy Dean Baseball must sanction all teams in each age group that they choose to participate in.

- *EXAMPLE: If a community or playground would have enough youths to have five (5) teams of 15-16 year old players, they must sanction all five (5) teams. Violation of this rule could result in the loss of your franchise.*

## 15:00 SELECTION OF PLAYERS

**15:01** The National State Executive Board will determine league boundaries from which to select players.

- Each year (for ages 12 & under), all players selected to a team (with the exception of manager's child and one (1) assistant) must be drafted, meaning all managers in an organization shall have equal rights and opportunity to select any player in that organization.

- If the organization has multiple leagues (i.e. American, National, Continental, etc.), all managers must draft from the same player pool at the same time and divide into leagues after the selection process.
- The system used shall be under the direction of a "player agent" who shall see that all teams have equal opportunity in the selection of the players.

Much care should be taken in the selection of the player agent. It is suggested that a player agent be appointed by the league president.

**15:02** In the rural areas where four (4) or more small communities come together to form a league, the players within a ten (10) mile area belong to that league. All players outside this area are free players and can play with whatever team they choose.

**15:03** The National State executive board of each state will determine the guidelines/eligibility for all player transfers within their state.

- All transfers must be approved by the National State Executive Board of the state which they reside. *Refer to Common Rule 7:04*

## 16:00 LEAGUE REGISTRATION

**16:01** Leagues affiliating themselves with this program must mail an Application for sanction with two (2) additional copies to your state director by April 15<sup>th</sup> (ages 512) and June 15th (ages 13-19).

- a) A Team Certificate of Entry must be sent to the state director for each team in your league.
  - The Team Certificate of Entry must match the leagues as submitted on your Application for Sanction.
- b) A Team Roster must be in the office of the state director one (1) week prior to your first (1st) tournament (District or State).
  - All players on the Tournament Team Roster must have been listed on a previously submitted Team Certificate of Entry in the same age group as the tournament team.

**16:02** The state director must mail one (1) copy of the Application for Sanction and one (1) copy of the Team Certificate of Entry to the state secretary and the national commissioner.

- The state director must retain a copy of the Application for Sanction, the Team Certificate of Entry and the League's Schedule and make them readily available upon request to the national commissioner or any Dizzy Dean Tournament Director (*All players must be on the team certificate of entry of the tournament age group*).

## 17:00 TEAM SPONSORS

**17:01** Dizzy Dean Baseball teams should be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of the youth. Sponsor name can be placed on uniforms (as long as the players' number or Dizzy Dean Patch is not covered).

## 19:00 TOURNAMENTS

**19:01** Pitch counts and rest during tournaments is covered in Section 6.0 in the common rules. A pitcher becomes an illegal pitcher if they pitch without the required rest. Do not violate any pitching rules.

**19:02** Tournament protests are covered in Section 7:00 common rules.

**19:03** All-star teams may have eighteen (18) players, one (1) manager and three (3) coaches on the team. *See rule 11:24 for Farm League.*

**19:04** All teams participating in tournament play, coaches included, will be required to wear the Dizzy Dean Patch attached in a manner not to appear temporary and located in the same place on all jerseys (either shoulder or breast pocket).

- A number must appear on the back of the player's jersey (Coaches numbers are not required).
- Coaches must wear a Dizzy Dean patch in all tournaments.
- *PENALTY: Violators will not be allowed to play.*

**19:05** Each team entering a draw for a tournament must deposit \$250.00. This will be returned after the team has fulfilled their obligation to the tournament.

- *Exception: Senior Division World Series (See Senior Division Tournament Rules 19:27).*

**19:06** Tournament Team Rosters must be filled out by all teams participating in tournament play.

- This roster will include name, date of birth, age, address of the players and the name of player's regular season team.

**19:07** Each team must have two (5x7) team photographs with the player's names written across the back left to right as they appear in the photograph. A team photograph and a team roster of the state tournament team must be turned in to the state director on the opening day of the state tournament. There will be no changes to the roster after the tournament begins. The manager will keep the other photograph. The state director will make arrangements to have team's picture taken if they arrive at the state tournament without their photograph. State tournament directors will mail a team photograph and a team roster of all teams in their tournament to the World Series tournament director on the opening day of the state tournament. As soon as a winner is certain in each state, the state director will telephone, collect, the World Series tournament director and notify him of the winner. This will not cause delay in having that team's picture in the program. This will save much time on the part of the program committee.

**19:08** Teams participating in tournament play must have a proof of birth, *as stated under common rule 13:00 Birth Certificates*, in their possession. These records are to be inspected by a credentials committee. These records are to be presented at all tournaments at the request of the tournament director. Scorebooks from the state tournament will be sent to the World Series tournament director by the state director.

**19:09** Once a team has been certified as being eligible for tournament play, the team as well as individual players can be questioned and they may be disqualified if in violation of any rule governing Dizzy Dean Baseball.

**19:10** Teams may play more than two (2) games in one (1) day with the approval of the Dizzy Dean National State Executive Board and/or National Commissioner.

**19:11** It is the duty of the manager to keep a record of eligible players and pitchers.

**19:12** Beginning with the district tournament, all levels of tournament play must use an approved Dizzy Dean Baseball signed by the commissioner.

**19:13** Pitching rules listed in common Section 6:00 and 7:00 will apply in tournament play.



- 19:14** Tournaments may be single, double elimination or pool play. This is left up to each district and the state tournament director with the approval of the National State Executive Board.

The World Series format will be determined by the Dizzy Dean World Series Committee.

- *Note: Any team not wishing to participate in the consolation bracket (if offered) must declare at coaches meeting or they risk forfeiture of their no-show fee, if they leave.*
- All tournament formats and gate fees must be approved by the World Series Committee.
- *NOTE: No new inning can be started after time limit has expired.*

**Time limits:**

- Farm League 1:15 (*One Hour and Fifteen Minutes*).
- Minor League 1:45 (*One Hour and Forty Five Minutes*).
- Freshmen League 1:45 (*One Hour and Forty Five Minutes*).
- Ages 13 thru 19 2:00 (*Two Hours*).

A time limit is acceptable and may be used in district, area, regional and state tournaments. This is a State option and must be clarified prior to any tournament.

**NOTE: Any game that involves a time limit, time will start on first pitch to a batter.**

- 19:15** If a state has only one (1) league, that league will be the state champion. If there are two (2) leagues only, these teams will play a best two out of three series.

- 19:16** The Tournament Host and All teams participating in tournament play must provide evidence of the following insurance policies:

1. Excess Accident Insurance with a medical limit of at least \$50,000. *It is not acceptable for each parent to provide individual evidence of health insurance for his or her child.*
2. General Liability Insurance with an "each occurrence" limit of at least \$1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have exclusion for lawsuits arising out of injuries to athletic participants.
3. *If a team does not purchase its General Liability insurance through the endorsed Dizzy Dean insurance plan (see rulebook ad), it is required that the*

*team's General Liability policy be endorsed to name Dizzy Dean Baseball, Inc. as an "Additional Insured".*

**19:17** Official tournament brackets of Dizzy Dean Baseball, Inc. must be used.

**19:18** The Tournament Director (with the approval of the National Commissioner) will determine the selection process for team positions in World Series tournament play.

- The host team will have the choice of the game time on opening day only.
- Every effort to avoid 1st round play of teams from same league should be made.
- If it is a National Tournament, same state teams should be avoided.

**19:19** All official scorebooks will be collected after each World Series and sent with a picture of the championship team to the secretary or treasurer of Dizzy Dean Baseball.

**19:20** The HOST team for the STATE TOURNAMENT may be allowed to participate in the district tournament.

**19:21** All teams who qualify in a Dizzy Dean District or State Tournament must advance to the Dizzy Dean World Series.

- *If they do not, and attend another organizations tournament, their sanction can be pulled for one year.*

## Baseball League Age Chart 2023

Born on or Between		<i>Your Age Group</i>
May 1, 2017	April 30,2018	5
May 1, 2016	April 30,2017	6
May 1, 2015	April 30,2016	7
May 1, 2014	April 30,2015	8
May 1, 2013	April 30,2014	9
May 1, 2012	April 30,2013	10
May 1, 2011	April 30,2012	11
May 1, 2010	April 30,2011	12
May 1, 2009	April 30,2010	13
May 1, 2008	April 30,2009	14
May 1, 2007	April 30,2008	15
May 1, 2006	April 30,2007	16
May 1, 2005	April 30,2006	17
May 1, 2004	April 30,2005	18

## **FARM LEAGUE 5-8 YEARS OLD**

All coaches and leagues must try to get rule interpretations and problems solved by their state and national officers before contacting the Commissioner's Office.

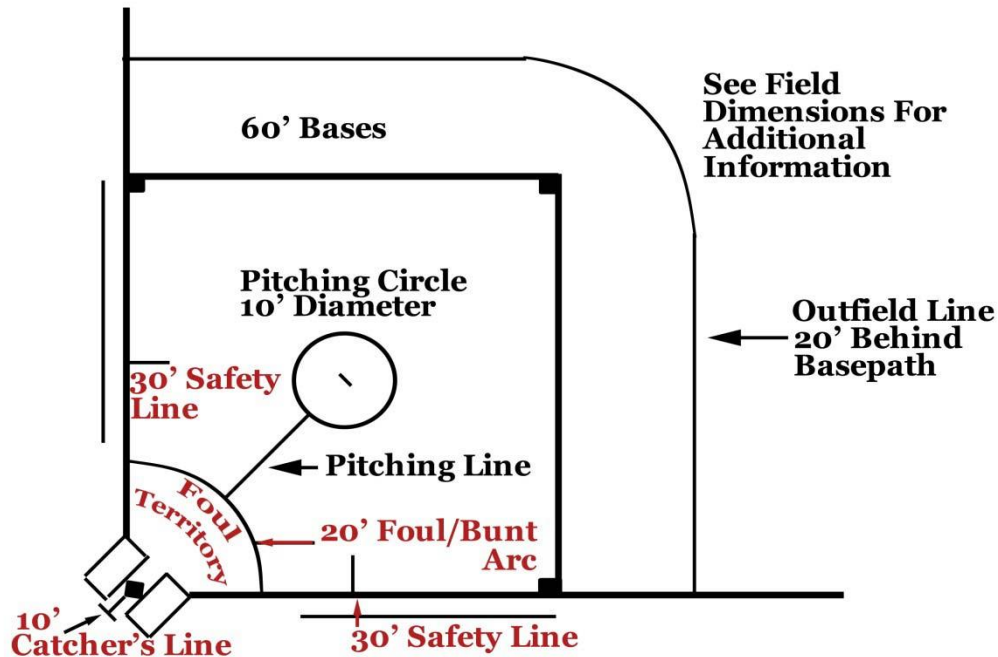
The Farm League Division of Dizzy Dean Baseball, Inc. has been organized as a baseball program for youth whose 5th, 6th, 7th or 8th birthday falls on or before April thirtieth (30th) of the current year.

- Rules are set forth in this book shall govern all tournament play.
- It is suggested that individual leagues follow these rules in local league play; however, they may be adapted to fit local league play at the option of each individual league.
- Six (6) year olds and under may play coach pitch or bat off "T".
- Six (6), Seven (7) and eight (8) year old farm league will play coach pitch in tournaments.
- Call your state director for clarification of any rule not covered in this book.
- There is NO Infield Fly, NO Walks, and NO Stealing in Farm League.

### **1:00 PLAYING FIELD**

These rules are mandatory for tournament play only.

- 1:03** First (1<sup>st</sup>) and third (3<sup>rd</sup>) baselines shall be sixty (60) feet from the point of home plate.
- 1:04** The distance from the point of home plate to second (2<sup>nd</sup>) base and from first (1<sup>st</sup>) base to third (3<sup>rd</sup>) base shall be (84) feet (10) inches.
- 1:05** The pitching circle will be ten (10) feet in diameter and the center will be forty-six (46) feet from the back of home plate.
- 1:06** There will be a twenty (20) foot chalked arc from the first (1<sup>st</sup>) base line to the third (3<sup>rd</sup>) base line in front of home plate.
- The ball must be on or past this line to be fair; if not, it is a foul ball.



**1:07** Halfway/safety hash-mark (30) feet will be drawn on the first baseline and third baseline in front of home plate.

- Infielders must stay behind this 30' hash mark until ball is hit.
- *PENALTY: Offensive manager gets choice of result of the play or negate the last pitch thrown.*

**1:08** The minimum recommended homerun distance shall be 140 feet. Any new field should have an outfield fence of 200 feet.

## 2:00 EQUIPMENT

**2:15** Tennis shoes or baseball shoes with RUBERIZED cleats may be worn

- *NO METAL OR PLASTIC CLEATS.*

**2:16** All batters and runners must wear NOCSAE approved batting helmets.

- Any batter who steps into the batter's box without his headgear is awarded a strike.
- Any player running the bases who deliberately removes his headgear in umpire's decision, is out.

- *EXCEPTION: Home run over the fence or time out.*
- 2:17** A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHER ONLY), NOCSAE approved helmet, mask and a throat protector.
- Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable). *See Common Rule 2:02*
- 2:18** Pitcher must wear a facemask.
- 2:19** 5 & 6 year old may use the USABAT licensing stamp specifically labeled for tball can be used by hitting a Level 5 soft compression ball. The tball cannot be used with a regulation ball. *NOTE: This is for league play only. All tournaments will be played with a regulation baseball & tball bats will be illegal.*

### 3:00 RE-ENTRY SUBSTITUTION

- 3:05** In league play, if a manager has used all of his eligible players and a player is injured, becomes too sick to continue, or is ejected; the game will not be forfeited.
- a) In the case of an injured or sick player, the OPPOSING MANAGER must select as a replacement one of the players on the bench who has already been in the game.
  - b) In the case of an ejected player, he shall simply be scratched from the lineup and the team will play with a player short.
  - c) No team shall play with less than eight (8) players in league play. No out shall be charged when that player would have batted.
    - *NOTE: an injured player who has been replaced cannot return to the game.*
- 3:06** Dizzy Dean Baseball is played under re-entry substitution in local league and tournament play.
- a) In Farm League, any starting player may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, he must be inserted in the same position in the batting order that he

possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense. This includes all games.

- In Farm League, a player who plays in the pitchers circle will be considered an infielder.
- *EXECPTION: See bullet under Farm League Rule 3:07.*

b) Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game.

- *EXCEPTION: If a manager has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the OPPOSING MANAGER must select one or more of the players on the bench who have already been in the game to replace the ill or injured player or players. See Common Rules 3:03, and 7:06.*
- This only applies to a substitute and not an ejected player.
- If there is no one for the opposing manager to select, then the game will be forfeited.
- An injured player who has been replaced cannot return to the game.
- No team shall play with less than eight (8) players in league play.

**3:07** Batting All Available Players is allowed in COACH PITCH AGE GROUPS ONLY.

- Opting to bat All Available Players must be declared before the game starts.
- If this option is used, you must finish with the same number of batters you started with.
- If this option is used and a player cannot bat in their allotted slot, an out will be called every time that player is scheduled to bat (Remainder of the Game.)
- Minimum number of players (10) must be maintained at all times.

*(PENALTY: Forfeit)*

- If Batting All Available Players “Free Defensive Substitution” is allowed. Batting order must be maintained at all times.

#### 4:00 MANAGERS AND COACHES

- 4:06** Any manager or coach going on to the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a manager or coach) more than one (1) time at bat (overall maximum of 3 timeouts per inning) will be required to remove the current batter from the game and make the substitution in the lineup.
- He may re-enter at completion of the inning if he can do so without violating the substitution rule.
  - *EXECPTION: Injury or if time out is called by the opposing team or the umpire.*
  - *PENALTY: if opting to bat All Available Players, an out will be called (current at bat) for violations of this rule. Player will resume spot in batting order (future at bats), if eligible to do so.*

#### 5:00 REGULATION GAMES

- 5:01** Teams may play more than two games in one day with the approval of the Dizzy Dean National State Executive Board and /or National Commissioner.
- 5:02** A game will be six (6) innings in duration.
- The game will be called after the opposing team has been numerically eliminated by the run rule.
- 5:03** There will be a maximum of one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time outs.
- For a violation of this rule, you will remove the player pitcher.
  - Player may re-enter without violating substitution rule at the complete of the inning.
  - If no substitutes are available, the game will be forfeited.
  - *DO NOT VIOLATE ANY SUBSTITUTION RULE.*
  - Note to Umpires: Try to keep these violations from occurring.
- 5:04** Any league game called for bad weather after three (3) complete innings will be considered a complete game.



- If interrupted before three completed innings the game will be rescheduled at the point of interruption.
- Tournament play will be six (6) full innings always.

### 6:00 PITCHING RULES COACH PITCH

**6:06** An offensive coach will pitch to his own batters.

- The coach may only coach the batter until he reaches first (1<sup>st</sup>) base or after he leaves third (3<sup>rd</sup>) base.
- The coach will be replaced after one warning of a violation for the remainder of that game. *See Common Rule 4:03 or 4:04.*

**6:07** The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle.

- He may not cross the foul arc or enter the pitching circle.
- He must keep one foot or knee on or astraddle the pitching-line.
- The coach may pitch over-handed or underhand to the 6 & 7 year olds.
- He must pitch overhand to the 8 year olds.

*PENALTY: For not standing or kneeling on or astraddle the pitching-line, the defensive team gets the choice of the play or negate the last pitch thrown.*

**6:08** Any batted ball that hits the pitching coach will be a dead ball and a no pitch.

- If the pitching coach intentionally (*in the umpires' judgment*) allows the ball to hit him, the batter will be out.
- No runner may advance.

**6:09** The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter's bat.

- The offensive coach (pitcher) that does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will cause the batter to be out.
- No runners advance.

### 7:00 FORFEITURE, APPEALS AND PROTESTS

- 7:18** The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
- 7:19** An appeal play will be handled in this manner.
- The manager will make his appeal to the plate umpire who will consult the base umpire.
  - The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base.
  - If he is correct, the base runner is out.
  - Appeal must be made before the next pitch is thrown.

### 9:00 SPECIAL RULES

- 9:06** In league play all ground rules must be given on paper to the visiting manager and coach.
- Only those rules will be honored.
  - You cannot make up ground rules as the game progresses.
  - These ground rules must be filed with the league president before the schedule begins.
- 9:07** In tournament play all ground rules will be covered between coaches and umpires before each game.
- 9:16** If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded:
- a) One (1) base if player injured was an infielder.
  - b) Two (2) bases if player injured was an outfielder.
- The awards are from the time of the pitch.
  - Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.

- ***NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.***

**9:17** If a batter squares to bunt and then swings, he will be called out (umpires decision).

#### **10:00 TEAMS**

**10:04** All ages 5 thru 8 will be allowed eighteen (18) players whose names shall be registered with the league president by April 15<sup>th</sup> on league roster forms.

**10:05** Managers may not sign new players after April 15<sup>th</sup> for ages 5 thru 8.

- A violation of this rule will make the player ineligible for tournament selections and reason for protest in local or tournament play.

#### **11:00 ALL-STAR TOURNAMENT TEAMS**

**11:19** In all World Series and tournament play, in order for a game to be a complete game, it must be a full six (6) inning contest, regardless of the delay; and no other tournament game can be started until the completion of the interrupted game.

- All games shall be six (6) innings in duration unless the losing manager wishes to concede without penalty.
- *EXCEPTION: A game will be called when the opposing team has been numerically eliminated.*
- This rule to apply in all local league play and all tournament play.

**11:20** Teams may play more than two games in one day with approval of the Dizzy Dean National State Executive Board and/or National Commissioner.

**11:21** District, State and World Series tournaments will be held each year.

- Each tournament will have three (3) separate age groups (6U, 7U, and 8U).

**11:22** Players may participate up in an older age group but will not be allowed to participate in a lower age group.

- *EXAMPLE: If a 7 year old plays in an 8 year-old league he may not drop down and play as a 7 year old all-star.*
- This does not count for a mixed league of 7 and 8 year olds combined.

**11:23** A player must be a member of a franchised Dizzy Dean program and participate in half (1/2) of his teams scheduled games to be eligible for the all-star team.

**11:24** All-star teams may have eighteen (18) players, (1) manager and three (3) coaches on the team.

- A team must field ten (10) players in tournament play at all times.
- *PENALTY: FORFEIT*

## 20:00 OFFENSE

**20:01** After one warning per game, per player for slinging his bat, the batter will be out, a dead ball called, and no runners advance.

**20:02** In tournament play an offensive batter will receive five (5) pitches before being declared out.

- He will be called out on three (3) swinging strikes.
- If fifth (5<sup>th</sup>) pitch is fouled, he may continue to bat.
- If fifth (5<sup>th</sup>) pitch is fouled and caught it is an out.
- If the fifth (5<sup>th</sup>) pitch or 3<sup>rd</sup> strike is a bunted foul the batter is out.

**20:03** Any base runner leaving the base before the ball reaches home plate is out (*umpire's decision*).

- The ball is dead and all other runners return to base occupied prior to pitch.
- The pitch will not count.

**20:04** If a runner misses a base; it will be an appeal play to the umpire (*See appeals and protests*).

- 20:05** It is not an out for ages 5 & 6 if a batter has one foot entirely out of the batter's box when contact with the ball is made. Delay dead ball, defense gets choice of the play or negate the last pitch thrown.
- 20:06** There will be a maximum of seven (7) runs per inning, per team.
- 20:07** An executed bunt is allowed only once per team per half inning. An executed bunt is defined as a bunt that crosses the foul arc and the batter (or other runner) is either thrown out, reaches base, flies out.  
*Violation for subsequent bunts; Delay dead ball, defense gets choice of the play or negate the last pitch thrown.*

## 21:00 DEFENSE

- 21:01** No rolling the ball intentionally will be allowed
- No outs will be allowed by rolling the ball.
  - Runners will be automatically be safe if the defensive team rolls the ball (*Umpire's decision*).
- 21:02** The infield fly rule will not be in effect.
- 21:03** Only ten (10) players on the field (There must be 6 infielders inside the outfield line & 4 outfielders outside the outfield line until the ball is hit).
- 21:04** The defensive player listed as pitcher will stay in the 10 foot circle until ball is hit.
- The player may have one foot outside the circle.
  - *PENALTY: Offense gets choice of the play or negate the last pitch thrown.*
- 21:05** Play shall not be stopped by the defensive team heading off or stopping the front-runner.
- Any other runner may continue at his own risk.
  - Any play made on a runner other than the front-runner will release the front-runner.
  - Other runners may continue.

**21:06** In league play if a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense. EXCEPTION: Pitcher and catcher.

**21:07** Five (5) and six (6) year old teams may have two (2) coaches on defense.

- The coaches must remain behind the outfielders, in foul territory, until the play is over.
- *PENALTY: Delay dead ball option to the offense when play is complete.*

**21:08** The defensive catcher must be in a direct line, no more than 10 feet behind home plate, to make a play on a batted ball.

- *PENALTY: Offensive team gets a choice of the play or negate the last pitch thrown.*