

2019 Rules Guide

Foley and Gulf Shores

1. All rules will follow this order:
 - a. Addendums below,
 - b. By-Laws set forth by Dixie Youth/Dixie Boys Organization.
www.dixie.org
 - c. Local Addendum for each age group.
2. Minimum play rule: each team shall bat the entire roster.
3. Mercy Rule: 15 runs after 3 innings, 10 after 4 innings.
4. Please clean dugouts after each game
5. Jerseys cannot be altered. (Foley teams only)

8U Boys

Age Group Specific Rules

1. The game shall be one hour and 15 minutes or 6 innings with no new inning starting after one hour and 10 minutes.

Local Addendum

1. Teams shall make an effort to not forfeit a game. A team may play with 9 players and not be penalized for the vacant 10th batter. However, if a team falls to 8 players, the vacant 9th batter will be called out and the 10th batter is skipped.
2. Minimum play rule: each team shall bat the entire roster.
3. The 6/9 run rule is in effect each inning. A team can score a maximum of 6 runs in an inning, UNLESS there are multiple runners on base. In that situation a team may continue to score until the lead runner has been stopped or the 3rd out has been made. If the bases are loaded and 5 runs have already scored in the inning a walk to the batter will result in each base runner being awarded 2 bases.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley Coordinators

10U Boys

Age Group Specific Rules

1. The game shall be one hour and 20 minutes or 6 innings with no new inning starting after one hour and 15 minutes.

Local Addendum

2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9th batter. However, if a team falls to 7 players, the vacant 9th batter will be called out and the 8th batter is skipped.
3. Minimum play rule: each team shall bat the entire roster.

4. The 6/9 run rule is in effect each inning. A team can score a maximum of 6 runs in an inning, UNLESS there are multiple runners on base. In that situation a team may continue to score until the lead runner has been stopped or the 3rd out has been made. If the bases are loaded and 5 runs have already scored in the inning a walk to the batter will result in each base runner being awarded 2 bases.
5. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley Coordinators

12U Boys

Age Group Specific Rules

1. The game shall be one hour and 25 minutes or 6 innings with no new inning starting after one hour and 20 minutes.

Local Addendum

2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9th batter. However, if a team falls to 7 players, the vacant 9th batter will be called out and the 8th batter is skipped.
3. Metal cleats are only permitted at the Foley Sportsplex.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley, coordinators.

14U Boys

Age Group Specific Rules

1. The game shall be one hour and 30 minutes or 7 innings with no new inning starting after one hour and 25 minutes.

Local Addendum

2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9th batter. However, if a team falls to 7 players, the vacant 9th batter will be called out and the 8th batter is skipped.
3. Minimum play rule: each team shall bat the entire roster.
4. Metal cleats are only permitted at the Foley Sportsplex.
5. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley and Gulf Shores coordinators.