

6U (Tee-Ball) Local League Rules

1. 55 minute time limit or 3 innings.
2. Bases will be at 60'
3. Each team will bat the entire lineup each inning.
4. ONLY 10 players allowed on field with 2 defensive coaches stationed behind the infielders. Each player must play 1 inning in the field.
5. If a team cannot field 10 players to start the game, a team may begin the game with 8 players. Any player arriving late must be added to the end of the roster.
6. Outfielders must be stationed in the grass area of the outfield.
7. All infielders other than the player pitcher must remain behind the pitching rubber at 46 feet from the back of home plate until the batter has hit the ball. (Local)
8. Offensive coaches may only assist by verbal commands.
9. Defensive players may not roll the ball.
10. Catcher must wear an approved batting helmet with a facemask and chin strap.
11. Batters must wear a batting helmet with a facemask.
12. Each batter shall receive 3 pitches prior to placing the ball on the tee. These may be from any distance and any form.
13. If after 3 pitches the ball has not been put in play, the ball shall be placed on the tee and batter shall have completed his/her time at bat when ball is put into play.
14. A runner cannot advance on an overthrow at 1st base. The ball is declared dead and must be returned to the pitcher.
15. Time shall only be called on an over throw of 1st base, once the defense has stopped the lead runner from attempting to advance to another base, or once the player pitcher has possession of the ball inside of the pitcher's circle.
16. Umpires may assist players at anytime in which he/she needs assistance.
17. Fair Ball Arc: There shall be a 20 foot arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must cross this line to be a fair ball.
18. Pitching Circle: There will be a ten foot circle with the front edge at 42 feet from the back corner of home plate.
19. The player pitcher must remain inside the pitching circle until the ball is hit.
20. Player pitcher must have a face mask covering the nose and eyes of the player. (Local)
21. Bunting shall not be allowed.
22. All bats must be small barrel bats, no more than 2 ¼ in diameter.
23. The infield fly rule shall not be in effect.
24. Home team provides the batting tee for the game.
25. The pitcher may not run down the batter from the right side of the pitcher's circle to the third base area. He must throw the ball to the 1st baseman or the runner shall be declared safe. The pitcher may run and tag the batter from the right side of the circle towards the first base area only.
26. ABSOLUTELY No protest of any kind allowed.
27. Coaches cannot intentionally position players in the batter's box to specifically hit a certain direction (i.e. turning the batter towards the third base line).
28. Coaches must position tees along the proper swing path (i.e. tees should be belt high).
29. Score shall not be kept by either team (Foley Rule Only).
30. Line-ups must be exchanged between coaches **before** the game begins. Also, the coin toss to determine the home team and the visiting team must be determined before the game begins. An umpire does not have to be present to determine the winner of the coin toss.

8U (Coach Pitch) Local League Rules

1. The batter will be allowed a total of 5 pitches. The batter will be called out after the 5th pitch. If a batter has 2 strikes the at bat may be extended on foul balls up to the 6th pitch.
2. Bases will be at 60'
3. Each team shall bat the roster.
4. ALL warm-ups shall be done prior to game time.
5. Each player must play a total of six (6) outs on defense. Each player must play 3 consecutive outs. Example: Johnny enters the game as an outfielder in the 2nd inning. He must play the entire inning in the field until three outs have been made. He may either return to the field the next inning or he can reenter in a later inning to fulfill his 6 out obligation. (Local)
6. If a team cannot field 10 players to start the game, a team may begin the game with 8 players. Players cannot be added once a team has batted the roster. (Local)
7. All 4 outfielders must be stationed in the grass area of the outfield.
8. Time limit for play shall be 1:15 minutes. As long as time remains the game will continue. (Local)
9. There will be a 7-run per inning run limit with the exception of an over the fence home run or a ground rule double. A game would be over if a team is mathematically prevented from tying or winning.
10. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
11. No infield fly rule.
12. No bats can exceed 2 5/8" in diameter and must have a BPF 1.15 stamp.
13. All batters must wear a batting helmet with a facemask. (Local)
14. Catchers must wear proper equipment but may use a glove or mitt (including a cup).
15. Catchers are required to use a throat protector on catcher's helmet (including hockey style).
16. Catchers must kneel or squat behind the plate and remain kneeling until the pitch is thrown.
17. If a batted ball accidentally hits a coach pitcher the batter will be called out and no bases will be awarded UNLESS, in the judgment of the umpire, the coach pitcher made a "legitimate" attempt to avoid contact. In that case the ball will be dead and no-pitch will be declared.
18. Interference with a player (at the umpire's discretion) results in a warning for the first offense, and removal of the coach pitcher from the game for the second offense.
19. Run Rule: 15 after 3; 8 after 4.
20. ALL pitches shall be thrown over handed while standing.
21. No bunting allowed.
22. Player pitcher must have a face mask covering the nose and eyes of the player. (Local)
23. There will be NO intentional walks. (Local)
24. A courtesy runner will be allowed to run the bases for the catcher on record for the previous inning. The courtesy runner shall be the last out.
25. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and /or catcher is not interpreted as seeking to avoid contact.
26. Pitching Circle: There will be a 12 foot circle with the front edge at 40 feet from the back corner of home plate.
27. The player pitcher must remain inside the pitching circle until the ball has been hit.
28. The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. NOTE: If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
29. The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
30. Coach-pitchers may NOT talk at ANYTIME while of offense. This includes cheering and directing runners. (1st offense = Warning, 2nd offense = removal of coach/pitcher from the game).

Any rules not found in these local league rules shall be referred back to Dixie Youth Rules located at Dixie.org

10U Local League Rules

1. Each team shall bat the roster.
2. Bases will be at 60'. Pitching Distance will be 46'.
3. ALL warm-ups shall be done prior to game time.
4. Each player must play a total of six (6) outs on defense. Each player must play 3 consecutive outs. Example: Johnny enters the game as an outfielder in the 2nd inning. He must play the entire inning in the field until three outs have been made. He may either return to the field the next inning or he can reenter in a later inning to fulfill his 6 out obligation. (Local)
5. If a team cannot field 9 players to start the game, a team may begin the game with 8 players. A player cannot be added once the fourth inning has been completed. (Local)
6. Time limit for play shall be 1:20 minutes. No new inning may start after 1:15 minutes. (Local)
7. 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. (Local)
8. Only two time-outs will be allowed per inning on offense. (Local)
9. Run Rule: 15 after 3; 8 after 4.
10. No bats can exceed 2 5/8" in diameter and must have a BPF 1.15 stamp.
11. Catchers are required to use a throat protector on catcher's helmet (including hockey style).
12. A player that warms up a pitcher must wear a catcher's helmet. This rule applies in the bullpen, between innings, etc.
13. All batters must wear a batting helmet with a facemask. (Local)
14. Fake bunt and swing shall not be allowed. (Local)
15. A courtesy runner will be allowed to run the bases for the catcher on record for the previous inning. The courtesy runner shall be the last out.
16. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact.
17. A manager may only use one time-out per pitcher per inning on defense. After the 1st time-out, with the same pitcher on the mound in the same inning, the pitcher must be removed from the mound.
18. A manager is prohibited from making a second visit to the mound while the same batter is at bat. A manager or coach is considered to have concluded his visit once he or she leaves the 18 foot pitchers circle.
19. Pitching Rules:
Refer to Dixie Youth pitching rules.

Base Running Rules:

20. A runner legally occupying first base, second base, or third base during a pitch must wait till the ball has reached home plate to steal.
21. Runners are only allowed to steal one base per pitch.
22. Runners will NOT be allowed to lead off.
23. A dropped 3rd strike by the catcher is an OUT. No players are allowed to advance at this time.

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12U Local League Rules

1. Time limit for play shall be 1:25 minutes. No new inning shall start after 1:20 minutes. (Local)
2. Base Distance will be at 70'. Pitching Distance will be at 50'.
3. ALL warm-ups shall be done prior to game time.
4. Each player must play a total of six (6) outs on defense. Each player must play 3 consecutive outs. Example: Johnny enters the game as an outfielder in the 2nd inning. He must play the entire inning in the field until three outs have been made. He may either return to the field the next inning or he can reenter in a later inning to fulfill his 6 out obligation. (Local)
5. If a team cannot field 9 players to start the game, a team may begin the game with 8 players. A player cannot be added once the fourth inning has been completed. (Local)
6. Each team shall bat the roster.
7. Only two time-outs will be allowed per inning on offense. (Local)
8. A manager may only use one time-out per pitcher per inning on defense. After the 1st time-out, with the same pitcher on the mound in the same inning, the pitcher must be removed from the mound.
9. A manager is prohibited from making a second visit to the mound while the same batter is at bat. A manager or coach is considered to have concluded his visit once he or she leaves the 18 foot pitchers circle.
10. Run Rule: 15 after 3; 8 after 4.
11. No bats can exceed 2 5/8" in diameter and must have a BPF 1.15 stamp.
12. A player that warms up a pitcher must wear a catcher's helmet. This rule applies in the bullpen, between innings, etc.
13. Fake bunt and swing shall not be allowed. (Local)
14. A courtesy runner will be allowed to run the bases for the catcher on record for the previous inning. The courtesy runner shall be the last out.
15. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact.
16. Pitching Rules:
 1. Coaches will be provided pitch counters before each game. The umpire in the field will keep the individual pitch count for the team on defense every ½ inning and relay his count to each team's book. The umpire in the field will have final ruling in case of disagreement regarding pitch counts.

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