

Hattiesburg Dixie Youth Baseball

AA (Peewee) Rules

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Official baseball rules as currently in use are the basic set of rules except where changed in the following paragraphs. These rules are modified from state tournament rules for local league play as approved by the Hattiesburg Dixie Youth Baseball Committee.

Game Administration

1. Games - Games shall consist of six (6) innings or 1 hour 30 minutes. There shall be a fifteen (15) run rule in effect anytime after both teams have batted at least four times, or in the case of the home team is leading by 15 runs or more, three times. An inning is over when a team scores 7 runs. The 6th inning is open. Extra innings are not open.
2. Team Lineups - Lineups must be turned into the scorekeeper 15 minutes prior to game time. A game shall be a forfeit if a team cannot field 8 players. Players arriving late will be entered at the end of the batting order.
3. Minimum Number of Players - A game shall be a forfeit if a team cannot field 8 players within 15 minutes of the scheduled game time
4. Coaching Staff – Each team shall have four coaches. A coaching staff shall consist of one team manager and three assistant coaches. Only coaches that have completed the certification program shall be allowed on the field. A coach or parent must be in the dugout at all times when players are in the dugout. Only the manager may represent or speak for the team unless otherwise requested.
5. Defensive Coaches' Boxes - Defensive coaches boxes shall be placed fifteen (15) feet beyond the base coaches' box on foul lines. Coaches must stay in boxes at all times. Defensive coaches are not allowed on the field during play.
6. Protest - No protest shall be appealed beyond the League Director/Official on duty.
7. Defensive Participation Requirement – Defensive players shall be substituted every other inning. No player shall sit out more that one consecutive inning. Reasons for not substituting shall be in case of injury or sickness or ejection, there is no penalty if these occur. Penalty: Coach shall be ejected for non-substitution. Game shall not be a forfeit but will resume at the point of the substitution violation. A substitution violation must be reported to the head umpire as soon as it is discovered and before the end of the inning in which the violation occurs. No protest shall be allowed after an inning is complete.
8. Illness and Injury - Play is immediately stopped for a defensive injury and the ball is dead, runners shall advance one base. A player that is taken out of the game for illness or injury and goes back into the game will bat in the same place in the batting order as when

they left the game. There is no penalty. The batting team must inform the opposing team and scorekeeper prior to the player being skipped.

9. Stopping Play (Modified State Rules) - The coach pitcher shall exit the playing field behind the runner, or away from the play when the ball is hit into fair play. No play is dead until the umpire calls time out when all runners are forced to stop or return to a base under threat of making an out or the player pitcher has control of the ball on the pitching mound. If a runner has passed a base when the pitcher gains control of the ball on the mound and does not stop he may advance to the next base at his/her own risk.

10. Infield fly rule does not apply. No bunting, base stealing, or base on balls will be allowed.

11. Appeal plays - This will be a dead ball appeal and no runners will be allowed to advance. The defensive coach may appeal a runner for missing a base, the coach should ask the umpire before the next pitch, the ball stays on the mound, and if the runner is ruled that he or she missed the base, they must return to that base and any runners that may have advance behind them. The runner is not called out; the penalty is runner returns to the missed base.

Equipment

12. Containers - Glass containers shall not be allowed in the facility.

13. Balls - RIF 5 baseball shall be used.

14. Bats – Only Dixie Youth approved bats shall be used.

15. Batting Helmets – All batting helmet shall be equipped with approved mask and chin strap.

16. Catches Equipment – Catchers shall wear a helmet with mask and throat protector, shin guards and chest protector. A protective cup is recommended for boys and sufficient protective padding is recommended for girls, neither is required.

Batting

17. Batting Order - Consecutive batting order will be used. If a player is ejected or becomes ill or unable to continue, the batter will be skipped in the batting order without penalty. The base coach may call one timeout per batter per plate appearance except in case of injury or illness. Additional timeouts shall out be allowed.

18. Batting - Each batter shall be allowed three (3) swinging strikes or six pitches. If the batter has failed to put the ball in play after the sixth pitch, the batter will be out. Exception:

If the batter fouls the sixth pitch, the batter will be allowed another pitch. If the batter does not put the ball in play on the seventh pitch, the batter is out.

19. Bat Slinging - A player will receive one warning for slinging a bat, on the second occurrence, the player will be called out, the batted ball will be dead and no player may advance.

Base Running

20. Base Running - When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead. Base runners shall not advance to another base until the ball is batted live by being batted fair or a foul ball being caught in the air (see rule 9).

20-a. EXCEPTION: If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped) the ball is live and all base runners may advance with a chance of making an out.

20-b. NOTE: There are no halfway marks in Coach Pitch. If the runner has left the base before time is called or the ball is returned to the mound, that runner may advance at his own risk.

21. Leaving Base Too Early – Runners shall remain on the base until the ball is hit. If a runner leaves a base before the ball is hit, this will be a defensive choice of the results of the play or no pitch. If the defense chooses no pitch, all runners must return and the batter must bat again.

Defensive Play

22. Defense – The defense shall consist of ten (10) players with a player pitcher, catcher and at least four players in the outfield. (When playing with fewer than 10 players, a team shall be allowed to move outfielders into infield positions until it has 6 players in the infield.)

23. Substitution - Free substitution shall be allowed on defense.

24. Timeouts - The defensive coach may call two time outs per inning except for illness or injury. Additional timeouts shall not be allowed.

25. Player Pitcher - The player pitcher shall have one foot in contact with the mound until the ball is hit. There is a penalty only if the illegally positioned player pitcher is the first to touch the ball. The penalty will be offensive choice of results of the play or dead ball, and batter awarded first base and all base runners advance on base.

26. Outfielders - Outfielders shall be positioned in the outfield grass until the ball is hit. There is a penalty only if the illegally positioned outfielder is the first to touch the ball. The penalty will be offensive choice of the results of the play or dead ball, batter awarded first base and all base runners advance one base.

Pitching and Coach Pitcher

27. Pitching – Coach Pitcher shall pitch overhand only from a minimum distance of (40) feet. If a batted ball hits the coach pitcher, the play is dead, no pitch. The coach pitcher must make every possible effect to avoid the batted ball and the player pitcher. If the coach pitcher interferes with the batted ball, obstructs a defensive attempt on a base runner or impedes a defensive player from catching or throwing a live ball, the play is dead and no runners advance.

28. Intentional Interference – (In addition to rule 27) If in the judgment of the umpire the interference by the coach pitcher is intentional, the batter is out, no runners advance, and the coach pitcher is removed from the mound. He may coach a base. Note: If the coach pitcher has to catch a batted ball for protective reasons, then this will be a dead ball, no pitch.

29. Coach Pitcher Substitution - The Coach Pitcher that starts an inning shall finish that inning. Exceptions are injury, sickness or ejection.

30. Coach Pitcher During Live Action - The coach pitcher shall exit the playing field behind the runner or away from the play when the ball is hit into fair play.