

**Invitational World Series
T-Ball A Division (6 & Under)
Tournament Rules and Regulations
(Revised 1/24/2015)**

IMPORTANT! The official Dixie Youth rules as currently in use will be the basic set of rules with the exception of the following rules.

Playing Field

- (a) Bases shall be sixty (60') feet apart.
- (b) The pitching rubber will be forty (46') feet from home plate. A twelve (12') feet circle from the center of the pitching rubber will be used as the mound.
- (c) There will be a ten (10') foot line from the back of home plate arching from each foul line and the batted ball must cross the line to be playable.
- (d) The outfield fence will be a minimum of 160 ft. from home plate.

Coaches

- (a) Each team will be allowed a Manager and a maximum of three (3) coaches. There must be four (4) coaches listed on the affidavit.
- (b) No more than three (3) coaches will be allowed on the playing field at one time. One coach at 1st and 3rd base coaching boxes and one coach at home plate. Batter coach may adjust the batter once per time at bat; the coach is not allowed to coach the batter each time the ball is placed on the "Tee". One coach must remain in the dugout at all times.
- (c) Only the manager may represent or speak for the team.

Players

- (a) Tournament team rosters will be 12 players.
- (b) A game will be a forfeit if a team cannot field nine (9) players.
- (c) There will be ten (10) defensive players, which will include a catcher and four (4) outfielders. The player at the catcher position will be positioned by the umpire. The catcher must wear a catcher's mask with helmet or batting helmet mask and must have a throat protector attached, other catcher equipment is optional.
- (d) All players must play a minimum of six (6) defensive outs per game. Substitutions must be made at the beginning of an inning except in the case of an injury or sickness. The penalty if a player does not play the required two innings on defense will be the disqualification of the team manager for the next game.
- (e) Uniforms will be a full uniform with cap; jerseys must have a Dixie Youth patch worn on the left sleeve.

General Playing Rules

- (a) A regulation game shall be six (5) innings for tournament play unless the ten (10) run or the fifteen (15) run applies after three (3) innings or ten (10) runs after four (4) innings. The fifteen (15) run rule will apply after three (3) innings only if all players have completed one time at bat.
- (b) An inning will be completed when teams have acquired three (3) outs or scored a maximum of seven (7) runs. The seven (7) run rule will not be in effect in the 5th inning, after the 5th inning the seven (7) run rule will be in force for the remainder of the game.
- (c) Teams will bat in a continuous batting order. At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting line up and bat in this order for the entire game.
- (d) Each batter will use a "Tee" at each time at bat. Each batter will be allowed three (3) swings per bat and after three (3) swings the batter will be called out if the ball is not put into play. If the batter fouls the last swing it shall not count unless it is caught for an out; he/she will be given an additional swing, if the batter fouls again he/she will get another swing, etc. Any batted ball must travel beyond the 10' arc line from home plate to be considered a fair ball, if not it will be ruled a foul ball.
- (e) The "Tee" must be placed in the center of home plate. Each team will furnish their own tee.

(f) A player who is forced to leave the game because of illness or injury and later returns into the game will bat in the same place in the batting order as when they left the game. An out will not be awarded for a batter if injured or sickness and unable to bat, the batter will be skipped. If a player becomes injured or ill while on base the previous player making an out shall run for him/her.

(g) Outfielders must be stationed at least a minimum of twenty five (25') feet from the baseline until contact with the ball is made.

(h) Bats maybe labeled TEE BALL or DIXIE YOUTH BASEBALL APPROVED with a maximum length of 30 inches. Big barrel bats are allowed.

(i) Baseballs will be RIF 5.

(j) All batters must wear a batting helmet with chin strap; a face mask on the batting helmet is optional.

(k) Player pitchers must have both feet in the pitching circle until contact with the ball is made. If the pitcher leaves the pitching circle before contact is made with the ball, the offensive team has the option of either keeping the play or rule it as a no pitch. Infielders maybe positioned no closer than an imaginary line between third to first bases and no closer than the player pitcher. The player pitcher must wear a batting helmet with a face mask attached to the helmet.

(l) Base runners must stay in contact with the base until the ball is hit, leaving the base before the ball is hit will allow the defensive team the option to keep or reject any part of the play.

(m) Any runner missing a base must be appealed to the umpire by the defensive team at the end of the play. A runner will be called out if that he/she missed a base.

(n) Play is dead when an umpire calls time out when the play comes to a natural end and base runners are making no attempt to advance or if a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base at his/her own risk then the umpire will call dead ball.

(o) No infield fly rule will be allowed. No bunting or half swings will be allowed. No base stealing will be allowed. Penalty on half swings: First offense the batter is warned and a strike is called and all runners must return to previous base, subsequent offenses, batting coach is removed from the game.

(p) Two umpires per game must be used in all tournament games. No game will start after 9:00 pm unless approved by the Tournament Director. Umpire fees are to be \$30.00 per umpire per game.

(q) No team shall play more than three (3) games per day; preferably only 2 games are to be played per day if schedule allows it. Teams must have at least a one hour break between ballgames.

(r) Free substitution on defense.

Credentials: Each manager will be responsible for the following and must be presented at the Tournament credentials meeting; Team affidavit – Medical release form (signed by all the players' parents) – Proof of accident and liability insurance – Copy of player's birth certificates.

Protest: All protest shall be made by the manager to the head umpire and turned over to the Tournament Director; play will be stopped till a ruling on the protest is made before the game can continue.