

FORT MEADE DIXIE YOUTH  
BASEBALL-SOFTBALL  
GENERAL RULES

Approved February 5, 1996, Amended March 7, 1997, Amended February 8, 2002

(Section III c), Amended November 27, 2018

- I. League Name:
  - A. Fort Meade Dixie Youth Baseball and Miss Florida Softball will be named as one league as Fort Meade Youth Sports.
  - B. *For the purpose of this and all other Fort Meade Dixie Youth and Miss Florida Softball rules, the field is defined as the Fort Meade Youth Sports.*
- II. Executive Board
  - A. *The board will make executive decisions for Fort Meade Youth Sports.*
  - B. *Board Members positions and roles:*
    - 1. *President: Presides at league meetings and assumes full responsibility for the operation of the local league. The president will receive all emails, supplies, and other communications from the Florida Dixie Youth. The president must see to it that the league personnel is properly briefed on all phases of rules, regulations, and policies of Dixie Youth. The league president is the contract between the local organization and Florida Dixie Youth.*
    - 2. *Vice President Baseball: Presides in absence of the president and work with other officers and committee members; is ex-official member of all committees and carries out such duties and assignments as may be delegated by President.*
      - a) *Vice President helps Concession Manager and operations*
        - (1) *Concession Manager maintains the operation of the concession facilities; organizes the purchase of concession products responsible for the management of the concession sales at the league events.*
        - (2) *VP helps coordinate volunteers to work the concession booth during league events; collects and reviews concession related offers including coupons, discounts, and bulk purchasing opportunities*
    - 3. *Vice President Softball: Presides at league meetings and assumes full responsibility for the operation of the local league. The vice-president will receive all emails, supplies, and other communications from the Miss Florida Softball/USSSA. The vice-president must see to it that the league personnel is properly briefed on all phases of rules, regulations, and policies of Miss Florida Softball. The league softball vice-president is the contract between the local organization and Miss Florida Softball.*
    - 4. *Secretary: Maintains a register of members and directors; records the minutes of meetings, issues memberships cards and maintains a record of league's activities.*

5. *Treasurer: Signs checks co-signed by President, dispenses league funds as approved by the Board of Directors; reports on the status of league funds; keeps local league books and financial records; prepares budget and assumes the responsibility for all local league finances.*
  - a) *Treasurer helps coordinate Sponsor Fundraising Manager*
    - (1) *Solicites and secures local sponsorship to support league operations; collects and reviews sponsorship and fundraising opportunities; organizes implements approved league fundraising activities; coordinates participations in fundraising activities; maintains records of monies secured through sponsorship and fundraising initiatives.*
6. *Player Agent: conducts annual tryouts, and is in charge of player selection, assists president in checking birth records and eligibility of players; serves as a member of the board of directors of the local league and generally supervises and coordinates the transfer of players to and from the leagues according to provisions of the regulations of Miss Florida Softball and Florida Dixie Youth. Player Agent will coordinate online registration and webmaster duties.*

### III. REGISTRATION AND TRY OUTS

- A. Three and four year olds will be assigned to the Instructional T-Ball league.
- B. Five and six year old boys will be assigned to the T-Ball league if of age before May 1 of current season year. Five and six year old girls who turn age before January 1 of current season year will play T-ball Softball.
- C. Seven and eight year olds boys will be assigned to the Pitching Machine league if of age before May 1 of current season year. Seven and eight year old girls will be assigned to Coach Pitch Softball if of age by January 1 of current season year.
- D. Nine and ten year olds boys must try out for a Minor league team. Nine and ten year old girls of age before January 1 of the current season will play Mini Minor softball. Eight year olds may be assigned to the Minor league (boys) and Mini Minor (girls) at the discretion of the Board.
- E. Eleven and twelve year old boys must try out for a Major/Ozone league team. Eleven and ten year old girls of age before January 1 of the current season will play Minor Softball. Ten year olds may be assigned to the Major/Ozone (boys) and Major Softball (girls) league at the discretion of the Board. (Example might be in the case of brothers or a brother/sister situation).
- F. Thirteen-Fifteen by May 1 of the current season old boys must try out for Dixie Boys. Thirteen to sixteen year old girls will try play for Major Softball if of age before January 1 of the current season.

- G. The Team Managers and League Representatives have the decision of majority vote to keep a child playing at the next league level below that which the child is trying out for.
- H. Parents must sign an Emergency Care Statement for players using an online format.

IV. CONDUCT

- A. Managers, coaches, assistant coaches, umpires, players, parents, and fans should be examples of good conduct, integrity and sportsmanship at all times. They shall not use verbal phrases, language, signs motions that distract from the image they must project at all times. No manager, coach, assistant coach or team helper who engages in unreasonable verbal abuse of players, opposing team member umpires shall be allowed to participate in the Fort Meade Youth Sports. Members of one shall not call by name: ride, heckle, poke fun at a kid, or act in any manner that in the judgment of umpire to distract the opposing team members.
- B. Managers, coaches, assistant coaches nor umpires will partake of any alcohol or illegal drugs prior to coming onto and Fort Meade Youth Sports Complex.
- C. Any manager, coach, assistant coach, player or spectator who engages in any activity which in the judgment of the umpire constitutes un-sportsman-like conduct may be ejected from the game.
- D. Any individual so ejected must immediately leave the area of the field.
- E. The umpire, Fort Meade Dixie Youth Baseball League President or the Vice President of that league may terminate and/or forfeit any game if any individual fails to comply with a directive to leave the complex.
- F. If law enforcement is called to the field to enforce the directive to leave the complex, those individuals will be trespasssed and/or banned from the complex for the remainder of the season.

V. FORT MEADE DIXIE YOUTH BASEBALL GENERAL RULES

- A. Un-sportsman-like conduct shall include, but is not limited to the following:
- B. Verbal abuse of any opposing manager, coach, assistant coach, umpire or any player.
- C. Use of alcohol or illegal drugs during any game.
- D. Use of any tobacco product within the field during any game.
- E. Throwing bats, helmets or any equipment.
- F. Allowing more than one manager, coach or assistant coach to remain on the playing field during any discussion when directed to leave by the umpire.
- G. The following conduct shall be required of all participants in the Fort Meade Youth Sports.

- H. The umpire shall have the power to call a base runner out or safe for an act either by him or by the fielder that, in the judgement of the umpire, constitutes un-sportsman-like conduct.
- I. Managers, coaches, assistant coaches and players shall not stand on team benches.
- J. Players participating in the game shall not leave the field without permission of the manager, coach or assistant coach.
- K. All equipment shall be kept inside the dugouts at all times during the game. Gloves, caps, jackets, helmets and other equipment shall not be hung on the playing field side of the dugout fence. Such equipment may be hung on the backside of the dugout fence.

VI. MANAGERS, COACHES AND ASSISTANT COACHES

- A. The individuals responsible for the direction and guidance of a specific team shall be the manager, coach or assistant coach.
- B. The Board of Directors shall approve the selection and assignment of all managers, coaches and assistant coaches each year.
- C. Priority in such selection shall be given to the individual with the most experience with the Fort Meade Youth Sports.
- D. All managers, coaches, and assistant coaches must attend a county-sponsored certification clinic before they can manage or coach at Fort Meade Youth Sports. If the mandatory scheduled clinic is not attended by the individual then an online certification approved by Polk County BOCC will suffice at the individuals expense.
- E. To be considered for a position as manager, coach or assistant coach in the Fort Meade Dixie Youth League, an individual must have at least one year's experience as a manager, coach or assistant coach on any Fort Meade Youth Sports teams. Priority shall be given to those individuals who wish to manage or coach who have children or grandchildren participating in the league. However, the Board of Directors may waive this requirement in the event an insufficient number of applicants are available.

VII. GAMES

- A. A team failing to field nine players at game time shall be allowed fifteen minutes from the scheduled game time to secure a sufficient number of players. The local league president or designee may allow a team to play with eight players according to rule. If the team fails to field at least eight players within the allotted time, the game shall be declared a forfeit and a score of nine to zero entered in the official score book. If during the course of the game a team is unable to field nine players, it shall forfeit the game. Before such a forfeit is declared the manager may be allowed to reinstate into the game players that have already played and been replaced.

1. (Note: This provision would apply when a team has not eligible substitutes and a player on the field is either injured or ejected. The opposing team manager would be allowed to select any ineligible player from the bench to enter the game and thereby prevent a forfeit from occurring.) Refer to Dixie Youth Rule Book
- B. When a team is ten runs ahead after four complete innings of play (three and one-half innings if the home team is ahead), the game shall be terminated and the team leading: shall be declared the winner.
- C. PROTESTS
1. In order to protest a game, the manager or one acting on his behalf, shall announce to the plate umpire of his team's intention to protest the game and shall state the grounds for such a protest in accordance with Dixie Youth/USSSA Rules or its equivalent. The plate umpire shall announce the protest to the opposing manager, official scorekeeper and spectators.
  2. The scorekeeper of the official score book shall note in the official score book the time of the protest, including the inning, score and the situation regarding the players on the field, the player at bat, base runners, number of outs and the count on the batter. Special attention and notation should be made regarding the pitcher at the time of the protest.
  3. A protest must be filed in writing with the Fort Meade Youth Sports League President within forty-eight hours of the completion of the game to be protested. The protest must allege the facts and grounds upon which the protest is based, including citation of the appropriate rule or rules to be considered.
  4. No protest shall be allowed of any umpire's judgment decision. Such a protest shall be summarily dismissed by the Fort Meade Youth Sports League President without convening the Protest Committee.
  5. The Protest Committee shall be composed of all League Representatives and the League President and/or Vice President.
  6. The Protest Committee shall meet and hear testimony within three days of receipt of a written protest. Evidence, accounts, and descriptions of the protested event shall be heard by the Committee from any source within the Committee's discretion. The committee shall; render a decision within one day after the hearing is concluded. All decisions of the Protest Committee shall be final for Minor League and T-Ball League. Major League may appeal further. A \$10.00 appeal fee is charged to the Major League per protest:
- D. MAKE-UP GAMES
1. Make-up games will be played at the earliest possible time, but no later than the following Saturday.
  2. Regular Game Night Monday, Tuesday, Thursday and Friday
    - a) Make Up Game on Saturday
      - (1) 09:00 a.m.
      - (2) 11:00 a.m.
      - (3) 01:00 p.m.

(4) 03:00 p.m.

(5) 05:00 p.m.

- E. Any game that is called off because of rain, darkness, or any other reason before it becomes a regulation game, shall resume from the point of termination with the same roster and as near conditions prevailing as possible.
- F. Make-up games shall automatically have priority for field use over practices, with such priority beginning sixty minutes prior to the scheduled game time.

#### VIII. BATTING PRACTICE/TEAM PRACTICE

- A. Batting practice shall be terminated sixty minutes prior to the time scheduled for the start of the regularly scheduled game. This does not include practice in the batting cage.
- B. Batting cages are first come first serve. All managers shall keep in mind and work with other managers and teams to share the cage. There are several stations set up in the cage to utilize and several teams may use it together.
- C. Field Availability Practice is first come first serve until the completion of the Draft. After Draft a schedule will be given to each team for their designated time. If no team is listed on the schedule, the field will be first come first serve basis.

#### IX. Bat Standard

- A. Teams may use any bat that meets the standard qualification of Dixie Youth Baseball meeting the USA bat standard, not to exceed  $2 \frac{5}{8}$  barrel diameter. Bpf 1.15 bats are not legal for league or tournament use and shall be removed from play. If a second attempt to use the bat is attempted the bat will be marked by a league representative and returned to the parents of said player.
- B. Tball bats shall be stamped USA baseball and shall be  $2 \frac{1}{4}$  and or  $2 \frac{5}{8}$  inch barrel diameter.
- C. Softball bats shall be approved per the USSSA bat standard reflecting the bpf 1.20 stamp.
- D. Any bat furnished by a team member shall be the sole responsibility of that team member and no manager, coach, assistant coach or the Fort Meade Youth Sports shall be responsible nor liable for the accidental loss or destruction of said bat.

#### X. FIELD

- A. The visitor team shall occupy the first base line dugout and the visiting team shall occupy the first base line dugout. The home team shall be responsible for getting the field ready for play. This shall include preparing and lining the batter's box, foul lines, pitcher's mound, intercoms and attaching bases. Each team shall be responsible for raking the pitching mound after each game. Each team manager will be responsible for cleaning their spectator area and dugout after scheduled game time.
- B. FIELD PRESENCE

1. In Machine Pitch, Minor League and Major League, three adult coaches may occupy the coaches boxes during play.
2. Except as allowed in 'a' above, managers, coaches and assistant coaches shall remain within the confines of the dugout or off the field at all times during play.
3. Team members not actively participating during play as either a defensive player, batter, runner, base coach or on deck hitter shall remain within the confines of the dugout unless granted permission to leave the field by their manager or coach.
4. A manager may enter the playing field only after time out has been requested of and granted by the umpire. Only managers may request time by the umpire to discuss a **non judgement** call. Judement calls shall not be argued or protested.

XI. RULES REVIEW MEETING

- A. Prior to the first scheduled practice session the Rules Committee Chairman shall conduct a Rules Review Meeting at a time and place to be determined by the Fort Meade Youth Sports President. Each team must have at least one manager, coach or assistant coach present at the meeting.
- B. *Penalty for failure to attend a scheduled Rules Review Meeting shall be exclusion from active coaching activity until such person or persons are individually certified by the Rules Committee Chairman or League Vice President.*
  1. *NOTE: This rule requires only one individual from each team to attend the Rules Review Meeting. However, every manager, coach, assistant coach, as well as interested parents, are welcome and encouraged to attend.*

XII. DOCTOR'S PERMISSION TO RETURN TO PLAY

- A. No player shall be allowed to return to active participation following any serious injury or illness until the manager of his team shall be furnished doctor's certificate stating that the player is fit to participate in the Fort Meade Youth Sports. Illness will be defined as any disease or infection that could possibly be transmitted or spread by contact or association and that requires-treatment by a doctor.
  1. *NOTE: Coaches and managers should be informed by parents of any limitations their child may have that would impair their Performance on the field.*

XIII. PLAYER DRAFTS

- A. Option Player - sons/daughters of a team's manager or coach(es) who have draft protection for a defined period.
- B. Expansion Team- A new team coming into a league which has NO returning players; an existing team which has two or less returning players (2, 1, or 0).

XIV. GENERAL DRAFT RULES:

- A. The draft for a particular league will be held at a time and place approved by the Board of Directors. It will be conducted by the Player Agent with assistance from the President of the league.
- B. Only the Manager of each team will be allowed to participate in the actual draft process. If room is available, perspective coaches, other Board members, and League officials may observe quietly the proceedings.
- C. NO CHILDREN/PLAYERS/NON-COACHES WILL BE ALLOWED IN THE ROOM DURING THE DRAFT.
- D. The number of players by age allowed on each team will be approved by the Board based on the final registration numbers and must comply with Fort Meade Youth Sports rules. *i.e.: No more than eight 12 year olds on Major/Ozone team of 15 players.*
- E. After every eligible player has been drafted, a "SWAP" period of one hour will be allowed. The intent is to allow Managers to resolve any special parental requests, such as transportation, or resolve any team sponsor requests. Both managers involved and the Player Agent must agree to the swap and record same on the official team roster. If managers refuse to swap, they will solely be responsible to resolve the problems with the parents/sponsors. After the one hour swap period, all player assignments to teams become final!
- F. OPTION Players, previously defined as the son/daughter of a manager or coach(es), will be 'protected" from draft by other managers each year that the child is under "protection." Prior to the first day of tryouts, each manager will be polled to identify by name his OPTION Player(s). If a manager fails to identify his OPTION player( s) before the first day of tryouts, the player becomes unprotected and can be drafted by any manager.
- G. AN OPTION PLAYER WILL COUNT AS A DRAFT PICK BASED ON THE FOLLOWING SCHEDULE:

LEAGUE	NUMBER OF MANAGERS	NUMBER OF COACHES	NUMBER OF OPTION PLAYERS	NUMBER OF PROTECTED PLAYERS	OPTION PLAYER DRAFT PLACEMENT
T-BALL	1	3	4	4	2 TOP PICKS 2 BOTTOM PICKS
MACHINE PITCH MINOR	1	3	3	3	2 TOP PICKS 1 BOTTOM PICK
MAJOR	1	2	2	2	1 TOP PICK 1 BOTTOM PICK

H. SPECIAL NOTE:

1. All coaches identified before the cutoff time (for protection of option players) must be certified before tryouts begin. They must also be a listed coach on the official team roster.
2. Bottom pick shall be defined as bottom of listed players, which consists of returning players and option players and not the bottom of complete roster.

I. BROTHER/SISTER RULE:

1. When a manager draft picks an eligible player who has a brother or sister eligible player in the Same league, the brother/sister automatically becomes that team's next round draft pick, unless the parents of the players specifically requested in writing that the players be on different teams. If there is more than one brother/sister of the first player, they will each automatically be placed on that team and will each count as a draft pick. Limited to two sibling per team.
2. When a team has a "returning" player who has an eligible brother/sister who would normally move-up to the league in question, the brother/sister will be treated as an "OPTION" player under RULE 6 above, with draft protection through Round 3 or Round 4 as the case may be.
3. ALL BROTHERS/SISTERS WILL COUNT AS A DRAFT PICK!

XV. RULES & PROCEDURES FOR DIFFERENT DRAFT METHODS:

A. NOTE: Draft method will be chosen by the Board to fit circumstances.

B. REGULAR DRAFT - NO EXPANSION TEAMS

1. Clarify any rules, answer questions, etc.
2. Identify Option players, brother/sisters, special requests
3. Establish the MAXIMUM player count allowed by ages on teams
4. Establish draft pick sequence based on final standings from previous year. Last place picks first, First place team picks last.
5. ALL teams will participate in the first round.
6. At the end of Round 1, the team with highest player count is frozen (no more draft picks) until all other teams reach this same player count. As other teams reach the freeze point, they are also frozen. Once all teams reach the same player count, all teams re-enter drafting in the original order assigned.
7. Draft pick sequence does NOT alternate or reverse.

C. REGULAR DRAFT - WITH EXPANSION TEAMS

1. Clarify any rules, answer questions, etc.
2. Identify Option players, brother/sisters, special requests
3. Establish the MAXIMUM player count allowed by ages on teams
4. Identify EXPANSION team(s). If more than one, blind draw a number from hat to establish draft pick sequence.

5. Establish draft pick sequence. Expansion team(s) will draft first, followed by returning teams with last place team first and first place team last based on final standings from previous year.
6. ALL teams will participate in the first round.
7. At the end of Round 1, the team with highest player count is frozen (no more draft picks) until all-other teams reach this same player count. As other teams reach the freeze point; they are also frozen. Once all teams reach the same player count, all teams re-enter drafting in the original order assigned.
8. Draft pick sequence does NOT alternate or reverse.
9. A BONUS ROUND for one or more expansion teams only will be allowed at the END of each regular round until the expansion team(s) reaches the player count for the lowest count returning team. See illustration table below:

TEAM	# PLAYERS START	R1	B1	R2	B2	R3	B3	R4	R5
Returning # 1	3	4		5		6		7	8
Expansion # 1	0	1	2	3	4	5	6	7	8
Expansion # 2	2	3	4	5		6		7	8

#### D. COMPLETE REDRAFT OF ALL PLAYERS

1. Clarify any rules, answer questions, etc.
2. Identify Option players, brother/sisters, special requests.
3. Establish the MAXIMUM player count allowed by ages on teams.
4. Establish draft pick sequence by BLIND DRAW of numbers from a hat by each team manager.
5. Each team will be allowed one draft pick in each round until the eligible player pool is exhausted.
6. Draft sequence WILL REVERSE after each complete round. *I.e.:*
7. Round 1: 1, 2, 3, 4, 5, 6, etc.
8. Round 2: 6, 5, 4, 3, 2, 1
9. Round 3: 1, 2, 3, 4, 5, 6

#### E. BLIND DRAW or HAT DRAFT METHOD

1. Clarify any rules, answer questions, etc.
2. Identify Option players, brother/sisters, special requests.
3. Establish the MAXIMUM player count allowed by ages on teams.
4. Establish draft pick sequence by BLIND DRAW of numbers from a hat by each team manager.

5. Each team will be allowed one player pick in each round until the eligible player pool is exhausted by blind draws from a hat.
6. Eligible players will be placed into hat by age groups, starting with the oldest player group. i.e.: T-BALL - 6 yr. Old
7. Draft sequence WILL REVERSE after each complete round.
8. Round 1: 1, 2, 3, 4, 5, 6, etc.
9. Round 2: 6, 5, 4, 3, 2, 1
10. Round 3: 1, 2, 3, 4, 5, 6
11. When an OPTION player or brother/sister of previously selected player is drawn, the player will automatically be placed on the correct team and the drafting manager allowed another pick. The receiving manager will lose his next pick(s) to maintain an equal balance of players on all teams.

XVI. Umpires

- A. Certified umpires shall be utilized and scheduled by the league. Umpires contracts are to be re- negotiated annually. Umpires shall obide by and enforce DYB and Miss Softball rules along withFort Meade Youth Sports bylaws.

XVII. PLAYING OBJECTIVE AND RULES BASEBALL AND SOFTBALL

- A. Baseball shall follow and obide by Florida DYB rules as provided for the current year. All managers shall be provided current years rule book at the leagues exspense.

**1. Instructional League**

- a) Objective:
  - (1) Proper batting stance, alignment, grip, and dropping bat.
  - (2) Understand baseball ready position.
  - (3) Proper throwing position.
  - (4) Learn positions and base running basics like which direction to go.
- b) All players will hit each inning.
- c) Coaches shall monitor the sidelines of the team at bat, allowing only one hitter on deck.
- d) Hitters shall be instructed not to throw bat after hitting.
- e) No Score will be kept
- f) No outs will be recorded
- g) The two teams will shake hands at the end of the game.
- h) Maximum of seven players are allowed in the infield during a game. The remaining players must play outfield positions, rotating players between innings.
- i) There is no catcher; coaches are responsible for assistance with plays at the plate.
- j) Teams that are at bat, players must be sitting in the dug out.

- k) Sideline monitoring is instrumental for protection purposes.
- l) Teams will play three innings or 45 minute time period; whichever come first.

## 2. T-Ball Baseball

- a) Objective:
  - (1) Continue developing and reinforcing stance, alignment, and grip, as well as add in stride to pitcher with front foot, hip pivot, and high back heel.
  - (2) From baseball ready position, slide feet to stay in front of ball to make play.
  - (3) Throw over the top with elbow high and follow through, not side arm or getting a running start and jumping to throw the ball.
  - (4) Throw the ball to base or cutoff and not chase the runner, ex. Centerfielder shouldn't run home with the ball in attempt to tag runner. Nor should any other position (ex: pitcher, short stop).
- b) T-ball will follow District 7 Tournament rules provided to the coaches at the coaches meeting to have on hand.

(1) **Exception:** All throws to first base in Tball shall be a legitimate overhand throw. Runners can not be tagged out running to first. Fielders shall throw the baseball to a base with an advancing runner. No runner shall be tagged out while being chased from behind. This is to force players to learn the game. This is also intended to force coaches to play players in multiple positions and not have one or two players run all over the field. This will only help develop ALL the players as they advance

(2) The umpire shall make the call whether a throw was a legitimate overhand throw. Of course underhand tosses are allowed if close proximity of players for player safety. Umpires discretion and decision will be final.

## 3. Machine Pitch

- a) Objective:

- (1) Continue developing and reinforcing batting, fielding, throwing, and base running skills expanded from previous levels
  - (2) Machine League is the first step from participatory to competitive baseball
  - (3) Players AND coaches are expected to teach and exhibit good sportsmanship towards opponents and teammates
- b) Rules as listed in the Dixie Youth Baseball rule book will be in effect for this league except in the following situations.
- (1) Play will be considered over when the pitcher has control of the ball within the pitcher's circle. Control will be when the pitcher has the ball in his/her glove or hand and will be determined by the discretion of the umpire. Umpire will call time.
  - (2) Since the goal is to teach players to hit a pitched ball, no bunting will be allowed.
  - (3) Each batter will receive four (4) pitches. If he/she is unable to hit a pitched ball, then the ball will be placed on a tee and treated as a "final strike" ball, meaning if the ball on the tee is missed or hit foul, then the batter is out. For this rule to apply the batter must have two swing and miss strikes. If the ball is hit in the field of play, regardless of distance, it will be played as a fair ball. THE BALL MUST BE HIT. Hitting the tee causing the ball to move (umpire discretion) will be considered an out. (In effect for whole season.)
  - (4) Coach attending the pitching machine will be responsible for the safety of the pitcher. The batter must make full effort at pitched ball and ball on tee. Umpire discretion.
  - (5) Players are allowed to steal after the pitch crosses home plate.
  - (6) Coach attending the pitching machine will remain in pitcher circle even when ball is hit off tee.
  - (7) Any changes or additions to these rules must be approved by a majority vote of the Machine Pitch

4. Minor/Major/Ozone/Dixie Boy

- a) Divisions will play strictly by the Dixie Youth Rule Book

B. **Softball** shall follow and abide by current years USSSA softball rules as provided for the current year. All softball managers can access the rules on USSSA website.

- C. All Leagues. Every player will be offered an opportunity to play a minimum of 2 complete innings per game.

XVIII. FORT MEADE YOUTH SPORTS BASEBALL/SOFTBALL GENERAL RULES

A. Baseball

1. There will be a three (3) minute time limit on all charged time outs.
  - a) If a defensive coach in the outfield comes off the grass and on to the clay for other than a player injury or a charged time out, the defensive team will be charged with a time out.
2. Each team will field ten (10) players - six (6) infielders and four (4) outfielders. Any team with less than nine (9) players must forfeit that game.
3. Each team will bat their entire roster, even if player is not on defense in that inning. The ten (10) batters per inning rule WILL BE in effect.
4. Each player must play at least 2 innings of defense in each game unless game is shortened by the ten (10) run rule.
5. Each game will last five (5) innings. A complete game will be determined by Dixie Youth Baseball Rule Book.
6. No set substitution rule is in effect except that a player cannot be substituted during an inning unless due to injury or disciplinary reasons. Batter will be out if he/she bats in that inning.
7. Any player can tag any base for an out.
8. Coaches must remain in dugout area on defense.
9. League managers. Ties will be decided by league representative's vote.

B. Softball.

1. Softball rules as listed in the USSA rule book will be in effect for this league except in the following situations.
2. There will be no infield fly rule. For a batter to be considered out when they hit a fly ball in the infield, the ball must be caught.
3. There will be free player substitution through out the game except for the pitcher. (This is due to the number of innings normally played [4]).

XIX. RULE CHANGES

- A. Rule changes from the dates inclusive of the Saturday before the first tryout session until Fort Meade Youth Sports Tournament play is completed shall require a two-thirds vote of the Board of Directors.