

# Minor and Ozone League Local Rules

Updated March 2021

The local league rules found below are intended to modify the Dixie Youth Baseball rules to accommodate the differences between recreation level and tournament play. Local league rules supersede Dixie Youth Baseball rules and will govern all Dixie Youth minor and ozone regular season league games. Unless expressly listed in the local league rules, all other Dixie Youth Baseball rules apply. Area coordinators reserve the right to make changes to the local league rules during the season should unique situations warrant or clarity is needed by a consensus vote.

## DUGOUT ASSIGNMENT

Home teams will occupy the third base dugout and visitors shall occupy first base dugout with spectators encouraged to follow suit by sitting on the same sideline.

## WARM-UP TIME

If the field is unoccupied prior to the game, the home team will be given up to ten minutes of on field warm-up time 25 minutes prior to the scheduled start of the game and the visiting team will be given ten minutes of warm-up time 15 minutes prior to the schedule game time. If the field is occupied 25 minutes prior to the game neither team will be given on field warm-up time but may elect to warm-up outside of the playing area or in the outfield should the field become available prior to the start of the game.

## PREGAME MEETING

Five minutes prior to the scheduled start of the game, the managers of both teams will meet with the umpire crew to exchange line-ups, address ground rules and seek clarification on any questions.

## REGULATION GAME

A regulation game will consist of 6 innings or the time limit, whichever comes first unless the game is tied. Tied games will follow the TIED GAME procedure listed in these rules.

## TIME LIMIT

No new innings will begin after 1 hour and 45 minutes from the scheduled start of the game unless the game is tied. Tied games will follow the TIED GAME procedure listed in these rules. New innings begin immediately following the conclusion of the 3<sup>rd</sup> out of the bottom half of the inning. The home plate umpire is the official keeper of time.

## COMPLETE GAMES

A game is considered complete after the 3<sup>rd</sup> inning (2½ if the home team is winning) or the time limit has expired.

## INTERRUPTED GAMES

In the event a game is suspended for a weather-related, darkness or legitimate reason other than the time limit, the game will be resumed later unless considered complete as listed above. Interrupted games will resume from the point at which the game was suspended per rule 4.10(a)(7).

## TIED GAMES

Games that are tied at the conclusion of regulation play (innings or time limit) will play one extra untimed inning. Should the game remained tied at the conclusion of the untimed inning, the game will result in a tie UNLESS the game is an inner league game. Inner league games which remain tied at the conclusion of the extra inning will continue at a later date and time, determined by the area coordinator, if necessary and/or desired. The time limit regulation does NOT apply to the untimed extra inning.

## HOME TEAM RESPONSIBILITIES

Provide two new game balls for play and have the ability to provide additional game worthy balls should those become unusable. Accurately operate the scoreboard when applicable. Provide an official bookkeeper for the game. The home team bookkeeper is the official scorekeeper for the game and should communicate with the visitor after each half inning to confirm accuracy of the official book. Report game scores or status of game to league coordinator within 24 hours of scheduled game.

## PLAYING SHORT

Teams must be able to field a minimum of 8 players to begin play. Teams will be provided up to 15 minutes from the original start time of the game to field this number. Teams which are unable to do so will be required to forfeit the game. Teams must maintain at least 7 available players to continue a game under any circumstances. If a team is playing short for any reason, the team will NOT receive an out for each missing batter's turn through the lineup.

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## DEFENSIVE PLAY RULE

Every player in attendance must play a minimum of six consecutive defensives outs in a regulation game. Defensive substitutions for all bench players **must** occur in the 3<sup>rd</sup> inning.

## PITCHING

Teams are required to abide by the Pitching Limitation Rules for Regular Season found in Dixie Youth Baseball Rule 8.07. Each team's manager is required to sign in ink their opponents pitching affidavit which will list both the number of innings pitched and pitches thrown as determined in Rule 8.07 at the conclusion of each game. Note the pitching affidavit must be filled out for pitchers whether the game is a regulation or non-inner squad scrimmage game.

## BATTING

Teams will bat using the Dixie Youth Baseball Local League Option 2 Batting Order. This is a continuous batting order where all players present from the official team roster will bat in a continuous batting order throughout the game. See Dixie Youth Rule 3.03(d)(2) for complete details.

## SCORE LIMITATIONS

A game will be considered final when a team is ahead by 10 runs after 4 innings have been completed (3 ½ should the home team be leading) or 15 runs after 3 innings have been completed (2 ½ should the home team be winning).

## SIX RUN INNING - MINOR LEAUGE ONLY

A team's half inning will conclude when the 6<sup>th</sup> run of that inning is scored.

## AVOIDING HOME PLATE COLLISIONS

All players must attempt to slide when a play is being made at home plate. If no attempt is made, the runner is out and all players must return to their last base touched.

## EJECTED COACHES OR PLAYERS

Any coach or player ejected from a game will be suspended from their next played game. Coaches or players which fail to leave the playing area after an ejection in a timely manner will receive an additional game suspension. Appeals to suspension ejections should be directed to your sport coordinator or league administer.