

# SHREVEPORT DIXIE BASEBALL

## 2018 --- 9 & 10, 11 & 12 RULES

### 1. Age breakdown:

- **AAA – 9 & 10**  
A child must be nine (9) before May 1, of the current year.  
A child cannot become eleven (11) before May 1, of the current year.
- **O-Zone – 11 & 12**  
A child must be eleven (11) before May 1, of the current year.  
A child cannot become thirteen (13) before May 1, of the current year.

2. Registration is online only at shreveportdixiebaseball.com. Payment must be made online for registration to be complete.

## PLAYER EQUIPMENT

### 1. **Helmet:**

- **Batter** – All players league age 10 and under are required to wear a batting helmet with a protective face mask attached to the helmet. All players league age 11 and up the face mask on the batting helmet is optional, however Shreveport Dixie Baseball highly recommends the use of the batting helmet with face mask attached.
- **Catcher** - a catcher must wear a protective cup supporter during the game. Umpires shall be responsible for informing both coaches prior to the game. A game will not be delayed for the purpose of allowing a catcher time to get a protective cup supporter. A team failing to provide all protective equipment for their catcher will forfeit that game. The remainder of the catcher's equipment is described in the Dixie Youth Baseball rule book.
- **Pitcher** – **CLEATS ARE PROHIBITED** on the artificial mounds. Pitchers must change into tennis shoes, turf shoes, or other soft sole shoes.

### 2. **Bat:**

- The bat must not exceed 2 5/8" inches in diameter.
- Must be stamped with "USA Baseball Mark".
- All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.

## GAME REGULATIONS

### 1. Pitch Count Limitations

- A League Age 9 or 10 pitcher shall not throw more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- A League Age 11 or 12 pitcher shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- All pitchers in local league play must adhere to the following pitch count rest requirements:

<u>League Age</u>	<u>No Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>
9-12	1-30	31-45	46-65	66+

## 2. Innings Limitations

- A. A pitcher shall not pitch more than six innings in the calendar week between from 12:01 a.m. Monday to 12:00 midnight the following Sunday. The pitching of one (1) pitch shall be counted as the pitching of one inning.
- B. The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning he is NOT charged for that inning. No innings pitched shall be charged to the pitchers that are listed in the batting order of both teams handed to the official scorer in games forfeited before actual play begins.
- C. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch in that game.

3. Official playing time for games is as follows: six (6) innings or no new inning will be started after one (1) hour, thirty (30) minutes. All tie games after regulation play will be continued until a winner has been declared.

4. A game will be considered a regulation game when a team is ahead by ten (10) runs and both teams have batted four (4) times, or in the case of the home team, three (3) times; or, fifteen (15) runs after three (3) innings.

5. If play is suspended for any reason, a game will be declared an official game after 3 1/2 innings of play, if the home team is ahead or 4 innings if the visiting team is ahead. Games called because of rain or other reason before they become regulation games, will be started from where the game was stopped.

6. **BATTING ORDER RULE** - At the start of the game, all available players on each team will be listed in the starting batting order and the batting order will remain the same for the entire game. If a player cannot complete his turn at bat due to injury, sick or ejection, his or her spot in the batting order will be skipped and no out will be called.

7. AAA 9-10 age group only: Pitching Distance – 46', Base Distance – 60'. Runners may not lead off and can advance on passed ball at own risk.

8. O-Zone Rules for 11-12 age group only: Pitching Distance – 50', Base Distance – 70'. Runners will be allowed to lead off and the Pitchers will pitch from a stretch position.

9. ***Courtesy runner will be allowed for the catcher only. The courtesy runner must be the last player that batted and is not on base at the time the courtesy runner is needed.***

10. Steel cleats are not allowed to be worn by players or coaches in the 5 – 12 age groups.

11. All stars will be selected through a process approved by the Board of Directors as follows:

- A. Winning team manager in each league will manage league's all star team, if he has upheld all parts of his contract, and approved by the Board of Directors of SHREVEPORT DIXIE BASEBALL.
- B. All managers will vote and select eight (8) players.
- C. Winning manager will then have four (4) additional selections.
- D. The manager of the all star team will choose his coaching staff.

Note: Rules not covered in local rules will be followed as written in the Dixie Youth Rule Book.

SHREVEPORT DIXIE BASEBALL will contact you if the games are canceled due to bad weather through auto text and email system of our web site. Also canceled game information will be posted on our website at [shrevepordixiebaseball.com](http://shrevepordixiebaseball.com)