

LOUISIANA DIXIE YOUTH BASEBALL
T-Ball A Division (6 & Under Age Group)
Tournament Rules & Regulations

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 front edge of the pitcher's plate to the back point of home plate shall be forty-six (46') feet. A twelve (12') diameter circle will be drawn around the pitcher's mound; the center of which will be the pitcher's plate.
- (c) There will be a ten (10') foot line from the back point of home plate arching from each foul line to determine fair/foul. The batted ball must cross the line to be considered fair and playable.
- (d) The outfield fence will be a minimum of 160 feet from home plate.

Coaches

- (a) Each team will be allowed a manager and a maximum of three (3) coaches. There must be a total of four (4) manager and coaches listed on the affidavit.
- (b) No more than three (3) coaches will be allowed on the playing field at one time. One (1) coach at First and Third base coaching boxes and the coach at home plate. The batter coach may adjust the batter once per 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 twelve (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 an approved catcher's mask with helmet or batting helmet with face 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 case of an injury or sickness. The penalty if a player does not play the required two (2) 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 five (5) innings for tournament play unless the ten (10) run rule after 4 innings or fifteen run rule after 3 innings applies. The fifteen (15) run rule after 3 innings will apply only if all players have completed at least one (1) time at bat.
- (b) An inning will be completed when the defense has acquired three (3) outs, or the offense has 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.

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- (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; the batter will be given an additional swing. If the batter fouls again, they will be given another swing, etc. Any batted ball must travel beyond the ten (10') foot arc line from home plate to be considered a fair ball; if not, it will be considered 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 to 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 sick and is unable to bat; the batter will be skipped. If a player becomes injured or ill when on base, the previous player making an out shall run for them.
- (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 thirty (30") inches. Big barrel (2 5/8") bats are allowed.
- (i) Baseballs will be a RIF 5.
- (j) All batters must wear a batting helmet; face mask and chin strap is optional.
- (k) Player pitchers must have both feet in the pitching circle until contact with the ball is made. Penalty will be the offensive team has the option of either accepting the play or rule it as a no pitch. Infielders maybe positioned no closer than an imaginary line between first and third 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. Penalty will be the defense has the option of accepting or rejecting 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 on appeal if the runner missed a base.
- (n) Play is dead when an umpire calls "Time" 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 pitching circle and does not stop, the runner may advance to the next base at their own risk then the umpire will call dead ball.
- (o) No infield fly rule, no bunting or half swing and no base stealing will be allowed. Penalty for 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 (2) umpires per game must be used in all tournament games. No games will start after 9:00 pm unless approved by the Tournament Director.
- (q) No team shall play more than three (3) games per day; preferably 2 games are to be played per day if schedule allows it. Teams must have at least a one (1) hour break between games.
- (r) Free substitution on defense.

Credentials: Each Manager will be responsible for the following and must be presented at the tournament credential meeting: team affidavit, medical release form (signed by all players' parents), proof of accident & liability insurance and copy of players' birth certificates.

Protests: All protest shell be made by the manager to the umpire-in-chief and turned over to the tournament director; play will be stopped and a ruling on the protest will be made before play can be resumed.