

I. **DYB Mission & Policy Statement (p12).** Proverbs 22:6 says “Train up a child in the way he should go and, when he is old, he will not depart from it.”

II. **Equipment:**

A. **Bats (p28):**

1. The barrel of all aluminum, metal alloy, composite, multi-piece wood or single-piece wood bats shall not exceed 2 5/8” in diameter nor exceed 33” in length – Rule 1.10 (a).
2. Approved Bats – All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. All bats stamped “BPF 1.15” will not be legal for play in all divisions beginning in 2018 – Rule 1.10 (b).
3. Any T-Ball will be stamped with the USA Baseball Mark & cannot be used in AA, AAA, Majors or O Zone – Rule 1.10 (c).
4. Illegal Bat Penalty – Rule 1.10 (d).

B. **Jewelry (p29)**

1. Players may wear sunglasses.
2. Jewelry may not be worn by players on the field or in the dugout. This includes bracelets, necklaces and piercings of any kind. Exceptions: If jewelry is worn due to Medical or Religious reasons; also, breakaway sports necklaces are allowed.
3. Penalty: On 1st occurrence, a warning is issued to both teams; on 2nd occurrence, the manager & player(s) will be ejected from the game – Rule 1.11 (d)(2).

C. **Catcher Equipment (pp30-31):**

1. Catcher must use a catcher’s mitt. Exception: In A & AA, the catcher may use a fielder’s glove.
2. Catcher’s helmet & mask must have the attached throat guard. Exception: hockey-style mask does not have to have the attached throat guard.

3. Male catchers must wear a protective cup with a supporter; female catchers must wear sufficient protective padding to prevent injury.

4. Any player warming up the pitcher must wear an approved catcher's helmet/mask as mentioned above.

D. Batting Helmets (pp29-30):

1. Local League Option on the use of face masks and chin straps on batting helmets. Louisiana DYB strongly recommends the use of face masks and chin straps for safety purposes. If face masks are used, the mask must be securely fastened and not missing any hardware.

2. If a cap is worn underneath the batting helmet, the cap must be with the bill forward.

III. Local League Pitching Rules for AAA, Majors & O Zone – Section 8.00 – The Pitcher (pp63-68)

A. Balks, Rule 8.05 (pp66-67). There are no balks in AAA or Majors; it is declared a No Pitch.

B. Pitching Limitations, Rule 8.07 (pp67-68):

1. Pitch Count Limitations: League Age 9 or 10 shall not throw more than 75 pitches in the same game or on the same day; League Age 11 or 12 shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitch count limit is reached while facing a batter, the pitcher can continue to pitch to that batter until the batter reaches base safely or is put out.

2. Refer to the Local League Pitch Count Rest Requirements – p67. Note: There are no exceptions to the rest period pitch count thresholds.

3. A pitcher shall not pitch in more than 6 innings in a calendar week from Monday through Sunday. For the purposes of this rule, 1 pitch to a batter is considered 1 inning (p68).

4. Refer to p68, Rule 8.07 (8), on limitations of pitcher and catcher positions.

IV. Tournament Rules (pp84-107):

A. Tournament Pitching Rules for AAA, Majors & O Zone (pp91-93, Rule VII):

1. There are no limits on the number of innings a pitcher may pitch in a tournament.
 2. Pitch Count Limitations: League Age 9 or 10 shall not throw more than 75 pitches in the same game or on the same day; League Age 11 or 12 shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitch count limit is reached while facing a batter, the pitcher can continue to pitch to that batter until the batter reaches base safely or is put out.
 3. Refer to the Tournament Pitch Count Rest Requirements – p92. Note: There are no exceptions to the rest period pitch count thresholds
 4. A pitcher may pitch in 2 or more games on the same day as long as they do not throw more than 40 pitches in any one game nor more than 75 pitches (League Age 9 or 10) or 85 pitches (League Age 11 or 12) in that day (p93).
 5. Refer to p92, on limitations of pitcher and catcher positions.
- B. Tournament Games (PP93-95, Rule VIII):
1. All AA, AAA, Majors & O Zone games will be 6 innings, no time limit with 15 Run Rule after 3 & 10 Run Rule after 4 innings. Exceptions: (1) Pool games may have a time limit. (2) A game cannot be called due to a 15 Run Rule unless every player on both teams has batted at least 1 time.
 2. Only baseballs stamped Official Dixie Youth Baseball and bearing the signature of the DYB Commissioner shall be used in tournament play.
- C. Player Participation Requirements (pp 95-97)
- D. Conduct & Sportsmanship (pp81-82, 99):
1. Fake bunt/hit away tactic & excessive waving of bat (pp81-82, 99).
 2. The use of any alcoholic or tobacco products within the confines of the playing field, dugout or bench area by any manager, coach, player, umpire or DYB official is prohibited (pp82, 99).
 3. Tournament Directors, at their discretion, may allow the use of noisemakers. However, spectators cannot use noisemakers in an attempt to distract the opposing team or in any unsportsmanlike manner (p99).
 4. Questions Umpire Calls:

a) *Only the manager can question a call. He must wait for the play to end, request time & wait for time to be granted. All questions should initially go through the UIC for that game. Do not let a manager and/or coach charge the field hollering & screaming.*

b) *Judgement calls cannot be argued or appealed.*

c) *Protests can only be on a rule interpretation or illegal or ineligible player.*

5. **Unruly Spectators:** Go to the manager 1st; if unresolved, get a tournament official to the field (pp82, 99).

E. **AA Coach Pitch & Machine Pitch Tournament Rules (pp103-107)**

F. **A T-Ball Tournament Rules: Please refer to State Handout**

V. Significant Rules & Additional Information:

A. **Managers & Coaches:**

1. **No Personal cell phones or other electronic devices (p38).**

2. **There must always be an adult coach in the dugout (p44).**

3. **On defense, all coaches & manager will be in the dugout.**

B. **Time Outs (p51):**

1. **Offensive time outs: 1 per batter per at bat.**

2. **Defensive time outs: 2 per inning with the same pitcher; on the 3rd time out, the pitcher must be removed.**

3. **Injury or Official time out does not count as a charged time out to a team.**

C. **Batting Out of Turn (pp53-54, Rule 6.07)**

D. **Infield Fly (p35 – Definition)**

E. **Leaving the base early (pp 62-63, Rule 7.13)**

F. **No head first slides (p60, Rule 7.08 (l)).**

G. **Runner must slide or avoid contact when defensive player is making a play on the runner (p60, Rule 7.08 (m)).**

H. **Intentional Base on Balls (p35 – Definition)**

OVERVIEW OF DYB RULES – 2019 – 2020

- I. **Obstruction (p36 – Definition, p58, Rule 7.06)**
- J. **Interference (pp35-36 – Definition, pp60-61, Rule 7.09)**
- K. **Player Age Determination (pp79, Regulation III (B), pp4-5 – Age Chart)**
- L. **Home Runs: we will not take a home run away from a player.**
- M. **Speed-up rules for you as an umpire, managers, coaches & teams:**
 - 1. **Hustle the teams on & off the field.**
 - 2. **Make sure manager/coach know to send catcher out properly equipped; have a sub ready to warm up the pitcher in case the catcher was batting or on base when the inning ended.**
 - 3. **Keep on-deck areas clean: no extra bats or bat weights.**

*****Please note that significant rule changes are listed on pages 2-3 in the DYB Rule Book*****

If you have any questions, please do not hesitate to contact me.

Buddy Bethard
State UIC, Louisiana Dixie Youth Baseball
318-419-8828
buddybethard@gmail.com