

Louisiana Dixie Youth Pitching Machine Tournament Rules - 2010

Section 1 Preliminaries

- A) Each team shall have a roster of Twelve (12) players. A team may have less players for one game only. The District Director or Tournament Director must approve any game played by a team with less than thirteen players.
- B) Each team must have a Manager and three (3) coaches.
- C) There must be one (1) adult coach in the dugout at all times during the game. No coaches will be allowed on the field during that team's defensive inning.
- D) A player cannot be over league age of Eight (8) to play in this tournament. A player with a league age of six (6) or seven (7) may play in the tournament. League age is determined by the Dixie Youth Official Rules and Regulations.
- E) A player may not be on a Pitching Machine All-Star Tournament team and another age division in the same year.

Section II Equipment and Field Requirements

- A) The ball must be Dixie Youth approved for tournament play, with the Commissioner's stamp.
- B) The bat must meet Dixie Youth Specifications. The knob must be stamped DYB or have the generic logo on the barrel of the bat. The bat cannot be shorter than 25 inches or longer than 33 inches.
- C) All catchers must wear complete catching equipment according to Dixie Youth guidelines. All male catchers MUST wear a protective cup and female catchers must wear sufficient padding to prevent injury. Infielder's glove is not allowed.
- F) All batters must wear Dixie Youth Approved batting helmets with face guards and chin straps.
- G) The field shall be laid out according the most current edition of the Dixie Youth Official Rules and Regulations. Bases shall be 60 ft. apart, the pitching rubber shall be 46 ft. from the point of home plate. The minimum distance for the outfield fence shall be 150ft from home plate and a maximum of 200 ft.
- H) The Pitching machine shall be set up to deliver the pitch at 40 miles per hour when it reaches home plate. The machine shall deliver the pitch directly over the pitching rubber.
- I) The Tournament Director and/or Umpire shall have sole discretion in adjusting the machine. The offensive coach feeding the machine may not adjust anything on the machine. The machine coach must ask for time and ask the umpire or tournament director to fix the machine. The machine coach may not coach or open his mouth. His job is to feed the machine!!! **Penalty for Violation** – Coach will be removed and placed in the dugout for the remainder of the game.

Section III Starting, during and ending the game

- A) All games shall be regulation after five (5) complete innings, unless the home team is ahead after four and one-half innings. A new inning shall not begin after the game has progressed for 1 hour and 15 minutes. If this time limit prevents a new inning from starting, the game shall be a regulation game. Each team must have the same number of bats for the game to be called for a time limit.
- B) The game shall be played with ten (10) players on defense. The 10th player will be designated as an outfield rover. This player must remain in the outfield. All outfield players shall be spaced evenly in the outfield. In other words the tenth player is not a short fielder; he plays on the outfield grass.
- C) All teams shall bat the roster. All teams must play every player at least two (2) defensive innings, which is six outs. There will be free substitutions on defense but all substitutions must be reported to the scorer. **Penalty for violation of the defensive rule: Forfeiture of the game by the offending team. The manager of the offending team shall also be suspended for the next game.**

- D) A complete time at bat shall consist of hitting a fair ball or striking out. No walks are allowed. If a pitched ball hits a batter from the machine or coach, it shall be a dead ball. No runners may advance, and no bases will be awarded to the batter. The batter shall resume his time at bat with the same strike count.
- E) If a batted ball hits the pitching machine the batter/runner shall be awarded first base and any forced runners will be awarded one bag, then the ball is dead. If a batted ball is deflected off the pitcher or the pitchers glove and then the ball hits the pitching machine, the ball is alive. Unless the ball is under the machine or the ball hits the machines wheel and cause the ball to move in a crazy direction. Umpire's Judgment
- F) If a thrown ball hits the pitching machine, the runners will be allowed to advance to the bag that they were attempting, then the ball is dead.
- G) A ten (10) run rule shall be in effect after four (4) complete innings or 3 ½ innings if the home team is leading. There shall also be a fifteen (15) run rule in effect after three (3) complete innings or 2 ½ innings if the home team is leading.
- H) There is no infield fly rule in the Tournament.
- I) There will be **no bunting** allowed in any game. Penalty: Strike is called, and if the ball was put into play there is no play...the batter returns to the box if it is not strike three.
- J) Under no circumstances shall the base runner(s) steal.
- K) If in the opinion of the umpire, the batter slings or throws the bat in an unsafe manner, the batter will be called out after one (1) team warning.
- J) When in the umpire's judgment play has stopped on the runner or runners he will call time out and runners will return to the bag that they last legally occupied.
- K) If in the opinion of the umpire, the batter slings or throws the bat in an unsafe manner, the batter will be called out after one (1) team warning.
- L) A chalk line will be extended four (4) feet on each side of the pitching rubber. The defensive player playing in the pitching position must have one foot in contact with this line until the ball crosses home plate. **Penalty:** Opposing team shall have the option to take any or all of the play.
- M) **APPEAL PLAY** – Once the play is over and the ball becomes dead, the Manager of the defensive team shall ask the Umpire-in-Chief for time. He will then inform the umpire he wishes to make an appeal. The umpire shall hand the ball to the coach, who will throw the ball to his pitcher. Once the pitcher has the ball and steps on the extended line from the pitching rubber, the umpire shall make the ball live by saying "Play Ball." The pitcher shall then throw the ball to the base in question and the covering umpire shall declare the runner safe or out. Once the manager has stated he wants to make an appeal all runners are frozen and cannot return to the base they missed until the umpire puts the ball back into play.

Section IV
Miscellaneous

- A) Each game will be played with two umpires. One shall be the umpire-in-chief and will call behind the plate in full gear. The second umpire shall call the bases.
- B) All protests and Protest Committees shall be handled according to Dixie Youth Rules. Appeals will follow the Dixie Youth Rule Book and will stop with the state director.
- C) Admission to all tournament games shall be as follows:

Adults	\$5.00
13 – 18	\$2.00
12 & Under	Free
- D) All situations or plays not covered by these rules shall be governed by the Dixie Youth Official Rule Guide.