

Madison Heights Youth Baseball Association Inc.

2019 Rules and Regulations

This set of Rules and Regulations are reviewed and amended each year by the Board of Directors to serve as additional rules of the current years Dixie Rule book.

1. All participants in the MHYBA leagues will be required to register, submit contracts and pay required fees on the date(s) designated by the Board of Directors. Failure to comply may result in the participant being declared ineligible for the season. All requests for reconsideration of eligibility will be ruled upon by the Player Agent and President.

2. Age groups for operating leagues will be as follows:

- A-League – 4, 5, 6 **(See Amendment Below)**
- AA-League - 7, 8
- AAA-League - 9, 10
- Youth Major League - 11, 12
- Boys League - 13, 14, 15
- Pre-Major League - 15, 16
- Major League - 17, 19

Amendment: January 30, 2019

This amendment only pertains to a player that registered as a 4-year old.

After a player has played 2 years of T-Ball the parents can decide if they want their child to remain in T-Ball for a third year or move into the Coach Pitch League. Should they decide to move their child into the Coach Pitch League the child will have to remain in Coach Pitch for 3 years. After that decision is made the parent or guardian will sign an agreement stating they understand their child will have to participate 3 years in the Coach Pitch League.

No player will be allowed to move into AAA Minor League until they are of legal age 9 years old.

Any exceptions to this rule will require a majority vote of the Executive Board.

3. Age will be determined as "league age" defined in the appropriate Dixie rulebook.

4. Any player discovered presenting a fraudulent date of birth will be banned from participating in any activities of the MHYBA. Reinstatement will be upon approval of the Board of Directors on an individual basis.

5. All players participating in a league for the first time must be in the draft. Draft order will be determined by the reverse order of last year's standings, with ties being broken by the head to head record. If head to head record does not break ties for two or three teams, it will be decided by coin flip, four or more will be decided by lottery pick.

6. A player entering a new league who has a brother already on a team will be drafted onto the same team. A player entering a new league whose father is a manager in that league will be drafted onto his father's team. The player draft director will appoint a three-person committee to decide what round these players will be drafted. The committee decision will be final.

7. No player registration forms will be accepted after three (3) days prior to the first scheduled player draft of the current year unless approved by the President and Player Agent or a player moves into the area.

8. No manager will be allowed to pick coaches for the upcoming season until after the draft has been held.

9. All AA, AAA, O-Zone and Boys League managers will attend a clinic if provided by MHYBA. The date for this clinic will be set no later than March 20th. of the current year. The clinic is recommended for coaches as well.

10. Only the manager and two other prospective coaches will be allowed to represent a team at the draft selection. No parent of any player in the draft will be allowed to attend the draft selection unless that parent is a manager; exceptions can be granted by the President or Player Agent.

11. If a player quits a team during the practice or regular season, he/she will be disqualified from participation in the MHYBA for the remainder of the season.

12. Any player who is removed from a team by the manager or by MHYBA for disciplinary reasons or in any way creates an embarrassing situation for MHYBA while participating in any tournament play will not be allowed to participate in any MHYBA activities the following year. The parent of this player will have the right to appeal this decision to the Board of Directors.

13. Players, once drafted and listed on the official roster, may not re-enter the draft the following year unless released by the manager of the team and approved by the League Vice-President, Player Agent, Executive Vice-President and President. The parent(s) should submit a written request to the player agent, prior to March 1st of the current year. The player agent, in turn, will contact the above officers to decide the outcome of the request.

14. Players may not be traded after the date of the league draft. Exceptions will be made on an individual basis with the approval of the President, Executive Vice-President, Vice President of the League and Player Agent. All trades must have prior written approval of the Player Agent and League Vice-President. Second year players cannot be traded without approval of the President, Executive Vice-President, Vice President of the League and Player Agent.

15. If a player moves into the area after the draft, the player agent shall assign him/her to a team. If two or more names come in at the same time, names will be drawn out of a hat and assigned a team by the Player Agent. Team in draft order shall receive the player.

16. Rained out games will be played on the Friday or Saturday following the rain out or the earliest day possible. Team managers will be notified of the make-up date and time. If the following Friday or Saturday make up is not possible the team will be subject to play three (3) games in a week.

17. The use of tobacco in any form is prohibited in the Complex (allowed in the parking lots only). Violations will result in ejection from the game and playing field.

18. The use of alcoholic beverages in any form will absolutely not be tolerated under any circumstances at the W. Glenn Ricketts Youth Sports Complex. Violation will result in ejection from the premises. For managers or coaches, a minimum two game suspension will be enforced. Managers and Coaches shall not engage in any activity with any players while under the influence of any alcohol or drugs. Should this occur the guilty party will be asked to resign from their coaching position immediately?

19. The use of profanity or harassing, riding or yelling, at members of any team or its adult leaders is prohibited. Violation of this rule will result in ejection from the game for managers, coaches, and players. Violation of this rule will result in ejection from MHYBA property for spectators.

20. All managers and coaches will be recruited by the Vice-President of the League in question and approved by the President. Managers and coaches must be approved each year. The Board may dismiss any manager or coach at any time by a majority vote of the Board of Directors.

21. All managers and coaches may wear long trousers or coach's shorts only (no cut-off shorts). No clothing advertising alcohol, tobacco, drugs or inappropriate slogans or language.

22. All players will wear their uniform in a proper manner. This includes hats on straight, shirttails in. No low riding pants. There will be one warning and then ejection from the game.

23. There will be no forfeits due to a shortage of players. Another player will be chosen who is registered and of legal league age and approved by both team managers. The player must play in an outfield position and bat last in the batting order. A team must have at least seven (7) of its own ball players. If not, the game will be rescheduled.

24. A manager may suspend a player for not more than two games. The manager must obtain the League Vice-President's or in his absence the Executive Vice-Presidents approval and must report the suspension to the player's parents at least 4 hours before the next scheduled game.

25. The following people will be allowed in the dugout during a game: players on the team roster, manager, and two coaches. Substitutions may be allowed for adults, but the total number may not exceed three, as shown. Exceptions for unusual circumstances may be granted by the League Vice-President or the Umpire in charge, A-League (T-Ball) & AA- League (Coach Pitch) will be allowed four (4) adults in the dugout.

26. Managers will be responsible to place their equipment in their team's equipment bin at the end of regular season. The League Vice-President will set a date to inventory the equipment with the manager. Any manager wishing to keep his equipment during the off-season must have it approved by the League Vice-President. All equipment of every team must be checked by your League Vice-President regardless if you are keeping the equipment or not. Failing to do so will be a major factor whether he/she gets a manager position the following year.

27. Managers will be responsible for getting in all uniforms after the season is over, regardless if player will be back next year. If you come up short on uniforms at the end of

the season, the manager will be asked to pay for them. Normal wear is expected, but lost uniforms are no excuse. Managers will sign a contract with MHYBA accepting responsibility for all equipment including uniforms.

28. All gripes or complaints from parents or spectators will first go to the coach or manager to handle, then to the Vice-President of respective league, then to the President. If no one is able to handle the situation, then it will go to the Board of Directors along with the person involved. Managers or coaches are required to go through the same channels. All gripes or complaints above the managerial level must be in writing to be considered.

29. Time limits for games will be enforced. Only the league Vice-President, Executive Vice-President, or President may grant exceptions to the established time limits, and then only for extraordinary reasons.

30. In all leagues, a base runner attempting to advance safely to another base, including home plate must make every attempt to avoid the tag, usually by sliding. Crashing into any defensive player, including the catcher is prohibited, if in the umpire's opinion the runner is guilty of this offense, the runner will be called out and if in the umpire's opinion this act is flagrant the player can be ejected.

31. If a player is thrown out of a game by the umpire, there will be a one game suspension (next game). If a player is thrown out of a game for a second time in a season there will be a two game suspension (next two games). If a player is thrown out of a game for the third time in one season, he/she will be suspended for the remainder of the season. Any player thrown out of two games during the season will be evaluated by a protest committee set by the President to determine eligibility to participate in All-Star competition. A manager will have the right to appeal the fate of the player's participation in the next game or the next 2 games (should it be the second suspension). This appeal must be in writing within two hours of the completion of the game and presented to the League Vice President, Executive Vice President or President.

32. If a manager or coach is thrown out of the game by an umpire, there will be an automatic one game suspension (next game): if a manager or coach is thrown out of a game for a second time in a season, there will be an automatic two game suspension (next two games). If a manager or coach is thrown out of a third game in one season there will be an automatic suspension for the rest of the season. Any manager or coach who gets thrown out of two games in one season will not be allowed to manage or coach in the All-Stars. The League Vice-President will have the authority to suspend managers or coaches for abusive conduct toward umpires. A manager or coach will have the right to appeal any suspension imposed on him/her by either the Umpire or League Vice President concerning participation in the next game or next two (2) games (should it be the second suspension). This appeal must be in writing within 2 hours of the completion of the game and presented to the League Vice President, Executive Vice President or President.

33. Any League Vice-President with the approval of the Executive Vice-President or President will have the right to suspend players for abusive conduct toward managers, coaches, league officials or umpires. The player and his/her parent(s) will have the right to appeal this decision to the Executive Board in writing within 24 hours of notification of the suspension.

34. The protest committee will consist of four members, President, Executive Vice-President or League Vice-Presidents from two leagues or two members of the Executive Board that will be appointed by the President or Executive Vice-President.

35. Should two or more teams finish the regular season tied for the championship with the exact same won/loss record, the tie will be broken by; first head to head competition and second by a one game play off between teams. Should there be three teams tied; a lottery pick will be held to determine who gets the bye. Exception: Any league that just has 1 division and finishes tied at the end of the regular season will have a 1 game playoff for the championship. The dates of these games will be set by the protest committee.

36. No manager may manage more than one team during the regular season unless approved by the League Vice-Presidents of the leagues involved, the Executive Vice-President, and the President. He/she may coach another team with his/her first priority being the team they manage.

ALL-STAR MANAGERS, COACHES AND PLAYERS WILL BE SELECTED IN THE FOLLOWING METHOD

37. No one may manage more than one All-Star team. (Unless approved by a majority vote of the Executive Board)

38. The All-Star managers will be appointed by the Executive Board prior to the All-Star selection. The manager will select coaches from his/her league. Should there not be enough qualified coaches to choose from, another coach will be approved by the League Vice-President and President.

ALL-STAR PLAYERS SHALL BE SELECTED AS FOLLOWS

39. A list of all eligible players in the league will be presented at the time of All-Star selection. From this list, the managers will select twenty-five (25) names. The twenty (20) names (plus or minus 2 or 3) that receive the most votes will be presented to the managers for the All-Star selection. From this list the managers will select the All-Stars by secret ballot. The players with unanimous votes will be All-Stars. The remaining players (of the 20) will once again, after discussion, be voted upon. The players with majority votes will be All-Stars. In the event there is a tie for the final positions, those player's names will be submitted for another vote. The players with the majority vote will be All-Stars. Should the vote remain a tie after this procedure the manager and draft director will break the tie.

40. Dixie Minors and Youth Majors All-Star teams will consist of 12 players. Dixie Junior Boys and Boys All-Star teams will consist of up to 13 players. Dixie Pre-Majors and Majors All-Star teams will consist of up to 16 players.

41. Any manager of any league and the league Vice-President who feel the All-Star selection was done unfairly may request that no All-Star players be announced and request a special meeting with the Executive Board. The request must be verbal during the meeting and put in writing within two (2) hours after the All-Star selection meeting. The Executive Board will, in turn, decide if any further steps are to be taken.

42. No manager, coach or league official shall discuss All-Stars with players before All-Star selection. Penalty could result in he/she not being allowed to manage/coach, etc. the All-Star team for the following season.

43. No manager, coach, team mother or any parent of a team player may approach a sponsor for the purpose of requesting funds for prizes, trophies, picnics, etc.

44. The Officers and the Board of Directors from time to time may promulgate such rules and regulations as may be necessary to the efficient operation of the operating league of the Association.

45. In addition to the foregoing rules, all rules established by the Dixie Youth League or other organization of which the Association may be a franchise, are considered in force.

46. Any rules and regulations not covered by these special rules (reference the Official Dixie Youth, Dixie Boys/Majors and the Official Major League Rule Book).

**Please read all Special Rules
attached on the next 6 pages.**

SPECIAL RULES: A-LEAGUE (T-BALL) (5-6)

1. The length of the games will be four (4) innings with one hour - fifteen minute time limit.
2. All players will be on the field for defense and all players will bat on offense every inning.
3. No score will be kept.
4. No league standing will be kept.
5. No official umpires are to be used. Defensive coaches will call 1st, 2nd, and 3rd base plays. Offensive coaches will call home plate, foul lines and tend the batting tee.
6. The last batter will be the last child eligible to bat (without any one child batting more than once) during the offensive portion of the inning. The offensive portion of the inning will end with the execution of any legal baseball out being made or the ball coming under control of any defensive player.
7. Bases will be 45 feet.
8. Players will play a set infield position. Outfielders will be arranged around the outfield apart from each other.
9. When a player occupying an outfield position fields the baseball and holds it under control, all play will stop. Base runners will be awarded the base they are attempting.
10. No games will be forfeited. Teams will play with the numbers of players they have available or the two teams may divide up the total number of players available to even out sides for the game.
11. There will be a maximum number of twelve (12) players per team.
12. No more than three (3) coaches per team may be on the field at any given time; offense or defense.
13. The coach can be on the field anytime during the game.
14. The baseball used will be a R.I.F. ball.

15. The second half of the season the coaches will pitch to the players, delivering three pitches, should the player not hit one of three pitches the tee will be set in place for the player to hit from.

SPECIAL RULES: AA-LEAGUE (7-8)

1. Regular games will start at 6:00 PM and 7:45 PM weekdays and there will be games played on Saturday. No inning may start after the game has been underway one hour and thirty minutes.
2. The nine (9) run batter rule will be in effect. When the ninth batter comes to bat, the game situation will be declared as follows; there will be 2 outs, regardless of the number of actual outs, and the inning will end when the third out is made or the ninth batter scores.
3. Every player must play three defensive innings. This is without regard to the number of players available to either team.
4. Every team shall list every available player for that game in that batting order. Every player will bat in rotation. Once the line up is turned into the official scorekeeper, any player who shows up late will be placed at the end of the batting order.
5. Players will be pitched to all year by a coach or manager to his/her own team, from a distance of no less than 40 feet.
6. Each batter will receive up to 5 pitches per bat. If 3 strikes occur before 5 pitches, the batter is out. A foul ball will not count as strike 3 or the 5th pitch.
7. The catcher will wear full catchers gear. The catcher will be the only player to occupy the catcher's position. No other defensive player will be allowed to be involved in any play at home plate unless the catcher has had the opportunity to make the play first.
8. The player in the pitcher's position on defense is required to wear a batting helmet with a face mask.
9. Regular games will start at 6:00 PM and 7:45 PM weekdays and there will be games played on Saturday. No inning may start after the game has been under way one hour and thirty minutes.
10. After 5 complete innings of play, a 10 run slaughter rule will be in effect.
11. Under no circumstance will any team have more than four (4) adults allowed in the dugout or on the playing field.

12. Time-outs: time out will be called by the umpire when; (a) the lead runner has stopped his momentum when advancing to the next base. (b) in the umpire's opinion the ball is in the infield and normal baseball play has stopped. (c) the ball has reached the home plate area (when a runner advances home) the catcher does not have to have possession of the ball. Note: a fielder holding the ball while a runner is advancing to the next base does not constitute time out.

13. If both teams have 10 or more players at the start of the game, both teams will play ten (10) players on defense (4 outfielders; left, left center, right, right center field). No roving or short fielder.

SPECIAL RULES: AAA-LEAGUE (MINOR) (9-10)

1. A nine (9)-batter rule will be in effect. When the ninth batter comes to bat, game situation will be declared as follows; there will be two outs, regardless of the number of actual outs, and the inning will end when the third (3rd) out is made or the ninth (9th) batter scores.

2. Free substitution (except pitchers) will be in effect.

3. Games on weekdays will start at 6:00 PM and 8:00 PM. No inning may start after the game has been underway one hour and forty-five minutes (1:45). Official scorekeeper will advise the umpire when time is up and game is officially over. Note: (See general rule 28).

4. No league age 9-year-old player may pitch more than three (3) innings per game (No matter the number of pitches he/she has pitched).

5. League age 9 and 10 years old – Reference pitching rule- Official Dixie Rule Book.

6. 10 run slaughter rule will be in effect. After both teams have batted four (4) times or in the case when the home team is leading, three (3) times. Pitchers shall only be charged for innings pitched.

7. The infield fly rule will not be enforced.

8. Every player must play two complete defensive innings. If protested by the opposing manager the penalty will result in a forfeit of the game.

9. Every team shall list every player for that game in the batting order; every player will bat in rotation. Once the line up is turned into the official scorekeeper, any player who shows up late will be placed at the end of the batting order.

10. No team will consist of more than thirteen (13) players. Any player over the amount needed to fill the team will go on a first come, first serve list and will be placed on any team that loses a player. The Player Agent will handle this.

11. Only on a ball passed the catcher (delivered by the pitcher to the catcher) can a runner on 3rd base attempt to steal home. Penalty: The runner is sent back to 3rd base. Exception; should the catcher throw to second base to try and throw out an advancing

runner or overthrow the pitcher when throwing the ball back to him, the ball becomes live and all runners can advance at her/her own risk

SPECIAL RULES: YOUTH O-ZONE LEAGUE (11-12)

1. Free substitution (except for pitchers) will be in effect.
2. Games on weekdays will start at 6:00 PM and 8:00 PM. No inning may start after the game has been underway one hour and forty-five minutes. Official scorekeeper will advise the umpire when time is up and game is officially over. Note: see general rule 28.
3. The ten (10) run slaughter rule will be in effect. After both teams have batted four (4) times or in the case when the home team is leading, three (3) times. Pitchers shall only be charged for innings pitched.
4. Reference Pitching Rule – Official Rule Book.
5. Every player must play two complete defensive innings. If protested by the opposing manager the penalty will result in a forfeit of the game.
6. Every team shall list every player for that game in the batting order; every player will bat in rotation. Once the lineup is turned into the official scorekeeper, any player who shows up late will be placed at the end of the batting order.
7. No team will consist of more than (13) thirteen players. Any player over the amount needed to fill the teams will go on a first come, first serve list and will be placed on any team that loses a player. This will be handled by the Player Agent.

SPECIAL RULES: BOYS LEAGUE (13-14-15)

1. Games on weekdays will start at 6:00 PM and 8:00 PM. No inning may start after game has been underway two hours.
2. The ten (10) run slaughter rule will be in effect. After both teams have batted five (5) times, or when in the case of the home team when it is leading, four (4) times. Pitchers shall only be charged with innings pitched.
3. Free substitution will be in effect for all players, with the exception of the pitcher.
4. Every player must play at least two complete defensive innings and complete one turn at bat. If protested by the opposing manager the penalty will result in a forfeit of the game.
5. No team shall consist of more than twelve (12) players. Any player over the amount needed to fill teams will go on a first come, first serve list and will be placed on any team that loses a player. This will be handled by the Player Agent.
6. For a pitcher to intentionally walk a batter, he must deliver four pitches called ball to the batter while the catcher is in the catcher's box when the ball is released from the pitcher's hand.
7. The playing field will be 90-foot bases and 60-foot mound
8. Regular season games only: There will only be two (2) innings of league age 15 year old pitching allowed in any game. One pitch delivered to a batter will constitute an inning. No exceptions. The pitch count will be in effect.
9. League age 15 year olds will have to participate in Dixie Pre-Majors/Majors or 15U All-Star competition.

SPECIAL RULES: PRE-MAJORS / MAJORS LEAGUE (15-19)

1. In the event there are two or more rained out games a week, then when games are rescheduled the two-hour time limit will be in effect with no inning starting after this time. All doubleheaders will have the two-hour limit in effect or five (5) innings whichever comes first.
2. The ten (10) run slaughter rule will be in effect.
3. Free substitution will be in effect for all players, with the exception of the pitcher.
4. Every player present must play two complete defensive innings and complete one turn at bat in a doubleheader, 2/5 inning games.
5. Failure to play a player the required time will constitute a forfeit of the ball game.