



2011 CHAA Baseball Handbook



Local League Rules

(Changes appear in RED)



Collins Hill Athletic Association Contacts

Executive Board

Billy Egan	President
Jim Rall	Treasurer
Curt Linder	Secretary
Mike Constien	Sports Information Director

Baseball Board

Mark Petrucci	Director
Tommy Roberson	Assistant Director/Secretary
Denise Allen	Communications Coordinator
Denny Ainsworth	Purchasing
Robert Davis	Sponsorships and Fundraising

League Directors

T-Ball Kevin McKinney

Pee Wee Mike Black

Minor Scott Law

Major E. Herring

Pony Bill Harrison

Senior David Lorch

Travel Rusty McCain

Umpire Contacts

Billy Wallace – Umpire in Chief

LOCAL LEAGUE RULES

**COLLINS HILL ATHLETIC ASSOCIATION
GENERAL RULES
BOYS PRE-T / TEE BALL THRU PONY 2011**

1. All official rules of Dixie Youth or Dixie Boys Baseball are in effect and must be adhered to. The Baseball Board must approve any exceptions.
2. Managers and umpires are to read and be familiar with all rules from the Dixie Youth Baseball (DYB) Rule Book for Tee Ball thru **Dixie Youth Major and the Dixie Boys-Major (DXB) Rule Book for Dixie Boys/MAJOR (Pony/Senior)**. Rules not covered by these **Local Rules or Dixie Youth Baseball Rules shall revert to the latest edition of the Major League Baseball Rules.**
3. There will be a maximum total of four (4) team meetings (2 meetings for Pre-T) in one week be it practices or games. Practice should be limited to 1 hour for Pre-T and T-Ball and 1.25-1.75 hours for Pee Wee and older.
4. The visiting team is responsible for field set-up, including on-deck circles, 1st base running lane and coaches boxes if necessary, and providing a scoreboard operator. Scorekeeper and official book must be kept by adults and stay in the press boxes. Should the field require extra work because of rain, both teams are expected to help. (Failure of the visiting team to have the field set-up by game start time may result in forfeiture of the game.)
5. After the last game of the day or a rainout, the home team is responsible for returning all score boxes, bases and other equipment to the designated area. Failure to do so will result in a one game suspension for the manager of the home team.
6. Upon completion of a game, each team manager is responsible for the cleanliness of the dugouts and area around the grandstand. Failure to do so will result in a one game suspension for the manager.
7. The Baseball Board is responsible for rescheduling games postponed because of rain with final approval by the Director. Note that rescheduled games due to rain outs are not guaranteed.
8. Teams may start a game with as few as eight (8) players; however, an out will be recorded for the ninth position in the batting lineup. A forfeit will result if a team cannot field at least eight (8) players fifteen minutes after the scheduled game time. A player arriving after the game has started may be added to the bottom of the line-up. However, the player may not enter the game if one batting rotation has been completed.
9. No out will be recorded for removal of an injured player and he may reenter the game if his turn at bat has not been missed.
10. All runners must touch the bases unassisted. A coach may not assist a runner by touching him. (A minor show of congratulations such as a pat or handshake after the play is okay.) Violations will be at the umpire's discretion.

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11. ONLY MANAGERS may request and receive a time out from the umpire to discuss a call or a rule with him. Anyone who charges the umpire or who does not request and receive a time out or who displays unsportsmanlike conduct **will** be ejected from the game and must leave the immediate playing field and grandstand area within two minutes of ejection. (Failure to leave the areas or any further disruptions may result in forfeiture of the game.)
For the purpose of this rule, the Manager shall be the coach that attends the plate meeting before the game.
12. Batters are required to wear batting helmets equipped with both a face mask and chin strap.
Senior League is not required to wear a face mask or chin strap.
13. The following supersedes the corresponding DYB and DXB rules: A team warning will be issued for any offensive player removing his helmet while on deck, at bat, on base, or in the base paths while the ball is in play, before time out has been called, or upon returning to the dugout after being called out. Removal of a helmet will be a judgment call by the umpire. After the third offense the team will be issued one out.
14. A team warning will be issued upon any incident of a player releasing a bat in an area or manner that may cause harm to a person or property. The next incident by the same team during the same game may result in the batter being called out. This is a judgment call by the umpire.
15. First place will be determined by the overall won/loss record, then division winners, then head-to-head competition, then a one game playoff, if necessary.
16. Ties will not be played out. Instead, one-half point will be awarded to each team. If a tie becomes a determining factor for the Division Championship, the Championship will be decided by a playoff game between the tied division leaders. Exception: During tournament play, games will be extended until a winner is determined.
17. To the extent that Dixie Youth regulations allow participation on other non-Collins Hill athletic teams, players must comply with Dixie Youth regulations to be eligible for participation in Collins Hill All Stars. Additionally, since support of the player's Collins Hill team should be of the most importance, the player must play in at least 9 of their regular season Collins Hill team games to be eligible for participation in All-Stars, with the exception that the Baseball Board shall be empowered to request an exception for good cause, to the DYB State Director.

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18. If a manager, assistant coach or player is ejected from a game, they will be suspended for the next regularly scheduled game. If a manager, assistant coach or player is ejected from two games in the same season, they will be suspended for the remainder of the year. After either one of the above infractions, the person(s) involved may petition the Baseball Director to contest the suspension. The petition must be received in person by phone call or email within 24 hours of the infraction. Umpires are to file a report with Baseball Board within 24 hours and a copy to the Secretary of the Executive Board. The Baseball Board will conduct a hearing to determine the facts in the situation and will rule on whether to uphold or remove the suspension. The Baseball Director will coordinate the hearing as soon as is possible and will make a determination of the facts after receiving a summary of the situation from not less than the umpires of record and the individuals being suspended. Other accounts of the situation may be factored based upon the discretion of the Director.
19. Teams will not be required to play league games if the temperature at the time of the first pitch is 35 degrees or lower. The Baseball Director or his designee may from time to time postpone games based upon other weather conditions or when the temperature is still above 35 degrees but that decision is solely left to the discretion of the Director.
20. The Baseball Board shall have complete authority over all rules of baseball and its decisions/interpretations shall be final.
21. A strike will be called only if the pitcher delivers a pitch that crosses the plate in the strike zone regardless if the player steps out of the box.
22. Each Team Manager shall be allowed to "freeze" one (1) Assistant Coach and their associated player during the draft. This rule is intended to allow a Manager to recruit coaching help and not better players. **As such, all coaches shall be required to submit a completed Online Volunteer Form prior to the draft. The frozen coach MUST include the Managers name in the "Preferred Manager" section of the form.** In addition, the Baseball Board shall have final approval authority over all freezes.
23. During the Spring season only, all players must attend Player Evaluations. If a player does not attend Player Evaluation, neither the player nor the Assistant Coach related to the player will be allowed to be "frozen". Players with evaluation scores of zero cannot be frozen.
24. Players who are not evaluated during player evaluations can still be scored by coaches who are familiar with the player. All coaches must agree to accept the score assigned by those coaches familiar with the player before the player's evaluation score is officially accepted. If all coaches do not accept this option, the player can be evaluated another day prior to or the day of the official draft. The player will have equal opportunity to be drafted by any team or allowed to be frozen by a Manager.

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25. Any player with a score of zero during player draft cannot be picked by a team. The player's number will be placed in a hat and managers can chose to pick a player's number from the hat instead of picking a ranked player from the draft sheet.
26. All teams in each league will have equal number of players. However, if there are extra players which prevent equal number of players per team, Managers will draft in order of their chip number as determined in every other round. If a player is available and a Manager has the opportunity to draft a player, the Manager must draft a player or chose a player from a hat pick.
27. Managers will pick numbers during the last round of the draft to determine player pick order. If there are not enough players for each team, the order for each team will still be recorded. If a player is added to the league after the player draft, the player will be assigned to the team with the lowest number of players. If there is more than one team with equal number of players, the Baseball Director will assign the new player to the next Manager in line.
- 28. The "Butcher Boy" play will not be permitted. The play by this name or any other occurs when a batter squares to bunt during the pitching motion and subsequently draws the fielders toward the batter to cover the bunt. The batter then pulls the bat back and attempts to swing away and hit the ball past the drawn in fielders. Regardless of what the batters intentions are, this play will not be permitted. Violations are subject to the judgment of the umpires but could include expulsion from the game.**
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COLLINS HILL ATHLETIC ASSOCIATION PRE-TEE BALL RULES 2011

1. Games are five (5) innings or one (1) hour. No finishing of any inning is required.
2. Games shortened because of curfew, rain or other acts of nature will be not be rescheduled.
3. All defensive players will play simultaneously. The infield will consist of up to six (6) players: circle (pitcher), first baseman, second baseman, third baseman, shortstop, and a short fielder that may play in front of second base. All other players are considered outfielders and must be on the outfield grass. Infielders must play in the infield and outfielders must play in the outfield
4. A ten (10) foot diameter circle is drawn around the pitcher's mound. The player designated as the defensive pitcher must have at both feet inside the circle while the adult pitcher is pitching to the batter. Managers need to insure that the defensive pitcher has a clear view of the plate.
5. Teams will have at least (5) members of the coaching staff, which includes the manager. This allows for three (3) defensive/offensive coaches, a dugout coach, and a pitching coach. At least three (3) coaches will be allowed in the outfield during defensive play. One additional defensive coach may stand outside his dugout to assist the infield. When on offense, the team shall have one base coach at each base.
6. Field calls will be made by the base coach closest to the play. Any close play goes "to the runner". Additionally, players may continue to occupy and run the bases after an out is recorded at the request of the manager.
7. The circle player must make an over-handed throw to a base to record an out. Exceptions:
 1. The circle player may field a ball along the first base line and tag the runner as long as the runner has not passed him.
 2. The circle player may make a force out at home, or may tag a runner that has passed 3rd base.
8. Defensive players may not intentionally roll the ball. The ball should be thrown over handed during live ball play, encouraging the players to use proper technique.
9. If an overthrown ball stays within the fence, runners may advance at their own risk.
10. During play, time out shall be called by coaches when a defensive player who is in control of the ball gets the ball within the pitcher's circle. If a runner crosses the chalked line between bases before the ball is returned to the pitcher's circle, the runner will receive the base.

COLLINS HILL ATHLETIC ASSOCIATION PRE-TEE BALL RULES 2011

11. All players shall bat in rotation. Half of the attending players (round up if an odd number) will bat during the 1st inning. The 2nd half of the attending players will bat during the 2nd inning. All batters during the 1st two (2) innings may receive up to two (2) pitches from the pitcher (coach). If the batter fouls any of these pitches he/she shall receive a 3rd pitch. Following that, the batter will hit off of the tee until he/she bats a ball into fair territory. All attending players shall bat during the 3rd inning. All players will hit off of the tee only during this inning. Note: Managers should change the lineup from game to game to ensure that all players have an equal opportunity to run the bases.
 12. A batted ball that does not travel outside the marked radius in front of home plate is a foul ball.
 13. The pitcher (coach) must have one foot inside the ten (10) foot diameter circle drawn around the pitcher's mound upon releasing the ball. All pitches must be made from a standing position.
 14. For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player.
 15. The pitcher (coach) will exit the part of the playing field away from the balls path as soon as the ball is hit. If the pitcher (coach) is hit by a batted ball, the ball is dead and declared a no pitch.
 16. Coaches shall instruct infielders how to play bases so as to not block the base or obstruct the base runner in the base path. If in the judgment of the base coach, a base runner is blocked or obstructed by an infielder, the base runner will be awarded the base or bases the base runner would have reached if not for the obstruction.
 17. Players shall not be pointed in the batter's box in order to pull the ball. The batter should be lined up properly when hitting off the tee, with feet lined up parallel to the plate, and not with an exaggerated open or closed stance. Batters may be moved forward or back in the box, and the tee may be moved as long as the post of tee is over the plate.
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COLLINS HILL ATHLETIC ASSOCIATION TEE BALL RULES 2011

1. Games are five (5) innings or one hour and fifteen minutes (1 1/4) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats." A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired. Ties will not be played out (see General Rule #16.)
2. A team may score a maximum of five (5) runs per inning through the fourth inning and maximum of ten (10) runs in the fifth innings and during extra innings.
3. The following revised "No Contest" rules overrides Dixie Youth rule 4:109(a). If the team is ahead by Eleven (11) or more runs after four (4) innings or in the case of the home team, three and one-half (3 1/2) innings, the game will be called. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.
4. Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) inning if the home team is leading.
5. Bats used in local league play are not required to be stamped "DYB."
6. All defensive players will play simultaneously. The infield will consist of five (5) players, which are pitcher, first baseman, second baseman, third baseman & shortstop. Infielders must play in the infield and outfield must play in the outfield.
7. A ten (10) foot diameter circle is drawn around the pitcher's mound. The player designated as the defensive pitcher must have at least one foot on or inside the circle while the adult pitcher is pitching to the batter. Managers need to insure that the defensive pitcher has a clear view of the plate.
8. A hit line arc shall be made from baseline to baseline in front of home plate on a ten (10) foot radius from the back point of home plate. The hit line arc is only used for balls hit off the batting tee. If a ball hit off the tee is struck hard enough to roll past the hit line, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the hit line, it is a foul ball. If it stops on the hit line, it is a fair ball. NOTE: The batter must make contact with the ball, not just the tee.
9. The hit line arc is not considered for balls hit off a coach pitch. Balls hit off coach pitch do NOT have to roll past the arc line. Any ball hit off the coach pitch and in between the foul lines anywhere in front of home plate is considered a fair ball.
10. Teams may have four (4) members of the coaching staff, which includes the manager. This allows for two (3) defensive/offensive coaches, a dugout parent, and a pitching coach. Three coaches will be allowed in the outfield during defensive play with one coach in front of his dugout to help direct infield players. If the adult outfield coach is hit by the ball or if in the judgment of the umpire, the coach interferes with a play, intentional or not, runners may be awarded additional bases. A coach may not assist by touching the defensive player.

COLLINS HILL ATHLETIC ASSOCIATION TEE BALL RULES 2011

11. There will be no infield fly rule.
12. Defensive players may not intentionally roll the ball. The ball should be thrown over handed during live ball play unless, in the umpire's judgment, an underhanded thrown ball is warranted due to the short distance between the two players throwing and receiving the thrown ball (The umpire will not honor outs made by intentionally rolled balls).
13. If an overthrown ball stays within the fence, runners may advance at their own risk.
14. During play, time out will be called by the umpire when a defensive player who is in control of the ball asks for time out, and is either within the pitcher's circle, or in front of the lead runner. If a runner crosses the chalked line between bases before the ball is returned to the pitcher's circle, the runner will receive the base.
15. The batting tee will be optional for all players during the first half of the season. Players wishing to use the batting tee will receive three (3) pitches. If he fails to hit a fair ball, he will be allowed three (3) additional swings from the tee: On the last swing for a "T" hitter, if the batter fouls the ball or if the ball fails to reach the hit line in front of the plate, one (1) more swing is allowed. If the batter does not hit a fair ball, he is out. A player may give up 1 swing from the tee to receive 1 additional pitch.
16. During the last half of the season, no more than 50% of the players per team will be designated as "P" hitters with remaining players designated as "T" hitters. However, in the event that a team has an odd number of players, 50% of the highest "even" number will be used for designating "P" hitters. For example: 12 players / 6 tees, 11 players / 6 tees, 10 players / 5 tees, 9 players / 5 tees, 8 players / 4 tees. This may be modified for the fall season by a vote of managers at the preseason managers meeting.
17. During the last half of the season, a batter not using the tee at the start of the game cannot later use the tee. A batter may be removed from the tee at any time during the game, but cannot subsequently return to the tee.
18. During the last half of the season, before the game, each player will be designated as a "T" or a "P". A designated "T" batter will receive three (3) pitches. If he fails to hit a fair ball, he will be allowed three (3) additional swings from the tee: On the last swing for a "T" hitter, if the batter fouls the ball or if the ball fails to reach the hit line in front of the plate, one (1) more swing is allowed. If the batter does not hit a fair ball, he is out. A designated "P" hitter will receive five (5) pitches. Three swinging strikes is an out. A "P" hitter cannot foul out. Walks are not issued to batters in Tee Ball.
19. An adult pitcher will pitch overhand and maintain contact with the pitcher's rubber until the ball is thrown.

COLLINS HILL ATHLETIC ASSOCIATION TEE BALL RULES 2011

20. If the adult pitcher is hit by a batted ball, a "NO PITCH" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on-base runners will be returned to their original bases. Exception: If the adult pitcher intentionally knocks the ball down to protect a defensive player from injury, a "NO PITCH" will be called and there will be a replacement pitch.
21. For safety reasons, the 1st and 3rd baseman may not be closer to home plate than the circle player.
22. Defensive outs in Tee Ball will not be awarded for the following:
- a. If the circle player runs to the outfield and retrieves the ball, he cannot run back into the infield and make an out by either tagging a runner or a base.
 - b. If the circle player fields the ball, no out will be awarded for tagging the batter-runner.
 - c. If the circle player fields the ball, no out will be awarded for running to tag first base.
 - d. If ball is rolled from the outfield back into the infield, the infield would not be allowed to make a play for an out. The infielder may only take the ball to the circle and call time.
 - e. If an outfielder fields a hit ball and runs to the infield and tags a runner or a base, an out will not be awarded. EXCEPTION: An outfielder playing Short Center Field may field a hit ball and tag a runner going to second base or may tag second base to make an out.
 - f. The above infractions are judgment calls by the umpire, and as such are not protestable.
23. Player shall not be pointed in the batter's box in order to pull the ball. The batter should be lined up properly when hitting off the tee, with feet lined up parallel to the plate, and not with an exaggerated open or closed stance. Batters may be moved forward or back in the box, and the tee may be moved as long as the post of tee is over the plate. If in the judgment of the umpire a manager is "pointing" his batters, he will be issued a warning, and then subsequent batters will be ruled out. Additionally, the T may not be positioned at such a height that it causes the batters to make an unnatural swing in an effort to hit fly balls.
24. It shall not be permitted for runners to advance from any base upon the throw of the ball from the first baseman back to the circle player unless the circle player fails to field the throw cleanly, is in the circle, and calls time loudly enough for the umpires to hear and grant the call of time. This only pertains to the throw from first. Throws from any other position to the circle player still allow for runners to advance until the fielder in the circle with the ball calls time loudly enough for the umpires to hear and grant the call of time

COLLINS HILL ATHLETIC ASSOCIATION TEE BALL RULES 2011

25. The circle player must have control of the ball and be in the circle to call time out. He does not need to be standing still to call a time out however; he must be in the circle. He must have control of the ball and yell "Time Out!" before being awarded a time out.
26. Time can be called by any player in the field as long as they are in front of the runner when time is called. Time cannot be called by an outfielder except for short center.
27. This rule is an exception to Rule 8 on Page 5 for T-Ball teams ONLY. Teams may start a game with as few as eight (8) players. A forfeit will result if a team cannot field at least eight (8) players fifteen minutes after the scheduled game time. As long as there are eight (8) players, the team will not have to take an out every inning. A player arriving after the game has started may be added to the bottom of the line-up. However, the player may not enter the game if one batting rotation has been completed.

28. THE 5 MINUTE RULE

All REC baseball games played during school nights shall be subject to the "5 minute rule". School nights are Sunday through Thursday excluding nights prior to public holidays where schools are closed. No new inning, regardless of the score, will begin within the last 5 minutes of game time as determined by the umpire's clock. There is not a 5 minute rule for Friday and Saturday games. There is not a 5 minute rule for Travel baseball games.

COLLINS HILL ATHLETIC ASSOCIATION PEE WEE RULES 2011

1. Games are five (5) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired. Ties will not be played out (see General Rule #16.)
2. A team may score a maximum of five (5) runs per inning through the fourth inning, and a maximum of ten (10) runs in the fifth inning and during extra innings.
3. The following revised "No Contest" rules overrides Dixie Youth rule 4:109(a). If the team is ahead by Eleven (11) or more runs after four (4) innings or in the case of the home team, three and one-half (3 1/2) innings, the game will be called. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.
4. Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half (3 1/2) innings if the home team is leading.
5. Teams may have four (4) members of the coaching staff, which include the manager. This allows two (2) base coaches and a dugout coach or, during the first half of the season, a pitching coach. A defensive coach is allowed in the outfield.
6. Bats used in local league play are not required to be stamped "DYB"; however, they must comply with Dixie Youth specifications.
7. Each player shall be inserted into the defensive roster so as to play at least every other inning. No player shall be scheduled to sit out two consecutive defensive innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
8. Based upon a twelve (12) player roster, ten (10) will play on defense. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Infielders must play in the infield and outfielders must play in the outfield.

COLLINS HILL ATHLETIC ASSOCIATION PEE WEE RULES 2011

9. During the first third of the season, a player will pitch overhand the first two (2) innings. The umpire will call balls and strikes. An adult will pitch the last three (3) innings, time permitting. The adult pitcher must maintain contact with the pitcher's rubber until the ball is thrown. Five (5) pitches or three (3) swings will be allowed. However, if the third swing or the fifth pitch is fouled, the hitter will be allowed additional pitches until the hitter either hits the ball or fails to foul a pitch.

During the second third of the season, a player will pitch overhand the first three (3) innings. The umpire will call balls and strikes. An adult will pitch the last two (2) innings, time permitting. The adult pitcher must maintain contact with the pitcher's rubber until the ball is thrown. Five (5) pitches or three (3) swings will be allowed. However, if the third swing or the fifth pitch is fouled, the hitter will be allowed additional pitches until the hitter either hits the ball or fails to foul a pitch.

During the final third of the season (and any remaining tournament games), the players will pitch the entire game. (See Rule #13 for maximum innings the player may pitch). The umpire will call balls and strikes.

If a game that was tied has to be played out at the end of the season to determine the division winner, the pitching rule is still applicable for when the game was played. If it were played during the first phase of the season, the third inning or any additional innings would be pitched by an adult. If it were played during the second phase of the season, the fourth inning or any additional innings would be pitched by an adult. If the original game was during the final phase of the season, all pitching rules still apply for the week the game is being played.

The pitching rules for the fall season may be modified by a vote of the managers at the pre-season managers meeting.

10. During coach pitch, the defensive pitcher must be positioned behind the pitching rubber, while the adult is pitching to the batter.
11. Strikes in Pee Wee will be called over the plate and between the batter's nose and knees.
12. If the adult pitcher is hit by a batted ball, a "No Pitch" will be called and there will be a replacement pitch. An adult pitcher who intentionally interferes with a defensive play will cause the batter to be called out, and any on-base runners will be returned to their original bases. Exception: If the adult pitcher intentionally knocks the ball down to protect a defensive player from injury, a "NO PITCH" will be called and there will be a replacement pitch.

COLLINS HILL ATHLETIC ASSOCIATION PEE WEE RULES 2011

13. Players may pitch no more than three (3) innings in one game and five (5) innings per week. An umpire will call balls and strikes. If a player has pitched three (3) or more consecutive innings, and remains eligible, he shall have forty (40) hours rest before pitching his remaining innings. Eligibility being Monday at 12:01 a.m. and ends Sunday at 12 midnight. Eligibility for a make-up game counts in the week it is played. The forty (40) hour rule will never be waived and always counts (i.e. make-up game Sunday if pitcher pitches three (3) innings, not eligible for Monday - see Dixie Youth Rule Book).
14. There will be no infield fly rule.
15. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (See DYB Rule 5:12 and 8:06(b))
16. The offense is allowed one (1) time out per batter (see DYB Rule 5:13). There will be no base stealing, and the runner may not advance (his foot may not leave the bag) until the ball is hit.
17. In the judgment of the umpire, if an adult is stalling, a warning will be issued. The batter will be called out for the next offense.
18. All players will bat in rotation. There will be no intentional walks. Changes in the Line-up (substitutions, pitchers, etc.) will be reported to the official scorekeeper.
19. Bunting is allowed during kid pitch.
20. If an overthrown ball stays within the fence, runners may advance at their own risk.
21. If runners are not in a position to advance to the next base, the umpire will call time.
22. Pitchers shall be permitted to wear a black or dark blue batting glove on their glove hand as long as no white shows.
23. A coach or parent of the team on defense may be stationed behind the umpire next to the backstop to catch balls the catcher misses. This position is only to speed up the game and the coach or parent stationed behind the catcher may not coach from that position. Any comments toward the defensive team, umpires or offensive team are forbidden and will result in the umpire removing that person from the field. (It is up to the umpire whether to allow this coach/parent to be on the field. This position will NOT be allowed during tournament play).
24. **THE 5 MINUTE RULE**

All REC baseball games played during school nights shall be subject to the "5 minute rule". School nights are Sunday through Thursday excluding nights prior to public holidays where schools are closed. No new inning, regardless of the score, will begin within the last 5

minutes of game time as determined by the umpire's clock. There is not a 5 minute rule for Friday and Saturday games. There is not a 5 minute rule for Travel baseball games.

COLLINS HILL ATHLETIC ASSOCIATION MINOR RULES 2011

1. Games are six (6) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired. Ties will not be played out (see General Rule #16.) Any tournament game will be played in a 6-inning format. Mercy Rule 3 will NOT be in effect during post-season play.
2. A team may score a maximum of five (5) runs per inning through the fifth inning and a maximum of ten (10) runs in the sixth inning and during extra innings.
3. The following revised "No Contest" rules overrides Dixie Youth rule 4:109(a). If the team is ahead by Ten (10) runs after four (4) innings or in the case of the home team, three and one-half (3 1/2) innings, the game will be called. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.
4. Teams may have three (3) members of the coaching staff, which include the manager. This allows two (2) base coaches and a dugout coach.
5. Bats used in local league play are not required to be stamped "DYB; however they must comply with Dixie Youth specifications.
6. Each player shall be inserted into the defensive roster so as to play at least every other inning. No player shall be scheduled to sit out two consecutive defensive innings. Because there is a continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
7. There will be no more than nine (9) defensive players. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop.
8. All players will bat in rotation. Changes in the line-up (substitutions, pitchers, etc.) will be reported to the official scorekeeper.
9. Players may pitch no more than six (6) innings per week. If a player has pitched four (4) or more consecutive innings, and remains eligible, he shall have forty (40) hours rest before pitching his remaining innings. A pitcher shall not be allowed to pitch to the next batter after throwing sixty (60) pitches in one game. Eligibility begins Monday at 12:01 a.m. and ends Sunday at 12 midnight. Eligibility for a make-up game counts in the week it is played.
10. The defense is allowed two (2) time outs per inning. On the third time out, the pitcher must be replaced.

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11. The offense is allowed one (1) time out per batter.
12. If an overthrown ball stays within the fence, runners may advance at their own risk.
13. If runners are not in a position to advance to the next base, the umpire will call time out.
14. The strike zone should be letters to knees and over the plate.
15. Pitchers shall be permitted to wear a black or dark blue batting glove on their glove hand as long as no white shows.
16. **THE 5 MINUTE RULE**

All REC baseball games played during school nights shall be subject to the "5 minute rule". School nights are Sunday through Thursday excluding nights prior to public holidays where schools are closed. No new inning, regardless of the score, will begin within the last 5 minutes of game time as determined by the umpire's clock. There is not a 5 minute rule for Friday and Saturday games. There is not a 5 minute rule for Travel baseball games.

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1. Games are six (6) innings or one and one-half (1 1/2) hours. When the time limit is reached, the game is official provided both teams had the same number of "at bats". A new inning begins when the third out is made in the previous inning and it shall not begin after the time limit has expired. Ties will not be played out (see General Rule #16.)
2. There is no run limit.
3. The following revised "No Contest" rules overrides Dixie Youth rule 4:109(a). If the team is ahead by Ten (10) runs after four (4) innings or in the case of the home team, three and one-half (3 1/2) innings, the game will be called. A game will also be called when the time limit runs out and a team is in the position where they can neither win nor tie.
4. Games shortened because of curfew, rain or other acts of nature will be considered official after four (4) complete innings, three and one-half innings if the home team is leading.
5. Teams may have three (3) members of the coaching staff, which include the manager. This allows two (2) base coaches and a dugout coach.
6. Bats used in local league play are not required to be stamped "DYB." However, they must comply with Dixie Youth specifications.
7. Each player shall be inserted into the defensive roster so as to play at least every other inning. No player shall be scheduled to sit out two consecutive defensive innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
8. All players will bat in rotation. Changes in the line-up (substitution, pitchers, etc.) will be reported to the official scorekeeper.
9. There will be no more than nine (9) defensive players. The infield will consist of the standard number of six (6) players, which are pitcher, catcher, first baseman, second baseman, third baseman and shortstop.
10. Players may pitch no more than six (6) innings per week. If a player has pitched four (4) or more consecutive innings, and remains eligible, he shall have forty (40) hours rest before pitching his remaining innings. A pitcher shall not be allowed to pitch to the next batter after throwing sixty (60) pitches in one game Eligibility begins Monday at 12:01 a.m. and ends Sunday at 12 midnight. Eligibility for a make-up game counts in the week it is played. SEE DYB RULE VII (G).
11. The defense is allowed two time outs per inning. On the third time out, the pitcher must be replaced. (SEE DYB RULE 5:12 and 8:06(b))
12. The offense is allowed one (1) time out per batter (See DYB Rule 5.13).

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13. If an overthrown ball stays within the fence, runners may advance at their own risk.
14. If runners are not in a position to advance to the next base, the umpire will call time.
15. Pitchers shall be permitted to wear a dark batting glove on their glove hand as long as no white or gray shows.
16. The distance between bases will be 70 feet. The distance between home plate and the pitching mound will be 50 feet.
17. The batter becomes a runner when the third strike (called or swung at) is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.
18. A balk shall be called against the pitcher, if, after coming to a set position with his back foot against the rubber:
 - a. He throws toward a base without first stepping toward that base with his front foot.
 - b. He makes any unnecessary movement toward any direction other than home plate. The umpire shall be the sole judge as to whether a pitcher has committed a balk. In the event of a balk, each base runner shall advance one base.
 - c. Balks will be called for every game.
19. The following intent shall apply to DYB Rule 4.06(3a) - Intent: Any unusual noise, **by the offensive team after the pitcher has become set**, whether verbal or with other body parts (i.e. clapping of hands), shall be considered an act for the obvious purpose of trying to make the pitcher commit a balk. **The first offense shall result in a team warning, subsequent offenses shall result in an out being recorded for the team.**
20. Runners may lead off the base after the pitcher has assumed a pitching position on the mound. Runners are free to advance at any time while the ball is in play. Runners must return to base upon a time out call by the umpire.

21. THE 5 MINUTE RULE

All REC baseball games played during school nights shall be subject to the "5 minute rule". School nights are Sunday through Thursday excluding nights prior to public holidays where schools are closed. No new inning, regardless of the score, will begin within the last 5 minutes of game time as determined by the umpire's clock. There is not a 5 minute rule for Friday and Saturday games. There is not a 5 minute rule for Travel baseball games.

COLLINS HILL ATHLETIC ASSOCIATION PONY/SENIOR DIXIE BOYS/MAJORS RULES 2011

1. All Pony/Senior Game times will be 1 hour and 45 minutes Monday thru Thursday Game times will be 2 hours Friday thru Sunday (except Bunten and Norcross which will be 1 hour and 45 minutes. No new inning within last 5 minutes, finish the inning, ALL PARKS. 7 runs max per inning at ALL PARKS for PONY games.
2. There is no run limit.
3. Teams may have three (3) members of the coaching staff, which include the manager. This allows for two (2) base coaches and a dugout coach.
4. **Bats. Wooden, metal, or graphite bats manufactured specifically for 13 and above Boys and Majors play which have a minimum 2 1/2 inch barrel to 2 3/4 inch barrel diameter are approved. Bats manufactured for use by 12 and under baseball programs shall not be used.**

PONY: Bats used in local league must meet high school, college, or professional baseball specifications, with the exception of no weight limit.

SENIOR: A bat shall not weigh more than three ounces less than the length of the bat

NOTE: If the umpire discovers that the bat does not conform to the above, until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

5. Each player shall be inserted into the defensive roster so as to play at least every other inning. No player shall be scheduled to sit out two consecutive defensive innings. Because there is continuous batting, starters and substitutions may reenter the game if the participation rule has been met. Failure to abide by this rule will result in a forfeit if protested by the opposing manager.
6. All players will bat in rotation. Changes in the line-up (substitutions, pitchers, etc.) will be reported to the official scorekeeper.
7. There will be nine (9) defensive players. The infield will consist of the standard number of six (6) players: pitcher, catcher, first baseman, second baseman, third baseman and shortstop.
8. See DXB/M Rules Section 8 for pitching eligibility rules. Eligibility begins Monday at 12:00 AM and ends Sunday at 12 midnight. Eligibility for a make-up game counts in the week it is played. See DXB Rule 8.94 for full details.
9. The defense is allowed two (2) time outs per inning. On the third time out, the pitcher must be replaced.
10. The offense is allowed one (1) time out per batter. If the manager or coach violates this rule, unless a player is injured, he will be required to leave the field for the duration of the game.

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11. If an overthrown ball stays within the fence, runners may advance at their own risk.
 12. The following intent shall apply to DYB Rule 4.06(3a) - Intent: Any unusual noise, **by the offensive team after the pitcher has become set**, whether verbal or with other body parts (i.e. clapping of hands), shall be considered an act for the obvious purpose of trying to make the pitcher commit a balk. **The first offense shall result in a team warning, subsequent offenses shall result in an out being recorded for the team.**
 13. A pitcher must learn to deal with balks. Balks will be called during all games.
 14. All managers, coaches, parents and players should be aware of DXB Rule 9.01 (c) regarding unsportsmanlike behavior. As indicated in DXB Rule 9.01(e), the managers, coaches, and players shall be fully accountable for their actions before the CHAA baseball board of directors.
 15. Metal spikes are allowed in the Pony and Senior League
 16. Dixie Boys Rules applied to Pony League.
 - Must be of Pony age to play in this league. Cannot turn 15 before May 1st.
 - Face masks required when umpires require them!
 - Bats must be big barrel.
 - THREE innings per game maximum for pitchers.
 - Each team to provide their own baseballs. (2 per game minimum per team)
 - Courtesy Runner for Catcher of Record at any time. Last out will be runner.
 17. Replacement Players for PONY League:
Replacement players are allowed ONLY during Regular Season when a PONY team falls below 8 players. Replacement player must be from another team in Pony from same Athletic Association. Teams cannot add a replacement player to nine players. The added player(s) must bat last and will not be allowed to pitch. (This is NOT allowed during Post Season Tournament.)
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COLLINS HILL ATHLETIC ASSOCIATION T-BALL FIELD PREPARATION

Field Dimensions:

- Distance from front of Pitching Rubber to back point of Home Plate shall be 35 feet
- Bases shall be 50 feet.
- Pitching Circle: 10-foot diameter
- Home-Plate Arc: 10-foot diameter
- 1st & 3rd Base Coach Boxes: 3 ft x 6 ft
- Running Lane between home plate and 1st base: 30 inches wide, length (from pitching rubber to 1st base).
- Batters Box: 3" x 6"

Field Preparation:

All field preparation should be completed AT LEAST fifteen minutes prior to scheduled game start time.

1. First, take three bases, the *line marker*, the *Scorebrain* & scorebook out of the green storage box.
2. After retrieving the rubber stoppers out of the 1st, 2nd & 3rd bases stems, place them in the green storage box and located under the press box.
3. Plug in the *Scorebrain* and reset all the scoreboard numbers to „0“. (If a section of the scoreboard is not working or if a significant number of lights are burnt out or if there is insufficient pages in the scorebook to record the entire days games, please report this information to either your League Director or a member of the Baseball Board). They will report this to the proper authorities for repair or get a new scorebook.
4. If a plug is missing or if the stem(s) have filled with brick-dust, take the digging tool out of the plastic box and clean the debris before inserting the bases otherwise it will not seat level with the ground. Once again, if any of the rubber plugs are missing, report this to either your League Director or a member of the Baseball Board.

(ONLY if the field is not marked.)

Make sure line marker has sufficient amount of lime to complete the work (about $\frac{3}{4}$ full is plenty to line the T-Ball Field. DO NOT OVERFILL! Lime left in the line marker after line completion tends to clump and makes for inconsistent lines the next time the line marker is used. If there are less than two bags of lime in the equipment room after filling the line marker, report this to either your League Director or a member of the Baseball Board for restocking.

5. Position the *Batter's box Template* correctly on the ground next to home-plate.
6. Either with your finger or a stick, trace the batter's box and then sit aside the template.
7. Pull a string line from the back point of home plate to the CENTER of the painted foul line in the grass just past the brick-dust infield.
8. Start at home plate; make a foul line using the lever nearest the infield on the line marker. Use the center guide on the *line-marker* and stay centered on the string. Repeat for the other foul line. (NOTE: Do not use both levers! That is a waste of chalk and an illegal line.)
9. Next, using the line marker, mark the Batters Boxes, two Batters Circles, two Coaches Boxes and Batters Arc, Pitching Circle, Runners Lane between home-plate and 1st. Base and the Half-Way lines between 1st & 2nd base, 2nd base & 3rd base and between 3rd base & home-plate.

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COLLINS HILL ATHLETIC ASSOCIATION PEE WEE FIELD PREPARATION

Field Dimensions:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 40 feet.
- Bases shall be 50 feet.
- Pitching Circle: 10" diameter
- 1st & 3rd Base Coach Boxes: 3" x 6"
- Running Lane between Home-Plate and 1st base: 30" wide, length (from the pitching rubber to 1st base).
- Batters Box: 3" x 6"

Field Preparation:

All field preparation should be completed AT LEAST fifteen minutes prior to scheduled game start time.

1. First, take three bases, the line marker, the Scorebrain & Scorebook out of the green storage box located under the press box.
2. After retrieving the rubber stoppers out of the 1st, 2nd & 3rd bases stems, place them in the plastic box and sit it in the press box.
3. Plug in the Scorebrain and reset all the scoreboard numbers to „0“. (If a section of the scoreboard is not working or if a significant number of lights are burnt out or if there is insufficient pages in the scorebook to record the entire days games, please report this information to either your League Director or a member of the Baseball Board). They will report this to the proper authorities for repair or get a new scorebook.
4. If a plug is missing or if the stem(s) have filled with brick-dust, take the digging tool out of the plastic box and clean the debris before inserting the bases otherwise it will not seat level with the ground. Once again, if any of the rubber plugs are missing, report this to either your League Director or a member of the Baseball Board.

(ONLY if the field has not been marked.)

Make sure line marker has sufficient amount of lime to complete the work (about ¾ full is plenty to line the Pee Wee Field. DO NOT OVERFILL! Lime left in the line marker after line completion tends to clump and makes for inconsistent lines the next time the line marker is used. If there are less than two bags of lime in the equipment room after filling the line marker, report this to either your League Director or a member of the Baseball Board for restocking.

5. Retrieve the line marker from the equipment room. You will also need to retrieve the Batter's box Template.
6. Position the Batter's box Template correctly on the ground next to home-plate.
7. Either with your finger or a stick, trace the batter's box and then sit aside the template.
8. Pull a string line from the back point of home plate to the CENTER of the painted foul line in the grass just past the brick-dust infield.
9. Start at home plate; make a foul line using the lever nearest the infield on the line marker. Use the center guide on the line-marker and stay centered on the string. Repeat for the other foul line. (NOTE: Do not use both levers! That is a waste of chalk and an illegal line.)
10. Next, using the line marker, mark the Batters Boxes, two Batters Circles, two Coaches Boxes and Pitching Circle, Runners Lane between home-plate and 1st. Base.

COLLINS HILL ATHLETIC ASSOCIATION MINOR FIELD PREPARATION

Field Dimensions:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 46 feet.
- Bases shall be 60 feet.
- 1st & 3rd Base Coach Boxes: 3" x 6"
- Running Lane between Home-Plate and 1st base: 30" wide, length (from the pitching rubber to 1st base).
- Batters Box: 3" x 6"

Field Preparation:

All field preparation should be completed AT LEAST fifteen minutes prior to scheduled game start time.

1. First, take three bases, the line marker, the Scorebrain & Scorebook out of the green storage box located under the press box.
2. After retrieving the rubber stoppers out of the 1st, 2nd & 3rd bases stems, place them in the plastic box and sit it in the press box.
3. Plug in the Scorebrain and reset all the scoreboard numbers to „0“. (If a section of the scoreboard is not working or if a significant number of lights are burnt out or if there is insufficient pages in the scorebook to record the entire days games, please report this information to either your League Director or a member of the Baseball Board). They will report this to the proper authorities for repair or get a new scorebook.
4. If a plug is missing or if the stem(s) have filled with brick-dust, take the digging tool out of the plastic box and clean the debris before inserting the bases otherwise it will not seat level with the ground. Once again, if any of the rubber plugs are missing, report this to either your League Director or a member of the Baseball Board.

(ONLY if the field has not been marked.)

Make sure line marker has sufficient amount of lime to complete the work (about ¾ full is plenty to line the Minor Field. DO NOT OVERFILL! Lime left in the line marker after line completion tends to clump and makes for inconsistent lines the next time the line marker is used. If there are less than two bags of lime in the equipment room after filling the line marker, report this to either your League Director or a member of the Baseball Board for restocking.

5. Retrieve the line marker from the equipment room. You will also need to retrieve the Batter's box Template.
6. Position the Batter's box Template correctly on the ground next to home-plate.
7. Either with your finger or a stick, trace the batter's box and then sit aside the template.
8. Pull a string line from the back point of home plate to the CENTER of the painted foul line in the grass just past the brick-dust infield.
9. Start at home plate; make a foul line using the lever nearest the infield on the line marker. Use the center guide on the line-marker and stay centered on the string. Repeat for the other foul line. (NOTE: Do not use both levers! That is a waste of chalk and an illegal line.)
10. Next, using the line marker, mark the Batters Boxes, two Batters Circles, two Coaches Boxes and Runners Lane between home-plate and 1st. Base.

COLLINS HILL ATHLETIC ASSOCIATION MAJOR FIELD PREPARATION

Field Dimensions:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 50 feet.
- Bases shall be 70 feet.
- 1st & 3rd Base Coach Boxes: 3" x 6"
- Running Lane between Home-Plate and 1st base: 30" wide, length (from the pitching rubber to 1st base).
- Batters Box: 3" x 6"

Field Preparation:

All field preparation should be completed AT LEAST fifteen minutes prior to scheduled game start time.

1. First, take three bases, the line marker, the Scorebrain & Scorebook out of the green storage box located under the press box.
2. After retrieving the rubber stoppers out of the 1st, 2nd & 3rd bases stems, place them in the metal box and sit it in the press box.
3. Plug in the Scorebrain and reset all the scoreboard numbers to „0“. (If a section of the scoreboard is not working or if a significant number of lights are burnt out or if there is insufficient pages in the scorebook to record the entire days games, please report this information to either your League Director or a member of the Baseball Board). They will report this to the proper authorities for repair or get a new scorebook.
4. If a plug is missing or if the stem(s) have filled with brick-dust, take the digging tool out of the plastic box and clean the debris before inserting the bases otherwise it will not seat level with the ground. Once again, if any of the rubber plugs are missing, report this to either your League Director or a member of the Baseball Board.

(ONLY if the field has not been marked.)

Make sure line marker has sufficient amount of lime to complete the work (about $\frac{3}{4}$ full is plenty to line the Major Field. DO NOT OVERFILL! Lime left in the line marker after line completion tends to clump and makes for inconsistent lines the next time the line marker is used. If there are less than two bags of lime in the equipment room after filling the line marker, report this to either your League Director or a member of the Baseball Board for restocking.

5. Retrieve the line marker from the equipment room. You will also need to retrieve the Batter's box Template.
6. Position the Batter's box Template correctly on the ground next to home-plate.
7. Either with your finger or a stick, trace the batter's box and then sit aside the template.
8. Pull a string line from the back point of home plate to the CENTER of the painted foul line in the grass just past the brick-dust infield.
9. Start at home plate; make a foul line using the lever nearest the infield on the line marker. Use the center guide on the line-marker and stay centered on the string. Repeat for the other foul line. (NOTE: Do not use both levers! That is a waste of chalk and an illegal line.)
10. Next, using the line marker, mark the Batters Boxes, two Batters Circles, two Coaches Boxes and Runners Lane between home-plate and 1st. Base.

COLLINS HILL ATHLETIC ASSOCIATION PONY FIELD PREPARATION

Field Dimensions:

- Distance from front of Pitching Rubber to back corner of Home Plate shall be 55 feet.
- Bases shall be 80 feet.
- 1st & 3rd Base Coach Boxes: 3" x 6"
- Running Lane between Home-Plate and 1st base: 30" wide, length (from the pitching rubber to 1st base).
- Batters Box: 3" x 6"

Field Preparation:

All field preparation should be completed AT LEAST fifteen minutes prior to scheduled game start time.

1. 31. First, take three bases, the line marker, the Scorebrain & Scorebook out of the green storage box located under the press box.
2. 32. After retrieving the rubber stoppers out of the 1st, 2nd & 3rd bases stems, place them in the metal box and sit it in the press box.
3. 33. Plug in the Scorebrain and reset all the scoreboard numbers to „0“. (If a section of the scoreboard is not working or if a significant number of lights are burnt out or if there is insufficient pages in the scorebook to record the entire days games, please report this information to either your League Director or a member of the Baseball Board). They will report this to the proper authorities for repair or get a new scorebook.
4. 34. If a plug is missing or if the stem(s) have filled with brick-dust, take the digging tool out of the plastic box and clean the debris before inserting the bases otherwise it will not seat level with the ground. Once again, if any of the rubber plugs are missing, report this to either your League Director or a member of the Baseball Board.

(ONLY if the field has not been marked.)

Make sure line marker has sufficient amount of lime to complete the work (about $\frac{3}{4}$ full is plenty to line the Pony Field. DO NOT OVERFILL! Lime left in the line marker after line completion tends to clump and makes for inconsistent lines the next time the line marker is used. If there are less than two bags of lime in the equipment room after filling the line marker, report this to either your League Director or a member of the Baseball Board for restocking.

5. 35. Retrieve the line marker from the equipment room. You will also need to retrieve the Batter's box Template.
6. 36. Position the Batter's Box Template correctly on the ground next to home-plate.
7. 37. Either with your finger or a stick, trace the batter's box and then sit aside the template.
8. 38. Pull a string line from the back point of home plate to the CENTER of the painted foul line in the grass just past the brick-dust infield.
9. 39. Start at home plate; make a foul line using the lever nearest the infield on the line marker. Use the center guide on the line-marker and stay centered on the string. Repeat for the other foul line. (NOTE: Do not use both levers! That is a waste of chalk and an illegal line.)
10. 40. Next, using the line marker, mark the Batters Boxes, two Batters Circles, two Coaches Boxes and Runners Lane between home-plate and 1st. Base.