

2022

**MUNICIPAL PARK
BASEBALL**

RULES

(Available at www.municipalparkbaseball.com)

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These rules have been formulated and adopted by the Board of Directors of Municipal Park Baseball, Inc., a non-profit corporation, and are designed to be of assistance to the President, Board of Directors, managers, coaches, umpires, parents, and the boys and girls who may participate in the baseball program sponsored by this league. It is hereby requested that each of these individuals be familiar with these rules and abide by them throughout the season.

The Board of Directors hereby resolve that these rules are to be adopted in whole and that said rules shall be in effect for the full season and are not subject to change except by a vote of the Board of Directors.

1.0 ADMINISTRATION

1.1 The purpose of this Corporation is to:

- (a) Provide an opportunity for the boys and girls to have fun and enjoyment through the participation in the game of baseball;
- (b) Teach baseball skills and requirements; and
- (c) Encourage good sportsmanship and physical fitness.

1.2 Our program will always promote safety first. There will be strict controls over ages, rules and behavior of participants, managers, coaches, parents and any spectators of any game or practice.

1.3 It is agreed and understood that the parents of each of the participants will assume any and all risks of physical harm or injuries to child or children associated with any of the activities of any practice or game.

1.4 Municipal Park Baseball, Inc., its president, officers, directors, sponsors, coaches, umpires, and any other supervisory personnel are not responsible for any injuries to any person or persons or any damage to property resulting from the normal course of play. It is understood and agreed that the participating players, parents and spectators assume the risk of any such injury to persons or damage to property.

1.5 All prospective managers and coaches shall submit applications which shall be submitted to the Coaching Committee for approval. Said committee shall consist of the Executive VP's, League VP's and the President as a non-voting member. All applications of managers and coaches shall be unanimously approved by this committee. If any applicant does not receive a unanimous vote by the Committee, his or her application shall be submitted to the Board of Directors. In order for any such applicant to be approved, he or she must receive at least a majority vote of the Board of Directors. It is recommended that the Committee meet immediately prior to the Board of Directors meeting.

1.6 Managers and Coaches who option their sons or daughters to a team must attend at least 1/2 of all scheduled practices and 2/3 of all games. Reported violations of this rule will be investigated by the League VP. The League VP will report to the Executive Board, the results of any such investigation. The Executive Board will be responsible for imposing the penalty for such violations.

1.7 Coaching staffs for each league will be as follows:

- (a) Tee-Ball League - Manager, Coach and three (3) Assistant Coaches.
- (b) Peanut League - Manager, Coach and two (2) Assistant Coaches (an additional coach / parent is allowed for dug-out duty)
- (c) Minor and Major - Manager, Coach and two (2) Assistant Coaches.
- (d) All Managers and Coaches are encouraged to become Simply the Best Baseball certified but are not required.
- (e) All coaches are required to complete all DYB requirements (Coach Safe, etc)
- (f) All Managers, Coaches, and Assistant Coaches must wear the team's uniform shirt / pullover during games and/or remain in the dugout.
- (g) All Managers, Coaches, and Assistant Coaches must remain in team dugouts or appropriate coach positions in designated areas on the field.
- (h) If a Coach is absent during a game, the Manager may select a parent or other adult to assist, however, he/she will remain in the dugout.
- (i) The Head Umpire will enforce these rules during games.

1.8 Concussions and Head Injuries to Youth Athletes

All board members, managers and coaches of any regular season or all-star team associated with Municipal Park Baseball shall conduct all activities in a manner so as to prevent concussions and head injuries to youth athletes as much as possible, shall closely monitor youth athletes for symptoms of concussions or head injuries, and shall otherwise strictly follow the applicable Alabama law, *i.e.*, *Ala. Code Sec. 22-11E-2*.

A youth athlete who is suspected of sustaining a concussion or brain injury in practice or a game shall be immediately removed from participation and may not return to play the day of the injury and until he or she is evaluated by a licensed physician and receives written clearance to return to play from a licensed physician.

Any board member, manager or coach who violates this rule is subject to disciplinary action by the board, to include possible immediate suspension or termination.

Furthermore, Municipal Park Baseball shall: Develop guidelines and other pertinent information and forms to inform and educate youth athletes and their parents or guardians of the nature

and risk of concussion and brain injury, including continuing to play after a suspected concussion or brain injury;

On a yearly basis, require that a concussion and head injury information sheet shall be signed and returned by the youth athlete and the athlete's parent or guardian prior to the youth athlete's initiating practice or competition;

Ensure that all managers and coaches of record receive annual training to learn how to recognize the symptoms of a concussion and how to seek proper medical treatment for a person suspected of having a concussion;

Establish by rule the requirements of the training which shall be provided by using designated resources to the extent practicable and timelines to ensure that, to the extent practicable, every coach receives the training before the beginning of practice; *and*

Require that, before the first practice begins each season, all board members, managers, coaches of record, youth athletes, and at least one parent or guardian of each youth athlete, shall sign a form indicating that they have read the Concussion Fact Sheet for Coaches published by the U.S. Department of Health and Human Services Centers for Disease Control and Prevention available at www.cdc.gov/ConcussionInYouthSports.

2.0 CONDUCT

- 2.1 Any manager or coach whose conduct is unbecoming, who uses profanity or vulgar language or in any way is unsportsmanlike or inflicts physical or verbal abuse on any boy or girl under his supervision, or is ejected from a game, is subject to disciplinary action by the Board of Directors of Municipal Park Baseball, Inc. The Board of Directors shall have the power to discipline any such manager or coach for any such action. Said discipline will involve a written reprimand, a suspension on a temporary basis, or a permanent suspension from the program. The first ejection will result in an automatic 1 game suspension. Any manager or coach who is ejected from any game shall inform the President of the Board of Directors of such ejection in writing within 24 hours. A second ejection during the course of one season, including All-Star play, shall result in a manager or coach being automatically suspended indefinitely.
- 2.2 It is a violation of park rules for any person to consume or be under the influence of alcohol or illegal drugs on park property. It is also a violation of park rules for any person to consume or use tobacco products on park property. Violators will be asked to leave park premises. Furthermore, no manager, coach, or official of Municipal Park Baseball shall use or be under the influence of any alcoholic beverage or illegal drugs during any type of league activities or functions. Any violation of this rule shall result in that person being suspended from the Program.
- 2.3 Any manager or coach having been PERMANENTLY suspended from Municipal Park Baseball, Inc., is ineligible to participate in any way at any future time as a manager, coach, or assistant coach unless the suspension is set aside by a two-thirds vote of the entire Board of Directors.
- 2.4 If any fan becomes unruly, profane, vulgar, or has any disruptive effect on the orderly progression of any game, the umpire shall notify the officer of the day. The officer of the day shall take immediate steps to resolve the disruption in a peaceful manner and shall have the authority to ask the fan to leave the park and, if necessary, seek the assistance of law

enforcement officers to affect the fan's removal.2.5 The manager and/or coach will be responsible for their team's conduct during each game, as well as assisting to control the team's fan base.

- 2.6 No Municipal Park Baseball manager or coach shall use any type of tobacco product, alcohol, or illegal drug before, during or after any practice session or while on the premises of the Municipal Park Baseball facility at any time. Dixie Youth Baseball Rule 12 applies to these situations.
- 2.7 For safety purposes, each manager shall be required to maintain the names and telephone numbers, including emergency phone numbers, for each player's parents or guardians. Each manager shall be required to have this information at all games and practices for emergency purposes.
- 2.8 There shall be no loud music played by anyone at the Park, except for the national anthem broadcast prior to games.

3.0 REGISTRATION

- 3.1 Each youth who wishes to participate in the program shall be required to register at Municipal Park during the period of registration and shall be required to turn in a copy of his/her birth certificate. This will include all youths who may have played or participated on a team at Municipal Park the previous year.
- 3.2 The registration period will be determined by the Board of Directors each year. **Registration may be discontinued at any time during the period when the number of youths registering reaches any specific limitation that may be imposed by the Board of Directors at its absolute discretion.**
- 3.3 Registration shall be closed at the beginning of the draft for a particular league. Any youth who desires to register after the beginning of the draft will be allowed to submit their name, address, and any other required information to the league and have their names placed in a player pool in accordance with the appropriate Dixie Youth Baseball Rule, Article 4 -- Selection of Players. If any team needs a replacement player to complete or fill its roster at any time, that team shall request a replacement player from the available pool. The player agent shall assign a replacement player to the requesting team in the order said player was registered and placed in the player pool.
- 3.4 Returning players who failed to register prior to the draft date will be placed on a waiting list for the team he or she played on the previous year. Said players will not be eligible for the pool of available players. They will only be allowed to return to the team they played for the year before. If a position opens on a team they played for the previous year, that team needing a player shall be required to fill that open slot with any player in the pool who played for that team the year before without regard to when he or she registered or what position they are on the list of available players.
- 3.5 When a team is dissolved due to lack of numbers, members of the dissolved team who are returning players will return to the draft and be open for bid. All such returning players of a

dissolved team shall stay in the same league. A special player evaluation may be requested by the League VP.

4.0 PLAYER EVALUATIONS

- 4.1 All player evaluations will be held at the Municipal Park baseball fields under the direct supervision of the respective League Vice-President.
- 4.2 Tee-Ball, Peanut, Minor, and Major League:
- (a) There will be two (2) player evaluations held prior to the player draft.
 - (b) Players who are already a member of a Tee-Ball, Peanut, Minor, or Major League team or are “option players” will not be required to attend player evaluations.
 - (c) All players required to be evaluated must attend at least one of two player evaluations sessions in order to be eligible for selection; otherwise these players will be placed on a team via a random draw.
- 4.3 Any players who do not attend the required player evaluations shall have their names placed on a reserve list in accordance with the date of their registration and they may or may not be eligible to participate at a later date to complete a team or as a replacement player. The eligibility and the placement of players, from the reserve list, will be determined by the Player Agent(s) based on the order that he or she was registered subject to Rule 3.4 above. Any player who does not try out will not be eligible for the draft subject to Rule 4.4 below.
- 4.4 Any player attending a required player evaluation that is unable to perform the player evaluations skills due to an obvious injury or has a written excuse from a medical doctor, shall not be required to perform the player evaluations in order to prevent further injury to the player. The player’s registration number will be noted by the player evaluations officials and coaches, and the player shall be placed in the eligible draft pool. *If drafted to a team, the player will be required to provide written release from a medical doctor prior to participating in any team’s games or practices.*

5.0 TEAM SELECTION

- 5.1 Four (4), five (5), and six (6) year-old players will be eligible for Tee-Ball League. Seven (7) and eight (8) year-old players will be eligible for Peanut League. Nine (9) and ten (10) year-old players are eligible for Minor League. Eleven (11) and twelve (12) year-old players are eligible for Major League. **Playing Age is determined by Dixie Youth Baseball.**
- 5.2 Upon the written request of a parent, league manager or board member, a player may petition the Board of Directors to allow a child to play at an age level different than his or her designated age group. Such a move shall **generally not be allowed** by the Board of Directors but may be considered on an individual basis where the safety of the subject player or other players is a concern. Class year of the player may also be considered. Any player playing at an

age level different than his or her designated age level shall not be allowed to participate in all-star play. Any request for a player to play at an age level different than his or her designated level must be approved by a vote of 75% of all of the Board of Directors. Managers and coaches not on the Board of Directors shall NOT participate in the determination of such requests.

5.3 The age of a baseball player is determined by their age on April 30th, for ages five (5) and older. Four year-old players will be eligible to participate in Tee-Ball League if their birth date is prior to February 1. The Board of Directors will consider allowing younger 4-year olds to play so long as the parent is willing to be the coach of record or the manager.

5.4 Team rosters shall be composed of players of league ages as follows:

- (a) The minimum number of players per team of any league shall be ten (10), unless one or more players drop off a team and cannot be replaced from the player pool pursuant to Rule 7.0.
- (b) OZONE should try to minimize the number of one age group to a maximum of 8 players **IF the draft will allow this to happen.**
- (c) A Minor, Peanut, or Tee-Ball team shall be composed of a maximum of eight (8) players of either age as determined in Rules 5.1 and 5.2. The maximum total number of players per Minor, Peanut, and Tee-Ball Leagues shall be thirteen (13) players. Coaches may option to draft an additional player -- *see Rule 6.3(h).*
- (d) A team's manager or coach shall not intentionally draft more than eight (8) players of first year league age -- excluding players drawn from the "hat" during draft.
- (e) The maximum number of teams per league will be limited to fifteen (15) to reduce schedule conflicts and to allow for possible make-up games -- see Rule 9.14.

5.5 Team names for all leagues shall be chosen by the Board of Directors from the following list:

AMERICAN		NATIONAL	
Athletics	Astros	Cardinals	Braves
Indians	Angels	Cubs	Diamondbacks
Mariners	Blue Jays	Dodgers	Nationals
Rangers	Orioles	Marlins	Padres
White Sox	Rays	Rockies	Phillies
Yankees	Royals	Giants	Pirates
Red Sox	Tigers	Mets	Reds
Twins	Peaches	Brewers	Belles

- 5.6 A division shall consist of a maximum of nine (9) teams per division. When a league's number of players is such that nineteen (19) or more teams is considered appropriate, the Executive Board shall establish a Central Division using the following criteria:
- (a) Any existing team roster with a team name reserved for the Central Division, from previous years, is assigned automatically to the newly established Central Division.
 - (b) A new expansion team will be assigned to a division in the following order: American, National, and Central. The expansion team will be assigned to the first division available for divisional balance within the league.
- 5.7 When the Central Division is dissolved due to lack of numbers, the teams with the least number of players returning from each of the three (3) divisions shall be dissolved in respectively alternating order. Returning team rosters from the dissolved Central Division must be reassigned within the respective American or National division and are allowed to keep the team name from the previous year. Returning players from dissolved teams will follow *Rule 3.5*.
- 5.8 If, for any reason, a conflict arises as to how many divisions (two or three) will be implemented with eleven or twelve teams in a league, the Board may take a vote of the league managers to determine their opinion. Any final decision must be approved by the Board of Directors.

6.0 LEAGUE DRAFTS

- 6.1 The draft shall consist of an auction selection system. This is a system whereby the team manager will be given points based on the number of players needed for a team in the current season. They will use these points to bid for players. Bidding continues until each manager has filled his roster.
- 6.2 No more than two persons per team will be allowed to participate at the draft. One of these persons must be the manager or coach of record.
- 6.3 The Player Agent(s) will establish the following prior to the auction:
- (a) A list of eligible candidates for the draft.
 - (b) The correct number of points each team has to spend in this auction.
 - (c) Each team will receive 3,000 points for each player needed for a team during the current season.
 - (d) The number of vacancies on each team.
 - (e) The manager/coach options that will be exercised.

- (f) The brother/sister options that will be exercised.
 - (g) The sponsor options that will be exercised.
 - (h) Coaches may option to draft an additional player based on availability of Reserve Pool players, and must be declared before the draft. The team will receive an additional 3,000 points for current draft.
- 6.4 Each manager shall turn in to the auctioneer a “Manager’s Selection List” of ten (10) candidates in the order which the manager desires to have them auctioned.
- 6.5 Bidding will begin by reading the name and league age of the player on one of the “Manager’s Selection List” picked at random.
- (a) The highest bidder shall get title to the player and the Player Agent(s) shall charge the bidder’s account with the amount of the bid.
 - (b) After the first sale, the auctioneer presents a bid for another name from the “Manager’s Selection List” again picked at random. This procedure is repeated until all of the players from the “Manager’s Selection List” are selected.
 - (c) After all the players have been auctioned off of the “Manager’s Selection List”, the oldest group of that league shall be auctioned off in order of registration. Once completed, the youngest age group of that league shall be auctioned in the same manner.
 - (d) The auction continues until all players have been bid on.
 - (e) The minimum bid for any player shall be 1,000 points.
 - (f) All “hat” and “pool” players will be selected at the end of the auction per roster availability.
- 6.6 Option forms shall be submitted to the Player Agent(s) prior to the player draft at a deadline to be set by the board of directors each year.
- (a) Each team is allowed one (1) manager’s option and one (1) coach’s option. The manager’s option must be a player who is a member of the manager’s immediate family. Likewise, the coach’s option must be a member of the coach’s immediate family. By definition, the term “immediate family” shall consist of a son, daughter, stepson, stepdaughter, foster son, foster daughter, brother or sister of the respective manager or coach. Each option shall cost 3,000 points.
 - (b) Brother/sister option of a player already on a team shall be exercised by the team manager for 1000 points.

- (c) Brother/sister option of a player taken during the auction automatically becomes the property of the team for 1,000 points.
 - (d) Returning brother/sister options shall cost his/her respective team the final 3,000 point value.
- 6.7 Each player purchased shall, for the duration of their respective league career, be the property of the team making the purchase. If that player should quit or for any reason not finish a season, he or she can only return and play for that same team the next year. He or she will not be returned to the pool or be draft eligible the next year.
- 6.8 No player on an established team may be traded or placed back in the draft except those initiated by the Board to comply with the Dixie Youth Baseball rules. Special exceptions will be considered by the Board if submitted in writing. Players bought in the draft may be traded for up to thirty (30) minutes immediately following the draft upon approval of the respective Vice President and the Player Agent(s). Rosters are final when submitted to the Player Agent(s) at the close of draft.
- 6.9 Players optioned in previous years as a manager or coach option will remain as team options as long as the respective coach or manager for whom the player was selected is active on the respective team. If the coach or manager with an option player does not return to his respective team, then the option for this team is determined by the following criteria:
 - (a) The manager or coach must option his or her son/daughter onto any team he or she manages. If this player is vacating another team, that team is compensated with the same number of points it paid for that player the previous year. The minimum compensation is 3000 points. The previous year's option player would be required to try out and be placed in the draft pool. This rule does not apply to sponsor options. Once a player is designated as a sponsor option, he or she must remain on that team for as long as he or she is in the league.
- 6.10 No player shall be designated as a sponsor's option for more than two years at each age level of play, with following exceptions: (1) T-Ball players or (2) if "Play-up" request is granted and the player is a sponsor option, then the player will remain the sponsor Option 1st yr for 2 years.
- 6.11 A manager of record may not leave his current team in order to manage another team.
- 6.12 A coach of record may leave a team to manage a team in the division depending on availability of a team. Their son or daughter may be optioned to this team according to *Rule 6.6(a)* above.
- 6.13 Leagues that have three (3) teams or less may use a rotation draft instead of an auction system. The team needing the most players shall draft first. The remaining order of selection shall be done by need.
- 6.14 Two (2) team representatives, whose children are not in the current draft, will be allowed to attend the draft.

- 6.15 In the event a team is drafted by the board or its designee, (no manager or coach assigned), the returning manager will be compensated 3,000 points in the following year draft.

7.0 REPLACEMENT PLAYERS

- 7.1 Notification Rule. Each manager who loses a member of his team must notify the League VP within forty-eight (48) hours after being notified of the loss. The League VP shall in turn notify the player agent. Additionally, a manager must notify the league VP if any player misses two consecutive games even if the reason for non-attendance is known to the manager. The VP shall, in turn, notify the player agent who will contact the player's guardian to determine the player's intent to remain on the team.
- 7.2 All replacement players shall be selected by the Player Agent(s) from the "Player Pool" in accordance with the following:
- (a) The player pool shall consist of any player who registered after the cutoff date described above and listed in chronological order based on date of registration.
 - (b) Replacement players shall be placed on the requesting team in the order that they appear on the list of pool players with the only exception being noted in Rule 3.4 above.
 - (c) Any player taken from the pool shall be returned to the draft or pool the next year.
- 7.3 The penalty for non-compliance with the Notification Rule will be a seven (7) day suspension from all coaching and managerial responsibilities associated with that team. The manager or coach will also be disqualified from All-Star competition if he should win the Division championship.

8.0 OPENING DAY

- 8.1 Opening Day games will count towards the team's permanent record.

9.0 PLAYING RULES

- 9.1 Municipal Park Baseball will play under the current Official Baseball Playing Rules in the appropriate Dixie Youth Baseball Official Rule Guide and the Official Baseball Rules.
- 9.2 The starting time for games will be as indicated on the schedule. No exception to the schedule will be considered except for weather conditions. The official time will be kept on the field, by an umpire. Official time will start when the first batter gets in the box. The home plate umpire will notify the scorekeeper of the official starting time of the game.
- 9.3 If a team fails to field the minimum number of players required at the time the game is scheduled to start, the umpire shall wait ten (10) minutes from the scheduled start of said

game before declaring a forfeit. If prior to the expiration of this ten minute period, the minimum number of players becomes available, the game shall commence. The start of the game shall be the scheduled time without any consideration for the time expired. However, it shall be the option of the non-offending team to choose whether or not it shall be the home team or visiting team.

- 9.4 The minimum number of players required to begin or continue a game shall be determined as follows pursuant to Rule 4.17 of the Official Rules & Regulations of Dixie Youth Baseball of the applicable year under the "Local League Option":
- (a) A team failing to field at least eight (8) players within ten (10) minutes after the scheduled start of the game shall forfeit the game.
 - (b) A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place eight (8) players on the field.
- 9.5 Home teams will assume the responsibility of preparation of the diamond for the first and last games of the day, i.e., dragging the infield, lining off the batter's box, coach's box, foul lines, etc. Home teams of the last game played on the diamond will secure the field. Violations of this rule shall be reported by the Board Officer on duty to the League VP. Penalty for any violation of this rule shall be suspension of manager for one (1) game.
- 9.6 The league will furnish two baseballs for all games, except one for each Tee-Ball game. At the conclusion of each game, each team will receive one game ball. Tee-Ball game ball goes to the home team.
- 9.7 If a player is unable to bat his or her turn in the batting order for any reason except ejection, the manager will be given a choice of the following:
- (a) The team takes an out, play resumes and the player may return to the game or;
 - (b) The player is removed from the playing field for the remainder of the game and there is no out.
- 9.8 Any player that becomes ill or is injured during a ball game will be taken out of the game when, in judgment of the head umpire, the player's health or safety is in jeopardy. Any player injured enough to need the care of a doctor must present a written statement to the manager of their team before they can return to practice or play in a game.
- 9.9 If removal of a player from a game for any reason (except ejection) results in the player not satisfying the minimum playing time according to Rule 9.8, the game will not be forfeited.
- 9.10 Managers and coaches must comply with the following rule concerning a Player's minimum playing time for each official game. Penalty for violation of these rules shall be forfeiture of the game in the event the violating team is the winner or suspension of the manager for the next game if the violating team loses. The Vice- President of each league is responsible for enforcing these rules.

- (a) The official scorekeeper is responsible for notifying the Board Officer on duty of any violation of minimum playing time rule.
- (b) Each player shall play at least two (2) defensive innings. All players will bat in rotation batting order regardless of their defensive status.

9.11 The following must happen before a player will be considered to have played the minimum playing time:

- (a) The game must go a minimum of four (4) complete innings. If time expires during the fourth inning, the inning must be completed.
- (b) If for the above reasons, a player does not receive his minimum playing time in a game, he will be required to start the next game if available to play. If the player does not start the next game, the team will forfeit the game the player was to start in.

9.12 It is the manager's responsibility to keep up with his players' playing time.

9.13 Recognizing the need of every manager and coach being able to discipline his players, each manager and coach will be required to keep accurate and neat records of each player with regard to practice attendance, dugout behavior, absence from the games, and any other behavior which he feels is relevant. Each manager and coach will have the right to discipline any player in accordance with this record by not playing him the required number of times as set in the rule above. Each manager and coach who may exercise this rule must have approval from the League Vice-President forty-eight (48) hours prior to game time and must notify the opposing manager and must see that it is made a matter of record prior to the start of the game. If this action is later questioned, each manager and coach must be able to produce the records to substantiate his actions. These records must be maintained from the first week of practice until the closing ceremonies. It is to be understood any player who fails to make fifty (50) percent of practice periods is subject to being dropped from the team and shall forfeit all eligibility to play in this league, unless an excuse is presented that is acceptable by majority vote of the Board of Directors.

9.14 An official ball game shall be in accordance with the appropriate Dixie Youth Baseball Rules.

Any one of the following constitutes an official game:

- (a) Six (6) innings of Major, Minor, Peanut and Tee-Ball Leagues.
- (b) One hour and 30 minutes for Minor and Major Leagues.
- (c) One hour and 15 minutes for Peanut and Tee-Ball Leagues.
- (d) Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.

- (e) No inning shall begin after 10:00 PM.
- (f) Games will be called at the end of time limit when it is no longer possible for the losing team to win or tie.
- (g) Mercy Rule. Dixie Youth Rule 4.10(a)(9) will control:
 - (1) 15-Run Rule. A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times, or in the case of the home team when it is leading, two times. Pitchers shall be charged for innings actually pitched.
 - (2) 10-Run Rule. A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall be charged for innings actually pitched.

NOTE: The visiting team will be declared the winner of a game under this Mercy Rule only if the home team has had an equal number of times at bat.

- 9.15 Tee-Ball, Peanut, and Minor Leagues will have a five (5) run rule per inning.
- 9.16 Major League games will have a seven (7) run rule per inning.
- 9.17 Exception -- all runs will score and be counted for a ball hit over the fence and ruled as a home run.
- 9.18 TIE GAMES - In the consideration of numerous parents' comments regarding late night games, and in an effort to comply with City Regulations (see Rule 9.14(e)), games will be over at the end of regulation play. There will be no Tie-Break rule. A game shall end in a tie if both teams have scored the same number of runs at the end of six innings or at the end of the time limit, as long as both teams have had the same number of at bats. The teams shall play past the time limit, if necessary, until both teams have the same number of complete times at bat. A tie game will not be replayed and will be shown on the records of both teams as a tie.
- 9.19 MAKE-UP GAMES -- Make-up games suspended due to weather, power failure, etc. shall be rescheduled in the order they were canceled on the first available playing time and date. Monday, Tuesday rain outs will be played on Wednesday followed by Thursday at previously scheduled time Friday or Saturday rain outs will be played on Sunday and the start time will be 1:30 at the latest.

The Board of Directors will move game times on Saturday in an effort to play as many scheduled games as possible. For example: *Saturday games are to begin at 9:00, but its raining. The rain clears by 12:00. The Board of Directors will reschedule these games for Saturday beginning as quick as we can prepare the fields to be playable. Teams will play as many of the scheduled games as time allows on Saturday; the remaining games will be played on Sunday.*

9.20 A batter is out and the ball is dead if he/she squares to fake a bunt and then swings to hit.

10.0 PLAYING EQUIPMENT

It is the responsibility of the manager of each team to account for all the equipment. Equipment supply economy must be exercised. Any equipment that is damaged will be replaced by the Equipment Manager upon receipt of the damaged or unusable piece of equipment. However, it is to be noted at the beginning of the season each manager will be issued certain equipment. Managers will return equipment prior to All-Star selections. In the event a manager or coach forgets to bring his equipment, a thirty (30) minute grace period will be allowed for he or she to leave and return with the equipment. Failure to do so will result in that team's representative(s) being disqualified from All-Star selections until said equipment is returned or compensated for. All baseball bats must comply with the official rules for Dixie Youth Baseball.

11.0 GRIEVANCE PROCEDURE

- 11.1 Grievance or protest on matter of judgment as rendered by an umpire shall not be considered. Any protest of eligibility, conduct of any manager or coach, or any other grievance will be heard by the Board of Directors. Any protest must be in writing and must be submitted to the President of Municipal Park Baseball Inc., who will direct the Board of Directors to take action. The Board of Directors, upon notice to the managers of the teams involved, or coaches, or anyone involved in the protest or grievance, shall be allowed fifteen (15) minutes to state their case. The Board of Directors shall render a decision on whether the protest or grievance shall be taken against any individual involved.
- 11.2 Any parent has the right to file a written grievance at any time during the year within a period of four (4) days subsequent to the incident which brings rise to such grievance and such grievance will be submitted to the President of Municipal Park Baseball, Inc. The Board of Directors shall investigate in full such grievance and report to the parent any and all appropriate action taken.
- 11.3 Any rules that require interpretation will be referred to the Board of Directors for clarification.
- 11.4 The Board of Directors may appoint a rules committee to handle certain grievances.

12.0 DIVISION CHAMPIONSHIP

- 12.1 The winner of each split-season will be determined by the point system. In the event of a tie, a point system will be used as follows:
- (a) Each team win will count two (2) points.
 - (b) A tie will count one (1) point.
 - (c) A loss will be zero (0) points.

- (d) The winner of each split-season will be the team with the most points. In the event of a tie using the point system, a one-game playoff will be played. This game shall be scheduled on the first available playing time or date.

12.2 In the event of a three-way tie, the league VP will meet with the managers for a three-way coin flip. At this meeting, all three managers will simultaneously flip these coins. If all three coins match, the process will be repeated until one of the manager's coin does not match the other two. The manager with the non-matching coin shall draw a bye and play the winner of a game played between the two teams with matching coins. These games shall be scheduled for the first available time and date. However, no team shall be required to play more than one game on any given date.

12.3 The league championship will be determined by a one game playoff between the two split-season winners, if applicable.

13.0 ALL-STAR SELECTIONS

13.1 In order to participate in All-Star selection, a manager must return all regular season equipment prior to selection. A thirty (30) minute grace period will be in effect.

13.2 One manager or coach from each team will be allowed to vote in making the All-Star selection with the team representative having a vote. The League VP will vote in the event of a tie. No other members of the Board of Directors will be allowed to vote. Managers should determine the availability of a player before submitting the name. Coaches should remember that the All-Star selection is designed to put together the strongest team possible to represent the park in All-Star competition. Each manager will submit a list of thirteen (13) players. Any player appearing on all ballots will become an All-Star. The remaining names will be written on blackboard and each manager will be asked to write his choices for the remaining slots on the team. The vote will be unanimous at the discretion of the League VP. This continues until the team is filled. All ballots are written and CONFIDENTIALITY will be strongly enforced.

13.3 The managers of the All-Star teams will be the managers of the respective division championship teams. If a manager of a championship team is unable to manage the All-Star team, then the manager of the respective division's second place team will manage the All-Star team, to be followed by the championship team's coach of record, and then the third place manager. The League VP will ensure availability.

13.4 Municipal Park Baseball will provide shirts and hats for each All-Star player and the three (3) coaches selected for each team. All-Star player participation fees are due by the first All-Star practice date.

13.5 In the event a selected player cannot participate in All-Star competition, the vacancy will be filled from the list of players who received votes. All-Star coaches' discretion will be used to determine the player chosen. There are no alternates. All players who received a vote are eligible to be picked upon vacancy.

- 13.6 If any manager or coach who, in the opinion of the League VP, becomes disorderly or out of order during All-Star selections, he will be asked to leave the selection meeting and voting will continue without him or her.
- 13.7 Selection of the Major League All-Star team only as hosts for the Dixie Youth Baseball Alabama State Tournament shall be determined by a double elimination playoff. The Major League VP will schedule playoff games after at least one week of practice and must be completed by Saturday prior to the Sub-District tournaments. All Major League All-Star teams will be responsible for preparation of the Park's facilities, fields and grounds, etc. for the State Tournament prior to Sub-District Tournaments.
- 13.8 Host All-Star teams shall not participate in any level of tournament play that in which they act as host. Host All-Star teams shall be responsible for preparation of the Park's facilities, field and grounds, etc.

14.0 RULE CHANGES OR EXCEPTIONS

- 14.1 Any proposed changes or exceptions to the above rules shall be in made written form and shall presented to the Board of Directors for majority vote and, if approved, will be implemented the following season. There shall be no change or exception to these rules mid-season except in "extraordinary circumstances." Whether a situation is an "extraordinary circumstance" will first be decided by a majority vote of the Board of Directors. If a majority of the Board decides that a situation is "extraordinary," then any mid-season change or exception to these rules may only be passed by a 2/3 vote of the Board.
- 14.2 In the event the Board of Directors is presented with a circumstance in which there is no applicable rule or if applicable rules are clearly in conflict or clearly ambiguous, then the Board of Directors may approve a resolution to the circumstance by a 2/3 vote.

APPENDIX I

TEE-BALL RULES

- 1.0 The Dixie Youth Baseball Official Rule Book for the applicable year will apply with the exceptions listed below.
- 2.0 Base lines shall be sixty (60) feet in length.
- 3.0 The front of the pitching circle shall be thirty (30) feet from the back of home plate. The circle shall be ten (10) feet in diameter.
- 4.0 There shall be an arc extending out twelve (12) feet from the point of home plate from one foul line to the other.
- 5.0 The infield fly rule shall not apply. 3 outs or 5 runs dictates each half inning.
- 6.0 Each team shall consist of ten (10) players on defense. Defensive outfielders must play on the grass behind the line of infielders until the ball has been hit by the batter.
- 7.0 The batter shall hit the ball that is placed on the "T" on home plate. An offensive coach shall place the ball on the "T."
- 8.0 Any ball hit by the batter must travel out of the twelve (12) foot arc before it becomes playable. If on the third (3rd) swing, the ball does not travel out of the twelve (12) foot arc, the batter shall be out. Defensive players shall not hinder the movement of the ball while it is in the arc. A violation will result in a no pitch being called.
- 9.0 The Batter shall not be allowed to bunt and may not take a half swing. If, in the Umpire's judgment, the batter is not taking a full swing, the batter will be called back and a strike called against him. If this is the third strike, the batter shall be called out.
- 10.0 The defensive player on the pitching rubber shall have one foot on the rubber and may not leave the rubber until the ball has been hit. If a violation occurs, it will be the option of the coach whose team is batting to allow the play as it occurred or to begin play anew. The 1st baseman and the 3rd baseman must be a minimum of 54 feet from home plate when the batter takes his or her swing.
- 11.0 The defensive team shall be allowed to place 2 coaches in the outfield, behind the outfielders. In addition, the defensive team shall be allowed to place an additional coach adjacent to his team's dugout against the fence.
- 12.0 If the pitcher fields a struck ball, he/she may not tag out a runner advancing from home to first base, nor may the pitcher put out such a runner by touching first base while in possession of the ball.
- 13.0 In the event that a ball thrown to the first baseman is overthrown, the batter may not advance past first base for the duration of the play. All other runners may advance at will.

14.0 There shall be no chatter by the defensive team

APPENDIX II

PEANUT RULES

- 1.0 The Dixie Youth Baseball Official Rule Book for the applicable year will apply with the exceptions listed below.
- 2.0 The ball shall be pitched by the manager or coach of the team at bat from a distance of at least forty (40) feet.
- 3.0 Ten (10) players shall assume defensive positions each inning.
- 4.0 During the inning, the teams shall change sides after three (3) outs have been made or five (5) runs have been scored.
- 5.0 Each batter will be limited to five (5) pitches, except for a foul on the fifth (5th) pitch, and will be allowed to swing at the ball until a fair ball is hit or three (3) strikes have been called, whichever comes first. If after five (5) pitches, the fifth (5th) pitch is not fouled and a fair ball has not been hit, the batter will be called out by the umpire.
- 6.0 Any batter who, in the umpire's judgment, throws or slings a bat will be called out and base runners will be required to retain their position prior to the violation.
- 7.0 The coach-pitcher shall remain in contact with the pitching rubber until the ball is released. The player-pitcher must take any position within three (3) feet of the coach-pitcher, but not in front of the coach-pitcher, with two feet within the designated circle. He must remain in this position until the ball is released.
- 8.0 The team at bat will be permitted to have three (3) managers or coaches on the playing field.
 - (a) The manager/coach pitching the ball shall remove himself from the play as much as possible when a fair ball is hit.
 - (b) All coaches will be allowed to provide instruction to the batter prior to hitting. Once a ball is hit, only the base coaches may provide instructions to the base runner(s), including the batter that hit the ball.
 - (c) The manager/coach in the field must remain either adjacent to his team's dugout against the fence or take a position in the outfield. All other coaches and assistants remain in the dugout or off the field (outside of the fence).
 - (d) A manager/coach in the outfield may not obstruct or interfere with play in any fashion. If, in the opinion of the umpire, a violation occurs, it will be the option of the each whose team is batting to allow the play to occur or to begin the play anew.
- 9.0 There shall be no chatter by the defensive team.

- 10.0 A substitute runner may be put in for the catcher upon reaching base and at the end of the play when the team batting has two (2) outs. The substitute runner will be the last person to the bench after making an out (be it strike out or put out on one of the bases). Upon returning to the dugout, the catcher is to put his gear on quickly and be ready to take the field when time comes to change sides.
- 11.0 The pitcher shall be considered a defensive position only and can re-enter the game at any time.

APPENDIX III

MINOR LEAGUE RULES (PITCH COUNT)

- 1.0 For the entire season (including any play-off and championship games), no pitcher shall be allowed to pitch more than sixty (60) pitches in any game, not including warm-up throws. However, a pitcher will be allowed to finish pitching to a batter when he reaches the sixty (60) pitch maximum, but he must stop pitching when that particular at-bat is complete. Coaches are encouraged to limit the number of warm-up throws to as few as necessary.
- 1.1 Pitcher may complete a maximum of 6 innings per week (*Monday-Sunday*).
- 1.2 Upon completing 41+ pitches in a single game, a Pitcher MAY NOT be moved to the position of Catcher during said game.
- 1.3 Mandatory Rest Periods must be adhered to by the following:
- | | |
|---------------|------------------------|
| 60(+) Pitches | = 4 Calendar Days Rest |
| 50-59 Pitches | = 3 Calendar Days Rest |
| 36-49 Pitches | = 2 Calendar Days Rest |
| 21-35 Pitches | = 1 Calendar Day Rest |
| 1-20 Pitches | = NO REQUIRED REST |

NOTE- Pitchers shall continue to be subject to the weekly 6 inning maximum rule mandated by *DYB Rule 8.07(a)*. A weekly maximum of 6 innings shall be enforced regardless of pitch count.

Ex. On Monday -Player A completes 4 innings with a pitch count of 55. After completion of the Mandatory Rest Period of 3 Calendar Days, Player A will be eligible to pitch a maximum of 2 innings beginning Friday. Player A's weekly inning maximum will renew on Monday. However, Player A remains subject to the Mandatory Rest Period(s) related to his/her pitch count on the previous Friday-Saturday-Sunday.

- 1.4 If a player catches 4 complete innings, that player cannot later pitch in same game.
- 1.5 ALL pitchers and pitch counts & innings pitched must be submitted to a league representative before 9:00 am the following day of each game. Information may be submitted via league group me, league email or league text. Upon failure to submit required pitch information, pitchers shall be considered to have participated in the maximum weekly innings (6) and are subject to the maximum Mandatory Rest Period of 4 Calendar Days.
- 1.6 Pitching totals shall be posted daily at Municipal Park Baseball website or broadcast via email or league GroupMe.
- 1.7 ALL disputes shall be reconciled per the game scoring data within the Official Score Book of said game.

APPENDIX IV

MAJOR LEAGUE RULES (PITCHING)

- 1.0 For the entire season (including any play-off and championship games), no pitcher shall be allowed to pitch more than seventy (70) pitches in any game, not including warm-up throws. However, a pitcher will be allowed to finish pitching to a batter when he reaches the seventy (70) pitch maximum, but he must stop pitching when that particular at-bat is complete. Coaches are encouraged to limit the number of warm-up throws to as few as necessary.
- 1.1 Pitcher may complete a maximum of 6 innings per week (*Monday-Sunday*).
- 1.2 Upon completing 41+ pitches in a single game, a Pitcher MAY NOT be moved to the position of Catcher during said game.
- 1.3 Mandatory Rest Periods must be adhered to by the following;

60(+) Pitches	=	4 Calendar Days Rest
50-59 Pitches	=	3 Calendar Days Rest
36-49 Pitches	=	2 Calendar Days Rest
21-35 Pitches	=	1 Calendar Day Rest
1-20 Pitches	=	NO REQUIRED REST

NOTE- Pitchers shall continue to be subject to the weekly 6 inning maximum rule mandated by *DYB Rule 8.07(a)*. A weekly maximum of 6 innings shall be enforced regardless of pitch count.

Ex. On Monday -Player A completes 4 innings with a pitch count of 55. After completion of the Mandatory Rest Period of 3 Calendar Days, Player A will be eligible to pitch a maximum of 2 innings beginning Friday. Player A's weekly inning maximum will renew on Monday. However, Player A remains subject to the Mandatory Rest Period(s) related to his/her pitch count on the previous Friday-Saturday-Sunday.

- 1.4 If a player catches 4 complete innings, that player cannot later pitch in same game.
- 1.5 ALL pitchers and pitch counts & innings pitched must be submitted to a league representative before 9:00am the following day of each game. Information may be submitted via league group me, league email or league text. Upon failure to submit required pitch information, pitchers shall be considered to have participated in the maximum weekly innings (6) and are subject to the maximum Mandatory Rest Period of 4 Calendar Days.
- 1.6 Pitching totals shall be posted daily at Municipal Park Baseball website or broadcast via email or league GroupMe.
- 1.7 ALL disputes shall be reconciled per the game scoring data within the Official Score Book of said game.

APPENDIX V

VIOLATION OF PITCHER PARTICIPATION RULES

- 1.0 In the event of violation pursuant to any pitcher participation rules; the offending team manager shall be suspended for one (1) game. The one (1) game suspension shall be served during the next scheduled game. Upon second offense, team manager shall be suspended for the three (3) games.

APPENDIX VI

SPONSOR OPTIONS

- 1.0 Managers of each team are to be allowed two sponsor option players under the rules outlined herein.
- 2.0 Each manager will select at least one option player from the older age group (6, 8, 10 or 12) in his division. Parental approval in the form of a signature must be obtained before the options are official. At no time will there be more than two sponsor options on a team in a given year *(unless a majority vote of the Board of directors approves additional options for a specific year)*.
- 3.0 Effective for the 2015 season, the Board of Directors voted to approve an additional SPONSOR OPTION to be used for all divisions. If a manager chooses to utilize the additional SPONSOR OPTION, a sponsor donation of \$300.00 per SPONSOR OPTION player shall be submitted (\$700.00 Total). Each team shall have a maximum of (3) players designated as sponsor options on roster. In order to receive this option, the said team must first secure and 2nd year aged player and a 1st year aged player. (If a player played up, he cannot be considered a Sponsor 2 for his 2nd year)

-END-