

# TEXARKANA, TEXAS DIXIE YOUTH BASEBALL, INC.

**Local League Regular Season Rules  
(Adopted 2/9/2016, Additions Noted)**



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## Mission Statement:

The purpose of the Texarkana, TX Dixie Baseball Association is to provide an educational supervised baseball program to foster amateur sports competition for the youth of the area and to promote the growth of physical, mental, social, and the spiritual welfare of all participants.

## The Organization

- Persons serving as Board Members, Commissioners, etc. for Texarkana, Texas Dixie Baseball, Inc. are volunteers who donate a great deal of time to the organization. Even those in “paid positions” such as umpires, score keepers, and concession workers are working more from a spirit of community service than for the small compensation offered. As such, it is the intent of the Texarkana, Texas Dixie Baseball, Inc. that all players, parents of players, team managers, team assistant coaches, and others in attendance of games or other related events treat all persons associated with the organization with the respect in consideration of their service. Actions such as verbal abuse, spreading of false rumors, attacks on character, “bad mouthing” and similar inappropriate behaviors directed at persons serving the Texarkana, Texas Dixie Baseball, Inc. are subject to disciplinary actions, at the option of the Board, including removal from the ballpark for an individual game, a series of games, the remainder of a season of play, or indefinitely. All managers, coaches and parents are expected to endeavor to set a positive example for our children by showing a reasonable degree of respect for the persons working hard to make this league enjoyable for the children.
- All managers, coaches, players, friends, and parents in attendance are expected to set a positive example for our children by showing a reasonable degree of respect, sportsmanship, and good common sense towards other individuals. Any person who is involved in a physical altercation or exhibits abusive behavior towards another while on ballpark property shall be subject to disciplinary action. Depending on the severity, the league board member sanctions may include game or multiple game suspensions or removal from the league. Any future occurrence will result in permanent removal from the league. Violence towards another individual will not be tolerated. (Adopted June 6, 2007)
- Prior to the commencement of any calendar year, a season calendar shall be established addressing: manager/coach application, player registration, manager/coach approval by board, draft, completion of insurance and form requirements, team insurance fee, initiation of team practice, and Huggins Early Bird Tournament.

## REGISTRATION

- A 2 to 4 week player pre-registration period will be conducted beginning in January, prior to the season of play, to notify potential players and their families. As early as practicable in January, prior to the season of play, a 2 to 4 week formal registration period will follow. Player registration forms will be posted on our website- [www.txkdixie.com](http://www.txkdixie.com). Player pre-registration and formal registration will be advertised by one or more of the following mediums: (a) newspaper, (b) radio/television announcements, (c) printed school announcements and availability of registration forms at school, (d) direct mail, or (e) telephone contact.
- The player registration fee is sixty-five dollars (\$65.00). This is to be applied to expenses associated with the season of play, umpires, scorekeepers, balls, and miscellaneous expenses. A late fee of twenty dollars (\$20.00) will be charged to register those players who register after the final registration event. Additional team fees shall include team insurance fees (to be announced). It will be the responsibility of the team manager and/or his assistant coaches to obtain a practice field and a sponsor or sponsors to assist in meeting the financial needs of the team. All player and team fees must be received in full, with all associated registration forms, waivers, rosters and other requested information prior to the commencement of the regular season of play. Teams not fulfilling this requirement shall not be allowed to begin play and shall forfeit any games to be played until compliant with this rule.
- After completion of the registration period, the scheduled player draft shall be conducted at such place, time and date as is announced to team manager. The team manager (or his designated assistant coach, if he cannot be present) of each team and one assistant coach shall be the only representatives at the draft unless other provisions are made in advance with the board or unless other coaches of the team are members of the board. If no approved representative of the team is present, a member or designee of the board shall be assigned to draft/draw in place of same.
- After the draft has taken place, we do not refund registration fees.

## COACH SELECTION/ TEAM ASSIGNMENT

- Anyone that wants to volunteer to manage or coach a team through Texarkana, TX Dixie Youth Baseball will need to fill out a coach's application during the registration process. Coach's application will be at each registration location. You may also get a coaches application via our website at [www.txkdixie.com](http://www.txkdixie.com). In the coach's application, you will list the age group that you want to coach or

manage a team as well as list a little information about your coaching experience. During the coach's application, you have the opportunity to make a request to coach a particular team, but the board and each commissioner will ultimately make the decision of selecting coaches and the assignment of teams.

- Efforts shall be made to schedule approval of team managers and coaches as early as possible in the calendar year, but minimally 1 week before the player draw. Only the board may approve assignment of a team to potential manager; e.g., past team managers are not authorized to assign or "give" a team to another potential manager, although they may recommend a manager to the board. One team manager of record and up to three team coaches of record may be associated with a team, provided there are no "manager of record" or "coaches of record" who are not actively engaged in team practices and team games, and also with understanding that All-Star coaching staff is limited to three. Before making application to become a team manager or assistant coach, the person making the application should be prepared to demonstrate past baseball playing and/or coaching experience and the ability to be present for the majority of practices and games.

## **TRYOUTS**

- Texarkana, TX Dixie holds a tryout the Saturday before the week of the drafts. This tryout is mandatory for players that are not considered as "returning players" or "protected players". We will have separate tryouts for each age group where the coaches will get to see the players hit, field, throw, and run. The coaches will also get to watch the players' interaction with others as well as their attitudes. All players that register on time will be allowed to play in our league, the tryout simply gives the coaches an opportunity to evaluate each of the players for the upcoming draft.
- Any player that does not show up to the tryout that is not considered as a "returning" or "protected" player will not be allowed to be drafted by a coach. Instead these players will go into a blind draw to be pulled from by the coaches.
- We will not have tryouts for t-ball.
- Information in regards to the tryout will be handed out during each registration. This information will include the location of tryouts as well as the times for each specific age group.

## **PLAYER DRAFT**

- Teams may be created or disbanded by the Board depending on the availability of players. One returning player can make a team.

- There may be no more than seven teams in a division in Dixie Youth, eight in the 13-14 Ranger Division.
- Players from a team that are disbanded will be placed in the draft and may be picked by any team within the league. These players may also be declared as protected players on any team. These players must be declared to be protected according to local league rules.
  - When you declare your child as going back in the draft, that means that the team that your child would have been returning will now not be considered as a disbanded team, because they would have had at least one player in your child.
- Players that are dropped from a team, whether it be by coach or parent request will be placed in the draft. These players may not be a protected player. If these players are picked by a team in a different division from their previous team, the player will be ineligible for all star competition.
- A limit of three and only three protected players may be automatically placed on a team by the manager according to local league rules. (Adopted December 12, 2012) These will count as that teams last three picks to fill the team. (Adopted November 3, 2010) Managers must complete an automatic form with signatures from the protected player's parent/guardian before the draft to be protected. These players must be declared before the draft begins. (Adopted March 7, 2007)
- A manager or coach's child that is moving up to a new age division must be used as an automatic unless the brother/ sister rule applies.
- Brothers/sisters of returning players will be placed on that team and will count as if they were a returning player, not as a protected player. Brothers/sisters of a protected player in that year's draft will count as a protected player for that team. Brothers/sisters of a non-protected player taken in the draft will be placed on that team as that team's last pick. (Adopted March 7, 2007)
- Expansion teams will receive the first pick of the draft followed by the team with the worst record in the preceding year. The team with the second worst record in the preceding year will pick next, and so on until the round is completed. In case of a tie record, teams will draw lots to decide draft order. In age group divisions that inter-league with another league, the local league record will determine draft position. If the preceding year's records cannot be found, teams will draw lots to decide the draft order. (Adopted March 7, 2007)
- There also is not a "catch-up" during the draft by teams with less players. Every team picks every round until their roster is filled.

- Teams will consist of no more than 12 players and no fewer than 10 players, with 12 being preferred in t-ball and 8u, and 11 being preferred in all other divisions.
- A coach may pick a player from either age group with his draft pick but a team may not have more than 8 players of the oldest age group, (ex. a team may not have more than eight 14 yr olds on its roster in the 13-14 league) with the exception of t-ball which may not have more than 7 players of the oldest age group (6yr olds). (Adopted February 9, 2016)
- Players that do not attend the Dixie tryouts who are not protected players, or returning players, will be dispersed at the end of the draft, i.e. drawing names out of a hat. If for some reason the tryouts are cancelled then all players will be available to be drafted. (Adopted March 3, 2010)
- As a last resort, players above the team roster limit that are not assigned to a team will be placed in a pool and will be assigned to a team at the first available opportunity. Every opportunity will be made to create teams with balanced rosters to avoid this situation. Any players not returning to a team from the previous year and/or registering after the draft is commenced, will go into the “pool” and then may be assigned to teams requiring additional players in pool order or as stipulated by the commissioner/board.
- Players that sign up after the draft will be placed on a team by the commissioner/board, taking into consideration several factors, including roster size, returning player status and the order of the draft. (Adopted October 3, 2007)
- Any player not placed on a team will be refunded their registration money.

## COACHES

- If, after having been approved as a team manager or coach, it becomes impossible for that individual to be present for the majority of practices and games, said team manager or coach is expected to voluntarily remove themselves from such position by resigning. If it is determined by the board that a team manager or coach has had ample opportunity to voluntarily resign under such conditions and does not, said person shall be removed from the position and banned from game attendance for the remainder of the season of play, with this intended to discourage abuse of such positions.
- All teams shall maintain a full roster; e.g., equivalent to the “balanced number” of players per team established in the player draw, as long as there are players in the player pool. No player is to be added to a team roster without approval of the league commissioner. Failure to comply with this rule could mean forfeit of all league games in which the player participated.

- Any time a player quits, moves or leaves the team for any reason, the team manager and/or assistant coaches are responsible for “immediately” preparing and submitting a dropped player form to the commissioner. Failure to do so will result in automatic expulsion as team manager or assistant coach and may result in denial of opportunities for same in future seasons of play. Any team manager or assistant coach found to have coerced or harassed a player into dropping from a team shall be barred from participation in Texarkana Dixie Baseball, indefinitely.
- Practice restrictions: Any Sunday or Wednesday practice must be considered voluntary. There will be no penalty assessed to a player for not attending said practices.
- Coaches have an opportunity at the coaches meeting, at the draft, and shortly thereafter to inform their commissioner of dates that conflict for them with games for their team, and the board will attempt to not schedule games for that team on that particular date. However, once the schedule is posted then we will go off of that schedule. There are many activities that go on outside of Dixie baseball, and the board understands that, but once the schedule is posted then the schedule is set.
- All managers and coaches will wear baseball caps and uniform shirts of like kind to players. Coaches, just as players, should wear their hat the right way, facing forward, at all times on the field and during the game. There will be only one manager and two coaches inside the area of play at any time. One coach will remain in the dugout with players at all times. In case of an absence of a coach, no player will be permitted out on the field to coach the baselines or work the dugout. A parent shall be used as the dugout coach and the 2 coaches of record will work the baselines.
- Team managers shall provide to the scorekeeper and the team manager of the opposing team a player roster consisting of player’s full name, position and number, 15 minutes prior to scheduled game time. This player roster should be printed and legible. Subject to Dixie rules, changes may be made to this player roster if players expected to play do not show or if unforeseen difficulties require such changes. Notification of these changes should be provided to scorekeeper and the team manager of the opposing team as soon as possible.
- All team managers are asked to hustle the players on and off the field so as to complete games in the allotted time. Team managers shall instruct the players to throw the ball back to the pitcher immediately after a play is made and not around the infield. Teams are expected in their positions and ready to throw the next pitch after the third out is made in three minutes
- All players, team managers, assistant coaches, etc., must remain in the dugout, on the benches or in the prescribed areas of the field of play throughout the game

except for reporting player changes or in case of an emergency. Coaches absolutely cannot go and stand directly behind or near home plate because they do not agree with the umpire's strike zone. This is very unprofessional and does not promote the qualities we expect of our coaches to the kids that are playing ball.

- There will be no bat boys or girls allowed during regular season or tournament play.
- The team manager and assistant coaches for the first game played on a given field and day are responsible for coming to the concession stand, obtaining a water cooler and ice, filling the cooler with water and placing it in the dugout.
- The team manager and assistant coaches of the last game played on a given field and day are responsible for emptying water coolers and returning them to the concession stand.
- A protest may be filed anytime during the game or within 15 minutes after a game has been completed. A \$25 filing fee must be given to the scorekeeper, commissioner of that league, or board member at the time of the protest. It is the responsibility of the protesting coach to notify the league commissioner or board member if one is not present at the time of the protest. The fee will be returned if the protest is upheld. Only situations involving a ruling may be protested, not a call based on judgment.
- If the team manager, either of the assistant coaches, any player or spectator is ejected from a game, the penalty for such shall also include prohibition from participating in the next successively scheduled game, as well. The person suspended must not be in the ballpark during the game that he has been suspended. Continued instances requiring ejection will result in permanent removal of the violator, whether team manager, assistant coach, player or spectator. (Adopted May 2, 2007)

## Umpires

- All umpires involved in calling Texarkana Dixie Youth games are to be approved by the president of the board of directors.
- All umpires that wish to call games in the Texarkana, TX Dixie Baseball league must first attend an annual umpire clinic sponsored by Texarkana Dixie Baseball. (Adopted November 7, 2008)
- No umpire may be scheduled to umpire in an age division in which they have immediate family - parent, grandparent, brother, sister. (Adopted July 7, 2010).

- There will be no arguing with the umpires. To insure proper conduct in the presence of children, there will be no arguing, swearing, unfounded accusations or recriminations, juvenile attitudes or any conduct unbecoming of a manager, coach, player, or spectator. Any such incident will result in one warning, after which the penalty for such continuing infraction shall be ejection from the game. (Adopted May 2, 2007). If the person ejected does not leave immediately, 911 will be called, an officer will be sent to the ballfield to handle the problem, and charges shall be pursued on the individual by the organization.
- Threatening or endangering behavior directed toward a player is considered a very serious offense. Examples of this offense include any player intentionally throwing equipment in the direction of or physically contacting (hitting) another player, head first sliding (whether or not contact is made with another player - other than going back to a base previously occupied), hurdling or jumping over a fielder trying to make a tag, use of threatening language toward another player, and similar acts. The Umpire is the judge of the intent and seriousness of any such perceived behavior and if he feels such is warranted, may eject the offender from the game. In the instance of “head first sliding” as defined above, the player is automatically out.

## LOCAL LEAGUE RULES

- Dixie Youth/Boys Baseball, Inc. rules shall guide all actions of the league unless supplemented/replaced by the local league rules.
- The Texarkana, TX Dixie baseball board voted in February of 2016 to follow Dixie and make facemasks on helmets while batting and running bases optional in all age groups. This means that it is up to the parents of each player to determine if you want your child to wear a facemask or not. (Adopted February 9, 2016)
- The Texarkana, TX Dixie baseball board voted in February of 2016 to follow Dixie and allow big barrel bats of 2 5/8 in league play in all age groups except t-ball. Please be aware that 2 3/4 bats are not allowed in any age group except 14u. (Adopted February 9, 2016)
- During play, a courtesy runner may be used for the existing catcher at any time regardless of outs. The runner will be the first preceding batter in the batting order available. This will not count as his time in the game.
- The home team will sit on the third base side of the field. If a team does not have the required number of players to field a team at game time the team is allowed a maximum of fifteen minutes after the scheduled game time to take the field or a forfeit will be declared by the umpire.

- When intentionally walking a batter, a pitcher will pitch to the batter.
- All catchers must use a catcher's mitt
- Anyone warming up a pitcher must use a facemask if in a squatted position- including coaches.
- At no point during any age of Dixie baseball is it okay to run over a catcher, or any other defender. Catchers are not supposed to block the plate, but in the event that they do, it is never okay to run over a catcher. A runner must make an attempt to avoid a runner or tag, or the runner must slide at all times- no exceptions. If a player runs over a catcher then the player will be declared out, regardless of whether the catcher dropped the ball. If the umpire feels that the runner showed any intent to try and hurt the catcher when running over the catcher- such as a fore arm, then the runner will also be ejected from the game. According to our rules, any ejection also results in a one game suspension
- Dixie requires the minimum number of players to play as 10 players in t-ball and 8u, and 9 players in all other divisions. However, in order to keep forfeits down to a minimum during league play, the board has approved for teams to be able to play with one less than the minimum without a forfeit being declared. Therefore, t-ball and 8u can play with a minimum of 9 players, and 10u, 12u, and 14u can play with a minimum of 8 players. However, if you play with 9 players in t-ball and 8u, or 8 players in 10u, 12u, or 14u...then you will take an out for the last spot in the batting order each time that position comes up.
- For player age groups in which dixie or local rules require defensive and offensive play for all players, it should be understood that the scorekeeper is the official record keeper and thus it is imperative that the scorekeeper be made aware of all player substitutions by authorized team personnel coming to the score box and reporting same. During play, only the team manager or assistant coaches may come to the score box whether making an inquiry or announcing substitutions.
- If a team manager is unable to meet a requirement for defensive/offensive play by all players in a given game, the commissioner for that league shall determine whether any penalty should be applied for such infraction; (e.g. team manager prevented from participation in the next scheduled game or similar). Should a second offense of this nature occur, the commissioner shall prevent the team manager from participation in the next scheduled game. Any further offenses of this nature may result in removal of the team manager from further participation or attendance of games for the remainder of the season. These actions may be appealed to the board.

- Should a player become ill or be injured, the batting order will move up with the next batter in his place. The ill or injured batter will not be allowed to return to the ballgame once he has missed a turn at bat.
- In case of a tied game at the conclusion of the appropriate innings or time limit, a 1 inning overtime period will be played. If the game is still tied at the end of the overtime period, the game will be declared a tie.
- A mercy rule of 15 after 3, 10 after 4 will be in effect for five or six inning regulation games (11-12 and below). A mercy rule of 15 after 4, 10 after 5 will be in effect for seven inning regulation games (13-14 and above). (Adopted June 6, 2007 and October 3, 2007). If a team is mathematically unable to comeback in the game --7/8 and 9/10 leagues -- the game will be called at the time limit. (Adopted March 5, 2008)
- No team will play more than three games per week, unless rain outs require special consideration to complete the season of play and the number of games required by Dixie Youth/Boys, per season.
- In those divisions that play inter-league games with other leagues, only the local league record will count towards determining the league champion. (Adopted October 3, 2007)
- In the event of a tie between two or more teams at the end of the regular season, the head to head record will be the first tiebreaker to determine the league champion. If a champion cannot be determined in this manner than the commissioner will set a date for a single elimination playoff between the team or teams. A coin will be flipped to determine the home team and any byes necessary. (Adopted October 3, 2007)
- If a team manager is unable to meet a requirement for defensive/offensive play by all players in a given game, the commissioner for that league shall determine whether any penalty should be applied for such infraction; (e.g. team manager prevented from participation in the next scheduled game or similar). Should a second offense of this nature occur, the commissioner shall prevent the team manager from participation in the next scheduled game. Any further offenses of this nature may result in removal of the team manager from further participation or attendance of games for the remainder of the season. These actions may be appealed to the board.

## **PITCHING**

- The board has determined, from a local league rule perspective, that Dixie pitching rules have two central purposes: (a) physical protection of the pitcher-

player; and (b) fair and equitable requirements for play. Because of concerns regarding the first stated purpose and the potential for abuse based strictly on Dixie Rules and penalties for violation of same in this regard, the board has adopted the following additional local league rule: “Should it be determined that a pitcher has pitched more than the maximum number of pitches/innings per game/week allowed under Dixie rules in games played in the Texarkana, Texas Dixie Youth Baseball, Inc. organization (Youth, Boys or Majors, as applicable), the offending team shall be penalized by: (1) automatic forfeiture of the game in which the maximum number of innings per game/week for the pitcher in question was exceeded; and (2) automatic suspension of the offending team manager from participating in any capacity for the next two consecutive games. Further, it should be noted that any such occurrence shall be taken into consideration by the Board when determining manager/coach positions for end of season All-Star team participation.”

- Pitching limits are listed in the Dixie rule book and should be followed as written in the rulebook, they are summarized here:
  - A pitcher that pitches one pitch in an inning will be charged a full inning. (Adopted June 4, 2008)
  - 9/10 & 11/12 – A pitcher shall not be allowed to pitch in more than six (6) innings in any one calendar week (Monday-Sunday) except that in a tie game at the end of six (6) innings, a pitcher who has pitched in six consecutive innings may be allowed to pitch in a seventh consecutive inning. A pitcher that has pitched in four (4) or more innings in the same game must have at least thirty-six (36) hours rest before he may pitch again. (Adopted June 4, 2008)
  - A pitcher may pitch in two games in the same day as long as he doesn't pitch more than three innings in the first game and no more than six for the day. A pitcher can pitch 2 innings in each game of a doubleheader and still be eligible to pitch the next day.
  - 13-14 Ranger Division – A pitcher shall not be allowed to pitch in more than ten (10) innings in any one calendar week (Monday-Sunday) except that in a tie game at the end of seven (7) innings, a pitcher who has pitched in seven consecutive innings may be allowed to pitch in an eighth consecutive inning. A pitcher that has pitched in four (4) or more innings must have at least thirty-six (36) hours rest before he may pitch again. (Adopted June 4, 2008) A pitcher may pitch in two games in the same day as long as he doesn't pitch more than three innings in the first game and no more than seven for the day. A pitcher can pitch 2 innings in each game of a doubleheader and still be eligible to pitch the next day.

- Pitching affidavits: For purposes of league play, the official scorebook will serve as the pitching affidavit. Pitching affidavits will be required to be signed by the official scorekeeper, umpire, and respective Team Manager after each game. Failure to sign said scorebook after a game is an acknowledgement that the official scorekeeper's record of the game is accurate.

## **RAIN OUTS**

- Rain Outs. Team managers, assistant coaches or other parties are not to call inquiring about rained out games, as the team manager will be notified as soon as possible by the commissioner of that age group in the event of an official rain out. Rainouts will also be posted on the local Dixie website, [www.txkdixie.com](http://www.txkdixie.com). Once play has begun, a "rain out" may only be declared at home plate by the umpire, in consultation with members of the board. Rained out games will be made up as soon as possible to prevent a backlog of make-up games. Teams will play makeup games as scheduled. Failure to do so will result in a forfeit. All rained out games will be made up in the same order as rained out if possible.

## **EJECTIONS**

- All managers, coaches, players, friends, and parents in attendance are expected to set a positive example for our children by showing a reasonable degree of respect, sportsmanship, and good common sense towards other individuals. Any person who is involved in a physical altercation or exhibits abusive behavior towards another while on ballpark property shall be subject to disciplinary action. Depending on the severity, the league board member sanctions may include game or multiple game suspensions or removal from the league. Any future occurrence will result in permanent removal from the league. Violence towards another individual will not be tolerated. (Adopted June 6, 2007)
- There will be no arguing with the umpires. To insure proper conduct in the presence of children, there will be no arguing, swearing, unfounded accusations or recriminations, juvenile attitudes or any conduct unbecoming of a manager, coach, player, or spectator. Any such incident will result in one warning, after which the
- penalty for such continuing infraction shall be ejection from the game. (Adopted May 2, 2007). If the person ejected does not leave immediately, 911 will be called, an officer will be sent to the ballfield to handle the problem, and charges shall be pursued on the individual by the organization.
- If the team manager, either of the assistant coaches, any player or spectator is ejected from a game, the penalty for such shall also include prohibition from

participating in the next successively scheduled game, as well. The person suspended must not be in the ballpark during the game that he has been suspended. Continued instances requiring ejection will result in permanent removal of the violator, whether team manager, assistant coach, player or spectator. (Adopted May 2, 2007)

## **ALL STARS**

- All-Stars – coaching staff. Selection of managers and assistant coaches for All-Star play is a privilege and honor which is not guaranteed by simply being the manager of a team which wins first place in a given division. The board is the final authority for such selection and this determination will be made based on the board's perception of individuals as relates to the degree of leadership, good sportsmanship, and support of the organization given by those considered for this honor.
- All-Stars - players. Selection to play as an All-Star is a privilege and honor given to players voted as such by team managers within a given division. In order to be eligible for All-Star play, a player must have attended at least 50% of practices and games played by the player's team. Beyond this requirement, selection of players for All-Star play shall be accomplished in the manner set forth by the board. Once all star recipients have been notified, accepted and announced to general public, and a player quits for any reason other than injury or circumstances approved by the Board, that player shall be ineligible from all future all star team consideration for the remainder of their playing time in the league or until the Board votes otherwise. (Adopted May 4, 2011)
- The selection process is:
  - At the conclusion of the season, an all-star selection meeting shall be scheduled by the commissioner of each division/league.
  - Each team shall be represented by its manager or his/her designee.
  - Before attending this meeting, it is expected that the manager will have contacted all of the players off of his/her team to determine their interest in representing the league in All-Star competition.
  - After determining the commitment of the players, each manager in the division will list the players in the division that he/she feels are most deserving of representing the league on the player roster. (Adopted June 6, 2007)
  - The commissioner shall tabulate the sealed ballots and announce the top seven (7) vote getters. (Adopted May 4, 2011)

- The manager of the All-Star team will then fill out the team roster by selecting three (3) players in the division who received at least one vote during the voting process and two (2) players of his/her choice from the remaining players in the division. If there were no other players who received at least one vote to select the three (3) players, then he/she may fill out the team roster from the remaining players in the division as he/she sees fit. (Adopted May 4, 2011)
- After completing the roster this process should be repeated to select the sub-age group team.
- While understanding the desire of both teams to be competitive, the emphasis should be placed on the older of the teams (e.g. 11-12 yr old compared to the 11 yr old only) since this team has an opportunity to advance beyond state competition.
- The t-ball all star teams will consist of 13 players with the following general breakdown:
 

1 <sup>st</sup> place team .... 4 players	4 <sup>th</sup> place team .... 2 players
2 <sup>nd</sup> place team .... 3 players	5 <sup>th</sup> place team .... 1 player
3 <sup>rd</sup> place team .... 2 players	6 <sup>th</sup> place team .... 1 player

If there are more/less than 6 teams in a division, the commissioner will announce the number of players per team at the draft.

- The manager of each team will select the representatives from his/her team and contact the all-star manager.
- All Star uniforms should represent the league appropriately but should also be reasonably priced for the benefit of both parents and the league. All Star uniforms must represent Texarkana, TX. Traditional colors are listed but the manager of the team may choose any color combination as long as it does not conflict with the other Texarkana teams. North-Blue; South- Red; East- Orange; West-Green;

## **Age Group Specific Rules**

### **T-Ball**

1. Only players ages 4-6 can participate in t-ball.
2. Games are 5 innings or 60 minute time limit.
3. A maximum of 5 runs may be scored per inning. There is no continuation rule.
4. Bases are 60 feet apart. Pitching mound is 46 feet from home plate. (Adopted February 9, 2016))

5. A team must have a minimum of 9 players in t-ball or it is a forfeited game. If a team plays with 9 players, then the 10<sup>th</sup> spot in the line-up will be an out each time that position comes up.
6. A pitcher's circle will be drawn 46 feet from home plate and between the foul lines (the catcher's circle).
  - a. A fair ball will be a ball that passes this line (off the dirt) and is inside the foul line regardless whether the ball or tee was hit by the batter.  
\*\*Exception: If in the umpire's judgment the batter was "lining up his bat" and not swinging, the umpire will declare a foul ball.
  - b. A ball that does not travel past the line will be a foul ball.
7. The tee is placed directly on home plate. The coach should remove the tee from home plate after the ball is put in play. But if this does not occur, if a runner steps on the tee when it is directly on the plate, he is safe.
8. The coach may assist the batter to adjust the tee.
9. All bats must state "T-ball" on them in order to be used in T-ball.
10. All batters and base runners must wear a helmet- no exceptions. (Adopted February 9, 2016)
11. The player playing the position of pitcher must have on a facemask while playing defense. The facemask can be a softball pullover facemask or a batting helmet with a facemask. ( Adopted February 9, 2016)
12. Starting in the spring of 2016, we will stop using the bouncy ball and will follow Dixie and use the level 5 baseball. (Adopted February 9, 2016)
13. The coach should not place the ball on the tee and should hold the players bat until the umpire notifies the player that he is ready.
14. Batters are not permitted to bunt or swing easy at the ball.
15. There are no strikeouts in t-ball. (Adopted October 3, 2007)
16. Slinging of the bats is not permitted. One warning is given to the batter per game (not at bat). The second time the batter slings the bat, the umpire will call the batter out.
17. All players will bat in the same batting order and play defense in every inning in the game. Players that arrive late may be added to the end of the lineup. Players that do not show up may be scratched from the lineup. Changes should be reported to the umpire and the official scorekeeper. Players that show up but do not bat in their spot in the batting order will be considered to be out.
18. There is no catcher. There is a maximum of five infielders. All other players will be in the outfield grass.
19. A player is not allowed to hurdle or jump over a defender at any time.
20. An arch will be drawn between the foul lines and the pitching rubber. All players must be behind this line.
21. A ball thrown outside the foul line while attempting to get the runner at first base or third base is a dead ball and the runners may only advance to the base to which they are going at the time the ball crosses the foul line.
22. The umpire will call time when the ball is in the infield and the lead runner has stopped.
23. Two defensive coaches can go on the field and set up their team. When the play begins, they must be at least three feet behind their team. Defensive coaches

- cannot touch players. Defensive coaches should never go into the infield area while ball is in play. Penalty is advancement of the base runner one base. Defensive coaches should take care not to confuse the base runner.
24. Offensive coaches may be at home, first and 3<sup>rd</sup> base. Other coaches must remain in the dugout. Offensive coaches cannot touch players. Penalty is the touched base runner is out.
25. When the ball is hit to the third base side of the pitcher's mound, it may not be run to first base. When the ball is hit to the first base side of the pitcher's mound, it may not be run to third base.
26. Since there are no walks in t-ball, there can be no intentional walks in this league.
27. The t-ball all star teams will consist of 13 players with the following general breakdown:
- |   |   |
|---|---|
| 1 <sup>st</sup> place team .... 4 players | 4 <sup>th</sup> place team .... 2 players |
| 2 <sup>nd</sup> place team .... 3 players | 5 <sup>th</sup> place team .... 1 player  |
| 3 <sup>rd</sup> place team .... 2 players | 6 <sup>th</sup> place team .... 1 player  |
- If there are more/less than 6 teams in a division, the commissioner will announce the number of players per team at the draft.
28. The manager of each team will select the representatives from his/her team and contact the all-star manager.

### **Age Specific Rules - 7/8**

1. Games are six innings or a 1 hour and 15 minute time limit. (Adopted October 3, 2007)
2. All players in attendance will be listed in the batting order. The complete batting order must be continuously followed throughout the game unless an ill or injured batter causes this to not be possible. All players must play a minimum of six defensive outs in a regulation game.
3. According to Texas Dixie Baseball rules, the playing field has 60 foot bases and the pitcher's rubber is 46 feet from home plate.
4. Offense/Defense shall exchange positions after 7 runs have been scored or three outs made, whichever comes first. There is no continuation rule in effect. (Adopted October 3, 2007)
5. A team must have a minimum of 9 players in 8u or it is a forfeited game. If a team plays with 9 players, then the 10<sup>th</sup> spot in the line-up will be an out each time that position comes up.
6. Pitching - 7&8 year old play shall be conducted as either pitching machine play or coach pitch- each team has their choice. (Adopted February 2, 2015) Pitching machine will be set at 40 m.p.h. (Adopted March 12, 2009)
7. Batters will receive 5 pitches. (Adopted March 12, 2009)
8. Batters may strike out if they either swing and miss at three pitched balls or do not swing at the last available pitch. If the batter foul tips this pitch he may continue batting. (Adopted October 3, 2007)
9. Since there are no walks in 7-8 ball, there can be no intentional walks in this league.
10. A player is not allowed to hurdle or jump over a defender at any time.

11. Runners must remain on the base until the ball is batted by the hitter. There are no steals. (Adopted October 3, 2007)
12. Catchers are not required to wear a catcher's mitt.
13. Pitcher's must wear a batters helmet with a facemask- the softball facemask is not allowed. (Adopted February 9, 2016)
14. Face masks on helmets are optional. (Adopted February 9, 2016)
15. Big barrel bats of 2 5/8 are allowed...as well as 2 ¼ in barrel bats. All bats must meet Dixie bat guidelines. (Adopted February 9, 2016)

### **Age Group Specific Rules - 9/10**

1. Games are six innings or a 1 hour and 30 minute time limit.
2. A team must have a minimum of 8 players in 10u or it is a forfeited game. If a team plays with 8 players, then the 9<sup>th</sup> spot in the line-up will be an out each time that position comes up.
3. According to Texas Dixie Baseball rules, the playing field has 60 foot bases and the pitcher's rubber is 46 feet from home plate
4. A player is not allowed to hurdle or jump over a defender at any time.
5. Face masks on helmets is optional. (Adopted February 9, 2016)
6. Big barrel bats of 2 5/8 are allowed...as well as 2 ¼ in barrel bats. All bats must meet Dixie bat guidelines. (Adopted February 9, 2016)
7. Offense/Defense shall exchange positions after 7 runs have been scored or three outs made, whichever comes first. No continuation.
8. All players in attendance will be listed in the batting order. The complete batting order must be continuously followed throughout the game unless an ill or injured batter causes this to not be possible. All players must play a minimum of six defensive outs in a regulation game.

### **Age Group Specific Rules – 11/12**

1. The Texas Dixie Baseball "Extended Base Program" or "Open Base" Program is in effect.
2. According to Texas Dixie Baseball rules, the playing field has 70 foot bases and the pitcher's mound is 50 feet from home plate.
3. Games are six innings or a 1 hour and 30 minute time limit.
4. A team must have a minimum of 8 players in 12u or it is a forfeited game. If a team plays with 8 players, then the 9<sup>th</sup> spot in the line-up will be an out each time that position comes up.
5. In 12U "O-zone" big barrel bats not to exceed 2 5/8 are allowed and legal. 2 ¼ barrel bats are legal as well, as long as they meet all DYB bat guidelines.
6. A player is not allowed to hurdle or jump over a defender at any time.
7. Face masks on helmets is optional. (Adopted Jan 8, 2014)
8. All players in attendance will be listed on the batting order and the complete batting order must be continuously followed throughout the game unless an ill or injured batter causes this to not be possible. All players must play a minimum of six defensive outs in a regulation game.

### **Age Group Specific Rules -13/14**

1. Games are seven innings or a 1 hour and 45 minute time limit.
2. All players in attendance will be listed on the batting order and the complete batting order must be continuously followed throughout the game unless an ill or injured batter causes this to not be possible. All players must play a minimum of six defensive outs in a regulation game. (Adopted March 7, 2007)
3. Metal cleats and head first slides are allowed and legal in the 13-14 Ranger Division.
4. Face masks on helmets is strictly optional- it is not mandatory- in the 13-14 Ranger Division.
5. A player is not allowed to hurdle or jump over a defender at any time- this is a **HUGE** issue with metal cleats being allowed.
6. Big barrel bats are allowed in the 13-14 Ranger division. Bats must have a barrel with a minimum of 2 ½ and a maximum of 2 ¾ in diameter. There are no restrictions in regards to weight or length.

### **Texarkana, Texas Dixie Tournament Rules**

- Terry Huggins Memorial Tournament. Each year the Dixie league will conduct a tournament in memory of Terry Huggins. Each day of the tournament a biography of Terry Huggins shall be posted at the ballpark and donations shall be solicited from the attending fans. The proceeds from these collections shall be donated to one of three local charities so named by the Huggins family on a rotating basis, MADD, DARE and DADs. If these charities are not available than the donation will be made to a local organization whose goals are drug and alcohol education/prevention.
- Tournaments rules vary from tournament to tournament depending on the format, number of teams, length of tournament, etc. Therefore, each tournament will be treated differently and is subject to its own rules. The tournament director will provide a set of tournament rules for each tournament. Time limits are subject to each specific tournament.