



2018
LOCAL LEAGUE
RULES

2018 Local League Rules Revisions

AA Rules - #14 – removed “All games shall have a 1:30 time limit”

Minors Rules - #5 – removed “All games shall have a 1:50 time limit”

Ozone Rules - #4 – removed “All games shall have a 2:00 time limit”

Dixie Boys Rules # - #5 removed “All games shall have a 2:00 time limit”

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HILTON HEAD BASEBALL ASSOCIATION, INC.
HILTON HEAD, SOUTH CAROLINA

LOCAL LEAGUE RULES

(Revised 3/2018)

These rules are supplemental to the rules listed in the current National Dixie Youth Baseball Official Rules & Regulations, and are to replace all previously adopted local rules governing the operation of the Hilton Head Baseball Association, Inc.'s ("HHBA") Dixie Youth Program. The HHBA Dixie Boys baseball program (Ages 13-14) will be administered in accordance with playing rules set forth in the National Dixie Boys Baseball Rule Guide; with the exception of those rules specifically enumerated in the Dixie Boys Division Rules appended hereto as Exhibit "E". The Dixie Youth Baseball and Dixie Boys Baseball Official Rules are available for viewing through a link on HHBA's website: www.hhba.org or by going directly to the Dixie site: www.dixie.org.

HHBA also administers a Fall Baseball program, and it is intended that the Fall leagues shall operate under the same rules that apply to the Dixie Youth and Dixie Boys program operated by HHBA in the Spring/Summer subject to modifications promulgated by the Board of Directors.

RULES OF CONDUCT

All volunteers are expected to abide by the CREED OF THE HILTON HEAD DIXIE YOUTH VOLUNTEERS (see end of these local rules). Any volunteer who, in the judgment of a majority of the members of the Board of Directors of the League, violates any portion(s) of the CREED shall be removed from any association with the program and shall not be allowed to reestablish this association without a two-thirds vote of the Board of Directors.

1. Any Manager or Coach involved in any action to willfully hide or cover up abilities of a player from other teams or any prospect involved in such a scheme will be ineligible for any association or participation in the Hilton Head Dixie Youth program.
2. Any member of a team (Manager, Coach, player, scorekeeper, etc.) will be subject to ejection from a ball game if he makes derogatory remarks, such as any type of obscene or abusive language, directed toward any umpire, other players or anyone connected with the game. Any remarks made by the players while they are on the field or in the dugout will be directed toward their own team and no derogatory remarks will be made to the other players. A spirit of GOOD SPORTSMANSHIP shall prevail at all times, before, during and after the game.

Any violators of the above-stated policy are to be reported to the League President by the umpires or any other League Official observing such action immediately and the violators are to appear before the Board of Directors or a Disciplinary Committee within ten (10) days of such a report. In the event the violation is by a player, his Manager (and one or both parents will be invited) shall appear before the Board with him. Violators are subject to any corrective action deemed necessary by a majority of the Board up to and including permanent suspension from the League. Coaches are required to control the behavior of their fans or risk ejection.

3. If a fan uses obscene language or directs derogatory remarks toward Umpires, Managers, players or League officials during a ball game, the Umpire may suspend play, order the ejection of the fan or forfeit the game.

4. The Umpire shall be empowered to warn or eject a player for an act either by a batter, a base runner or a fielder that in the opinion of the Umpire is un-sportsmanlike in conduct, without prior consultation or permission of either manager.

5. During a game all players must remain in the dugout except when at bat, on deck or participating in the ball game. No participants may leave the playing fields, concession and bathroom area without permission of their Manager and should notify their Manager if they are leaving the dugout to go to the bathroom or concession stand. Most games are played at Crossing Park and the boundary is the main gate used to enter the playing field area. Prior to a game or during practice managers may schedule some time at the batting cages. Home team has priority at new cages between field 1 and 2 and the scheduled visitor team will use the cages located behind the right field fence of the Minors field (field 3).

6. Only one Manager or Coach at a time from each team will be allowed on the field to discuss a play situation with umpires. Managers and Coaches shall not enter the opposing team's dugout without being invited or leave the field to view the game from outside the fence.

7. The use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench by any Manager, Coach, player, Umpire or official is prohibited.

8. A player and the player's manager will be warned immediately if he accidentally or intentionally throws his bat. On a second occurrence of bat throwing by the same player, the player shall be called out.

9. A team not able to field eight (8) players at game time shall forfeit (nine (9) players for Dixie Boys League). Game time is forfeit time. There will be no grace periods on any games or reschedules.

10. In the case of a player arriving after the start of a game and before the start of the second inning, the player shall be inserted in the lineup and shall be subject to the applicable minimum playing requirements. When a player arrives after the start of the second inning, the Manager shall have the discretion to play or not to play the player, however, if the player is inserted into either the offensive or defensive lineup, the player shall be inserted at the bottom of the batting order, and the applicable minimum playing requirements shall be enforced.

11. In the spirit of sportsmanship, players should refrain from rhythmic chanting when opposing pitcher is preparing to pitch. Manager is subject to ejection after warning at the umpires discretion.

12. All coaches and players are to wear their uniforms conforming to generally accepted baseball attire, i.e., shirts tucked in and hat bills facing forward.

13. AA, Minors and Majors may play with eight (8) players and the ninth batter in the lineup does not count as an out.

I. GRIEVANCE & DISCIPLINE PROCEDURE

A. Manager and Coach Discipline

1) A Grievance against a Manager or Coach for unsportsmanlike behavior or other violation of Local League Rules may be initiated by an Umpire, another Manager or Coach, a player, a parent or spectator, or any league official.

2) All such grievances must be in writing to the Board Chairperson or President, should be submitted within seventy-two (72) hours of the complained of activity, and should include specifics (date, names of witnesses, etc.). The League reserves the right to investigate any and all verbal grievances without formal written documentation.

3) There will be a Grievance & Discipline Committee. The Grievance Committee will review the complaint, discuss the matter with the Manager or Coach in question, and make a determination as to whether further action is warranted.

4) The Committee may institute disciplinary action consisting of the following:

- No Action
- Verbal Reprimand
- Written Warning (A written warning will remain in the Manager/Coach's record with the league for 2 seasons)
- Written Reprimand with Penalty: Any penalty imposed shall be in writing to the Manager or Coach and may consist of league service (see below), probation, definite suspension, or indefinite suspension. No suspension in excess of one (1) game shall be imposed except by vote of a majority of the Board of Directors.
- League Service

The Committee shall notify the party complained of within seven (7) days of the meeting of the action taken.

5) "League Service" may consist of a variety of imposed duties such as assistance with field preparation, committee service, concession stand, umpiring, etc.

B. Player Discipline

Players may also be disciplined for violation of the Local League Rules or other unsatisfactory behavior or conduct.

Managers are expected to take appropriate action for minor problems or infractions. This may range from a discussion with the player, to a discussion with his parents, to a benching of short duration. Do not yell at or berate the player; take him aside and speak with him calmly. Managers do not have the authority to suspend a player (a suspension consists of a benching for more than one game). This authority shall be retained solely by the Board.

In the case of any discipline imposed by the Manager, the Manager shall endeavor to have the player and parents agree to the penalty imposed. Umpire and opposing manager must be notified before the start of the game. In the case of more severe player problems or infractions (fighting, continued use of obscenities, drug or alcohol use, game ejection, destruction of equipment, etc.), the matter should be referred to the Grievance Committee. The Committee will address the situation in accordance with the procedures out-lined in the paragraph above.

II. MANAGER AND COACH SELECTIONS

1. All Managers and Coaches must be approved annually by the Board of Directors. A Manager will not be allowed to change teams after tryouts have been completed. Protected players cannot change teams prior to draft.

a. Completion of a certified coaching clinic will be required of all Managers in the program for AA level and above. A clinic will be given locally on an annual basis.

b. All managers are subject to a background check by a firm chosen by HHBA that is accredited to perform such checks.

2. Perspective managers and coaches will submit applications by the electronic registration at HHBA's website to the Board of Directors at least forty-eight (48) hours prior to the beginning of the player draft of League involved or as soon as reasonably possible thereafter.

3. The Board will consider additional factors such as longevity in HHBA coaching, coaching experience, baseball knowledge, strength or weakness of

coaching staff, and prior league performance (i.e. awards, discipline, etc.) in deciding who receives a manager position. The concepts of reason, fairness and league parity shall control in final decisions by the Hilton Head Baseball Association regarding coaching assignments.

4. Each team will be allowed one (1) Manager, and a Coach or a Sponsor/Coach who can act in any official capacity for the team and whose child(ren) shall qualify under the protected player draft option. It may have two (2) additional Coaches who can act in a coaching capacity only and whose seniority will count toward appointments but whose child(ren) will not be eligible for draft option.

5. No Manager or Coach will be given any scheduling preference by the Board of Directors should he manage or coach more than one team at any given time in the Hilton Head Baseball Association Program. The Board of Directors discourages managing more than one team.

6. Should a Manager vacancy occur during the season, the League President will appoint a new Manager with the approval of the Board of Directors.

7. If a Manager is awarded a team, he will devote as much time as possible to the coaching of that team. If it is the feeling of the League officials that the Manager is not devoting ample time to the task, he will be terminated by the Board of Directors. The vacancy will be filled by the League President appointing a new Manager with the approval of the Board of Directors.

8. It is mandatory that any Coach having a child chosen as a Coach's protected player option shall actively participate in the coaching of the team for the playing year that his son is chosen (unless prohibited by Doctor's Certificate, change in work location or change in work hours). The penalty for non-participation of the Coach shall be that the son of that Coach may be removed from the team and placed on another team in the League that he is participating in the interest of promoting League balance. Only the Board of Directors can administer this penalty.

9. The Manager is responsible for ensuring the team fulfill their assigned concession duty. If a team misses a concession duty without notifying the league administrator with a valid excuse beforehand then the Manager of the team will not be allowed to coach in the next game and will work in the concession stand during the team's next game.

III. PLAYER DRAFT SESSION

All team rosters will be filled by a draft which will be under direction of the Board of Directors. The Player Draft Procedure is attached hereto as Exhibit "A".

IV. AGE LIMITS

1. The League Age is that age attained by a player prior to May 1st of the season in question. Example: A player who is 10 years of age during the early part of the season but who will be 11 years of age on or before April 30th shall have a League Age of 11. A player who is 10 years of age during the season but who will be 11 years of age on or after May 1st shall have a League Age of 10.
2. Dates of birth of players shall be certified by Birth or Baptismal Certificate or other legally accepted proof of age to a designated League official prior to the League's first regularly scheduled game. A photo static copy shall be acceptable if signed by proper authorities as a true copy of the birth record.
3. The "up to" age limits for the various Divisions in the Hilton Head Dixie Youth Program shall be as follows:
 - a. PeeWee (A) * League Age of 6 years old
 - b. Small Fry (AA) League Age of 8 years old
 - c. Minors (AAA) League Age of 10 years old
 - d. Majors League Age of 12 years old
 - e. Dixie Boys League Age of 14 years old
 - f. Dixie Pre-Majors League Age of 16 years old
 - g. Dixie Majors League Age of 18 years old

* HHBA has established a Pee Wee Division to be comprised primarily of 5 and 6 year old children. The Pee Wee Division is intended as an instructional league.
4. Players may be approved to "play up" only by trying out at their appropriate age level and obtaining an A rating. They must then try out at the age level they wish to play up to. The player agent for the level the player wishes to play up to will make a recommendation to the Board of Directors. The Board will make the final decision as to whether the player is allowed to play up. The Board, in general, discourages playing up.
5. Players may be approved to play in the League below their current age level only if approved for good cause shown (e.g., physical limitations, health, etc.) by the League Player Agent and the League President. Such players shall not be eligible for All-Star selection and will only be allowed to pitch one inning per game.

V. REGISTRATION AND TRYOUTS

1. The dates for registration, tryouts and the draft shall be set by the Board of Directors.
2. All player prospects must register on line. Proof of age records must be provided upon request of League officials.
3. All player prospects, except Pee-Wee, must attend a scheduled tryout, and all Managers and Coaches must attend or be represented at all tryouts. Dixie Boys tryouts are optional and shall only be determined necessary by the Board and prospective managers.
4. All prospects participating in tryouts will not leave the field until dismissed by officials in charge of tryouts.
5. A registration fee to be established annually by the Board of Directors will be required for all prospects. Financial Aid is available at the discretion of the Board of Directors.

VI. PRACTICE LIMITATIONS

1. There should be no sanctioned team practice or activity before the League Draft. This is the earliest date that more than three (3) players and one (1) Manager and/or Coach should be involved in any team activity.
2. No practice session should last for more than two (2) hours (batting practice excepted) unless practice games are involved; then a maximum of two (2) six-inning games will be allowed, two (2) seven-inning games for Dixie Boys.
3. There should be no more than one (1) practice session per day, during the regular season.
4. The official season beginning date is the date of the League Draft and the season ending date for each team is the date of their last regularly scheduled season game or tournament game.
5. If the fields are closed because of rain, coaches are not allowed to use the fields. This includes the outfields.

VII. UNIFORMS AND EQUIPMENT

1. The Board of Directors and/or their designated agent will be responsible for all purchases. No equipment will be bought or used in League or Tournament without consent or approval of the Board.
2. An Equipment Manager will be appointed by the Board of Directors who shall be responsible for controlling the issuance and the maintenance of all equipment. The Equipment Manager will issue all equipment, and a deposit shall be required. The Equipment Manager will keep record of the deposit on file.

3. All equipment is to be turned in to the League Equipment Manager within ten (10) days from the date of the team's last game. An inventory list of this equipment and a list of needed equipment and/or repairs for the next season must be given to the Equipment Manager when equipment is turned in or date specified by the Board. If equipment is not returned by the posted deadline, the Team Manager shall forfeit the entire equipment deposit, no exceptions. The Manager will be responsible for all equipment.

VIII. TROPHIES AND AWARDS

1. The League will purchase trophies for the following:

a. League regular season team championship trophies will be presented to a representative of the sponsor of the championship team in each age division and each player on the championship team will receive an individual trophy. Dixie Boys league does not issue trophies for season records or tournament play.

b. Team trophies will be awarded to the sponsor and individual trophies will be awarded to each player on the League Tournament championship team and runner-up team in each age division. Dixie Boys league does not issue sponsor or individual trophies for season records or tournament play.

c. Pee Wee/Small Fry teams will receive awards as determined by the Board of Directors.

IX. SCHEDULES, REGULATION GAMES & MAKE-UP GAMES

1. The Board of Directors shall be responsible for preparing and approving practice and regular season schedules.

2. All games played, regular, make-up or exhibition or other, must be approved by the League Commissioner or Player Agent. Rescheduling of games is discouraged. Only exception is when a conflict occurs due to a scheduled church event or school event, which would put the total number of players for either team less than the required number to play. This exception must be identified to the League Commissioner prior to the event and approved for rescheduling. If games are attempted to be rescheduled for other reasons, both coaches and the league commissioner must agree to reschedule and a field must be available for the proposed new date. If the coach asking to reschedule cannot get the agreement of the other coach he must play the game as originally scheduled or take a forfeit. The commissioner must notify the league official responsible for scheduling of the change. HHBA makes no commitment regarding umpire availability for rescheduled games.

3. Make-up games are to be made up on the earliest possible date as determined by the Board of Directors after consulting with the Managers involved. They shall be scheduled in the same order as originally scheduled unless the Board of Directors approves special arrangements. Supervising umpire needs to be contacted in advance so he can schedule the umpires for game.

3a. A make up game will be a continuation of the game no matter how many innings played. The runners will return to their bases. The batters strikes and balls will be the same. The pitcher at the mound at the time of the called game will return to the mound at the start of the make up. His pitch count will carryover from the called game. The active pitcher at the time the game is called does not have to be the starting pitcher in the make up game but that pitcher cannot pitch in the make up game if he does not start. A pitcher cannot return to a makeup game if he pitched in the called game and was not the

active pitcher when the game was called. No matter what the pitcher still cannot go over his weekly pitch count for the week the game is made up in.

4. In the event of a first-place tie between two or more teams in any division, the following tie-breaker formula shall be in effect to determine the order of finish:

- a. Head-to-head win/loss record between teams;
- b. Best intra-division record;
- c. Most runs scored in games between teams;
- d. Playoff Game (or coin toss if both Managers agree).

5. Rain-out, acts of God, game postponements shall be rescheduled as a new game. Suspended games, as per Dixie rules, shall be rescheduled to begin at the point they were suspended.

6. Regulation game in the event of make-up shall be 4-1/2 innings if home team is ahead, 5 innings if home team is behind.

7. Teams shall be allowed top pick up age appropriate league registered players in order to fill their roster to 10 in AA and 9 in Minors and Majors . These players must play in the outfield and bat last in the order. The player picked up must be recorded on the pitch count sheets. See Player Substitution Rules.

X. UMPIRES

1. The Chief Umpire of the League will be hired by the HHBA Board of Directors. He shall be responsible for the training, directing and game assignments of the Umpires. Chief Umpire shall also serve on the Grievance and Disciplinary Committee.

2. Fees to be paid to Umpires shall be set annually by the Board of Directors.

3. The Chief Umpire or designated agent will make the final decision concerning the playing fitness of the field.

4. The Chief Umpire will review with the Board of Directors umpire assignments, and the Board of Directors will have the right of refusal.

XI. ALL STAR SELECTIONS (All Divisions)

A. Procedure for Selection of All Stars:

(SELECTION PROCESS IS ALL DONE IN ONE SESSION)

1. The League President or League Commissioner will call a meeting with the League Managers for the purpose of selecting All Star teams. Only managers are allowed to attend, assistant coaches are not permitted. The selection process shall be monitored by a Director, League Commissioner or Player Agent ("league official") for the division. Votes shall be by written ballot, collected by the league official, and the votes tabulated and released at a later date. The league official(s) shall have the discretion to disregard or seek clarification of any ballot or vote, which appears to be placed in bad faith or for ulterior purpose. The same procedure shall be followed for selection of (a) the Local League divisional All Star teams, and (b) the All Star teams representing this League's divisions in sanctioned Dixie Youth tournament play.

2. Selection shall be made as follows:

a. Any Manager may nominate players from his team or another team.

b. Each Manager shall submit a written list of twelve (12) players in the League that he feels should be considered for the All Star team. The list shall be submitted to the League Commissioner only in advance of the meeting either by email or in person. Managers should not compare their recommendations with each other or provide copies of their recommendations to anyone before or after making their submission to the League Commissioner. All players that are "playing up" during the regular season are eligible to play down for all stars and should be considered.

c. All unanimously voted on players will be automatically placed on the team and announced at the All Star managers meeting.

d. All players nominations that were not unanimous will be discussed at the meeting. Managers should bring stats on their own players and other teams players to the meeting to facilitate discussion and justify why their recommendations should be accepted. A confidential ballot shall be provided for these remaining players and a vote taken. Those players who receive two (2) less votes than the total number of teams represented will be added to the team.

e. The same process as in point d above shall be followed and all players in the confidential ballot receiving 3 less votes than the total number of teams represented will be added to the team.

f. The same process as in point d and e above will be followed with the number of votes required to make the team being reduced by 1 vote from the previous vote until 11 players have been selected to the team.

g. After eleven (11) players have been selected by confidential ballot, the All Star Manager may either: (i) select from the League any one (1) player of his choice to fill the one (1) remaining position, or (ii) select the next two (2) players receiving the most votes to complete the twelve (12) player roster; one (1) player to complete the team and one player as an alternate in the event one of the 12 nominees is unable to participate for any reason. The method of choice for the final player will not be disclosed.

3. Any Manager, or group of Managers or Coaches, who conspires to fix or attempt to fix the All Star selection, will be banned from the HHBA's Dixie Youth Baseball program.

4. In addition to the traveling All-Star teams in Minors and Majors American and National League there may be a local All-Star team for Minors and Major National and American comprised of players of any age who played during the regular season in that League.

5. All-Star teams traveling out of town for State Tournaments may receive funding at the board of directors discretion.

B. Selection of All Star Manager and Coaches

1. Selection of All-Star Manager and coaches are will be made solely by the Hilton Head Baseball Association's Board of Directors. All-Star Managers shall select two additional coaches and submit their names for review and approval by the Board of Directors. The Board of Directors may choose to pick the entire slate of coaches: the manager and the two assistants.

2. The All Star Team Manager will select his first assistant from among the Managers or Coaches in the League. This will be the official Team Coach to be officially reported to Dixie Youth Baseball. Any official or coach in any league in Dixie Youth who was registered as a coach is eligible to assist any All Star team.

XII. PLAYING RULES FOR EACH DIVISION

1. The current National Dixie Youth Official Rules & Regulations and Dixie

Boys Division Rules shall govern the rules of play except as otherwise modified or supplemented herein.

2. The Hilton Head Dixie Youth Baseball AA Machine Pitch League Rules are attached hereto as Exhibit "B".

3. The Hilton Head Dixie Youth Baseball Minor League Rules are attached hereto as Exhibit "C".

4. The Hilton Head Dixie Youth Baseball Major League Rules are attached hereto as Exhibit "D".

5. The Hilton Head Dixie Boys Division Rules are attached hereto as Exhibit "E".

XIII. TOURNAMENTS

1. There will be a Local League championship playoff to determine the championship team in the Major, Minor and Small Fry Divisions. This playoff will be played under regular batting rules but tournament pitching rules shall apply (see Exhibit "F"). Should a League tie-breaker be necessary to determine which team plays in the above championship, it shall be played under regular season batting and pitching rules.

2. Pairings and other details concerning the playoffs will be determined in a meeting to be called by the Board of Directors.

3. All Star teams representing the League's divisions will participate in sanctioned Dixie Youth, Dixie Boys, and Dixie Baseball tournaments.

4. The Board of Directors will make decisions regarding possible bids and bid amounts for hosting any Dixie Youth events.

XIV. MISCELLANEOUS

1. If an official team function is held which involves the team and parents as a group, all players and parents must be invited to participate.
2. Rules Clinics will be held prior to opening of the season. All Managers, Coaches and Umpires are strongly encouraged to attend. However, it shall be mandatory for at least one (1) coach, preferably the prospective Team Manager to attend per team.
3. Each team shall furnish at least two (2) parent-workers and two (2) additional workers who are at least twelve (12) years of age for the concession stand when assigned by the Board of Directors. If a team does not furnish workers for the assigned time or have not made prior arrangements with the head of the League concessions, the head coach for the team not showing up, will be required to work the concession during their next scheduled game. For safety reasons no worker can be under 12 years of age.
4. These Rules are intended to be gender neutral. Each reference to he shall mean he/she; each reference to boy shall mean boy/girl; and each reference to son shall mean son/daughter. Males and females alike are encouraged to participate at all levels of League operation from supervisory status to managing and coaching, to volunteer work to players.
5. The home team shall be the assigned official scorekeeper and shall report the official score and innings pitched by every pitcher entering the game to the umpire at the completion of each game.
6. The home team also shall be responsible for staffing the electronic scoreboard.
7. Hilton Head Baseball Association, Inc. has adopted the following "Local League Options" from the National Dixie Youth Baseball Guide (Official Playing Rules):
8. Local League Option 4.10(a)(9) - Ten (10) Run Rule.
9. All protests and/or appeals shall be submitted in writing to the League President in accordance with Dixie Youth Official Playing Rule 4.19, where applicable. The Pee-Wee "A" division is not subject to section 4.19. No Manager, Coach, player or parent shall contact any representative of the District, State or National Dixie Youth organization for any reason, during the pendency of a Local League protest. Such contacts with officials above the Local League level may be made only after the League President has notified all parties of the outcome of the protest and then only in accordance with Dixie Youth Playing Rule 4.19.
10. Grievances, which are complaints concerning conduct of the League's Managers, Coaches and Players, shall be handled in accordance with the rules set forth in Section I.
11. Umpires are discouraged from also coaching or managing teams. If an umpire chooses to manage or coach he cannot umpire in that league. If the son of an umpire is playing then the umpire cannot officiate in that league. Umpires are prohibited from making inputs for the All Star teams.

PLAYER SUBSTITUTION

- Registered with HHBA within age range of the league
- Player must be of equal or less rated in skill level
- Player must bat last
- Player must play outfield only
- Notify the coach prior to the game of player substitution to alleviate any concerns at game time
- Any deviation from the above rules can result in a forfeit

EXHIBIT "A"

PLAYER DRAFT PROCEDURE

The Tryouts and the Player Draft for each Division in the League will be held under the direction of one or more members of the Board of Directors who shall be responsible for deciding interpretations and applications of the following procedures. The Board will appoint one or more Player Agents who are not participating in the Division to assure the fair and orderly application of these procedures.

Tryout periods shall be conducted in the presence of all Managers who shall observe the ability of and rate each prospect. Additionally, one or more Player Agents appointed by the Board shall be assigned to rate the prospects in each Division. Coaches should also attend to assist in the tryouts.

Each Manager shall have only one rating vote. Ratings used shall be "A", "A-", "B+", "B", "B-", "C+" and "C". Manager ratings and Player Agent ratings will be used to arrive at an average rate per prospect known as the "league average". Prospects rated "B+" to "A" will also be differentiated by League age. (e.g. in the Majors a prospect would be rated "A(12)" or "A(11)"). **Any player determined to be a pitcher will move up one grade (ex. from a B+ to A-). There will be no increase in a player ranking for being a catcher. (The additional increase for being a catcher has been removed effective fall 2017).** The Player Agents shall arbitrate and decide any disputes over the accuracy of the ratings and shall have the right to establish the final league average assigned to the prospect for purposes of the Player Draft. The Player Agent's judgment on any rating shall be final.

The total number of players registered after tryouts will determine the number of teams in each division. Any player that did register, but did not tryout, will be given a rating by the Player Agent. The Player Agent will give any player that did register, but did not tryout, a rating.

The number of players to be drafted to each roster will be set by the Board of Directors after examining the number of players registered. The minimum number of players per team is ten (10) in AA and 9 in Minors and Majors. The maximum number of players per team is 13 in AA and 12 in Minors and Majors. Majors division teams shall not have more than eight (8) League Age 12 players (Dixie Youth Reg. II(B)) on their roster. Minors division teams shall not have more than eight (8) League Age 10 players on their roster.

The order of the Draft will be determined by a "power rating" of protected player's tryout grades. Team #1 will be given the choice of the prospect with the highest league average; then Team #2 through the last team will select prospects. The Player Agent(s) shall have the authority to "power-rate" or adjust the order of selection in the early rounds of the Draft, or to set the order of the draw, to assure a balanced selection of the highest rated prospects.

For the Dixie Youth Minors and Majors division, all returning players (i.e. returning ten (10) or twelve (12) year old players) must be elected to and play for a team organized in the same League/Franchise (i.e. American or National) in which the player participated during the previous season, and this must continue until the expiration of the player's Minors or Majors division eligibility. This policy will be strictly enforced.

EXAMPLE: During the 2002 Season, Johnnie Doe, age 11, plays for the Cubs in Majors National division (League Franchise #Y-2001). For the 2003 season, Johnnie, now age 12, is scouted by the Yankees of the Majors American division (League Franchise #Y-1399). Johnnie is not eligible to play for the Yankees, or any other American division team in 2003, however, he may return to the Cubs, or be selected to play for any other National Division team.

The strict enforcement of this rule is necessary to assure that players do not jeopardize their Dixie Youth Baseball All-Star eligibility by playing for more than one League Franchise

during their tenure in Majors.

A Manager shall have the prerogative of selecting two protected players. These prerogatives must be reserved 48 hours prior to the Draft. These protected players must be submitted to the League Commissioner and Players Agent. Any changes to this protected player list must be submitted and approved by the league commissioner and players agent of that league. A team shall have no more than two (2) prospects selected as Manager, Coach or Sponsor options. Children of the Manager, of one or more active* coaches, and of the sponsor(s) or team parent may be combined in any way (e.g. 2 children of the Manager or 1 child of the Sponsor and 1 active Coach's child, etc.) to arrive at the maximum of two (2) prospects to be protected. (* See Local League Rule Section II, Paragraph 9.) The right to the two (2) prospects is not absolute, shall be reviewed by the Player Agent(s) at the outset of the Draft and is subject to the paramount interest of the League balance and creating teams of as nearly equal strength as is possible. In reviewing the issue of League balance, consideration shall be given to the equal distribution of talented prospects to fill key positions on each team (pitchers, catchers, etc.).

Negative requests should be submitted in writing to the Board of Directors through the league administrator. Negative Requests must be reviewed and approved by the Board of Directors/Baseball Committee and may be communicated to the Coach.

When the last prospect has been assigned to a team, there will not be any additional players added, except as may be approved by the Commissioner of that League. Any addition of players to a League after the player draft must take into consideration the number of players on each team (a team with only 11 players should be given consideration over a team with 12 players) and league balance (an "A" player should not be added to a team that already has strong players at each skill position, unless the same applies to all teams in the League). Any players added after the draft must play on the team they are assigned to by the League Commissioner. Refusing to play on the assigned team will result in not being allowed to play in Hilton Head Baseball that season.

Any prospect refusing to play on a team for which he is chosen shall be ineligible for participation anywhere in the Hilton Head Baseball Association program for the current season.

Any player quitting a team for any reason will not be eligible to participate in the program for the remainder of the current season. The player will be allowed to register for the following season. Should a player quit as a result of circumstances beyond his control during the current season, that player may rejoin the previous assigned team after approval of the League President, if a team vacancy exists.

Once a player is drafted and placed on a team roster, he may be released from that roster only with the permission of the League President. The Manager shall notify the President of the League in the event that any player is dropped from the roster or is otherwise in a non-participatory status. This notification shall be made in writing within five (5) days of the occurrence and shall state the reason for dropping or releasing the player. A player can be dropped from a roster for the following reasons only:

- a. Moving out of the area.
- b. Sickness or injury.
- c. Disciplinary reason. (Derogatory remarks, causing dissension, etc.)
- d. Failure to attend practice or games (after warning).
- e. Suspension from League for reasons covered in these rules.

Failure to notify the League President of a player to miss two (2) consecutive games may result in forfeiture of a game or games.

All causes of players being dropped from rosters are to be fully investigated by the League President, Vice-President and the Board of Directors.

EXHIBIT "B"

AA MACHINE PITCH LEAGUE RULES

Regulation games are six (6) innings.

1. All players are required to play at least one inning in the in-field. You have all 6 innings to rotate your players. No player is to sit on the bench for two consecutive innings.
2. All teams will bat completely through the order regardless of how many players there are on each team. 7 run rule per inning is in effect, except for the 6th inning.
3. Base runners can advance a maximum of one base on an overthrow to first base. However, if the defensive player makes an attempt to throw an advancing runner out, the ball will remain live until the umpire calls timeout.
4. The distance between bases shall be sixty (60') feet.
5. a. Pitchers are required to pitch from a 12 (') foot diameter circle. The pitching machine will be located forty six (46') feet from the back point of home plate. The pitcher is required to pitch from a position straight in line with home plate and Second Base.

b. If the "coach" pitcher catches a hit ball or a hit ball strikes any part of the "coach" pitcher, it is a dead ball.

c. If a hit ball strikes the pitching machine the batter shall be awarded first base and all runners will advance one base.

d. Pitchers are required to use pitching machines.
6. The batter receives five (5) pitched balls, unless he makes three (3) strikes, making an out, before the fifth (5th) pitch. There are no "called strikes". If the fifth (5th) pitch is not put into play, the batter will be called out; (if last pitch is fouled, the batter stays alive).
7. Two (2) adult coaches are allowed to coach the bases. Coaches cannot "physically assist" players running the bases. This infraction will result in the runner being called out (adult pitcher may not assist runners in any way, they may only adjust batter and talk with them).
8. Every player must play at least one inning at an infield position prior to the sixth (6th) inning. Infield positions are: first base, second base, third base, shortstop, catcher and pitcher. (Catcher does qualify.)
9. Ten (10) defensive players are allowed on the field. However, a ten (10) man team must play four (4) outfielders located at least twenty (20') feet behind the base lines. Orange cones can be placed twenty (20') feet behind each base to help umpire. A team with only nine (9) players must position a catcher and three (3) outfielders. A team with eight (8) players may play 3 outfielders and no catcher. If playing with eight (8) players, the ninth batter in the order is not an out.
10. Only one (1) on-the-field defensive change is allowed per inning.
11. No bunting is allowed and no head first sliding is allowed unless the runner

is going back to the base.

12. On defense, the player-pitcher must have one (1) foot in the 12 foot diameter circle and must be no closer than the machine when the coach pitches.
13. The Home team is always assigned first base dugout and is responsible for keeping the scorebook and electronic scoreboard.
14. Game time is forfeit time. No new inning is started after 1:20 have elapsed from the start of the game (Inning will be completed when home team is behind). If game is tied after time limit has elapsed, game will be continued where it left off at the end of season if it counts in the standings.
15. Older players allowed to play down will not be eligible for All-Stars.
16. Players removed from the game for emergencies/injuries or other valid reasons that have been communicated to the manager of the other team and umpire will not result in a penalty. That player will be bypassed in the batting order without being called out. He may re-enter the game later and return to his designated spot in the batting order.
17. Any player coming to the game late, after the roster has been turned in and the game started will not be declared out. He is added to the end of the lineup.

EXHIBIT "C"
MINOR LEAGUE RULES

1. All players are required to play at least every other inning in the field. No player is to sit on the bench for two consecutive innings.
2. All teams will bat completely through the order regardless of how many players there are on each team. (10 BATTER RULE IS REPLACED BY 7 RUNS PER INNING MAX) This is through the 4th inning. After the 4th inning there are unlimited runs and no limit on batter numbers. Exception: In the event that the plate umpire determines prior to the start of an inning that the last inning is about to be played, the 7 run rule will not be in effect.
3. Intentional walking of any batter shall NOT be permitted.
4. The base runner starting at third base can score on a passed ball or wild pitch.
5. No new inning is started after 1:40 have elapsed from the start of the game (Inning will be completed when home team is behind). If game is tied after time limit has elapsed, game will be continued where it left off at the end of season if it counts in the standings.
6. Players removed from the game for emergencies, injuries, illness, ejection or other valid reasons that have been communicated to the manager of the other team and umpire will not result in a penalty. The player is not out, and they will skip his spot in the batting order unless he returns.
7. After four (4) innings, the 7 run rule will not apply. Teams will continue to bat in their half inning until three (3) outs are made.
8. Dixie Youth Defensive Free Substitution rule applies.
9. Substitute runners should be used for injured or ill players and shall be the player who made the last out in the current or previous inning.
10. When a player who has run past a base retreats back toward the base he must remain on the base until the next pitch is thrown.
11. Teams will be allowed to have a designated runner for their catcher. The runner will be limited to the player that made the last out prior to the catcher getting on base.

EXHIBIT "D"
MAJORS DIVISION RULES (OZONE)

1. A batting order will be presented to the official scorer by each Team Manager as outlined in Section 4.01.
2. Dixie Youth Defensive Free Substitution rule applies.
3. Teams must bat through entire batting order for the entire game regardless of how many players there are on each team.
4. No new innings shall be started after 1:45 time limit is reached (Inning will be completed when home team is behind). Eight (8) inning limit any day or night game that is still under 1:45 time limit. Game will be continued where it left off at the end of the season if it counts in the standings.
5. Substitute runners may be used for injured players and shall be the player who made the last out in the current or previous inning.
6. Players removed from the game for emergencies, injuries, illness, ejection or other valid reasons that have been communicated to opposing manager and umpire will not result in a penalty. The player is not out and his spot in the batting order will be skipped unless he returns.
7. Players are allowed to use Big Barrel Bats during any Majors Ozone Game. The specifications of these bats and rules of use can be found in the Dixie Youth Baseball 2014 Rules and Regulations Book.
8. Intentional walks are allowed. The intent of the league is for players to hit and field. This rule is not to be used to intentionally walk "big hitters" because a team is afraid to pitch a particular player. It is expected that the intentional walk will be used in situations to fill an open base so that a force out is possible such as a player is on second and a batter is intentionally walked to put a runner on first and create a force out possibility at 1st, 2nd, and 3rd.
9. Teams will be allowed to have a designated runner for their catcher. The runner will be limited to the player that made the last out prior to the catcher getting on base.

EXHIBIT "E"
HILTON HEAD DIXIE BOYS DIVISION RULES

1. Regulation games are seven (7) innings.
2. Game time is forfeit time and any team unable to field nine (9) players at the scheduled starting time shall forfeit the game. Due to the length of games, there is no grace period.
3. Teams must bat through entire batting order regardless of how many players there are on each team.
4. The "Free Substitution" Rule set forth in the Majors Division Rules (Exhibit "D") shall be in effect.
5. No inning shall be started after a 1:55 time limit is reached (Inning will be completed). The umpire is the official time keeper.
6. Local rules of play are established each year in conjunction with the other associations Hilton Head is playing with. Those associations may include some or all of the following; Bluffton, Ridgeland, Beaufort, Allendale and Walterboro. The HHBA Dixie Boys commissioner is responsible for revising the local rules each year and distributing to the various Hilton Head managers.

EXHIBIT "F"
PEE WEE BASEBALL

PEE WEE RULES

GENERAL

1. All children shall play the entire game, in the field and at bat.
2. 60 minutes of playing time, games start and end on time.
3. We will play outs, players should go back to dugout but there is no 3 out rule.
4. All children should line-up and shake hands with opposing team immediately following the game.
5. We will not keep score during the season.
6. The teams playing in the 1st game of the day are responsible for raking and marking the field and for putting out the temporary fence. Placement of the fence will be clearly marked.
7. The last am game will put the fence away.

BATTING

8. A team will bat until the entire line-up has batted regardless of the number of outs made.
9. The coach will throw 5 pitches to his/her own players. After 5 swings the ball **must** go on a tee.
10. The coach will pitch over-hand and is allowed to pitch from one-knee (like throwing a dart to teach a "level swing") Distance from plate is approx. 30 feet.
11. The final batter up will clear all the bases and run home along with the remaining runners on base.
12. Any player arriving after a game has begun should be inserted in the batting order in the last position.

BASERUNNING

13. The base runner is out when:
 - a. A defensive player in possession of the ball tags the base (force play) or the runner before the runner reaches the base. (Coaches should instruct players to tag runners below the shoulders.)
 - b. A defensive player catches a fly ball in fair or foul territory before it touches another object or the ground.
 - c. The base runner is hit by the batted ball.
 - d. Batter/Base runner is called out when running out of the base line to avoid a tag.
 - e. Two players end up on the same base and one is tagged before going to either the next base or previous base without passing other runners.
14. No leading or stealing the bases. Run only upon a hit.
15. Sliding is permitted.
16. If the ball is hit out of the infield the runners may advance until the ball is thrown back into the infield and the infielder has possession of the ball. Once the fielder has possession the runners must stop at the closest base.
17. Runners may not advance to the next base on any over-throws.
18. Runners may not tag up on a caught fly ball.
19. All batters bat throughout line up regardless of number of outs made.

DEFENSIVE

20. Defensive positions should include: Pitcher (standing to the left or right of the coach), 1ST Base, 2nd Base, Shortstop, 3rd Base, Left-field, Center Field and Right-field.
21. First baseman may wear a batting helmet with face guard (since all plays will be made toward first base!)
22. There is no infield fly rule.
23. All players must rotate positions each inning, at least rotate infield and outfield.
24. A coach should be behind home plate to retrieve balls.

EQUIPMENT

25. T-Balls with a Reduced Injury Factor Level 1 shall be used.
26. Only non-composite regulation T-Ball bats (2 1/4" diameter barrel) are allowed.
27. A batting helmet must be worn by the player at bat, waiting on-deck to bat next, and all players running the bases. Face mask is mandatory.
28. Protective cups are optional for all other defensive players.
29. Sneakers or rubber cleats may be worn.

VOLUNTEERS

30. Up to 4 coaches are allowed on the field as needed to assist.

HILTON HEAD BASEBALL ASSOCIATION, INC.

Affiliated with Dixie Youth Baseball, Inc.

**CREED OF THE HILTON HEAD DIXIE YOUTH
VOLUNTEER**

As a volunteer in the Hilton Head Dixie Youth Baseball program, I promise to:

Regard Dixie Youth Baseball as a proud community asset for my community and help endow it with the highest personal standards.

Respect the individual youth. Try to understand his or her capabilities, limitations, and problems of growing up.

Be exemplary in the growing movement of Dixie Youth, ready to improve the estate of our youngsters whenever possible, and to find honest enjoyment in the creative service and teaching the program affords.

Recognize obligations in training the youth and teaching lessons of fair play, discipline and team work.

Keep informed in basic understanding and knowledge of the objectives of the program.

Cooperate in scrupulous observance of the rules and regulations on a national and local basis which are the strength of Dixie Youth.

Support the elected officials and directors of the Hilton Head Dixie Youth Program and abide by policies and decisions made by them. I will be engaged in no unscrupulous activity which tends to undermine the authority of those charged with the responsibility of directing this program.

Attend regularly all official meetings and functions of the local program unless hindered by means over which I have no control, always placing the activities of the League at the highest level of importance. Unless hindered by unforeseen circumstances, I will always be present for team practices and games.

Encourage volunteer support of parents, educators and all agencies devoted to the welfare of youth.

Protect the Dixie Youth franchise against exploitation and use of Dixie Youth players for purposes of personal profit or commercialization.

"Building Youth Today for Better Citizens Tomorrow"