

**PULASKI COUNTY PARKS & RECREATION  
8-10 DIXIE YOUTH BASEBALL  
LOCAL LEAGUE RULES & BYLAWS**

**LEAGUE DIRECTORS:**

WEST SPORTS COORDINATOR - EDDIE SUTPHIN, 980-7760 980-7795 SIL  
EAST SPORTS COORDINATOR - JOHN MYERS, 674-0107

**ANY RULE NOT COVERED IN THE FOLLOWING SHALL BE GOVERNED BY DIXIE YOUTH  
BASEBALL OFFICIAL RULE BOOK 2016**

1. Do not start another inning if 1 hour and 45 minutes has passed.
2. When games are called off due to weather conditions, coaches should help by calling numbers above. League office will try to contact head coach. Coach should contact players.
3. Participation Rule: All players must bat at least one time and play 2 innings in the field. Must forfeit game if protested by opposing coach, within 5 minutes after completion of game.
4. Team may play with 8 players. 9th position is a out.
5. 7 run limit per inning. This includes all innings played. 10 run slaughter rule after 4 innings or 3 ½ if home team is ahead. 8 run lead after 5 or 4 ½ game is over.
6. Player sitting on bench and cannot play for any reason, coach must report this to home umpire and opposing team coach.
7. No head first slides except when player is going back to a base. Player is out if slides head first.
8. No infield fly rule.
9. No balk rule for.
10. Re-Entry rule is in effect. Any player who has been in the game may re-enter one time provided he returns to the same batting position. In the event a coach has used all of his eligible players and a player is injured, becomes ill or cannot continue, or ejected from game, or not present when a suspended game is resumed, then the game shall not be forfeited. Opposing coach may select player (even if player has been in other lineup position) as replacement. Illegal substitutions must be noticed by opposing coach before another pitch is thrown, or sub becomes legal. **Free substitution on Defense!**

**\*\*\*\*RULES Continued on back\*\*\*\***

**Dixie Youth Rules Continued:**

11. Winning team coach must report details of games for both teams to league office. 674-0107 or 980-7760
12. Catchers shall not be required to catch third strike.
13. Must remove pitcher after third visit. (Per inning)
14. Defensive team may intentionally walk batter by electing to send batter to first base, without pitching to batter.
15. Speed up Rule: with a runner on third, the catcher may get time out from umpire by straddling third base line and calling time out. Runners must go back to base. This must be done before runner begins attempt to steal the base. Catcher must have the ball. Time out - is Time Out, even if the catcher makes a bad throw back to the pitcher. Time out is dead ball. A runner must be on third base to get time out from umpire.
16. Umpires should meet with coaches to go over pitching records.
17. A EH (extra hitter) can be used. If team starts game with EH the team must finish game with EH. The batting position will be an out if team can not finish with EH.
18. No tobacco products allowed by coaches or players during games and practices.
19. Once pitcher is removed from pitching position, he cannot return to pitch in the same game.
20. 4 outfielders!
21. A continuous batting order must be used until all players have batted. After all players have batted, the coach can continue with the continuous order or he/she can bat 9 or 10 with a EH. If a player gets hurt in a continuous batting order, that spot does not count as a out. Coaches must decide before the game starts if he/she is sticking with the continuous batting order or batting just 9 or 10.
21. Catchers must wear a protective cup.\
22. Can use Runner for the catcher, to speed the game up. Must use the person who made the last out. (Just make sure you use this rule to get the catchers equipment on.)