# Dixie Youth East Regional World Series <br> Coach Pitch A Division (6U) <br> Tournament Rules and Regulations 

IMPORTANT: The Official Dixie Youth rules as currently in use will be the basic set of rules with the exception of the following rules.

## PLAYING FIELD:

(A) Baselines shall be sixty ( $60^{\prime}$ ) feet.
(B) The center of the player pitching circle will be forty-six ( $46^{\prime}$ ) feet from the back tip of home plate. There will be a twelve ( $12^{\prime}$ ) foot diameter circle from the center of the pitching circle will be used as the mound.
(C) The coach pitcher in 6 U will pitch from a pitching rubber of thirty-six ( $36^{\prime}$ ) from the back tip of home plate. The coach pitcher must start with one foot on the rubber when pitching to the batter. The coach pitcher must throw overhand from a standing position. If the coach pitcher is hit by a batted ball, it is a dead ball and will be declared a no pitch. The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair territory to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch.
(D) The outfield fence will be a minimum of 160 feet from home plate.

## COACHES:

(A) Each team will be allowed a manager and a maximum of three (3) coaches. There must be four (4) coaches listed on the tournament affidavit.
(B) No more than three (3) coaches will be allowed on the playing field while on offense, coaches will be at $1^{\text {st }}$ and $3^{\text {rd }}$ base coaching boxes and one coach pitcher. The coach pitcher may coach or position the batter but cannot coach the runners. The coach pitcher will be given one warning if he coaches the runners and on the second offense, he/she will be removed from pitching and placed in the dugout for the remainder of the game. One coach must remain in the dugout at all times.
(C) Only the manager may represent or speak for the team.

## PLAYERS:

(A) Tournament team rosters will consist of either eleven (11) or twelve (12) players.
(B) The game will be a forfeit if a team cannot field nine (9) players.
(C) There will be 11 or 12 defensive players depending on the number of players rostered.
(D) Six (6) outfielders will be at least twenty feet ( $20^{\prime}$ ) behind bases. A chalked or painted line may be placed at twenty feet to define where the outfields must play before the ball is hit. If playing with less than 12 players, the team will have the required six (6) infielders with the remaining players playing the outfield positions
(E) The catcher must be in full catcher's gear which shall include, shin guards, chest protector, face mask with helmet attached to the mask and a throat protector on the catcher's mask unless it is a hockey style mask and a protective cup must be worn by the catcher. Catchers may use a baseball glove or catcher's mitt. The catcher must be in the squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched.
(F) The player pitcher must wear a batting helmet with a face mask attached to the helmet or face guard. If player pitcher wears a face guard, he is not required to wear cap.
(G) Uniforms will be a complete uniform with cap, jersey with numbers and must have a Dixie Youth patch worn on the left sleeve. Teams should wear the uniforms that they competed in the state tournament with.

## GENERAL PLAYING RULES:

(A) Regulation game shall be five (5) innings for tournament play. The fifteen (15) run rule applies after three (3) innings or ten (10) run rules after four (4) innings. The fifteen (15) run rule will only apply after three (3) innings if all players have completed one time at bat.
(B) An inning will be completed when teams have acquired three (3) outs or scored a maximum of seven (7) runs.
(C) Teams will bat in a continuous batting order. At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting line up and will bat in this order for the entire game.
(D) Each batter will be allowed five (5) pitches or three (3) swinging strikes per at bat, whichever comes first. The batter will be called out if the ball is not put into play after the $5^{\text {th }}$ pitch. If the batter fouls the last pitch, he/she will be given an additional swing; if the batters fouls again, he/she will get another swing, etc. There will be a ( $10^{\prime}$ ) arc from the back of home plate, the ball must go past the arc to be a fair ball. Any ball that does not go past the $10^{\prime}$ arc is considered a foul ball.
(E) A player who is forced to leave the game because of illness or injury and later is able to return into the game he/she will bat in same place in the batting order as when they left the game. An out will not be awarded for a batter if injured, sick or ejected and unable to bat, the batter will be skipped. If a player becomes injured or sick while on base, the previous player making the last out shall run for him/her.
(F) Outfielders must be stationed at least a minimum of twenty ( $20^{\prime}$ ) feet from the baseline until contact with the ball is made. If playing with less than 12 required players, the team will have the required six (6) infielders with the remaining players playing the outfield positions.
(G) Bats must be labeled with the USA BASEBALL mark and must be $21 / 4^{\prime \prime}$ or $25 / 8^{\prime \prime}$ bats with a maximum length of thirty $\left(30^{\prime \prime}\right)$ inches. No T-ball bats will be allowed in 6u coach pitch.
(H) Baseballs will be Dixie Youth approved hardballs.
(I) Batters must wear a batting helmet; chin straps and face masks on the batting helmets are optional. Player pitcher must have one foot in the pitching circle until contact is made with the ball. If the player pitcher leaves the pitching circle before contact is made with the ball, the offensive team has the option of either letting the play stand or rule it as a no pitch. Infielders maybe positioned no closer than an imaginary line between first to third base and no closer than the player pitcher.
(J) Base runners must stay in contact with the base until the ball is hit. Leaving the base before the ball is hit will allow the defensive team the option to keep or reject any part of the play.
(K) Any runner missing a base must be appealed to the umpire by the defensive team at the end of the play, this is a dead ball appeal and if the runner is ruled to have missed a base, he/she will be called out.
(L) Play is dead when an umpire calls time out, when the play comes to a natural end and base runners are making no attempt to advance or if a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base only at his/her own risk then umpire will call dead ball or time out.
(M) No infield fly rule, no bunting, no base stealing and no intentional walks will be allowed.
$(\mathrm{N})$ No team shall play more than two games per day unless inclement weather comes into play.

## APPEAL PLAY ADVICE

A simple procedure to teach and follow: When time is OUT manager will make appeals for 5 \& 6 year olds. All District Directors, after drawing tournament brackets for round-robin, sub-district, and district tournaments, must send the State Director a copy of all brackets and tournament fees. In keeping with Dixie Youth Baseball Policy, we strongly recommend background checks on coaches, umpires, and anyone connected with the teams. We will not allow anybody who has child abuse charges to be associated with any team. If you have teams coming into your park to play, make sure they have insurance or that your park insurance covers them. No team will be allowed to take the field at a tournament or play without proof of insurance. ALL managers and coaches must have a (1) concussion training certificate and a (2) cardiac arrest certificate included in their tournament paperwork. (one internet source is up.cdc.gov). This requirement is for Round-Robin, Sub-District, District, and State tournaments. This must be done prior to their first tournament game. PENALTY: Not allowed to manage or coach the team until this requirement is met. The State Board recommends that if you have a female on your team to at least have an adult female sitting in the dugout.

