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DIXIE SOFTBALL, INC. GENERAL INFORMATION

DIXIE SOFTBALL, INC. (DSI), is a youth softball program for girls eighteen (18) years of age and younger, playing on a scaled-down diamond to meet the physical development of the growing child. The main purpose of the program is to provide a recreation outlet for as many as possible with emphasis on local league play rather than tournament play.

The Incorporators of the program were: The late Ann Bradford, Minor Heights, Alabama; George Desmond, River Bend, Alabama; James E. "Obie" Evans, Minor Heights, Alabama; the late Leo Hamrick, Centreville, Alabama; Charles McCain, Fultondale, Alabama; Carlton McWhorter, Midfield, Alabama; Bill Rotenberry, Hueytown, Alabama; James J. "Jim" Swift, Hoover, Alabama; Charles "Buddy" Wade, Brent, Alabama; and the late Carol Warner, Cahaba Heights, Alabama. The Incorporators, however, have no more voice in the operation of the program than any of the elected members of the Board of Directors.

✎ If there is not a proper nomination for a National or State Director submitted on time from a state there will be no election. The members of the DSI National Board of Directors (excludes the person whose term is up for election) from a particular state that did not receive a proper nomination for either a National or State Director shall select the person to serve the full term of the office that was up for election. If there is not a member of the DSI National Board of Directors remaining (excludes the person whose term is up for election) on the National Board from a state that did not properly nominate someone for either the National or State Director the DSI Executive Committee shall select the person to serve the full term of the office that was up for election.

The 2009 DSI Board of Directors approved that each state in the program is represented on the Board by the following: (a) a State Director from one (1) to two hundred and ninety-nine (299) teams; (b) a State Director and one (1) National

Director beginning at three hundred (300) teams. Beginning with 2011 all states shall be in compliance with one (1) National Director Policy. Attrition shall be Defined as death, resignation, removal from office or state not having enough teams to justify a Second National Director.

No relatives (by blood, marriage or other legal means) can serve on the DSI Board of Directors at the same time.

No DSI official or a member of their immediate family can profit financially from their affiliation with Dixie Softball, Inc. or the game of softball.

Leagues affiliating themselves with this program must comply with a basic set of rules and regulations as outlined in this booklet, but league officials will have absolute autonomy on certain provisions as indicated below.

Playing night games, interlocking scheduling, exhibition games, double or single elimination in championship games and matters concerning player selection systems, will be the responsibility of the individual leagues involved.

While emphasis will be on local league play, there will be district tournaments, state tournaments and a World Series, for the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS divisions, following the close of the regular season. The DIXIE SWEETTES division will play only to a district tournament level.

DEMOCRATIC ACTION

The Constitution provides for the election of the members of the National Board of Directors, (the officers of the program, and the National and State Directors,) along with the selection of the DIXIE ANGELS, PONYTAILS, BELLES and DEBS World Series sites and all other tournament sites.

The nominations for the National Directors are mailed to the National President on or before April 1 each year and the President or a National Board Member designated by the President shall conduct National Director elections. The nominations for the State Directors are to be mailed to the National Vice President on or before April 1 each year and the Vice President or a National Board Member designated by the Vice President shall conduct State Director elections. Nominations must be made by a league president or his representative and must be from a league that franchised the previous year and is a league that franchises as of April 1 of the current year. Any nomination received outside the aforementioned parameters will be disallowed. The list of nominees is to be mailed by April 30 to each renewed league that has franchised by April 1 of the current season and a mail vote will elect the National and/or State Directors. May 15 is the deadline for leagues to return their ballots to the President and/or Vice President. Leagues will be notified on the DSI web site (www.dixie.org/softball) about the election at least forty-five (45) days prior to the election so that nominations can be submitted and those nominated can be posted. If needed, a ballot will be sent out to the leagues so a vote can be cast.

Each National and State Director elected to the Board by a state shall be elected to a three (3) year term. Each member elected shall receive a majority of votes cast. Only leagues that franchised the previous season are eligible to vote for national and state directors.

In states where an increase or decrease in the total number of teams changes and therefore the number of eligible board members must be altered, the President

will advise what procedure to follow to accomplish the change.

The new National Board of Directors takes office at the Annual meeting of the Board of Directors. The officers for the coming season(s) will be elected by the Board at the Annual meeting. The term for all officers will be three (3) years.

With the exception of school and church leagues, no National Officer, National Director, State Director or District Director shall be permitted to participate in an official capacity in any other organized youth softball program operating in more than one (1) state. Complete qualifications for any person to be eligible for nomination, election or appointment to any official position within DSI, above the local level, are included in the By-Laws which govern its operation.

The District Directors of each state for the current season(s) will be elected by the previous season's franchised leagues within a particular district. The election will be held by the State Director or his appointed designee. Leagues will be notified about the election at least thirty (30) days before the election. A majority of votes cast will determine the winner. District directors in even numbered districts shall be elected in even years and District directors in odd numbered districts shall be elected in odd years. The term of office for district directors shall be two (2) years.

NOTE: District and state directors have the authority to appoint assistants. Those serving by appointment only have no authority to make any ruling or decision without prior knowledge of the district or state director nor can they vote on any district or state matter.

Only a duly authorized representative of a franchised league is allowed to vote in any matter before district or state meetings. No one person can represent more than one (1) league. NOTE: A duly authorized representative of a league is the league president or a person designated by him in writing who is active currently in the voting league.

Leagues are assigned to districts within a state and are under the direction of a district director. There may be up to nine (9) districts within a state under the direction of a state director. The district and state directors are under the direction of the national president and/or national commissioner(s). Information concerning leagues, such as names, addresses, phone numbers, etc., shall not be distributed as a whole or in part without the written consent of the President of DSI. Any Dixie Softball official asked to give out such information on an individual basis should do so only if it is for the enhancement of DSI.

There shall be no State Constitution or By-laws in conflict with the intent, aims, purposes and rules of the NATIONAL DIXIE SOFTBALL organization.

All tournament sites are determined by each state organization on a bid basis with all leagues having equal opportunity in hosting the event provided the league can comply with the requirements established by the state organization. The state requirements are to be determined in advance by each state and announced accordingly.

Rule(s) changes suggested by umpires, managers, National Board Members and league officials during the season shall be mailed directly to the Vice-President not later than May 31 of the current year. Suggestions received after this date shall be placed on the agenda for consideration the following year. The Vice-President will mail a copy of all suggestions and proposed rule changes to each director as soon as he assembles them. Any rule change submitted in the current year and passed by the National Board will become effective with the next printing of the rule book.

A financial statement is made once a year and is presented at the annual meet-

ing. A C.P.A. firm will review the finances of DSI annually. An audit will be at the discretion of the National Board of Directors.

INTENT OF DIXIE SOFTBALL ORGANIZERS

The most fundamental intent of the organizers of DSI was to develop a program which would emphasize local autonomy. It was our philosophy and belief that the parents and workers in each local league know what is best for them and their children. Since the mores (customs) of our people vary from community to community, even within the same districts, it was necessary to leave such things as night softball, team selections and league operation up to the local league. There were imposed upon the leagues certain fundamental rules that were deemed necessary for good organization and which would keep one league from gaining unfair advantage over another such as boundary and population limitations, the number of teams in a league, and the age brackets.

The next important philosophical belief was that the leagues affiliated with the program should have a voice in the running of the program. Thus the provisions for electing national directors, state directors, and district directors from among the leagues to serve with the organizers were made.

Any governmental structure between the local leagues and the national board exists for one reason . . . to serve the local leagues as administrative adjuncts of the Board. The imposition of any rule on a local league should be done with utmost reluctance and absolute necessity.

OFFICIAL STATEMENT OF POLICY

It is the policy of DIXIE SOFTBALL to promote the development of strong character, a right attitude and a sense of responsibility and citizenship in youngsters, using the game of softball as a vehicle. It is the purpose of DIXIE SOFTBALL to achieve this goal through fair play, good sportsmanship and congenial fellowship, with adult leaders providing the example. It is strictly against the policy of DIXIE SOFTBALL for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

DIXIE SOFTBALL, INC. CREED

Another game is about to begin,

One team must lose, the other will win.

So let's get started with this event,

We will all play fair and give one hundred percent.

"LET'S PLAY DIXIE SOFTBALL"

Phil Bollinger (1978), West Pasco Girl's Softball Association
New Port Richey, Florida

NAMES AND ADDRESSES

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The 2009 DSI Board of Directors voted that beginning with the 2009 season all Life Members will serve only as honorary Board members. Present Life Members are: Carl O. Boelte, Yvonne L. Bright, Jim Early, Gordon L. Hobbs and Palmer “Buddy” Suggs.

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The 1976 Board of Directors granted the States the right to charge a fee for operating their programs of the State. The States have the right to charge these fees and to penalize any league that does not pay their fees provided that the State Constitution, authorizing such charges, is on file with the President.

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- District 3** – MARK McNABNEY, 1165 Hillcrest Road, Dickson, Tennessee 37055. Phones:
Home (615) 446-3671, Cell (615) 513-0052, E-mail: mcnabneym@bellsouth.net.
- District 4** – LEE OVERSTREET, 111 Ray Avenue, Old Hickory, Tennessee 37138.
Phones: Business (615) 305-6270, Home (615) 847-8859, Cell (615) 305-6270,
FAX (615) 847-9204, E-mail: leeover@bellsouth.net.
- District 8** – JENNIFER McDONALD, 507 Talley Street, Hohenwald, Tennessee
38462. Phone: Home (931) 796-4947, E-mail: jenmac5@hotmail.com.

TEXAS

- District 2** – DANNY PAGE, 16971 Jessie Hale Road, Tyler, Texas 75707. Phone:
Business (903) 509-0199, Home (903) 839-6893, E-mail: dplp@directv.net.
- District 3** – BURL SAMPSON, 130 CR 3182, Cleveland, Texas 77327. Phone:
Home (281) 592-7276, E-mail: absampson@tech-stars.net.
- District 4** – LOUISE YATES, 1297 West Industrial Blvd., Sulphur Springs, Texas 75482.
Phones: Home (903) 885-1422, FAX (903) 885-9687, E-mail: garyy@neto.com.
- District 5** – SHARON LAFITTE, 531 West Chestnut Street, Denison, Texas 75020.
Phones: Business (903) 463-5116, Home (580) 924-4231, FAX (903) 465-1676,
E-mail: Slafitte@cityofdenison.com.
- District 6** – TAMMY DANIEL, 715 Margaret Street, Blossom, Texas 75416.
Phone: Home (903) 517-2725, E-mail: (Home) tckk@classicnet.net. (Business)
tammy.daniel@usoncology.com.

VIRGINIA

- District 1** – MARK NUTTER, P. O. Box 599, Clarksville, Virginia 23927. Phones:
(Home) 434-374-4823, Cell (434) 210-1415, E-mail: jmnutter@hughes.net.
- District 2** – EMMETT ALMOND, 1037 Beaver Creek Crossing, Lynchburg, Vir-
ginia 24501. Phone: Home (434) 845-5811, E-mail: emmettalmund@aol.com.
- District 3** – MARK MOORE, 30 West Back Street #4, Fincastle, Virginia 24588.
Phone: Business (540) 473-8326, E-mail: mmoore@botetourt.org
- District 4** – HARRY THOMPSON, P. O. Drawer 807, Bedford, Virginia 24523.
Phones: Business (540) 587-6061, Home (540) 586-7370, FAX (540) 587-6134,
E-mail: hthompson@bedfordva.gov.
- District 5** – SHERRY ARRINGTON, 3707 Maidens Road, Powhatan, Virginia
23139. Phones: Home (804) 598-1453, Cell (804) 314-0079, E-mail: six4an-
gus@earthlink.net.
- District 6** – VIRGEL ALLEN, 1984 Cannady School Road SE, Floyd, Virginia
24091. Phones: Home (540) 745-3261, E-mail: vallen@swva.net.
- District 7** – JOHN OWEN, JR., 2301 Armstrong Road, Penhook, VA 24137. Phone:
Home (434) 927-5531, E-mail: johnjr2301@fairpoint.net.

DATES TO REMEMBER

(Official deadlines unless described as suggested)

MARCH

- 1 — Postmark deadline for scholarship applications.
- 1 — Franchise Renewal forms mailed to leagues by this date.
- 10 — All applications for scholarships **MUST** be in the hands of the Scholarship Chairman no later than this date.

APRIL

1 — Latest date for mailing Annual Billing for Franchise Fees form and applicable fees to the President to renew franchise privileges. **THEY MUST BE RETURNED WITHIN TWO (2) WEEKS OF RECEIPT. THE ABSOLUTE LATEST DATE FOR MAILING FRANCHISE RENEWAL FORMS AND FEES IS APRIL 1. FAILURE TO COMPLY WILL RESULT IN POSSIBLE LOSS OF TOURNAMENT PRIVILEGES, POSSIBLE LOSS OF NEXT OPPORTUNITY TO HOST A TOURNAMENT AND/OR A PENALTY OF \$50.00 PAYABLE TO THE "DIXIE SOFTBALL SCHOLARSHIP FUND". ANY GAME PLAYED BEFORE THE POSTMARKED DATE OF THESE FORMS AND FEES SHALL NOT BE CONSIDERED OFFICIAL AND CANNOT BE COUNTED IN MINIMUM GAME REQUIREMENTS FOR TOURNAMENT ELIGIBILITY EVEN THOUGH THE PENALTY AMOUNT MAY BE SUBSEQUENTLY PAID.**

NOTE: A BOUNDARY MAP AND POPULATION COUNT ARE REQUIRED WITH ALL NEW FRANCHISES. A LEAGUE'S FRANCHISE WILL NOT BE ACCEPTED UNTIL A BOUNDARY MAP AND POPULATION COUNT IS ON FILE WITH NATIONAL HEADQUARTERS AND WITH THE STATE AND DISTRICT DIRECTORS.

1 — Deadline for counting total number of leagues and/or teams per state for purpose of determining number of National Directors. Leagues may be accepted after this date, but will not be considered in the aforementioned matter herein until the following year.

1 — Postmark deadline for leagues to gain or retain voting privileges for current season.

1 — Postmark deadline for nominating National and State Directors in each state.

4 — All nominations for National Directors MUST be in the hands of the President no later than this date.

4 — All nominations for State Directors MUST be in the hands of the Vice President no later than this date.

5 — All franchises from the previous year **MUST** be renewed and in the hands of the President no later than this date in order for that franchise to be eligible for tournament play and for voting in district, state or national matters in the current season.

15 — Scholarship winners announced no later than this date.

30 — Postmark deadline for rule/policy changes to be mailed to Vice President.

30 — Deadline for mailing out ballots for election of National and State Directors.

MAY

1 — Postmark deadline for requesting DIXIE DARLINGS, ANGELS, PONY-

TAILS, BELLES or DEBS World Series for the following year. (Leagues may request more than one (1) World Series). World Series may be awarded two (2) years in advance.

1 — Postmark deadline for player releases to be mailed to district and state directors. EXCEPTION: A state director, with approval from the National President, may allow a later release date due to extenuating circumstances.

1 — Postmark deadline for Hall of Fame nominations.

1 — Registration of all local players and coaches in the DIXIE SWEETTES, DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS divisions with district and state directors on Official Registration forms MUST be postmarked by this date unless earlier date is set by state organization. NOTE: Leagues who have not registered their players and coaches by this date risk being declared ineligible for tournament play. No player, coach or division may be added postmarked later than this date. Notice of any deletion of teams must be postmarked by this date in order for a refund of fees. EXCEPTION: A state director, with approval from the National President, may allow a later registration date due to extenuating circumstances.

1 — POSTMARK DEADLINE FOR UMPIRES TO REQUEST TO BE REGISTERED AS AN UMPIRE.

15 - Tests for registering as an umpire MUST be in the hands of the Umpires Committee Chairman no later than this date.

15 — Suggested deadline for state organizational meeting.

15 — Deadline for mailing ballots to President in National Director elections.

15 — Deadline for mailing ballots to Vice President in State Director elections.

20 — Suggested deadline for leagues requesting sub-district, district, and state tournaments. Requests for requirements for hosting such tournaments should be mailed to your State Director.

JUNE

1 — NO FRANCHISE APPLICATION OR RENEWAL OF A FRANCHISE WILL BE ACCEPTED POSTMARKED LATER THAN THIS DATE.

1 — Suggested deadline for selection of sub-district, district, and state tournament sites.

📎1 — Deadline to notify State Director that a division(s) in your league will not be participating in Dixie Softball tournaments for the current year. PENALTY: FAILURE TO NOT NOTIFY THE STATE DIRECTOR BY THIS DATE WILL RESULT IN THE LEAGUE BEING INELIGIBLE TO PARTICIPATE IN TOURNAMENT PLAY THE NEXT SEASON THAT LEAGUE FRANCHISES WITH DSI.

📎17 — No DSI tournament shall begin before this date. NOTE: District Director, with written approval from the state director, may set an earlier date for DIXIE SWEETTES tournament.

JULY

NOTE: State or sectional tournaments to be scheduled so as to be completed seven (7) days before the start of a particular division's World Series play begins.

NOTE: BIRTH CERTIFICATES AND PLAYER AFFIDAVITS MUST BE INSPECTED FOR ALL DISTRICT TEAMS (REGARDLESS OF WHETHER OR NOT THE DISTRICT IS DIVIDED INTO SUB-DISTRICTS) AT LEAST SEVEN (7) DAYS PRIOR TO THE FIRST TOURNAMENT GAME.

📎30 — Teams to arrive at Dixie Darlings World Series site (Denison, Texas).

📎30 — Teams to arrive at Dixie Angels World Series site (Vanceleave, Mississippi).

📎30 — Teams to arrive at Dixie Ponytails World Series site (Columbia County/Grovetown, Georgia).

📎30 — Teams to arrive at Dixie Belles World Series site (Pineville, Louisiana).

📎30 — Teams to arrive at Dixie Debs World Series site (Vanceleave, Mississippi).

AUGUST

31 — District Directors to assume office on this date.

31 — State Directors to assume office on this date or on the first day of the Annual meeting of the Board of Directors of DSI, whichever comes first, in the year they are elected.

YOUR DISTRICT DIRECTOR-

YOUR SERVICE MANAGER

Every person who serves as an elected official of DIXIE SOFTBALL is elected to SERVE the leagues. This is the one and only reason he holds office. Each league, therefore, is encouraged to take advantage of the services offered by each official. The District Director is generally the nearest official and certainly the most informed on matters dealing with a league and its need. We strongly suggest that league officials use the services offered by their District Director as their first move in obtaining help. Naturally the State and National Directors from their state also stand ready to help if needed and the Commissioner is also anxious to help. But the first step is to the District Director.

ATTENTION LEAGUE OFFICIALS

It is the duty of league officials to carry out the day-by-day assignments that keep your teams playing under the finest conditions. There are, however, a few matters that come up only periodically that are of equal importance but because they are needed only occasionally you may tend to overlook them. We list these here as a reminder. Be sure your league considers these in the interest of your program.

(1) Have you submitted players' names and credentials for possible selection for one of the DSI SCHOLARSHIP AWARDS?

(2) Have you submitted the names of players, coaches, league officials for possible selection to the DSI HALL OF FAME?

(3) Does your league have a permanent mailing address? This avoids important correspondence from becoming lost because the last known league contact no longer is connected with the league.

WORLD SERIES CHAMPIONS AND SITES

(FastPitch)

Champions	DIXIE DARLINGS	Host League/Site
2006 Underwood, Alabama.....		Dyersburg/Dyer County, Tennessee
2007 Pineville, Louisiana.....		West Stanly/Endy, North Carolina
2008 Hartselle American, Alabama.....		Pineville, Louisiana
2009 Madison Central, Tennessee.....		Sumter, South Carolina
2010		Denison, Texas

Know your District and State Director — and keep in touch with them all year round. Let them know who you are — and where you are!

2001	Corinth Y, Mississippi.....	Boaz, Alabama
Champions	DIXIE PONYTAILS	Host League/Site
1993	Northeast Pensacola, Florida.....	*Zephyrhills, Florida
1994	Boaz, Alabama.....	Kingsland/Camden County, Georgia
1995	Cherryville, North Carolina.....	Boaz, Alabama
1996	Cherryville, North Carolina.....	Magnolia, Arkansas
1997	Cherryville, North Carolina.....	Hernando/Brooks, Florida
1998	Ozark, Alabama.....	Perry, Georgia
1999	Columbia National, Mississippi.....	Iuka, Mississippi
2000	Ashford, Alabama.....	Richland, Mississippi
2001	Carthage, Mississippi.....	Boaz, Alabama

Champions	DIXIE BELLES	Host League/Site
1993	Northeast Pensacola, Florida.....	*Kingsland, Georgia
1994	Cochran/Bleckley, Georgia (HOST).....	Cochran-Bleckley County, Georgia
1995	Columbia National, Mississippi.....	Boaz, Alabama
1996	Dadeville, Alabama (HOST).....	Dadeville, Alabama
1997	Columbia National, Mississippi.....	Ozark, Alabama
1998	Brunswick Youth, Virginia (HOST).....	Lawrenceville, Virginia
1999	Dumas Lions Club, Arkansas.....	Iuka, Mississippi
2000	Wicksburg, Alabama.....	Richland, Mississippi
2001	Carthage, Mississippi.....	Perry, Georgia

Champions	DIXIE DEBS	Host League/Site
1993	Okeechobee, Florida.....	*Kingsland, Georgia
1994	Tallassee, Alabama.....	Camden County/Kingsland, Georgia
1995	Dumas Lions Club, Arkansas.....	East Pasco/Zephyrhills, Florida
1996	Corinth Y, Mississippi.....	Camden County/Kingsland, Georgia
1997	Columbia National, Mississippi.....	Muscle Shoals, Alabama
1998	Corinth Y, Mississippi.....	Perry, Georgia
1999	Camden County American, Georgia.....	Iuka, Mississippi
2000	Lafayette County, Arkansas.....	Richland, Mississippi
2001	Perry, Georgia (HOST).....	Perry, Georgia

*FastPitch league that hosted SlowPitch World Series

In 2000, the DSI Board of Directors voted that 2001 would be the last year for Dixie Softball SlowPitch World Series play and in 2003 ended all SlowPitch play.

DIXIE SOFTBALL HALL OF FAME

INDUCTEES: (1993) James E. “Obie” Evans; **(1994)** Carl O. Boelte, Sybil Richards, Pat Thornton, Birmingham Trophy Shop/A. B. and Michael Shelton, 78 West, AL; **(1995)** Palmer “Buddy” Suggs, Carol Warner, Lisa Tucker, Jimmy Dale Dew, Worth Sports, Inc., Hueytown, AL; **(1996)** James A. Webb, Bobbie Stacks, Nick Senter, Sadler & Company, Steve Self, East Pasco/Zephyrhills, FL; **(1997)** Nancy Thornton, J. M. “Jack” Boggan, Home Safe Face Guards, Inc./John Roche, Halifax County, VA; **(1998)** Yvonne Bright, Machel Robinson, Tom O’Neal, Frank Baxter, Bill Rotenberry, Chester County, TN; **(1999)** Carl “Blackie” Curren, J. D. Painter, Charles “Buddy” Wade, Michael LeBlanc, Donna Legg, Lynn Terry, Oron Huneycutt, Jim Smith, Dudley Sports, H&B Bradsby (Louisville Slugger), Bedford American, Eastern, Lakes, Metro and National, VA, Ward 10, LA, **(2000)** Richard T. Murphy, Sr., Gordon L. Hobbs, Charles Mathis, Renee Biache, Keri Bradford,

Donna Carr, Kay Durrett, Jeff Thomas, Jeff Blackwell, Gautier, MS, Kingsland/Camden County, GA, David Fletcher, Waymon Pounders, Easton Sports; **(2001)** Cossette Brown, Teresa Whitlow, Tom Brown, Ralph Ledbetter, Terry Martin, Ann Bradford, Huntsville Civic, American, Southern, Northern, National/Lakewood, International, West, South, East and Continental, AL, Humphreys County, TN, World's Finest, Billy Lamastus, James "Chuck" Warner, Doug Turner, Carrie Conner, Debbie Tate; **(2002)** Gwen Humphries, Carla McWhorter, Mary "Cotton" Esary, Carl Chestnut, Danny Murphy, Danny Fletcher, Clarence Jordan, Decatur, AL, Fairview, TN, Bolco-Adams USA, Kathy Odom, Clifford "Buddy" Knowles, Steve Gilmore, Kathryn Painter, Clyde Green, Elizabeth "Bootsie" Brown; **(2003)** Cindy Hill, James Pendley, Charles "Zack" Black, Aubrey Tapley, Pleasant Grove, AL, The Candy Lady/Donald and Karen Jones, Danny Lambert, Greg Pendley, George Seiford, Louise Jordan, Newman "Doc" Ayers, Hattie Guilotte; **(2004)** Marla Townsend, Teala Wilmet, Sharon Murray, Doug Sellers, Hugh Campbell, Jr., Jugs Equipment, Mike Broad, Chris Horn, McAdory, AL, Jefferson Parish Westbank, LA, Scottsboro, AL, Auburn, AL, Fort Rucker, AL, DeRidder, LA, **(2005)** Theresa Stratton, Kathy Ledbetter, Donnie Bomar, Eugene A. Kelly, Rodney "Hoss" Parker, Jimmy Wade, Billy Withers, Jr., Arnold King, George D. Matthews, Sr., Ken Myers, Carl Nunnally, Phyllis Slaughter, Gary Cleckler, Montgomery Gray, AL, Crewe-Burkeville, VA, Denison, TX, Morris, AL, West Pasco, FL, Jemison/North Chilton, AL, Charlie Moorefield, Larry Gann, Jackie King, Frank Ott, Joe Slaughter, Barry Randolph, Barry Blackwell, Carol Becker, Karen Irvin, Susan Irvin, Shirley Bain, Debbie Jo Warner, Cheri Warner, QSP, Inc., Henco, Inc.; **(2006)** Holly Currie, Jessica Markel, Jessica Williams, Carmen Boelte, Katie Stewart, Nikki Dean, Jennifer Stewart, Mary Leah Boggan, Quinton Currie, Peyton Hines, Jr., Cecil Terpo, Buddy Forrest, David Mizell, Louise Yates, Ken Sloan, Richard Marshbanks, Jackie Murrell, Columbus County, NC, Covington, TN, Mena Optimist, AR, Natchitoches Area, LA, Pascagoula, MS, Georgetown County, SC, Perry Jr. League, GA, Powhatan, VA, Shepherd, TX, Vancleave, MS, Alexandria, LA, Rapides East/Buckeye, LA, Daleville, AL, Jackson-Dekalb/Sand Mountain, AL, East Montgomery, AL, Florence Central, AL, Underwood, AL, A.D. Starr, Dixie Youth Baseball, Inc.; **(2007)** Emily Barbee, Brittany Leverett, Lindsey Williamson, Barbara Watts, Megan Hall, Rose Register, Donna Thompson, Robin Whitaker, Appomattox, VA, Beauregard, LA, Botetourt, VA, Cherryville, NC, De Quincy, LA, Decatur County, TN, Dickson County, TN, East Hickman, TN, Emporia-Greenville, VA, Fannin, TX, George County Southern, MS, Hartselle, AL, Kings Mountain, NC, Lancaster, SC, Lancaster Southern, SC, Walterboro-Colleton County, SC, West Monroe, LA, West Stanly, NC, Fort Payne, AL, South Bibb, AL, Tarrant, AL, Hudson, TX, James Bryant, Mike Leverett, Pete Marrero, Larry Gafford, Gary Hardison, Preston Leonard, Tim Neely, Carlton McWhorter, David Harsh, C. J. Gibson, Mayer "Buddy" Cohen, Judy Blackman, Michael Cagle, Earl Long, Charles "Shep" Richardson, Terry Singleton, Linda Nunnally, JP Sports, *DCEMBROIDERY*; **(2008)** Michelle Armstrong, Natalie Bunn, Darlene Comeaux, Alana Ellenburg, Wendy Hunt, Lana Ibieta, Cheryl Jordan, Lee Anne "Beanie" Ketcham, Michelle "Missy" Martin, Lorraine "Les" Stuedeman, Vann Stuedeman, Chuck Solesbee, Pat Belinowski, Wayne Bishop, Greg Peppers, Eugene Grinder, Sylvester Guerra, Dale Wooding, Ted Belasic, Donald Legg, Larry Gilliam, Mary Hill, Kim Richards, Kelli Barnett, D.D. Edwards, George Desmond, Leo Hamrick, Charles McCain, James "Jim" Swift, Jody White, Shirley Bishop, Phil Bollinger, Tommy Lacy, David Hatley, Lou Isaacson, Marty Philpot, Boaz, AL, Brooks, AL, Montgomery A. U. M. Green, AL,

Muscle Shoals, AL, Valley, AL, Mulberry, FL, Greene County, GA, Grant Parish, LA, Oakdale, LA, Pineville, LA, Plaquemines Parish North and South, LA, West Carroll, LA, Winn Parish, LA, Winnsboro, LA, Carthage, MS, Wayne County, MS, Pleasant Hill, SC, Houston County, TN, White House, TN, Hopkins County, TX, Huntsville, TX, Carroll County, VA, Clarksville, VA, Cumberland, VA, Larry's Photography/Larry and Gene Fulp; (2009) Becky Clark, Brenda Baldwin, Helen Funk, Rebecca Almond, Jim Murphy, Betty Richards, Anne Pitts, Carol Moore, R. L. Port, Paula Beauchene, Wayne Keller, R. T. Adams, Jennifer McDonald, Doug Garrett, Frank Perkins, Ruffin George, Jr., Anna McKinney, Betty Lou Perkins, Diane Mathews, Alexander City, AL, Midfield, AL, Thomasville, AL, Northwest LaSalle, LA, Rayville, LA, St. Bernard Parish, LA, LeFlore County, MS, Aynor Area, SC, Peach Blossom/District One, SC, Waccamaw Community, SC, Marion, SC, North Myrtle Beach, SC, Madison Central, TN, Cleveland, TX, Amherst County, VA;

📎 **2009 Inductees:** (Pioneer Players) BECKY CLARK, Vestavia Hills, AL; BRENDA BALDWIN, Whiteville, NC; HELEN FUNK, Gautier, MS; (Player) REBECCA ALMOND, Appomattox, VA; (Pioneer Coaches) JIM MURPHY, Brentwood, TN; BETTY RICHARDS, St. Bernard Parish, LA; (League Administrators) ANNE PITTS, Dadeville, AL; CAROL MOORE, Madison North, TN; (Pioneer DSI Administrator) R. L. PORT, Pleasant Hill, SC; (DSI Administrators) DIANE MATHEWS, Pelham, AL; WAYNE KELLER, Chester County, TN; the late R. T. ADAMS, Lancaster, SC; PAULA BEAUCHENE, Chipley, FL; JENNIFER McDONALD, Hohenwald, TN; DOUG GARRETT, Pineville, LA; FRANK PERKINS, Virginia, VA; BETTY LOU PERKINS, Virgilina, VA; (Umpire/Coach) GEORGE RUFFIN, JR., Oakdale, LA; (Pioneer Leagues) MIDFIELD, AL (1976); ST. BERNARD PARISH, LA (1977); LEFLORE COUNTY, MS (1976); (Leagues) ALEXANDER CITY, AL (1984) ; THOMASVILLE, AL (1985); NORTHWEST LaSALLE, LA (1984); RAYVILLE, LA (1984); AYNOR AREA, SC (1984); MARION, SC (1984); NORTH MYRTLE BEACH, SC (1984); PEACHBLOSSOM/DISTRICT ONE, SC (1984); WACCAMAW COMMUNITY, SC (1984); MADISON CENTRAL, TN (1988); CLEVELAND, TX (1984); AMHERST COUNTY, VA (1984); (Special Contributor) ANNA MCKINNEY, Denison, TX.

DIXIE SOFTBALL SCHOLARSHIP PROGRAM

DSI is proud to announce the offering of college scholarships to deserving young ladies in the DIXIE SOFTBALL program who meet the requirements set forth in the DSI SCHOLARSHIP PROGRAM.

The first Dixie Softball scholarships were awarded in 1979. Rules for applying are: Applicant must have participated in Dixie Softball for two (2) seasons; must be a senior in high school and must make application prior to March 1 of her senior year in high school. Further information may be obtained from: **Doug Garrett, Chairman, Scholarship Committee, 106 Woodlake Drive, Pineville, Louisiana 71360**, or from any State or National Director listed in this book.

It is the policy of the National Board of Directors and Scholarship Committee at the present time to award six (6) \$1,500.00 scholarships annually.

Receiving the awards in 2009 were:

ASHLEY NICOLE SHELL of DeRidder, Louisiana (Frank L. Baxter Honorary Scholarship); **ALYSSA JUNE DANIELS** of Carthage, Mississippi (R. T. Adams Memorial Scholarship); **BRITTNEY LYNN CLARK** of Erin (Houston County league), Tennessee (Billy Adkins Memorial Scholarship); **SKEETER ALICE BRANNAN** of Paris, Texas (Tim Neely Memorial Scholarship); **CRYSTAL LO-**

RANE YOUNG of Pineland, Texas (Aubrey Tapley Honorary Scholarship); **MARY ELIZABETH DRIVER** of Abbeville, South Carolina (George D. Matthews, Sr. Memorial Scholarship).

DSI scholarships are respectfully named in honor of the following past Dixie officials:

The late **BILLY ADKINS**, Alabama National Director, 1981-1984.

FRANK L. BAXTER, Alabama State Director, 1978-1983.

The late **R. T. ADAMS**, South Carolina National Director, 1997-1999.

The late **TIM NEELY**, Mississippi National Director, 2001-2004.

AUBREY TAPLEY, Arkansas State Director, 1990-2005.

The late **GEORGE D. MATTHEWS, SR.**, South Carolina State Director, 1999-2008.

2009 PALMER "BUDDY" SUGGS WORLD SERIES' RUNNERS-UP AWARD WINNERS

DARLINGS — Hartselle, Alabama.

ANGELS — West Jasper, Mississippi.

PONYTAILS — Belleview, Florida.

BELLES— South Stanly, North Carolina; Sumter, South Carolina (Host).

DEBS — Caldwell Parish, Louisiana.

The PALMER "BUDDY" SUGGS RUNNER-UP AWARD is in honor of Palmer "Buddy" Suggs, National Vice President (1982-1999).

2009 JAMES E. "OBIE" EVANS WORLD SERIES' SPORTSMANSHIP AWARD WINNERS

DARLINGS — West Pasco, Florida.

ANGELS — West Jasper, Mississippi.

PONYTAILS — Montgomery County, North Carolina.

BELLES — Dyersburg/Dyer County, Tennessee.

DEBS — Georgetown County, South Carolina.

The DIXIE DARLINGS, PONYTAILS, BELLES and DEBS SPORTSMANSHIP AWARDS are named in honor of JAMES E. "OBIE" EVANS, founder of Dixie Softball, Inc. and National President (1978 - Present).

Beginning 2010 the DIXIE ANGELS SPORTSMANSHIP AWARD will be named in memory of ASHLIE PIPKIN of Sumter, South Carolina. Ashlie played for the Host Angels team in the 2009 World Series. Shortly following the World Series, Ashlie fell ill with H1N1 swine flu and complications from the illness which sadly resulted in her untimely death on September 23.

2009 GORDON L. HOBBS SPIRIT AWARD

TAYLOR FINCH of BURKEVILLE, VIRGINIA 319 McLean St., Burkeville, VA 23922; **HANNAH SUE MILLS** of FANNIN, TEXAS P. O. Box 36, Telephone, TX 75488; **HEATHER McCOY** of SUMTER, SOUTH CAROLINA
DIXIE SOFTBALL

The GORDON L. HOBBS DIXIE SOFTBALL SPIRIT AWARD is in honor of Gordon L. Hobbs, National Board Member (1985 to present).

2009 CAROL M. WARNER AWARD

GEORGIA DIXIE SOFTBALL / SOUTH CAROLINA DIXIE SOFTBALL

The CAROL M. WARNER AWARD is presented annually to the state that

promoted DSI, the best in the year presented through growth in number of players and leagues, DSI scholarship promotion, information to leagues and overall participation of state DSI officials. The award is in honor of the late Carol M. Warner, a DSI Incorporator (1975-2005).

2009 YVONNE L. BRIGHT LEADERSHIP AWARD

PHIL PARNELL, SOUTH CAROLINA STATE DIRECTOR

DANNY BROOKS, FLORIDA STATE DIRECTOR

The YVONNE L. BRIGHT DIXIE SOFTBALL LEADERSHIP AWARD was established to honor those DSI officials (district, state or national) who utilize their leadership skills through tough exemplary decision making with only the concerns of applying the rules and policies of DSI in a fair and equal manner to all parties involved. It is named in honor of Yvonne L. Bright, DSI National Secretary (1982-Present).

DIXIE SOFTBALL, INC. SERVICE AWARDS

DSI presents, in five year increments, service awards to members of the National Board of Directors. In 2010, the following individuals are recognized for their service to Dixie Softball: (5 years) STEVE McMELLON; (10 years) RALPH HENSON; (25 years) GORDON L. HOBBS; (30 years) YVONNE BRIGHT; (35 years) JAMES E. "OBIE" EVANS.

SEASON DEDICATIONS

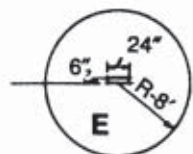
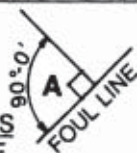
The 2010 DSI season is dedicated in memory of DOUG HULEN, owner/operator DSI Hall of Fame official supplier company DCEMBROIDERY, JANICE GOOLSBY SHEALY, DSI pioneer coach for the 78 West, Alabama league; ASHLIE PIPKIN, player for the Sumter, South Carolina Host team during the 2009 Dixie Angels World Series, CHARLIE GREEN, Virginia Dixie Youth State Director; Rocky Carter, umpire, coach and league official of Winnsboro, Louisiana; AVA BOLTON, player with the 78 West league in Alabama and participant in the 1979 Ponytails and 1984 Debs World Series; in honor of JAMES E. "OBIE" EVANS, DSI's founder and Incorporator, National President (1977 to present, National Treasurer (1986 to present) and first and only DSI Hall of Fame inductee (1993) for his 35 years of continuous service and to BIRMINGHAM TROPHY SHOP for their 35 years of continuous sponsorship to DSI, PLEASANT GROVE, McCALLA/McADORY, AUBURN, and SCOTTSBORO, ALABAMA; WARD 10, JEFFERSON PARISH WESTBANK, LOUISIANA; HALIFAX COUNTY, VIRGINIA leagues that will have franchised with DSI for 35 consecutive years by franchising in 2010, DSI's 35th year; KATHY WILBURN, DSI supporter Denison, Texas; ANNA McKINNEY, DSI supporter and Executive Director of Denison, Texas Chamber of Commerce; JULIE STRICKLAND, longtime and former North Carolina District Director and Assistant State Director; CARI McDONALD, former Tennessee National Director; GREG PIERCE, longtime and former Alabama Assistant State Director; LOUISE YATES, longtime Texas District Director and to HEATHER McCOY, player from Sumter, South Carolina;

LEGEND

- A—1st, 2nd, 3rd Bases
- B—Batter's Box
- C—Catcher's Box
- D—Home Plate
- E—Pitcher's Mound



LAYOUT AT FIRST BASE

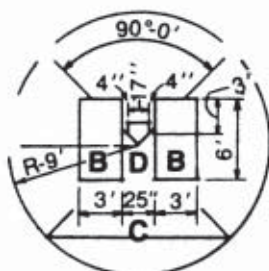
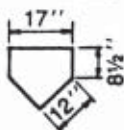


LAYOUT AT THIRD BASE



LAYOUT AT PITCHER'S MOUND NO SCALE

HOME PLATE



DEFINITIONS

1. **ALTERED BAT** — A bat is considered altered when the physical structure of a legal softball bat has been changed. Replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two (2) layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. A “flare” or “cone” grip attached to the bat is considered an altered bat.

2. **APPEAL PLAY** — An appeal play is a play upon which an umpire cannot make a decision until requested by a manager, player or coach. The appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. The defensive team has clearly left the field when the pitcher and all infielders have clearly left their normal fielding positions and have left fair territory on their way to the bench or dugout area. At the conclusion of the game, an appeal can be made up until the umpires leave the field of play.

3. **BASE ON BALLS** — A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four (4) pitches are judged to be balls.

4. **BASE PATH** — A base path is an imaginary line three feet (3') to either side of a direct line between the bases.

5. **BASERUNNER** — A baserunner is a player of the team at bat who has finished her turn at bat, reached first base, and has not yet been put out.

6. **BATTED BALL** — A batted ball is any ball that hits the bat, or is hit by the bat, and which lands either in fair or foul territory. No intention to hit the ball is necessary.

7. **BATTER'S BOX** — The batter's box is the area to which the batter is restricted while in position with the intention of helping her team to obtain runs. The lines are considered as being inside the batter's box. Prior to the pitch, she may touch the lines, but no part of her foot may be outside the lines. The batter's box shall be drawn with three (3) feet extending from the center of home plate toward the pitcher's plate and three (3) feet extending from the center of home plate toward the backstop.

8. **BATTER/BASERUNNER** — A batter/baserunner is a player who has finished her turn at bat but has not yet been put out or touched first base.

9. **BATTING ORDER** — The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the line-up card is submitted, it shall also include each player's position.

10. **BLOCKED BALL** — A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.

NOTE: If any illegal offensive equipment prevented the defense from making an out, the ball is dead, interference will be ruled, the player being played on shall be declared out, and each other runner must return to the last base touched at the time of the dead ball declaration. If no apparent play is obvious, a blocked ball is ruled, no one is called out, and each runner must return to the last base touched at the time of the dead ball declaration.

11. **BUNT** — A bunt is a legally tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

NOTE: A bunt attempt (“offer”) is any movement of the bat toward the ball when the ball is over or near the plate area. The mere holding of the bat in the strike zone is not an attempt to bunt.

12. **CATCH** — A catch is a legally caught ball which occurs when the fielder catches a batted, pitched, or thrown ball with her hand(s) or glove. If the ball is merely held in the fielder’s arm(s) or prevented from dropping to the ground by some part of the fielder’s body or clothing, the catch is not completed until the ball is in the grasp of the fielder’s hand(s) or glove. It is not a catch if a fielder, immediately after she contacts the ball, collides with another player, umpire, or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of the ball and that her release of the ball is voluntary and intentional. If a player drops the ball after reaching into her glove to remove the ball, or while in the act of throwing the ball, it is a valid catch. **NOTE:** A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

13. **CATCHER’S BOX** — The catcher’s box is that area within which the catcher must remain until the pitch is released. The lines are to be considered within the catcher’s box.

14. **CHAMPIONSHIP GAMES** — Championship game(s) are those played by first or second half winners to determine league winner or those between tied teams to determine first or second half winner. They are not regular season scheduled games but extra games to determine the above.

15. **CHARGED CONFERENCE** — A charged conference takes place when:

a. (Defensive Conference) The defensive team requests a suspension of play for any reason, and representative (not in the field) of the defensive team enters the playing field and gives the umpire cause to believe that he has delivered a message (by any means) to the pitcher. It is not a charged conference when the representative enters the field and removes the pitcher from the pitching position. When the representative crosses the foul line on the return to the dugout, the conference is over.

b. (Offensive Conference) The offensive team requests a suspension of play to allow the manager or other team representatives to confer with the batter and/or baserunner(s). It is not a charged conference when an offensive pitcher is putting on a warm-up jacket on base or if the offense confers while the defensive team is in conference, as long as the offense is ready to play when the defense’s conference is over.

16. **COACH** — A coach is a member of the team at bat (whose name appears on the Player Registration Form) who takes his place within one of the coach’s box on the field to direct the players of his team in running the bases. Two (2) coaches are allowed. (**NOTE: REFER TO DIXIE SWEETEEES SPECIFIC RULES.**) A coach shall not have any object in his possession in the coach’s box other than a scorebook which shall be used for batting order purposes only. No communication equipment is allowed.

17. **COACH-CATCHER** — The offensive team’s coach who plays the position of catcher when a coach-pitcher or pitching machine is used.

18. **COACH-PITCHER** — The offensive team’s coach who pitches to the players on his team or who places the ball into the pitching machine.

19. **COMMISSIONER** — Where the word “Commissioner” appears it shall mean the National Commissioner of the particular division in question.

20. **CROW HOP** — A crow hop is the illegal act of a pitcher who steps or hops off

the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point, and completes the delivery.

21. **DEAD BALL** — The ball is not in play and is not considered in play again until the pitcher has the ball in her possession and, is within eight feet (8') of the pitcher's plate and the plate umpire has called "play ball". A dead ball line is considered in play.

22. **DEFENSIVE TEAM** — The defensive team is the team in the field.

23. **DISLODGED BASE** — A dislodged base is a base moved from its proper position.

24. **DIVISION(S)** — Division(s) is the term used for one or more age groups of a league.

25. **DIXIE ANGELS** — DIXIE ANGELS is the age division within a league with suggested ages of nine (9) and ten (10) years old.

26. **DIXIE BELLES** — DIXIE BELLES is the age division within a league with suggested ages of thirteen (13) to fifteen (15) years old.

27. **DIXIE DARLINGS** — DIXIE DARLINGS is the age division within a league with suggested ages of seven (7) and eight (8) years old.

28. **DIXIE DEBS** — DIXIE DEBS is the age division within a league with suggested ages of sixteen (16) to eighteen (18) years old.

29. **DIXIE PONYTAILS** — DIXIE PONYTAILS is the age division within a league with suggested ages of eleven (11) and twelve (12) years old.

30. **DIXIE SWEETEEES** — DIXIE SWEETEEES is the age division within a league with suggested ages of four (4) to six (6) years old.

31. **DOUBLE PLAY** — A double play is a play by the defense resulting in two (2) offensive players being legally put out.

32. **EJECTION** — An infraction which requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game.

33. **FAIR BALL** — A fair ball is a batted ball that:

a. Settles or is touched on or over fair territory between home plate and first base or between home plate and third base.

b. Bounds past first or third base on or over fair territory.

c. Bounds over any part of the first or third base bag, regardless of where the ball hits after going over the bag.

d. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.

e. Touches first, second or third base.

f. First falls or is first touched on or over fair territory beyond first or third base.

g. While over fair territory, passes out of the playing field beyond the outfield fence.

h. Hits the foul pole above the fence level.

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

34. **FAIR TERRITORY** — Fair territory is that part of the playing field within and including the first and third base foul lines from home plate to the extreme playing field fence and perpendicularly upward.

35. **FAKE TAG** — A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner

either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction.

36. **FIELDER** — A fielder is any player of the team in the field.

37. **FLY BALL** — A fly ball is any ball batted into the air.

38. **FORCE OUT** — A force-out is an out which can be made only when a baserunner loses the right to the base she is occupying because the batter becomes a batter/baserunner, and before the batter/runner or a succeeding baserunner has been put out.

39. **FOUL BALL** — A foul ball is a batted ball that:

a. Settles or is touched on or in foul territory between home plate and first base, or between home plate and third base.

b. Bounds or rolls past first or third base on or over foul territory.

c. While on or over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground and provided a fair ball declaration had not been made prior to the ball entering foul territory.

d. First falls or is first touched over foul territory beyond first or third base.

e. Touches the batter or the bat a second time while the ball is within the batter's box.

f. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time she touches the ball.

NOTE: A fly ball that is caught in foul territory before it hits the ground or anything foreign to the natural ground is a "live" ball and will be played as if the fly ball was caught in fair territory.

40. **FOUL TIP** — A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) and is legally caught by the catcher.

NOTE: It is not a foul tip unless caught, and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball touched the catcher's hand(s) or glove.

41. **HELMET** — A helmet with double ear flaps shall be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner or skull type helmet does not meet the rules specification.

42. **HOME TEAM** — The home team is the team on whose grounds the game is played, or if the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

43. **ILLEGAL BAT** — An illegal bat is one that does not meet the requirements of Rule 2:02.

44. **ILLEGALLY BATTED BALL** — An illegally batted ball occurs when:

a. A batter's entire foot is completely outside the lines of the batter's box and on the ground when she hits a ball fair or foul.

b. Any part of the batter's foot is touching home plate when she hits the ball fair or foul.

c. The batter hits the ball with an illegal bat.

45. **ILLEGALLY CAUGHT BALL** — An illegally caught ball occurs when a fielder catches a batted or thrown ball with her cap, mask, protector, pocket,

detached glove, or any part of her uniform that is detached from its proper place.

46. **ILLEGAL PITCHER** — An illegal pitcher is a player legally in the game but one who may not pitch as a result of being removed from the pitching position by the umpire as a result of three (3) charged conferences in one (1) inning, or having used up her eligible number of innings to pitch, or if she returns to the pitching position before she is eligible to after pitching a certain number of innings in the game prior to the game she presently is pitching in.

47. **ILLEGAL PLAYER** — An illegal player is a player who has entered the game without reporting. When brought to the plate umpire's attention by the offended team before the first pitch (legal or illegal) or play.

48. **INELIGIBLE PLAYER** — An ineligible player is a player who does not meet the requirements of Dixie Softball. The determination of eligibility is not the responsibility of the umpire.

49. **IN FLIGHT** — In flight describes any batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

50. **IN JEOPARDY** — In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

51. **INFIELD** — The infield is that portion of the field in fair territory which includes areas normally covered by infielders.

52. **INFIELD FLY** — An **INFIELD FLY** is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third bases are occupied, before two (2) are out. The pitcher, catcher and any outfielder who positions herself in the infield on the play shall be considered infielders for the purpose of this rule.

NOTE: When it seems apparent that a batted ball will be an **INFIELD FLY**, the umpire shall **IMMEDIATELY** declare "**INFIELD FLY, THE BATTER IS OUT**" for the benefit of the baserunners. If the ball is near the foul lines, the umpire shall declare "**INFIELD FLY, THE BATTER IS OUT IF FAIR**". The ball is alive and runners may advance at the risk of the ball being caught or retouched and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared **INFIELD FLY** is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared **INFIELD FLY** falls untouched to the ground outside the foul line, and bounces fair before passing first or third base, it is an **INFIELD FLY**.

NOTE: When an umpire decides that a ball shall be ruled an **INFIELD FLY** he shall declare that it is an **INFIELD FLY** by giving the **INFIELD FLY** signal as well as vocally declaring that it is an **INFIELD FLY** in a voice that can be heard by the nearest fielder. Regardless of whether the nearest fielder hears the call or not the **INFIELD FLY** rule shall be in effect and no protest will be allowed.

53. **INNING** — An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three (3) outs for each team. A new inning begins immediately after the final out of the previous inning.

54. **INTERFERENCE** — Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play.

55. **LEAGUE** — League is the term used when a franchise is filed with two (2) or more teams in one (1) or more divisions.

56. **LEAPING** — Leaping is an illegal act by the pitcher which causes her to be airborne on her initial move and push from the pitcher's plate. The momentum

built by the forward movement of the pitcher causing the entire body, including both the pivot foot and the non-pivot foot, to be in the air and moving toward home plate as the delivery is completed.

57. **LEGAL TOUCH** — A legal touch occurs when a baserunner or batter/baserunner who is not touching a base is touched by the ball while it is securely held in a fielder's hand(s). The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand(s) or glove which holds the ball.

58. **LEGALLY CAUGHT BALL** — A legally caught ball occurs when a fielder catches a batted, pitched, or thrown ball, provided it is not caught in the fielder's cap, mask, protector, pocket or other part of her uniform that is detached from its proper place on her person. It must be caught and firmly held with a hand or hands. A player may not be contacting anything in a "dead" ball area at the time of the catch.

59. **LINE DRIVE** — A line drive is a fly ball that is batted sharply and directly into the playing field.

60. **LOCAL LEAGUE OPTION** — Gives a league the right to adopt any rule for LOCAL LEAGUE OPTION. If the league's governing body fails to adopt the rule it does not apply.

NOTE: This option does not give a league the right to redesign the rule to its satisfaction, but only the right to accept the option of using it or not.

61. **MANAGER** — The manager is the person (whose name appears on the Player Registration Blank) designated as the "head coach" and is responsible for the actions and behavior of his team.

62. **OBSTRUCTION** — Obstruction is the act of:

a. A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball.

b. A fielder, (1) not in possession of the ball, (2) not in the act of fielding a batted ball, or (3) not about to receive a thrown ball which impedes the progress of a baserunner or batter-runner who is legally running bases.

63. **OFFENSIVE TEAM** — The offensive team is the team at bat.

64. **ON-DECK BATTER**. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order. She shall take a position within the lines of the on-deck circle behind the batter.

65. **OUTFIELD** — The outfield is that portion of the field which is outside the diamond formed by the baselines, or the area not normally covered by an infielder, and within the foul lines beyond first and third bases and boundaries of the grounds.

66. **OVERSLIDE** — An overslide is the act of an offensive player when, as a baserunner, she overslides a base she is attempting to reach. It is usually caused when her momentum causes her to lose contact with the base which then causes her to be in jeopardy. The batter/runner may overslide first base without being in jeopardy.

67. **OVERTHROW** — An overthrow occurs when a thrown ball from a fielder goes beyond the boundary line of the playing field (dead ball territory). Should the overthrow be ruled a blocked ball, the ball is dead.

68. **PASSED BALL** — A passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

69. **PIVOT FOOT** — The pivot foot is that foot which must remain in contact with the pitcher's plate. Pushing off with the pivot foot from a place other than

the pitcher's plate is illegal.

70. "PLAY BALL" — "Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher has the ball in her possession and is within eight feet (8') of the pitcher's plate. All defensive players except the catcher, who must be in her box, must be anywhere on fair grounds to put the ball in play. Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. When a pitch is delivered without all defensive players in fair territory, an illegal pitch shall be declared. NOTE: REFER TO DIXIE SWEETEEES and DARLINGS SPECIFIC RULES.

71. PLAYER-PITCHER — The defensive team's player playing the pitcher's position when a batting tee, coach-pitcher or pitching machine is used.

72. PLAYING SITUATION — A playing situation is anything covered under the playing rules of DSI and/or regular softball.

73. PROGRAM — A program is where two or more leagues play under the same set of directors.

74. QUICK RETURN PITCH — A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes her desired position in the batter's box or while she is still off balance as a result of the previous pitch.

75. SACRIFICE FLY — A sacrifice fly is scored when, with fewer than two (2) outs, (a) the batter scores a runner with a fly ball or line drive that is caught, or (b) the batter scores a runner with a fly ball or line drive that is dropped by an outfielder (or an infielder running into the outfield), and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

76. SERIES — Series is more than one (1) game played between teams.

77. STARTING PITCHER — The starting pitcher is the player listed as pitcher on the lineup card or official scorebook who throws the first pitch of the game.

78. STEALING — Stealing is the act of a baserunner attempting to advance during a pitch to the batter.

79. STRIKE ZONE — The strike zone is that space over any part of home plate between the batter's arm pits and the top of her knees when she assumes a natural batting stance.

80. "TIME" — "Time" is the term used by the umpire to order the suspension of play.

81. TRIPLE PLAY — A triple play is a continuous action play by the defense in which three (3) offensive players are put out.

82. TURN AT BAT — A turn at bat begins when a player first enters the batter's box and continues until she is put out or becomes a batter/baserunner.

83. WILD PITCH — A wild pitch is a legally delivered ball so high, so low, or so wide of home plate that the catcher cannot, or does not, stop and control it with ordinary effort.

1:00 — THE PLAYING FIELD, GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING THE PLAYING FIELD AND ITS EFFECT TO EACH DIVISION.

1:01 — The batter's box shall be six feet (6') long and three feet (3') wide.

NOTE: There shall be a batter's box on each side of home plate. The inside lines of the batter's box shall be four inches (4") from home plate. The front line of the batter's box shall be three feet (3') in front of a line drawn through the center of home plate. The lines are considered part of the batter's box. (See diagram, page 19.)

1:02 — Home plate shall be seventeen inches (17") long on the edge nearest the pitcher's plate and shall be seventeen inches (17") from this side to the back point. The two sides shall be eight and one-half inches (8 1/2") long before they angle back. Construction shall be of white rubber, with black beveled apron, and spikes may be permanent or removable. Construction shall provide maximum protection in design.

1:03 — The pitcher's plate shall be of white rubber six inches (6") by twenty-four inches (24") and shall be placed on the same level as the home plate.

NOTE: Refer to the specific playing rules of each age division for the distance of the pitching plate.

NOTE: DIXIE SOFTBALL recognizes the fact that in some areas that both boys and girls play on the same field and therefore approves of fields that have a raised pitching mound. However, it is highly recommended that such mounds be removed, when possible, for all tournament play.

1:04 — (LOCAL LEAGUE OPTION) There shall be an eight-foot (8') RADIUS circle around the pitcher's plate. It shall be measured from the center of the pitcher's plate.

NOTE: Refer to the specific playing rules of each age division for the distance of the pitching plate.

NOTE: If a league options not to draw the circle, it will be judged by the umpires, and all rules covering the circle will apply.

1:05 — Bases shall be of material of the league's own choice (cloth or rubber) but shall be of official size fourteen inches by fourteen inches by two and one-fourth inches (14" x 14" x 2 1/4") maximum. Bases may be anchored by straps or by the Hollywood type anchors. DSI recommends that the break-away safety bases be used at second and third base. NOTE: A double first base is highly recommended in DSI play.

NOTE: If a game starts with the pitcher's plate, the eight-foot RADIUS circle and/or bases at the wrong distance, the error, when discovered, will be corrected and the game shall resume from the point of when the error was discovered. All results of a game up to the point of discovery of the error shall remain in tact and are not to be replaced.

1:06 — The catcher's box shall be the foul lines extended nine feet (9'), with the points then joined. (See diagram, page 19).

1:07 — The baserunner's path on the first base line shall be three feet (3') outside of the foul line and shall begin thirty feet (30') from home plate and extended parallel to the foul line to first base.

1:08 — The coach's box is between two lines eight feet (8') long drawn outside the playing field. The lines shall be four feet (4') apart and are parallel to and six feet (6') from the first and third baseline extended toward home plate.

1:09 — Lighted fields shall be those deemed safe by local league officials.

1:10 — Infields may either be grassed or skinned (no grass).

2:00 — EQUIPMENT

2:01 — The official softball shall be a regular, smooth-seam or mid youth stitch

or flat surfaced ball. The center of the ball may be made of either No. 1 quality long fiber Kapok or a mixture of cork and rubber, hand or machine wound, with a fine quality twisted yarn and covered with latex or rubber cement, or a solid plastic core, or it may be made of other materials approved by DSI. The cover of the ball shall be the finest quality No. 1 chrome tanned horse or cow hide cemented to the ball by application of cement to the underside of the cover and sewed with waxed thread of white or red cotton or linen. The cover of the ball may also be made of synthetic material. All softballs for DSI play will be optic yellow in color. The color of thread used in stitching the softball is optional with the manufacturer.

NOTE: The official ball for the DIXIE SWEETEEES, DARLINGS, and ANGELS shall be a ball not less than ten and seven-eighths inches ($10\frac{7}{8}$ ") nor more than eleven and one-eighth inches ($11\frac{1}{8}$ ") in circumference, and shall weigh not less than five and seven-eighths ounces ($5\frac{7}{8}$ oz.) nor more than six and one-eighth ounces ($6\frac{1}{8}$ oz.) avoirdupois.

NOTE: The official ball for the DIXIE PONYTAILS, BELLES and DEBS shall be a ball not less than eleven and seven-eighths inches ($11\frac{7}{8}$ ") nor more than twelve and one-eighth inches ($12\frac{1}{8}$ ") in circumference, and shall weigh not less than six and one-fourth ounces ($6\frac{1}{4}$ oz.) nor more than seven ounces (7 oz.) avoirdupois.

NOTE: Leagues have the option to use the eleven inch (11") and/or twelve inch (12") softball in their local league play when a league combines its DIXIE ANGELS and PONYTAILS divisions. Combined teams may allow the DIXIE PONYTAILS age players to use the twelve inch (12") softball and the DIXIE ANGELS age players to use the eleven inch (11") softball in the same game if they so choose. However, the softball used during DIXIE PONYTAILS tournament play shall be the twelve inch (12") softball and during DIXIE ANGELS tournament play shall be the eleven inch (11") softball.

NOTE: Only softballs that bear the signature of the National President of DSI, stamped by an "approved" manufacturer, can be used in any regular season game.

NOTE: All softballs used in Dixie Softball play must NOT exceed a COR of 0.47. Softballs with a COR of less than 0.47 may be used.

NOTE: NEW LEAGUES WILL BE GIVEN TWO (2) YEARS IN WHICH TO USE UP THEIR PRESENT STOCK OF UNAPPROVED SOFTBALLS. ANY GAMES PLAYED USING SOFTBALLS THAT ARE NOT APPROVED BY DSI WILL NOT BE OFFICIAL GAMES AND WILL NOT COUNT IN LEAGUE STANDINGS WITH THE EXCEPTION OF NEW LEAGUES.

NOTE: Leagues may have the option to use approved softballs or the soft feeling softballs in the DIXIE SWEETEEES and DARLINGS divisions during regular season and using the type of softball approved by the majority of leagues within a league's district play.

NOTE: Leagues may have the option to use non-stamped softballs that are manufactured for use with a pitching machine when a pitching machine is used in the DIXIE SWEETEEES and DARLINGS divisions during regular season and using the type of softball approved by the majority of leagues within a district for tournament play.

NOTE: The DIXIE DARLINGS will play by coach-pitch rules in tournament play.

NOTE: REFER TO TOURNAMENT RULES FOR THE ONLY SOFTBALLS THAT ARE APPROVED FOR DSI TOURNAMENT PLAY

2:02 — The official bat shall be round, made of one piece of hard wood, or

formed from a block of wood consisting of two (2) or more pieces of wood bonded together with an adhesive in such a way that the grain directions of all pieces is essentially parallel to the length of the bat. Plastic, bamboo, ceramic, graphite, carbon, magnesium, fiberglass or any other composite material approved by DSI, are acceptable materials for construction of bats. Any such laminated bat shall contain only wood or adhesive, except for a clear finish. The bat shall be no more than thirty-four inches (34") long and not more than two and one-fourth inches (2¹/₄") in diameter at its largest part. A tolerance of one thirty-seconds inches (1/32") is permitted to allow for expansion. The bat, in its entirety, shall not exceed thirty-eight ounces (38 oz.) in weight. The bat shall have a safety grip of cork, tape, or composition material. The safety grip shall not be less than ten inches (10") long and shall not extend more than fifteen inches (15") from the small end of the bat. The bat shall not have nails, staples, screws, or any form of exterior fastener that would present a hazard. All exposed surfaces of the bat shall be smooth and free of burrs. Refer to DIXIE SWEETEEES for special specifications.

The bat may be made of one piece or multi piece metal. The bat shall have no exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. All exposed surfaces of the bat shall be smooth and free of burrs. A metal bat shall not have a wooden handle. It shall conform to all of the above specifications with the exception that it is metal instead of wood, plastic or bamboo. Unless the bat is made of one-piece construction with the barrel end closed there shall be a rubber or vinyl plastic insert firmly secured at the large end of the bat. A ONE-PIECE RUBBER GRIP AND KNOB COMBINATION IS ILLEGAL. A metal or magnesium bat must have a knob on the handle end welded or mechanically fastened.

🔧Bats may be "flame treated" or natural finish or colored, and the markings showing that they are stamped "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" and/or "FASTPITCH SOFTBALL" must remain throughout their normal life. Only bats that meet the above specifications shall become official and recognized as an "Approved DSI Model."

🔧NOTE: ALL TOURNAMENT BATS (MADE OF ANY MATERIAL) MUST BE STAMPED "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" AND/OR "FASTPITCH SOFTBALL" AND MUST BEAR THE NAME OF AN "APPROVED DSI MANUFACTURER."

NOTE: Umpires have the authority to remove any bat that he deems unsafe due to the bat's color.

DSI RESERVES THE RIGHT TO APPROVE/DISAPPROVE ANY BAT THAT MEETS THE SPECIFICATIONS OF RULE 2:02 AND/OR THOSE APPROVED/DISAPPROVED BY THE GOVERNING BODY OF SOFTBALL.

Leagues joining DIXIE SOFTBALL shall be permitted to use presently owned bats not manufactured by an "Approved" manufacturer for two (2) years but not during tournament play. NOTE: APPROVED SUPPLIERS ARE THOSE LISTED ANNUALLY BY DSI.

2:03 — Players may wear any type clothing in local league play approved by the league. Ball caps or visors, when worn, are considered part of the clothing. Individual players may wear a cap or visor. However, if more than one cap or visor are worn by a team the caps or visors must coordinate with the rest of the player's uniform. Player's on a team may wear caps or visors but not both during the same game.

EXCEPTION: The catcher, batter, on-deck batter, baserunner, player/coach, player/

bat girls, etc., shall not wear a cap when they have their catcher's or batter's helmets on.

NOTE: Clothing shall include shoes and a pitcher shall not wear a shirt with long sleeves that blend with the color of the softball.

NOTE: Advertisements, emblems and/or wording that would denote or infer the use of alcoholic beverages, tobacco, gambling, illegal drugs, obscenities or profanity shall not appear on uniforms, equipment or team gear.

📎NOTE: UNIFORMS SHALL NOT HAVE ON THEM ANYWHERE OR IN ANY COLOR OR MANNER DESIGNS THAT RESEMBLE A SOFTBALL. THIS INCLUDES UNIFORMS, SOCKS, PADS, ETC. It is recommended that artwork of softballs not appear on helmets.

NOTE: Dixie Softball recommends that each player participating in regular season play have on their uniform the DSI insignia (patch).

2:04 — Players or other personnel on the field, including managers, coaches, umpires, player/bat girls, etc., shall not wear shoes with metal cleats.

2:05 — For safety and injury prevention; casts, jewelry such as wrist watches, bracelets, earrings, necklaces, hair barrette, hairpins, ponytail holders that are made of a hard substance, rings, devices to receive coaching instructions, or any other item deemed dangerous by the plate umpire SHALL NOT BE WORN during the game. Covering these items with tape or other substances is not permitted. Penalty for a player who does not remove the item(s) deemed dangerous by the plate umpire shall be removal of the player from the game and she shall not be allowed to re-enter that game. NOTE: DSI RECOMMENDS THAT ALL COACHES AND UMPIRES ABIDE BY SAFETY RULE 2:05.

2:06 — The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be of one-piece construction or two pieces if they snap into a single unit similar to the one-piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present stocks be of the padded type. All batting helmets worn in Dixie Softball play MUST be the style made with chin strap snaps and chin straps MUST be properly worn at all times that a player is required a batting helmet. (The penalty for a player not wearing the chin strap shall be after one (1) warning in a game she shall be called out for each subsequent time she comes to bat or runs the bases with an illegal helmet.) A player shall not remove her helmet while at bat or while running the bases. The helmet shall be worn by any offensive player while on the playing field, such as the player/bat girl, on-deck batter, batter, baserunner or base coach.

Penalty for removal of the helmet while on the playing field shall be that for a first offense the player shall be warned by the umpire; for second and subsequent offenses in the same game, she shall be called out. If the violation is by a player/bat girl, on-deck batter or base coach the penalty for their second (2nd) offense is removal from the game and from the field.

NOTE: Each batter and each baserunner must wear a batter's helmet and each catcher must wear a catcher's helmet which meets the above requirements. Batter's helmets only, must bear the NOCSAE seal of approval. Catcher's helmets are not required to bear this seal. The helmet must fit with a snug fit to the head and must be worn as intended by the manufacturer. No other hat or cap may be worn underneath the helmet.

NOTE: Helmets shall not be worn in an improper manner, such as on the back of the head, etc., and if a player's hairstyle causes the helmet to fit improperly then the player should change her hairstyle so that the helmet will fit properly.

NOTE: DSI, its officers and directors, do not assume any liability for any equipment, altered or not altered, that is used in any DSI activity. Leagues, coaches and players who choose to have their helmet(s) painted by someone other than the manufacturer or an authorized dealer must assume all liability of any injuries caused by an altered helmet. This statement does not approve of the painting of helmets other than by the manufacturer or an authorized dealer but is a warning to those who choose to paint their helmets that they assume the liability of the helmet and may void the warranty of the helmet.

2:07 — A face guard attached to the batting helmet is required for play in all age divisions for all batters, baserunners, on-deck batters, player/bat girls and players and/or youth serving as a base coach. The face guard becomes a permanent part of the helmet in regards to all rules. The wearing of a helmet is optional for adult coaches. Approved facial protective devices must provide full coverage which will include, but not be limited to, protection for the eyes, nose, mouth and teeth, jaws and cheek bones and forehead and temple areas. NOTE: Face guards for fielders/pitchers are recommended.

WARNING!!

Manufacturers have warned that altering helmets in any way can be dangerous. Alterations of a helmet in any form, including painting, by anyone other than the manufacturer or an authorized dealer may void the warranty!

2:08 — Catchers must wear a softball style body protector, catcher's helmet, face mask and softball style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached to the mask (including the hockey-style masks) at all times. (Homemade devices made from other pieces of equipment nor permanent manufactured extensions on masks, may not be used for this purpose.) The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with a heavy rubber padding or similar product. The helmet may be made part of the mask or a separate unit. All catcher's helmets must be the style that completely covers the catcher's ears. The catcher's equipment other than the helmet may be the choice of the local organization as almost all equipment mentioned is of high quality and affords the protection needed. DIXIE SOFTBALL urges that such equipment be purchased to fit the catcher in the way it was manufactured. Injuries may be caused by too loose or too tight adjustments.

NOTE: Body protectors should be adjusted for snug fit and shin guards shall cover the catcher's knees when in a squatting position.

2:09 — Any player warming up a pitcher on the mound, in a bullpen or elsewhere, shall wear a catcher's mask with a helmet and throat protector even if the mask has a manufactured extension at the bottom of the mask. **A BATTING HELMET WITH ONLY A FACE GUARD CANNOT BE USED TO WARM UP THE PITCHER.** It is strongly recommended that only players warm up pitchers at anytime during

practice and all games. Anyone, including adults, warming up a pitcher MUST wear a catcher's helmet with a facemask and throat protector.

ONLY MANAGERS, COACHES AND PLAYERS CAN WARM UP A PITCHER WITHIN THE CONFINES OF THE PLAYING FACILITY. Facility is defined as the parking area, outside or inside the playing field. In other words, any area deemed a part of the facility on which the game will be played.

NOTE: Pitchers should be warmed up in designated areas only.

🔪PENALTY: If any player, manager or coach (regardless of catching position) is caught warming up a pitcher without the proper helmet/faceguard protection the manager/head coach of that team shall be removed as a manager/head coach and shall NOT be allowed inside the playing field/dugout area for that or the next game, whichever is applicable.

NOTE: Any subsequent violation of this rule the manager/head coach shall be removed from further managing/coaching in the tournament.

NOTE: Adult males warming up a pitcher should wear a protective cup and a chest Protector. Adult females warming up a pitcher should wear a chest protector.

NOTE: Facemasks for fielders/pitchers on defense are legal for use.

2:10 — The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game.

NOTE: If a field is laid out in such a manner that the on-deck batter would be behind a protective fence, screen, etc., then the on-deck batter may stand in the on-deck batter's circle nearest her dugout.

2:11 — Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. The pitcher's glove shall be solid or multi-color as long as none of the colors are similar to that of the softball. Multi-color gloves are acceptable for all other players.

2:12 — The style or make of all other equipment that is used in the DIXIE SOFTBALL program shall be the choice of the local league. However, it is highly recommended that leagues purchase "DIXIE SOFTBALL APPROVED" equipment when purchasing new stock as it benefits the entire DIXIE SOFTBALL program.

2:13 — **NO EQUIPMENT SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY.**

🔪2:14 - DSI recommends that lightning detectors be installed at all softball field complexes.

3:00 — THE GAME — GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING THE GAME AND ITS EFFECT TO EACH DIVISION.

PLAYERS AND SUBSTITUTES

3:01 — A team must have the required number of players to start or continue a game. Requirements are as follows:

DIXIE SWEETTES, DARLINGS and ANGELS ten (10) players, and
DIXIE PONYTAILS, BELLES and DEBS nine (9) players.

NOTE: Any team not having the required number of players to start or continue a game MUST forfeit the game. However, if the opposing team wants to start or continue a game when a team does not have the required number of players they may do so but the game will be counted as a forfeiture win for the team that has the required number of players.

EXCEPTION: A league may choose to play games without the proper number of players and may borrow players of equal or less age, without penalty, as long as the borrowed player is a registered player from the same league. Players shall not be allowed to pitch for any team using them as a borrowed player. If a league chooses to accept this **EXCEPTION**, the acceptance must appear in the league's By-Laws.

3:02 — Players positions shall be designated as follows:

(1) pitcher, (2) catcher, (3) first baseman, (4) second baseman, (5) third baseman, (6) shortstop, (7) left fielder, (8) center fielder and (9) right fielder.

NOTE: In the **DIXIE SWEETEES**, **DARLINGS** and **ANGELS** there is an extra outfielder who shall be designated as (10) short fielder. **NOTE** the following: The short fielder shall be considered an outfielder and will be subject to the rules of outfielders.

3:03 — **EACH LEAGUE MUST COMPLY WITH THE PLAYER PARTICIPATION REQUIREMENT RULE OF DSI.**

(A) All players, on every team (regular season and tournament play), must play at least six (6) consecutive outs on defense.

EXCEPTION: This rule shall apply only if the game is completed;

DIXIE SWEETEES, **DARLINGS** and **ANGELS** five (5) innings, and

DIXIE PONYTAILS six (6) innings, and

DIXIE BELLES and **DEBS** seven (7) innings.

PENALTY: If the winning team violates this rule, it shall forfeit the game provided that the opposing manager files a protest within the fifteen (15) minute time limit allowed for such protest (refer to rule 4:03). (In addition, the umpire-in-chief shall declare a forfeit for any team, which attempts to intentionally allow the opposing team to score in order to extend the game so that it may comply with the player participation requirement.)

NOTE: Local leagues shall have the authority to adopt local rule requiring more than six (6) consecutive outs on defense.

(B) Managers are required to list all players in the batting order for each game (regular season and tournament play). The batting order will be continuous and shall remain the same throughout the game. **EXCEPTION:** If a player is removed from the game for any reason, her spot in the batting order shall be skipped for the remainder of the game without penalty. If removed from the game on offense while at bat for an injury or a medical reason, the next batter in the batting order will replace the removed player and the replacement batter will assume the count of the removed player. If the player is removed due to an injury or medical reason while occupying a base, the last preceding player not on base will replace the removed player at that time.

EXAMPLE: If the Number six (6) batter is replaced on base under this rule, the Number five (5) batter would replace the removed player. If the Number five (5) batter is already on base, then continue to Number four (4) or Number three (3) batter and so on until the selection of the replacement involves someone who is not currently on base. This rule is intended to prevent a player from coming to bat for a player who is on baserunning for another player and to eliminate manipulation of runners. Players who arrive late after the game has started may be added to the end of the batting order.

3:04 – A player will not violate the substitution rule until one (1) legal or illegal pitch has been thrown. The following regulations govern the substitution or players:

a. The coach of the team making the substitution should immediately notify

the Umpire, who will suspend play and announce the change to the official scorer. A player shall be officially in the game without penalty:

- (1) Offensively, when her name appears in the batting order.
- (2) Defensively, when she takes the place of the fielder being substituted for.
- (3) If a pitcher, when she takes her place on the pitcher's plate.

b. Each pitcher whose name has been announced, or who has taken her place on the pitcher's plate, must pitch until the first batter facing her has completed her turn at bat or the side has been retired. Any other player may be removed from the game at any time.

NOTE: If a pitcher, after having pitched in a game, takes warm-up pitches before an Inning but is removed before she throws a pitch to a batter she does not have to pitch to a batter to satisfy this rule.

NOTE: All substitutions MUST be reported to the home plate umpire and the home plate umpire will notify the scorekeeper of all substitution changes. PENALTY: If a substitution is not reported to home plate umpire it could result in the forfeiture of the game if properly protested.

c. Whether announced or unannounced, any play made by or on the substitute shall be legal.

3:05A - "Illegal" substitutions must be noticed by the opposing manager and called to the attention of an umpire immediately upon the "illegal" substitute entering the game and before another pitch is thrown or before another play. If no complaint of an "illegal" substitution is made before the first pitch or play, the substitution becomes legal. PENALTY FOR VIOLATION (when noticed and protested as outlined above): Immediate removal of the "illegal" substitute from the game.

NOTE: For the purpose of this rule, a player enters the game when (a) a batter steps into the batter's box; (b) a fielder takes a fielding position; (c) a runner takes a position on the basepath as a baserunner.

3:05B — If an "illegal" pitcher is substituted into the game, this is a continuing violation and may be protested at any time during its continuation. PENALTY FOR VIOLATION: The "illegal" pitcher shall be removed from the mound and the offended team shall have the choice of replaying the game from the point the "illegal" pitcher entered the game to pitch, or continue from the point when the violation is discovered. If otherwise eligible, the pitcher who is removed from the mound may stay in the game in another defensive position.

NOTE: For the purpose of this rule, a player enters the game as a pitcher when she has delivered her first pitch or in the case where a batting tee or pitching machine or a coach/pitch situation comes into play, when a player assumes a position within the eight foot (8') RADIUS circle.

NOTE: Innings pitched by an illegal substitute pitcher shall count as innings pitched for the illegal substitute pitcher.

EXAMPLE: Anne Adams pitches;

DIXIE DARLINGS and ANGELS seven (7) innings, or

DIXIE PONYTAILS: eight (8) innings, or

DIXIE BELLES and DEBS: nine (9) innings on Tuesday then starts as pitcher Wednesday. She is an illegal pitcher for the entire game on Wednesday, however, if she is not noticed and protested before the game ends, it is a legal game and no protest can be made of that game on the basis of Anne Adams being an illegal pitcher. At any time during the Wednesday game, upon proper protest, Anne Adams

could have been removed from the mound. If Anne Adams pitches on Thursday she is continuing the violation and again subject to removal upon proper protest (The innings pitched Wednesday still count).

3:06 — Coaches on the baselines may be:

(a) Eligible players, and

(b) Adult managers and coaches presenting a neat appearance including shirt, pants or shorts and shoes. If shorts are worn, they must be of a modest length. Halter tops, tube tops and the like are prohibited.

3:07 — A player, manager/coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the judgment of the umpire or in the case where an umpire is involved, the judgment of the umpire not involved. Uniform rule violations will NOT be enforced if a uniform change is required. The umpire shall:

(a) Stop the game and allow treatment if the injured person would affect the continuation of the game.

(b) Immediately call a manager/coach, trainer or other authorized person to the injured person.

(c) Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

4:00 — PROTESTS

4:01 — PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED IF THEY ARE BASED ON A DECISION INVOLVING THE ACCURACY OF THE JUDGMENT ON THE PART OF AN UMPIRE.

Examples of protest which will not be considered are:

(a) Whether a batted ball was fair or foul.

(b) Whether a baserunner was safe or out.

(c) Whether a pitched ball was a strike or a ball.

(d) Whether a pitch was legal or illegal.

(e) Whether a baserunner did or did not touch a base.

(f) Whether a baserunner left her base too soon on a caught fly ball.

(g) Whether a fly ball was or was not caught legally.

(h) Whether it was or was not an INFIELD FLY.

(i) Whether there was or was not an interference.

(j) Whether the field is fit to continue or resume play.

(k) Whether there is sufficient light to continue play.

(l) Any other matter involving only the accuracy of the umpire's judgment.

4:02 — PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED, CONCERN MATTERS ONLY OF THE FOLLOWING TYPES:

(a) Misinterpretation or violation of a playing rule.

(b) Failure of an umpire to apply the correct rule to a given situation.

(c) Failure of an umpire to impose the correct penalty for a given situation.

(d) Use of an ineligible player.

4:03 — Only the team manager or the acting team manager shall be entitled to file a protest. The notification of intent to protest must be made to the plate umpire immediately before the next pitch. The plate umpire shall in turn notify the opposing

manager and official scorekeeper that the game is being played under protest. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue. Failure of the Plate Umpire to make the announcement of protest shall not affect the validity of the protest.

NOTE: A game shall not be considered as complete until the opposing manager has an opportunity to make a protest on a game-ending play. Fifteen (15) minutes shall be considered sufficient time for the fulfillment of this rule.

4:04 — A protest based on a play situation shall be considered only if it is filed with the local League President within forty-eight (48) hours.

NOTE: Protests may involve both a matter of judgment and the interpretation of a rule.

EXAMPLE: With one out and the runners on second and third bases, the batter flied out, the runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The questions as to whether the runners left their bases before the catch and whether the play at second base was made before the player on third crossed the plate are solely matters of judgment and can not be protested. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

4:05 — A protest on the grounds of ineligibility of a player shall be filed with the local League President within forty-eight (48) hours after the completion of the game.

NOTE: Only the game or games protested shall be considered.

NOTE: An illegal substitution is one in violation of playing rules and includes the improper use of a pitcher. Section (4:04) applies to illegal substitutions and Section (4:05) to ineligibility of a player. For the purpose of this rule, an ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions.

EXAMPLE: Team A's player plays the first four (4) games of the season. Team B's manager protests the last of these four games on the grounds of ineligibility. The local governing body upholds the protest, but only for the game in question, not for the first three (3) games, as each game must be protested within the forty-eight (48) hour limit.

4:06 All protests must be made to the League President in writing, within forty-eight (48) hours after completion of the game protested, and should contain the following information:

- (a) The date, time and place of the game.
- (b) The names of the umpires and scorers.
- (c) The rule and section of the Official Rules or local rules under which the protest is made.
- (d) The decision and conditions surrounding the making of the decision.
- (e) All essential facts involved in the matter protested.

4:07 — The local league must act on any properly submitted protest within five (5) days upon receiving such a protest. Both managers of the teams involved in the protest shall be given a written reply of the judgment of the local protest committee. If a league does not act on the protest within five (5) days the protesting manager has the right to appeal the protest to the next level of authority.

- (a) The decision made on a protested game MUST result in one of the following:
 - (1) The protest is found invalid and the game score stands as played.

(2) When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.

(3) When a protest for ineligibility is allowed, the game shall be forfeited to the offended team.

(b) Appeal of a protest decision to the next level of authority **MUST** be made verbally within twenty-four (24) hours and/or in writing, postmarked within forty-eight (48) hours from the time of the decision.

(c) The District Director must act verbally on any appeal carried to him which complies with Dixie Softball appeal procedures within seventy-two (72) hours upon receipt of an appeal and he **MUST** follow up his decision in writing within forty-eight (48) hours from the time of his decision.

(d) The State Director must act verbally on any appeal carried to him which complies with Dixie Softball appeal procedures within five (5) days upon receipt of an appeal and he **MUST** follow up his decision in writing within forty-eight (48) hours from the time of his decision. Note on (b), (c) and (d): After an appeal is made verbally, a written appeal must be sent to the next level of authority postmarked within forty-eight (48) hours after a decision has been made on the protest.

(e) The Commissioner shall be the ultimate arbiter in any dispute or protest concerning rules and regulations and must act verbally or in writing within five (5) days upon receipt of an appeal that complies with Dixie Softball appeal procedures. If the Commissioner's decision is done verbally then he must follow up his verbal decision in writing within forty-eight (48) hours of his decision.

Protests and appeals of protest decisions **MUST** follow the chain of command before they will be ruled upon. The chain of command is: **FIRST**—the local league; **SECOND**—the District Director; **THIRD**—the State Director; **FOURTH** and **FINAL** is the National Commissioner. Any skip in this chain of command (where all steps are present) will void the protest or the appeal of a protest decision.

NOTE: The district director shall be the ultimate arbiter in the DIXIE SWEETEEES division..

5:00 — EIGHT FOOT RADIUS CIRCLE RULE

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING THE EIGHT-FOOT RADIUS CIRCLE RULE AND ITS EFFECT TO EACH DIVISION.

5:01 — The eight-foot (8') RADIUS circle is:

(A) — The circle shall be measured from the center of the pitcher's plate.

(B) — When a baserunner is legitimately off her base after a pitch or the result of a batter completing her turn at bat, while the pitcher has the ball in her possession within the eight-foot (8') RADIUS circle, the baserunner must **IMMEDIATELY** attempt to advance to the next base or **IMMEDIATELY** return to the base she last occupied.

(C) — Failure to **IMMEDIATELY** proceed to the next base or return to her last occupied base, once the pitcher has possession of the ball within the eight-foot (8') RADIUS circle, shall result in the baserunner being declared "out". NOTE: The umpire should give the baserunner benefit of the natural reactions and reflexes of a human being.

(D) — Once the baserunner returns to or proceeds to a base and leaves said base for any reason unless a play is made on her or another baserunner, the baserunner is **OUT**. If the pitcher throws the ball from the eight-foot (8') RADIUS circle, carries

it from there, sets the ball on the ground or in her glove on the ground, or hands or throws it to a player within the eight-foot (8') RADIUS circle, it is interpreted as MAKING A PLAY and baserunners may leave the base at their own risk provided time is not out.

(E) — When the baserunner is not given sufficient time to return to a base, she shall not be called out for being off base when the pitch is made to the batter. She may advance as though she had left the base legally unless otherwise noted in the specific playing rules of a particular age division in this rule guide.

NOTES ON THE ABOVE: The responsibility is now completely on the baserunner. There is NO obligation on the pitcher to LOOK, FAKE or THROW. A base on balls or dropped third (3rd) strike in which the batter is entitled to run, is treated the same as a batted ball. The batter/baserunner may continue past first base and is entitled to run toward second base, as long as she does not stop at first base. If she stops AFTER she rounds first base she then must comply with Rule 5:01 (B).

If, after the pitcher has possession of the ball within the eight-foot (8') RADIUS circle, the baserunner starts back to the last base she legally occupied or forward to another base, and then stops or reverses her direction, she is OUT, unless the pitcher makes a play on her or another baserunner. If the pitcher makes a play on the baserunner, the baserunner may stop or reverse her direction.

NOTE: Faking a throw constitutes making a play: unless otherwise noted in the specific playing rules of a particular age division in this rule guide.

If, after the pitcher has possession of the ball within the eight foot (8') RADIUS circle, the baserunner just stands there and does not IMMEDIATELY attempt to advance or return, she is OUT.

NOTE: "IMMEDIATELY" WILL BE IN THE JUDGMENT OF THE UMPIRES. THERE WILL BE NO PROTEST ON HIS CALL.

6:00 — PITCHING REGULATIONS - (GENERAL)

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING PITCHING AND ITS EFFECT TO EACH DIVISION.

6:01 — Before starting the delivery (pitch), the pitcher shall comply with the following:.

(A) — SHE SHALL TAKE A POSITION WITH BOTH FEET IN CONTACT WITH THE PITCHER'S PLATE. BOTH FEET MUST BE ON THE GROUND WITHIN THE TWENTY-FOUR INCH (24") LENGTH OF THE PITCHER'S PLATE.

(B) — Preliminary to pitching, the pitcher must come to a full and complete stop facing the batter with both shoulders in line with first and third base, and with the ball held in both hands in front of the body.

(C) — This position must be maintained at least one (1) second and not more than ten (10) seconds before taking one hand off the ball to start the delivery. Both feet must remain in contact with the pitching plate at all times prior to the forward step.

(D) — The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

(E) — The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in her possession. NOTE: To indicate to the pitcher that she may NOT start the pitch, the home plate umpire should raise one (1) hand

with the palm facing the pitcher. “NO PITCH” shall be declared if the pitcher pitches while the umpire has his hand in said position.

6:02 — THE PITCH STARTS when one hand is taken off the ball or the pitcher makes any motion that is part of her windup.

(A) — In the act of delivering the ball, the pitcher shall not take more than one (1) step, which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter. (“Toward the batter” is interpreted as being within the twenty-four inch (24”) length of the pitcher’s plate.)

(B) — Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal.

(C) — The pivot foot may remain in contact or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground.

NOTE: It is not a step if the pitcher slides her foot across the pitcher’s plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.

6:03 — A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHAND MOTION.

(A) — The release of the ball and the follow-through of the hand and wrist must be forward past the straight line of the body.

(B) — The hand shall be below the hip, and the wrist not farther from the body than the elbow.

(C) — The pitch is completed with a step toward the batter.

(D) — The catcher must be within the lines of the catcher’s box when the pitch is released.

(E) — The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or put-out made by the catcher.

(F) — The pitcher has ten (10) seconds to release the next pitch after receiving the ball, or after the umpire indicates “play ball”.

EXCEPTION: 6:03 (E) does not apply with runners on base.

6:04 — THE PITCHER MAY USE ANY WIND-UP DESIRED, PROVIDED:

(A) — She does not make any motion to pitch without immediately delivering the ball to the batter.

(B) — She does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.

(C) — She does not use a wind-up in which there is a stop or reversal of the forward motion.

(D) — She does not make more than one revolution of the arm in the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.

(E) — She does not continue to wind-up after taking the forward step which is simultaneous with the release of the ball.

6:05 — THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL, OR BOUNCE THE BALL WHILE IN PITCHING POSITION IN ORDER TO PREVENT THE BATTER FROM STRIKING IT.

NOTE: The purpose of this rule is to prevent a farce being made of the game

of softball. If in the judgment of the plate umpire, the ball WAS thrown in such a manner, the penalty will be: a ball called on the batter and all baserunners shall advance one (1) base.

NOTE: A batter can be given an intentional walk as long as the proper procedure is followed by the pitcher and catcher. If the pitcher desires to walk a batter intentionally, she must pitch to the batter and all defensive players (except the catcher who must be in the catcher's box) must be positioned in fair territory. If the defense does not position itself in fair territory, the umpire shall call an illegal pitch when the pitch is thrown.

6:06 — THE PITCHER SHALL NOT AT ANY TIME DURING THE GAME BE ALLOWED TO USE TAPE OR OTHER SUBSTANCE(S) UPON THE BALL, THE PITCHING HAND OR FINGERS; NOR SHALL ANY OTHER PLAYER APPLY ANY FOREIGN SUBSTANCE(S) TO THE BALL. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear a sweatband, bracelet, flesh colored bandage or similar type item on the wrist, forearm or arm, that is visible on the pitching arm. A pitcher cannot wear a jersey or undershirt that predominately blends with the color of the softball that is used in Dixie Softball play.

NOTE: Any infraction of 6:01 through 6:06 is an illegal pitch. The ball is dead. A ball is called on the batter. Baserunners are entitled to advance one (1) base without liability to be put out.

EXCEPTION: If the pitcher completes the delivery of the ball to the batter and the batter hits the ball and reaches first base safely and all baserunners advance at least one base then the play stands and the illegal pitch is nullified. A delayed dead ball will be signaled by the umpire.

NOTE: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of the players to hear the call shall not void the call.

6:07 — NO PITCH SHALL BE DECLARED WHEN:

(A) — The pitcher pitches during suspension of play.

(B) — The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.

(C) — A baserunner is called out for leaving a base prior to the pitcher releasing the pitch. NOTE: Refer to Specific Playing Rules of each division for application of this rule.

(D) — The pitcher pitches before a baserunner has retouched her base after a foul ball has been declared and the ball is dead.

(E) — NO PLAYER, MANAGER, OR COACH SHALL CALL TIME, EMPLOY ANY OTHER WORD OR PHRASE, OR COMMIT ANY ACT WHILE THE BALL IS ALIVE AND IN PLAY FOR THE OBVIOUS PURPOSE OF TRYING TO MAKE THE PITCHER COMMIT AN ILLEGAL PITCH. NOTE: "No pitch" shall be declared, and a warning issued to the offending team. A repeat of this type act by any member of the team warned shall result in the offender being removed from the game.

(F) — IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HER

WIND-UP OR DURING THE BACKSWING. THE BALL WILL BE IN PLAY AND THE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

6:08 — THE PITCHER SHALL NOT THROW TO A BASE DURING A LIVE BALL WHILE HER FOOT IS IN CONTACT WITH THE PITCHER'S PLATE AFTER SHE HAS TAKEN THE PITCHING POSITION.

NOTE: This is an illegal pitch, the ball is dead, a ball is called on the batter and all runners advance one base. If the throw from the pitcher's plate is during an appeal play, the appeal is cancelled.

NOTE: The pitcher can remove herself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.

NOTE: In the DIXIE SWEETTES and DARLINGS divisions there is NOT to be an illegal pitch called. It should be noted to both the offensive and defensive managers what was done wrong so that it can be corrected. If a pitcher, after consultation with both managers, continues to make illegal pitches, as judged by the umpire, she shall be removed from the mound if she cannot correct the reason for the pitch being judged an illegal pitch.

6:09 — AT THE BEGINNING OF EACH INNING OR WHEN A PITCHER RELIEVES ANOTHER, NO MORE THAN ONE (1) MINUTE MAY BE USED TO DELIVER NO MORE THAN FIVE (5) BALLS TO THE CATCHER OR OTHER TEAMMATE OR COACH.

NOTE: If the new pitcher has not had the benefit of sideline warm-up she may have two (2) minutes to deliver no more than ten (10) balls to the catcher or other teammate. Play shall be suspended during this time. For excessive warm-up pitches a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of what she is allowed.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

NOTE: A pitcher shall be charged with an inning pitched for any part of an inning in which she pitches, including a single pitch.

7:00 — BATTING — GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING BATTING AND ITS EFFECT TO EACH DIVISION.

7:01 — THE BATTER SHALL TAKE HER POSITION WITHIN THE LINES OF THE BATTER'S BOX.

(A) — The batter shall not have her entire foot touching the ground completely outside of the lines of the batter's box or touching home plate when the ball is hit, foul or fair.

(B) — The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch.

(C) — The batter shall not hit the ball with an illegal bat.

EFFECT: 7:01 (A-C) — The ball is dead. The batter is out, baserunners may NOT advance.

(D) — The batter shall not enter the batter's box with an altered bat.

EFFECT: 7:01 (D) — The ball is dead, the batter is out and without warning, the batter is removed from further participation in the game, and baserunners may not advance.

(E) — The batter must take her position within one (1) minute after the umpire has called "Play ball."

EFFECT: 7:01 (E) — The ball is dead. The batter is out.

7:02 — EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN WHICH HER NAME APPEARS ON THE SCORE SHEET.

(A) — The batting order of each team must be on the scoresheet and must be delivered before the game by the manager to the plate umpire. He shall submit it to the inspection of the manager of the opposing team.

(B) — The batting order delivered to the umpire must be followed throughout the game unless a player has been removed for any reason.

(C) — The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT: 7:02 (B-C) — Batting out of order is an appeal play which may be made by the defensive team only and while the ball is dead.

(1) If the error is discovered while the incorrect batter is at bat, correct batter may take her place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

(2) If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have to come to bat had the players been put out by ordinary play.

(3) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

(4) No baserunner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

(D) — When the third out in an inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning, and the ball and strike count on her shall be cancelled.

7:03 — THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX OR INTENTIONALLY HINDER THE CATCHER WHILE STANDING WITHIN THE BATTER'S BOX.

EFFECT: 7:03 — The ball is dead and baserunners must return to the last base that in the judgment of the umpire was touched at the time of the interference.

(1) The batter is out except if a baserunner attempting to steal is put out, the batter is not also out.

(2) With less than two (2) outs and a runner on third (3rd) base and the batter interferes with a play being made at home plate, the batter is not out because the runner is out.

NOTE: If, in the judgment of the Home Plate umpire, a batter "wiggles" her bat or in any way intentionally tries to distract the pitcher and/or catcher, a "strike" will be called on the batter and all baserunners must return to their last legally occupied

base. NOTE: This is a “dead ball” call.

7:04 — MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL FLY BALL.

EFFECT: 7:04 — The ball is dead and the batter is out, and baserunners must return to the base legally held at the time of the pitch.

7:05 — THE BATTER SHALL NOT HIT A FAIR BALL WITH THE BAT A SECOND TIME IN FAIR TERRITORY.

NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire’s judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

EFFECT: 7:05 — The ball is dead, the batter is out, and baserunners may not advance.

7:06 — If a batter slings her bat she will be declared “Out.” NOTE: No warning is to be given.

NOTE: This is a “dead ball” call.

NOTE: DSI recommends that umpires warn all players about slinging bats and the consequence of slinging a bat before each game starts.

7:07 — A STRIKE IS CALLED BY THE UMPIRE:

(A) — For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

(B) — For each legally pitched ball struck at and missed by the batter.

(C) — For each foul tip held by the catcher.

(D) — For each foul ball not legally caught on the fly when the batter has less than two strikes.

(E) — For each pitched ball struck at and missed which touches any part of the batter.

(F) — When any part of the batter’s person is hit with her own batted ball when she is in the batter’s box and she has less than two strikes.

(G) — When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.

EFFECT: 7:07 (D-G) The ball is dead, and each baserunner must return to her base without liability to be put out.

7:08 — A BALL IS CALLED BY THE UMPIRE:

(A) — For each legally pitched ball which does not enter the strike zone or touches the ground before reaching home plate, or touches home plate and the batter does not swing.

EFFECT: The ball is in play, and baserunners are entitled to advance with liability to be put out.

(B) — For each illegally pitched ball not swung at.

EFFECT: The ball is dead and runners are entitled to advance one (1) base without liability to be put out.

(C) — When the catcher fails to return the ball directly to the pitcher, as required in rule 6:03(E).

(D) — For each excessive warm-up pitch.

EFFECT: 7:08 (C-D) The ball is dead. Baserunners may not advance.

7:09 — A FAIR BALL IS A LEGALLY BATTED BALL WHICH:

(A) — Settles or is touched on or over fair ground between home and first base or between home and third base.

(B) — Bounds or rolls past first or third base on fair ground.

(C) — Touches first, second, or third base.

(D) — While on or over fair ground, touches the person, attached equipment, or clothing of an umpire or player.

(E) — First falls or is touched on or over fair ground beyond first, second or third base.

NOTE: A fair fly must be judged according to the relative position of the ball and the foul line regardless of whether the fielder is on fair or foul ground at the time she touches the ball.

EFFECT: 7:09(A-E) — The ball is in play and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a baserunner unless the INFIELD FLY rule applies.

(F) — Hits a foul line pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

7:10 — A FOUL BALL IS A LEGALLY BATTED BALL WHICH:

(A) — Settles or is touched on foul ground between home and first base or between home and third base.

(B) — Bounds or rolls past first or third base on or over foul ground.

(C) — First falls or is first touched on or over foul ground beyond first or third base.

(D) — While on or over foul ground touches the person or clothing of an umpire, player, or is blocked.

EFFECT: 7:10(A-D) — (1) The ball is dead unless it is a legally caught foul fly. If a foul fly is caught the batter is out. (2) A strike is called on the batter unless she already has two strikes. (3) Baserunners must return to their bases without liability to be put out unless a foul fly is caught. In this case, the baserunner may advance with liability to be put out after the ball has been touched.

7:11 — A FOUL TIP IS A BATTED BALL WHICH GOES DIRECTLY FROM THE BAT, NOT HIGHER THAN THE BATTER'S HEAD, TO THE CATCHER'S HANDS AND IS LEGALLY CAUGHT BY THE CATCHER.

NOTE: It is not a foul tip unless caught and any foul tip that is caught is a strike. The ball is in play.

EFFECT: 7:11 — A strike is called, the ball remains in play.

7:12 — THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

(A) — When the third strike is struck at and missed and touches any part of the batter's person.

(B) — When a batter appears in the batter's box with or is discovered using an altered bat.

(C) — When a fly ball is legally caught.

(D) — Immediately when she hits an INFIELD FLY with baserunners on first and second or on first, second and third base with less than two (2) out. This is called the INFIELD FLY RULE.

EXCEPTION: 7:12 (D) does not apply to the DIXIE SWEETEES and DARLINGS.

(E) — Batter is out if fielder intentionally drops a fair fly or line drive with first, first and second, first and third, or first, second, and third occupied before two are out. Runners need not retouch and may advance at their own risk.

NOTE: A trapped ball shall not be considered as having been intentionally dropped.

(F) — The batter/baserunner is out if a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete the play. The runner shall also be

called out and interference called.

(G) — When the third strike is caught by the catcher.

(H) — When she bunts foul after the second strike.

7:13 — THE BATTER IS NOT OUT IF A FIELDER MAKING A PLAY ON HER USES AN ILLEGAL GLOVE

The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count she had prior to the pitch she hit; or taking the result of the play.

7:14 — On-Deck Batter

(A) — The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

NOTE: A team is not required to have an on-deck batter unless the home plate umpire deems that the game will better be served by having an on-deck batter, then teams must have an on-deck batter.

(B) — The on-deck batter shall take a position within the lines of the on-deck circle.

NOTE: Refer to Rule 2:10, for application of this rule.

(C) — The on-deck batter may leave the on-deck circle:

(1) When she becomes the batter.

(2) To direct baserunners advancing from third to home plate.

(D) — When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.

(E) — The provision of 7:04 shall apply to the on-deck batter.

8:00 — BASERUNNING — GENERAL

NOTE: REFER TO SPECIFIC RULES OF EACH DIVISION FOR CERTAIN SPECIFIC RULES CONCERNING BASERUNNING AND ITS EFFECT TO EACH DIVISION.

8:01 — THE BASERUNNERS MUST TOUCH BASES IN LEGAL ORDER, I.E., FIRST, SECOND, THIRD AND HOME PLATE.

(A) — When a baserunner must return while the ball is in play, she must touch the bases in reverse order.

EFFECT: 8:01 (A) — The ball is in play and baserunners must return with liability to be put out.

(B) — When a baserunner acquires the right to a base by touching it before being put out she is entitled to hold the base until she has legally touched the next base in order or is forced to vacate it for a succeeding baserunner.

(C) — When a baserunner dislodges a base from its proper position neither she nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.

EFFECT: 8:01 (B-C) The ball is in play and baserunners may advance with liability to be put out.

(D) — A baserunner shall not run bases in reverse order either to confuse the fielders or to make a farce of the game.

EFFECT: 8:01 (D) — The ball is dead and the baserunner is out.

(E) — Two baserunners may not occupy the same base simultaneously.

EFFECT: 8:01 (E) — The runner who first legally occupied the base shall be

entitled to it; the other baserunner may be put out by being touched with the ball.

(F) — Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding baserunner who touches bases in proper order. However, if the failure to touch a base in regular order or to leave a base legally on a caught fly ball, is the third out of the inning no succeeding runner may score a run.

(G) — No runner may return to touch a missed base or one she had left illegally, after a following runner has scored.

(H) — After the ball becomes dead, no runner may return to touch a missed base or one she has left after she has advanced to and touched a base beyond the missed base or one she has left illegally, even after the ball becomes alive.

(I) — No runner may return to touch a missed base or one she had left illegally, once she enters her team area.

(J) — When a walk is issued, all runners must touch all bases in legal order.

8:02 — THE BATTER BECOMES A BASERUNNER.

(A) — As soon as she hits a fair ball.

EFFECT: 8:02 (A) — The ball is in play and the batter becomes a baserunner with liability to be put out.

(B) — When a fair ball strikes the person or clothing of an umpire on foul ground.

EFFECT: 8:02 (B) — The ball is in play and the batter becomes a baserunner with liability to be put out.

(C) — When four balls have been called by the umpire.

EFFECT: 8:02 (C) — The ball is in play unless it has been blocked. The batter is entitled to one base without liability to be put out.

(D) — When the catcher or any other fielder interferes with or prevents her from striking at a pitched ball.

EFFECT: 8:02 (D) — The ball is dead and not in play and the batter is entitled to one base without liability to be put out unless the batter reaches first base safely and all other runners have advanced at least one base, then play continues without reference to the interference.

(E) — When a fair ball strikes the person or clothing of the umpire or a baserunner on fair ground.

EFFECT: 8:02 (E) — (1) If the ball hits the umpire or baserunner after passing a fielder other than the pitcher or touched by infielder including the pitcher the ball is in play. (2) If the ball hits the umpire or baserunner before passing a fielder, the ball is dead and the batter is entitled to first base without liability to be put out.

(F) — When a pitched ball not struck at touches any part of the batter's person or clothing while she is in the batter's box. It does not matter if the ball strikes the ground before hitting her. The batter's hands are not to be considered as part of the bat.

EFFECT: 8:02 (F) — The ball is dead and the batter is entitled to one base without liability to be put out unless she made no effort to avoid being hit. In this case, the plate umpire calls either a ball or a strike.

8:03 — BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT UNDER THE FOLLOWING CIRCUMSTANCES:

(A) — When the ball is overthrown into fair or foul territory and is not blocked.

(B) — When the ball is batted into fair territory and is not blocked.

(C) — A legally caught fly ball is first touched.

(D) — If a fair ball strikes the umpire or a baserunner after having passed an

infielder, other than the pitcher or having been touched by an infielder including the pitcher, the ball shall be considered in play. Also, if a fair ball strikes an umpire on foul ground, the ball shall be in play.

EFFECT: 8:03 (A-D) — The ball is alive and in play.

8:04 — A PLAYER FORFEITS HER EXEMPTION FROM LIABILITY TO GET PUT OUT.

(A) — If while the ball is in play she fails to touch the base to which she was entitled before attempting to make the next base. If the runner put out is batter/baserunner at first base or any other baserunner forced to advance because the batter became a baserunner, this out is a force-out.

(B) — If after overrunning first base, the batter/baserunner attempts to continue to second base.

(C) — If after dislodging the base, the batter/baserunner tries to continue to the next base.

8:05 —BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

(A) — When forced to vacate a base because the batter was awarded a base on balls.

EFFECT: 8:05 (A) — The ball remains in play unless it is blocked. Baserunner affected is entitled to one base and may advance further at her own risk if the ball is in play.

NOTE: In the DIXIE DARLINGS and ANGELS divisions the batter that receives a base on balls must stop at first base. All other baserunners may advance only if they are forced to do so.

(B) — When a fielder obstructs the baserunner from making a base unless the fielder is trying to field a batted ball or has the ball ready to touch the baserunner.

EFFECT: 8:05 (B) — When obstruction occurs, the umpire shall call and signal “Obstruction”.

1. If a play is being made on the obstructed runner, or if the batter/baserunner is obstructed before she touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base she had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

2. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call “Time” and impose such penalties, if any, as in his judgment will nullify the act of obstruction.

(C) — When a wild pitch or passed ball goes under, over, through or lodges in the backstop.

EFFECT: 8:05 (C) — The ball is dead. All baserunners are awarded one base only. The batter is awarded first base only, on the fourth ball.

NOTE: 8:05 (C) does not apply to the DIXIE SWEETEES, DARLINGS and ANGELS divisions.

(D) — For being hit by a pitched ball.

(E) — For being interfered with by the catcher when striking at a pitched ball.

(F) — If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home plate without possession of the ball, or touches the batter or her bat, the pitcher shall be

charged with an illegal pitch, the batter shall be awarded first base on the interference and the ball is dead.

EFFECT: 8:05 (D-F) — The ball is dead and baserunners may not advance farther than the base to which they are entitled.

(G) — When a pitcher makes an illegal pitch.

EFFECT: 8:05 (G) — The ball is dead and baserunners may advance to the base to which they are entitled without liability to be put out.

(H) — When a fielder contacts or catches a fair batted or thrown ball with her cap, mask, glove or any part of uniform while it is detached from its proper place on her person.

EFFECT: 8:05 (H) — The baserunners shall be entitled to three (3) bases if a batted ball, or two (2) bases, if a thrown ball, and in either case the baserunners may advance further at their own risk. If the illegal catch or touch is made on a fair hit ball, which in the opinion of the umpire, would have cleared the outfield fence in flight, the batter shall be awarded a home run.

(I) — When the ball is in play and is overthrown into foul territory and is blocked.

EFFECT: 8:05 (I) — In all cases where a thrown ball goes into a stand for spectators or over, through or under any fence surrounding the playing field, or hits any person or object not engaged in the game, or into the players' benches (including bats lying near such benches), whether the ball rebounds into the playing field or not, or remains in the meshes of any wire screen protecting the spectators, each and every baserunner shall be entitled to two (2) bases. When a first throw is made by an infielder, the umpire awarding such bases shall be governed by the position of each runner at the time the ball was delivered by the pitcher; when the throw is made by an outfielder or is the result of any succeeding play or attempted play, the award shall be governed by the position of each runner and the last base she has touched at the time the final throw was made. When a fielder loses possession of the ball such as on an attempted tag, and the ball then enters a dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

NOTE: If all runners, including the batter/baserunner have advanced at least one (1) base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

(J) — When a legally caught ball in playable territory is carried by the fielder unintentionally into unplayable territory, the ball is dead, the batter is out, and all runners advance one base beyond the base they occupied at the time of the pitch. If judged to be intentional by the fielder, the ball remains alive and all runners advance at their own risk. The umpire has the power to award the number of bases in his judgment, he feels the runners would have advanced.

8:06 — A BASERUNNER MUST RETURN TO HER BASE UNDER THE FOLLOWING CIRCUMSTANCES:

(A) — When a foul ball is illegally caught and is so declared by the umpire.

(B) — When an illegally batted ball is declared by the umpire.

(C) — When a batter or baserunner is called out for interference. Other baserunners shall return to the last base which was in the judgment of the umpire legally touched by her at the time of the interference.

(D) — When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.

(E) — When any part of the batter's person is touched by a pitched ball swung at and missed.

(F) — When a batter is hit by a pitched ball unless forced.

(G) — When a foul ball is not caught.

EFFECT: 8:06 (A-G) — (1) The ball is dead. (2) The baserunners must return to base without liability to be put out except when forced to go to the next base because the batter became a baserunner. (3) No runs shall score unless all bases are occupied. (4) Baserunners need not touch the intervening bases in returning to base but must return promptly. (5) However, they must be allowed sufficient time to return.

8:07 — BATTER/BASERUNNERS ARE OUT UNDER THE FOLLOWING CIRCUMSTANCES:

(A) — When after a fair ball is hit, she is legally touched with the ball before she touches first base.

(B) — When after a fair ball, the ball is held by a fielder touching first base with any part of her person before the batter/baserunner touches first base.

(C) — When after a fly ball, the ball is caught by a fielder before it touches the ground or any object other than a fielder.

(D) — When after a fair ball is hit or a base on balls is issued, she fails to run to first base and enters her team area.

EFFECT: 8:07 (A-D) — The ball is in play and the batter/baserunner is out.

(E) — When she runs outside the three foot (3') line and in the opinion of the umpire interferes with the fielder taking the throw at first base. However she may run outside the three foot (3') line to avoid a fielder attempting to field a batted ball.

(F) — When she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall also be called out.

(G) — When a batter/baserunner interferes with a play at home plate in an attempt to prevent an obvious out at the plate. The runner is also out.

EFFECT: 8:07 (E-G) — The ball is dead and the batter/baserunner is out.

8:08 — THE BASERUNNER IS OUT:

(A) — When in running to any base, she runs more than three feet (3') from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.

(B) — When, while the ball is in play, she is legally touched with the ball in the hand of a fielder while not in contact with a base.

(C) — When on a force-out a fielder tags her with the ball or holds the ball on the base to which the baserunner is forced to advance before the baserunner reaches the base.

(D) — When the baserunner fails to return to touch the base when play is resumed after suspension of play.

(E) — When a baserunner physically passes a preceding baserunner before that baserunner has been put out.

EFFECT: 8:08 (A-E) — The ball is in play and the baserunner is out.

(F) — When the baserunner leaves her base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and legally held on that base or a fielder legally touches the baserunner before the

baserunner returns to her base.

(G) — When the baserunner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base, or the baserunner is legally touched while off base she missed.

(H) — When the batter/baserunner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base.

(I) — In running or sliding for home plate, she fails to touch home plate and makes no attempt to return to the plate, when a fielder holds the ball in her hand, while touching home plate, and appeals to the umpire for the decision.

EFFECT: 8:08 (F-I) — (1) These are appeal plays and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next pitch, legal or illegal. (2) The ball is in play and the baserunner is out. Note: On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. The defensive team has “left the field” when the pitcher and all infielders have clearly left their normal fielding positions, and fair territory, on their way to the bench or dugout area. (3) Baserunners may leave their base on appeal plays when the ball leaves the eight foot (8’) RADIUS circle around the pitcher’s plate or when the ball leaves the pitcher’s possession.

(J) — When the baserunner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

(K) — When a baserunner is struck with a fair ball while off base and before it touches or passes a fielder.

(L) — When a runner intentionally kicks a ball which an infielder has missed.

(M) — When with a baserunner on third base, the batter interferes with a play being made at home plate with less than two (2) outs.

(N) — When in the judgment of the umpire, the base coach at third base or first base touches or holds the runner physically to assist this runner in returning to or leaving third or first base. The runner is not out if a play is not being made on her.

(O) — When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The baserunner nearest to third base shall be declared out.

(P) — When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing thereby confusing the fielders and adding to the difficulty of making the play.

NOTE: 8:08 (P) — Members of a team includes player/bat girl or any other person authorized to sit on team’s bench.

(Q) — When the baserunner runs the bases in reverse order, to confuse the defensive team or to make a farce out of the game. This includes the batter/baserunner moving back toward home plate to avoid or delay a tag by a fielder.

(R) — If coach intentionally interferes with thrown ball.

(S) — When a runner, after being declared out, interferes with a defensive player’s opportunity to make a play on another runner, the runner closest to home plate, at the time of the interference, shall be declared out.

EFFECT: 8:08 (J-S) — The ball is dead and the baserunner is out. No bases may

be run unless necessitated by the batter becoming a baserunner.

(T) — Any baserunner is out when she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag on her.

(U) — A player shall NOT be allowed to slide headfirst with the exception of pick-off and run down situations. NOTE: Upon the first offense of this rule by either team, the player shall be declared “OUT.” Any additional headfirst slides shall result in the player(s) being declared “OUT” and the manager or coach being removed from the game. This rule applies to both local league and tournament play. EXCEPTION: This rule does not apply to a baserunner diving back to a base she previously occupied during a rundown or a pick-off attempt.

EFFECT: 8:08 (T-U) — The ball is dead and all other baserunners take bases they had reached in the umpire’s judgment, when the violation occurred. A baserunner may not have exactly reached a base but in the umpire’s judgment would have reached the base were it not for the violation.

8:09 —BASERUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES:

(A) — When a baserunner runs behind the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

(B) — When a baserunner does not run in a direct line to the base providing the fielder in the direct line does not have the ball in her possession.

(C) — When more than one fielder attempts to field a batted ball and the baserunner comes in contact with the one who, in the umpire’s judgment, was not entitled to field the ball.

(D) — When a baserunner is hit with a fair ball that has passed through an infielder, excluding the pitcher, and in the umpire’s judgment no other infielder had a chance to play the ball.

(E) — When a baserunner is touched with a ball not securely held by a fielder.

(F) — When the defensive team does not request the umpire’s decision on an appeal play until after the next pitch.

(G) — When the batter/baserunner overruns first base after touching it and returns directly to the base.

(H) — When the baserunner is not given sufficient time to return to a base she shall not be called out for being off base before the pitcher releases the ball. She may advance as though she had left the base legally.

(I) — A runner who has legally started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in her possession.

(J) — When a baserunner holds her base until a fly ball touches a fielder and then attempts to advance.

(K) — When hit by a batted ball when touching their base, unless they intentionally interfere with the ball or a fielder making a play.

(L) — When a baserunner slides into a base and dislodges it from its proper position, the base is considered to have followed the runner.

EFFECT: 8:09 (L) — A baserunner having made such a base safely shall not be out for being off that base. She may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is again in proper position.

(M) — When a fielder makes a play on a runner while using an illegal glove.

The manager of the offended team has the option of having the entire play, including the batter's turn at bat, nullified, with the batter batting over, assuming the ball and strike count she had before she hit the ball and runners returned to their original bases which they held prior to the batted ball or taking the result of the play.

(N) — When the baserunner is hit by a fair batted ball, after it is touched or touches any fielder, including the pitcher.

9:00 — DEAD BALL

9:01 — THE BALL IS DEAD AND NOT IN PLAY IN THE FOLLOWING CIRCUMSTANCES:

(A) — When the ball is batted illegally.

(B) — When the batter steps from one box to another when the pitcher is ready to pitch.

(C) — When a ball is pitched illegally.

EXCEPTION: 9:01 (C) — If the pitcher completes the delivery of the ball to the batter and the batter hits the ball and she reaches first base safely and all baserunners advance at least one base then the play stands and the pitch is no longer illegal.

(D) — When “no pitch” is declared.

(E) — When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.

(F) — When a foul ball is not caught.

(G) — When a baserunner is called out for leaving the base too soon on a pitched ball.

(H) — When the offensive team causes an interference.

(1) When a batter intentionally strikes the ball a second time, strikes it with a thrown bat, or deflects its course in any way while running to first base.

(2) When an overthrow is intentionally touched by a coach.

(3) When a fair ball strikes a baserunner or umpire before touching an infielder including the pitcher or before passing an infielder other than the pitcher.

(4) When the batter interferes with the catcher.

(5) When a member of the offensive team interferes intentionally with a live ball.

(6) When a runner intentionally kicks a ball which a fielder has missed.

(7) When with a baserunner on third base, the batter interferes with the play being made at home plate with less than two (2) outs.

(I) — The ball shall not be playable outside the established limits of the playing field.

(J) — If an accident to a runner is such as to prevent her from proceeding to a base to which she is awarded, a substitute runner shall be permitted for the injured player.

(K) — In case of interference with batter or fielder.

(L) — When a wild pitch or passed ball goes under, over or through the backstop.

NOTE: Refer to section 8:05 (C) for effect of this rule.

(M) — When time is called by the umpire.

(N) — When any part of the batter's person is hit with her own batted ball when she is in the batter's box.

(O) — When a baserunner runs bases in reverse order either to confuse the fielders or to make a farce of the game.

(P) — When the batter is hit by a pitched ball.

(Q) — When in the judgment of the umpire, the coach touches or helps the runner physically to assist her to return or to leave a base or when a coach near

third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

(R) — When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.

(S) — When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.

(T) — When a play is being made on an obstructed runner or if the batter/baserunner is obstructed before she touches first base.

(U) — When the catcher interferes with the batter's attempt to hit a pitch.

EXCEPTION: 9:01 (U) — The ball remains alive if the batter reaches first base safely and all other runners have advanced at least one base.

(V) — When a blocked ball is declared.

(W) — When a batter enters the batter's box with or uses an altered bat.

(X) — When a batter hits a ball with an illegal bat.

EFFECT: 9:01 (A-K & M-X) — Baserunners cannot advance on a dead ball, unless forced to do so by reason of the batter having reached first base as entitled to or they are awarded a base or bases.

10:00 — BALL IN PLAY

10:01 — THE BALL IS IN PLAY IN THE FOLLOWING CIRCUMSTANCES:

(A) — At the start of the game and each half inning when the pitcher has the ball while standing in her pitching position and the plate umpire has called "play ball".

(B) — When the ball becomes dead, it shall be put in play when the pitcher is within eight feet (8') of the pitcher's plate with the ball and the plate umpire calls "play ball".

(C) — When the INFIELD FLY RULE is enforced.

(D) — When a thrown ball goes past a fielder and remains in fair territory.

(E) — When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.

(F) — When a fair ball strikes an umpire on foul ground.

(G) — When the baserunners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.

(H) — When a baserunner is called out for passing a preceding runner.

(I) — When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.

(J) — When a fair ball is legally batted.

(K) — When a baserunner must return in reverse order while the ball is in play.

(L) — When a baserunner acquires the right to a base by touching it before being put out.

(M) — When a base is dislodged while baserunners are progressing around the bases.

(N) — When a baserunner runs more than three feet (3') from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hands of a fielder.

(O) — When a baserunner is tagged or forced out.

(P) — When the umpire calls the baserunner out for failure to return to touch the base when play is resumed after a suspension of play.

(Q) — When an appeal play is enforced and involved.

(R) — When the batter hits the ball.

(S) — When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.

(T) — When a fly ball has been legally caught.

(U) — When a thrown ball goes into foul territory and is neither blocked nor obstructed.

(V) — When a thrown ball strikes an offensive player.

(W) — If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

(X) — When a thrown ball strikes an umpire.

(Y) — Whenever a ball is not dead as provided in Section 10:00 of this rule book.

(Z) — When a thrown ball strikes a coach.

(AA) — When a ball has been called on the batter and when four balls have been called but the batter may not be put out before she reaches first base.

(AB) — When a strike has been called on the batter and when three strikes have been called on the batter.

(AC) — When a foul tip has been legally caught.

(AD) — If the ball slips from a pitcher's hand during wind-up or during the back swing.

11:00 — CALLING TIME

11:01 — A manager shall be entitled to request time, on defense, to talk to his players twice in the same inning without penalty. On the third (3rd) time, he shall be required to remove the pitcher from the mound, but not the game.

NOTE: A pitcher removed from the mound as a result of this rule shall not be allowed to return to the mound in the same game.

NOTE: A time out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. ALSO, MANAGERS ARE CAUTIONED THAT AN UMPIRE IS THE ONLY ONE WHO CAN CALL TIME: MANAGERS MAY ONLY REQUEST THAT TIME BE CALLED BY THE UMPIRE.

EXAMPLE A: With Sue Smith pitching the manager requests and is granted his third (3rd) time out of the inning. Sue Smith consequently is removed from the mound and is replaced with June Jones. Sue Smith is eligible to go to another position or she can come out of the game. The manager subsequently is granted a fourth (4th) time out in the same inning. There is no violation this time, and June Jones may continue to pitch until the third (3rd) time out is granted with her on the mound.

EXAMPLE B: With Sue Smith pitching the manager requests and is granted his second (2nd) time out of the inning. Sue Smith is removed from the mound and sent to play shortstop. June Jones is brought in to pitch but later is removed from the mound in the same inning. Sue Smith is brought in to pitch again in the same inning that she was removed from the mound. The manager is granted a time out with Sue Smith on the mound. As a consequence of this being the third (3rd) time out in the same inning with Sue Smith on the mound, Sue Smith must be removed

from the mound but not the game.

11:02 — Only one (1) time-out per batter shall be allowed on offense for a manager to talk to a batter. Requesting a second (2nd) time-out during a batter's turn at bat shall result in that batter being declared OUT.

NOTE: A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule.

12:00 — APPEAL PLAYS

An appeal play is a play in which the umpire may not make a call until the player brings it to his attention. Examples are: (a) baserunner missing a base in regular or reverse order; (b) baserunner leaving a base before a fly ball is first touched; (c) batting out of order; (d) when a batter/baserunner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base. Passing a baserunner or leaving a base improperly on a pitch and use of illegal equipment are NOT appeal plays.

Appeals must be made before the next pitch, legal or illegal or before all infielders and the pitcher have left their position after the third (3rd) out. Appeals may only be made while the ball is alive. (EXCEPTION: Batting out of order is an appeal play which may be made while the ball is dead, Rule 7:02, EFFECT.) If the ball becomes dead before the appeal, it must be put in play again before an appeal can be made. To put the ball back in play after it became dead, the pitcher must have possession of the ball, be within eight feet (8') of the pitcher's plate and the umpire calls "Play Ball". An appeal play can be made without going through this procedure if the ball did not become dead after the play being appealed.

Baserunners may advance during an appeal play while the ball is alive. They may leave their base when (a) the ball leaves the pitcher's hand on a throw; (b) the pitcher leaves the eight foot (8') RADIUS circle; (c) the pitcher loses possession of the ball. The baserunners are out if they leave their bases prior to the time mentioned in (a) through (c).

Baserunners may not (a) return to a base after they have touched another base beyond the base they missed or left illegally on a caught fly ball, after the ball becomes dead, even after it becomes alive; (b) may not return to a missed base or a base they left illegally after they have entered their team area; (c) may not return to a missed base or a base they left illegally after a following baserunner had scored.

Throwing to a base while her foot is in contact with the pitcher's plate by the pitcher after the ball is put in play constitutes an illegal pitch. If such an illegal pitch is declared, the appeal can no longer be made.

Appeals may be made after a succeeding play unless it is a pitch, legal or illegal. **THERE MAY BE MORE THAN ONE (1) APPEAL ON A PLAY.** However, the umpire should not allow guessing games. If there is more than one (1) baserunner involved in an appeal, the team appealing must state which one(s) they are appealing.

If an appeal is made during a dead ball, the umpire should advise the player making the appeal, "You cannot make an appeal during a dead ball". It is then up to the player to make the proper appeal. If the appeal is finally made properly, it should be honored.

On a play at the plate where the baserunner misses the plate and the catcher attempts to tag but also misses, the umpire shall make a call of "Safe". If the catcher then tags the baserunner or plate, the umpire would then rule the baserunner "Out".

If the umpire did not make an initial “Safe” call or made no call at all, he would be tipping off the catcher and the baserunner that the base was missed.

A defensive player may put a baserunner out on an appeal by tagging the base she missed or left too soon on a caught fly ball or by tagging the baserunner while off said base even if she is touching another base.

An appeal may be made after the third (3rd) out as long as it is made properly.

EXAMPLE: With no outs and baserunners on first and third. The batter hits a fly ball that is caught. Both baserunners left their base before the caught ball was touched. The appeal was made at first base for the second (2nd) out. The defensive team then made another appeal at third base before the infielders left the infield. The baserunner on third would be declared “Out” also and the run would not count.

NOTE: In the DIXIE SWEETEEES and DARLINGS divisions, when a batting tee or pitching machine is used, the ball does not have to be put back into play in order for an appeal to be made. A player may request the ball from the umpire before the umpire or coach places the ball on the tee and the player may make her appeal after having received the ball from the umpire.

DIXIE SWEETEEES

(Ages 6 years and younger)

(Preferred ages 4-6)

SPECIFIC PLAYING RULES

(THESE RULES APPLY TO ALL TYPES OF PLAY FOR DIXIE SWEETEEES)

GENERAL

I — THE PLAYING FIELD

(A) — Base lines shall be fifty feet (50’) in length.

(B) — The distance from the point of home plate to the center of second base and from first base to third base shall be seventy feet and nine inches (70’ 9”).

(C) — An arc reaching from the first base line to the third base line and measured ten feet (10’) from the point of home plate toward the infield shall be drawn to determine when ball is in play when a batting tee is used.

NOTE: When a coach-pitcher or pitching machine is used, the ten foot (10’) arc will not be used and any ball hit into fair territory will be ruled FAIR.

(D) — (LOCAL LEAGUE OPTION) A vertical line (hash mark) shall be drawn at the halfway point between first and second base, second and third base and third base and home plate. The line is to help the umpire in determining position of the baserunner and to which base the baserunner is entitled when the ball is ruled dead under the eight-foot (8’) RADIUS circle rule under baserunning in the DIXIE SWEETEEES SPECIFIC PLAYING RULES.

(E) — The eight-foot (8’) RADIUS circle shall always be drawn at a distance of forty feet (40’) from home plate.

II — EQUIPMENT

(A) — The official bat for the DIXIE SWEETEEES will be those bats listed under Rule 2:02 with the exception that the DIXIE SWEETEEES bat can be no

longer than thirty-one inches (31") in length.

NOTE: In the DIXIE SWEETEEES division only, bats that have the wording "OFFICIAL TEE BALL" or words to the effect a bat is made for Tee Ball play and the name of an approved bat manufacturer of DSI appears on the bat, it is permitted for season and tournament play.

(B) — The Batting Tee must have a flat surface, not to exceed seventeen inches (17") in width. It must be adjustable and have at the batting area no less than six inches (6") of a hard rubber material that may be either flexible or not. The Tee may be made of any material(s) that a league chooses as long as there is at least six inches (6") of a rubber type hose at the top of the Tee.

NOTE: The Tee shall sit upon home plate when the batter is at bat.

III — IT SHALL BE A REGULATION GAME WHEN:

(A) — Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.

(B) — The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) — The home team scores the winning run in the last half of the fifth (5th) inning before the tenth (10th) batter. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) — After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the tenth (10th) batter in any extra inning, the game shall be ended.

EXCEPTION: After three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reason before they become regulation shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

(E) — Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half (2½) innings of play.

(F) — One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

IV — IT IS A REGULATION TIE GAME WHEN:

(A) — The score is even after three (3) or more complete innings.

(B) — After two and one-half (2½) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) — Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league.

(D) — Any game which does not meet any of the conditions noted above shall

be declared “no contest” and shall be replayed from the beginning.

V — THE GAME, OFFENSE

(A) — There will be ten (10) players on defense with only six (6) players in the infield with all being at least forty feet (40’) from home plate at the point of time the ball is hit by the batter.

NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.

(B) — All outfielders must be at least ten feet (10’) behind the base lines at the point of time the ball is hit by the batter.

NOTE: If any fielder is not at the proper distance when the batter hits the ball, the offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

(C) — The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and all will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.

REMEMBER: ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.

NOTE: In DIXIE SWEETEEES only, there may be up to four (4) coaches allowed when a batting tee is used and five (5) coaches used when a coach-pitcher or pitching machine is used. One of the coaches must stay in the dugout area while two (2) other coaches will take their place as either a coach at first base or third base. The fourth (4th) coach, when a batting tee is used, will be the coach that assists the batter. The fourth (4th) and fifth (5th) coaches, when a coach-pitcher or pitching machine is used, will be the coach that pitches or who places the ball into the pitching machine and the coach that catches.

The coach-pitcher and/or coach-catcher can, under supervision of the home plate umpire, assist verbally his players on offense. If the umpire rules that the coach-pitcher and/or coach-catcher is interfering with the defensive team by confusing them with instructions to his players, then the coach-pitcher and/or coach-catcher CANNOT assist his team while his team is on offense.

(D) — An inning shall be ended with the end of play of the tenth (10th) batter in that inning.

NOTE: DIXIE SWEETEEES WILL PLAY THE TEN (10) BATTERS RULE ONLY AND WILL NOT BE ALLOWED TO USE THE THREE (3) OUTS RULE DURING SEASON PLAY.

NOTE: “END OF PLAY” on the tenth (10th) batter shall be interpreted to be when an out has been made on the tenth (10th) batter, or any baserunner on base at the time the tenth (10th) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10th) batter steps to home plate and takes her position in the batter’s box, at that point two (2) outs will be called even though the batting

team may in fact not have any outs.

(E) — The offensive team's manager or scorekeeper must notify the umpire when the tenth (10th) batter comes to bat and the umpire shall notify the defensive team.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10th) batter shall apply to the tenth (10th) batter or the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number of players, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

(F) — There will be no bunting. If a batter is ruled to have bunted the ball by the umpire, the batter shall be called "OUT".

(G) — There will be no base on balls or hit by pitch advancements to bases in DIXIE SWEETTES.

(H) — THERE WILL BE NO THREE (3) STRIKES RULE IN THE DIXIE SWEETTES DURING REGULAR SEASON PLAY.

(I) — Rule 11:00 shall be in effect.

VI — BASERUNNING

(A) — The baserunner shall not steal a base or take a lead off the base being occupied.

(B) — The baserunner shall advance only when the ball has been hit past the ten foot (10') arc.

(C) — The ball is dead and all baserunners must stop at the base the umpire rules they are entitled when:

(1) The pitcher or player-pitcher has possession of a thrown ball inside the eight foot (8') RADIUS circle.

(2) At the moment a thrown ball hits the ground inside the eight foot (8') RADIUS circle or touches the pitcher's uniform or player-pitcher's uniform or person while the pitcher or player-pitcher is within the eight foot (8') RADIUS circle.

NOTE: If a thrown ball leaves the eight foot (8') RADIUS circle after having touched the ground or touched the pitcher's or player-pitcher's uniform or person, the baserunners will be allowed to continue to the next base if they have gone past the vertical line between the bases when the ball was ruled dead by the umpire.

NOTE: If, in the umpire's judgment, a thrown ball that hits the ground inside the eight foot (8') RADIUS circle or touches the pitcher's or player-pitcher's uniform or person while the pitcher or player/pitcher is inside the eight foot (8') RADIUS circle was thrown in such a manner as to be making a play on a baserunner or batter/baserunner the ball will be ruled alive and play shall continue. This rule will be within the umpire's judgment and cannot be protested.

(3) With the pitcher or player-pitcher inside the eight foot (8') RADIUS circle, a defensive player enters the eight foot (8') RADIUS circle with the ball in her possession. NOTE: THE PITCHER DOES NOT HAVE TO HAVE POSSESSION OF THE BALL INSIDE THE EIGHT FOOT (8') RADIUS CIRCLE IN ORDER TO STOP PLAY.

(D) — If a baserunner leaves her base before the ball is hit by the batter, the

base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

NOTE: If the baserunner leaves her base after the bat breaks the plane of the Batting Tee or home plate and the batter misses the ball or if the ball goes foul or if the ball does not go beyond the ten foot (10’) arc, there will be no penalty. The ball is ruled “dead”.

NOTE: The bat coming in contact with the ball or the bat breaking the plane of the Batting Tee or home plate is within the judgment of the umpire.

NOTE: If both the offensive and defensive teams are in violation of a rule on the same play, then the ball is ruled “dead”.

(E) — The INFIELD FLY rule does not apply.

VII — EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) — To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred feet (100’) or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule VI (D) and Rule VIII (B) of DIXIE SWEETEEES SPECIFIC PLAYING RULES.) The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: Dixie Softball recommends that the home run fence be placed at a distance of one hundred twenty feet (120’) from home plate.

(B) — Two (2) bases if the batter hits a fly ball that passes over a fence less than one hundred feet (100’) from home plate.

(C) — Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

(D) — Baserunners caught between bases when the pitcher or player-pitcher gains possession of the ball inside the eight foot (8’) RADIUS circle, must stop at the next base, or return to the last base she was legally entitled as judged by the umpire. In the DIXIE SWEETEEES division, the baserunner will not be called out if she does not immediately advance or return to a base.

NOTE: The umpires are instructed to not allow a baserunner to stop between bases in order to try to make a pitcher or player-pitcher possibly commit an error. The pitcher or player-pitcher does not have to have the ball inside the eight foot (8’) RADIUS circle for the umpire to call the play dead.

VIII — PITCHING RULES

(A) — If a pitcher or player-pitcher does not take her normal pitching position or leaves the area she is assigned and/or if any of the infielders or outfielders are not at the proper distance at the point the batter hits the ball, the base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

EXAMPLE A: The batter hits a home run over the fence in but the pitcher left the pitcher’s plate early or the player-pitcher was not in a proper area. The offensive team may take the home run and all runs scored shall count.

EXAMPLE B: With no outs and a baserunner on first, the batter hits into a double play but the pitcher left the pitcher's plate early or the player-pitcher was not in a proper area. The offensive team may nullify the double play with all baserunners returning to the base they occupied at the time the batter hit the ball. The play shall be declared "dead".

(B) — A pitcher or player-pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) — Any coach-pitcher may return to the mound once during a game.

SPECIFIC RULES WHEN A BATTING TEE IS USED

1. The distance from the front of the pitcher's plate to the point of home plate shall be forty feet (40').

2. The player/pitcher playing the pitcher's position must have both feet in contact with the pitcher plate at the point of time the ball is hit.

3. The catcher must stand beside the home plate umpire when a batter is striking at the ball.

NOTE: To satisfy this rule, the home plate umpire must stand directly behind the batter and the catcher must stand to the right of the umpire if there is a right-handed batter and to the left of the umpire if there is a left-handed batter.

NOTE: The catcher MUST wear a batting helmet with an attached face shield or a regulation catcher's helmet with a mask. Any other catcher's equipment is optional to the leagues, however, Dixie Softball recommends that all catcher's equipment be used for safety's sake.

4. Each batter will be allowed only three (3) swings at the ball.

NOTE: If, on the third (3rd) swing, the ball does not pass the ten foot (10') arc, or is fouled off, the batter shall continue to bat until she either hits the ball into fair territory or she swings at and misses the ball.

NOTE: THE HOME PLATE UMPIRE SHALL BE RESPONSIBLE FOR PLACING THE BALL ON THE TEE, REMOVING THE TEE FROM HOME PLATE WHEN A BASERUNNER IS RUNNING TO HOME PLATE AND REPLACING THE TEE UPON HOME PLATE WHEN PLAY IS TO RESUME.

SPECIFIC RULES WHEN A COACH-PITCHER IS USED

1. The eight-foot (8') RADIUS circle shall be drawn around the forty feet (40') pitcher's plate distance.

2. The player-pitcher shall stand with both feet inside the eight foot (8') RADIUS circle even with or behind (but not in front) of the pitcher's plate.

NOTE: To satisfy this rule the player-pitcher does not have to be in contact with the pitcher's plate at the point of time the ball is hit.

3. The coach-pitcher will pitch from a distance of thirty feet (30'). He shall pitch the ball in an underhanded manner.

4. The coach-pitcher must make every effort to avoid interfering with any ball put in to play by either being hit by a batted ball or a thrown ball. A coach-pitcher should make every effort to leave the ball field opposite where the ball is hit. If

the ball is hit up the middle the coach should try to leave the ball field to the side he feels would less likely interfere with play.

NOTE: If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All baserunners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach-pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed.

NOTE: The coach-pitcher shall only field the ball when it is being thrown to him in order to put the ball back in play.

5. All player-catchers and coach-catchers who play in the normal catcher's position or, in the case of a player-catcher playing in an abnormal position, MUST wear ALL equipment that is traditionally worn by a catcher, i.e., mask with throat protector, helmet, chest protector and shin guards. If the coach-catcher is a male a protective "cup" must be worn.

6. If a coach-catcher is used, the player playing the position of catcher MUST wear a regulation catcher's helmet with a mask. The catcher must stand in an area designated safe by the home plate umpire when a pitch is being thrown to a batter.

7. Each batter will be allowed five (5) pitches to be thrown to her in which she can: (1) Strike at and miss three (3) pitches thus creating a "strike out" or, (2) Hit the ball into fair territory. NOTE: If, after five (5) pitches to the same batter are fouled off, the batter shall continue batting until she either swings at and misses the ball or hits the ball into fair territory.

8. Bunting is not allowed.

SPECIFIC RULES WHEN A PITCHING MACHINE IS USED

1. The eight-foot (8') RADIUS circle shall be drawn around the forty feet (40') pitcher's plate distance.

2. The player-pitcher shall stand at any position within the eight-foot (8') RADIUS circle as long as the player-pitcher is in line with or behind the pitcher's plate.

3. The pitching machine shall be placed at a distance of thirty feet (30') from the point of home plate.

4. The coach-pitcher must take a position behind the pitching machine and MUST hold the ball over his head and should make sure that the batter has his attention before placing the ball into the pitching machine. Once the ball is placed into the pitching machine the coach-pitcher is to protect any player who is approaching the pitching machine trying to make a play on the ball. If, in the opinion of the coach-pitcher, a player is in danger of running into the pitching machine, the coach-pitcher is to stand between the player and the pitching machine in order to keep the player from running into the machine. If a player runs into the coach-pitcher the ball shall be ruled "dead" and the batter will be placed on first base without liability of being put out and any baserunner forced to do so will be advanced one base. All baserunners not forced to move to another base shall remain at the base they were occupying.

5. If a batted ball hits the pitching machine the batter will be placed on first base without liability of being put out and any baserunner forced to do so will be advanced one base. All baserunners not forced to move to another base shall remain at the base they were occupying.

6. If a coach-catcher is used then the player-catcher playing the position of

catcher MUST wear a batting helmet with an attached face shield or a regulation catcher's helmet with a mask. The player-catcher must stand in an area designated safe by the home plate umpire when a pitch is made to the batter.

7. Each batter will be allowed five (5) swings in which she can either strike at and miss and/or foul off or hit the ball into fair territory.

NOTE: If, after five (5) pitches, a batter has not hit the ball into fair territory, she shall be declared "OUT".

NOTE: If, on the fifth (5th) pitch, the ball is fouled off, the batter shall continue to bat until she either hits the ball into fair territory or she swings at and misses the ball.

8. Each team will decide as to what type ball will be pitched to their team.

9. Each team will decide as to what speed the pitching machine will be set on for balls being pitched to their team.

10. The home team must supply the pitching machine. EXCEPTION: The visiting team may use their own pitching machine if it is of a different model than the machine the home team is supplying.

11. Bunting is not allowed.

THE RESPONSIBILITY FOR THE ABOVE RULES SHALL BE WITH THE MANAGERS OF THE COMPETING TEAMS BUT THE OFFICIAL SCORE-KEEPER IS DIRECTED TO NOTIFY THE MANAGER, WHENEVER POSSIBLE, TO PREVENT A VIOLATION AND PROTESTED GAME.

DIXIE DARLINGS

(Ages 8 years and younger)

(Preferred ages 7 and 8)

SPECIFIC PLAYING RULES

I — THE PLAYING FIELD

(A) — Baselines shall be fifty feet (50') in length.

(B) — The distance from the front side of the pitcher's plate to the point of home plate shall be thirty feet (30') .

(C) — The distance from the point of home plate to the center of second base and from first base to third base shall be seventy feet and nine inches (70' 9").

(D) LOCAL LEAGUE OPTION- A vertical line (hash mark) shall be drawn at the halfway point between first and second base, second and third base, and third base and home plate. The line is to help the umpire in determining position of the baserunner and to which base the baserunner is entitled when the ball is ruled dead under the eight-foot (8') RADIUS circle rule under baserunning in the DIXIE DARLINGS SPECIFIC PLAYING RULES. **NOTE: This rule will apply during tournament play.**

II — IT SHALL BE A REGULATION GAME WHEN:

(A) — Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.

(B) — The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) — The home team scores the winning run in the last half of the fifth (5th) inning before the third (3rd) out. If a batter in the last half of the final inning of

a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) — After the end of five (5) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3rd) out in any extra inning, the game shall be ended.

EXCEPTION: After three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reason before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

(E) — Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play, or in the case of the home team, anytime it is ahead after two and one-half ($2\frac{1}{2}$) innings of play. Pitchers shall only be charged for innings actually pitched.

NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

(F) — One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

III — IT IS A REGULATION TIE GAME WHEN:

(A) — The score is even after three (3) or more complete innings.

(B) — After two and one-half ($2\frac{1}{2}$) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) — Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VIII of DIXIE DARLINGS SPECIFIC PLAYING RULES.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

(D) — Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

IV — THE GAME, OFFENSE

(A) — The catcher shall NOT be required to catch the third (3rd) strike, except for a foul tip. The batter shall be out and the baserunners shall NOT advance.

(B) — There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher.

NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.

(C) — All outfielders must be at least ten feet (10') behind the baselines at the

point of the ball being hit by the batter.

(D) — The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill.

REMEMBER: ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.

(E) — An inning shall be ended with the third (3rd) out or end of play of the tenth (10th) batter in that inning. If the tenth (10th) batter walks, is hit by a pitched ball or there is catcher's interference, all baserunners, whether forced or not, shall advance two (2) bases.

NOTE: "END OF PLAY" on the tenth (10th) batter shall be interpreted to be when an out has been made on the tenth (10th) batter, or any baserunner on base at the time the tenth (10th) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10th) batter steps to the plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10th) batter shall apply to the tenth (10th) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

V — BASERUNNING

(A) — The baserunner shall not steal a base or take a lead off the base being occupied.

(B) — The baserunner shall not advance on a wild pitch by the pitcher or a passed ball by the catcher.

(C) — The baserunner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance by a base on balls and/or a hit batter or when a fly ball is caught in foul territory.

(D) — The ball is dead and all baserunners must stop at the base the umpire rules they are entitled when: the pitcher or player-pitcher has possession of a thrown ball inside the eight-foot (8') RADIUS circle. NOTE: If the ball is hit directly back to the pitcher or player-pitcher inside the eight-foot (8') RADIUS circle and the pitcher or player-pitcher makes no play, all batters and baserunners will be entitled to advance one (1) base only without liability of being put out. If the pitcher or player-pitcher chooses to make a play then normal baserunning rules will apply.

(E) — Umpires shall declare play dead when a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base the baserunner is going to or when a defensive player is touching home plate with the ball in her possession. NOTE: If the baserunner that is held up is not the lead baserunner(s) the umpire shall allow lead baserunner(s) to advance to the next base if the lead baserunner(s) has passed the hash mark.

(F) — If a baserunner leaves her base before the ball is hit by the batter, the base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

(G) — Hash marks shall be drawn half way between first base and second base; second base and third base; and third base and home plate in order to help the umpire to determine whether a baserunner has advanced more than one-half the distance between bases. If a player has passed the hash mark before the player-pitcher has possession of the ball inside the eight-foot (8') RADIUS circle she shall be awarded the base she was attempting to reach without liability of being put out

NOTE: Once the player-pitcher has possession of the ball inside the eight-foot (8') RADIUS circle the ball becomes a “dead” and no play can be made on any baserunner.

EXCEPTION: If there is an appeal play to be made it can be made with the ball ruled dead. When the player/pitcher has possession of the ball the coach/pitcher may instruct the player/pitcher on the proper procedure of how to make an appeal.

NOTE: If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of Rule V (D) of DIXIE DARLINGS SPECIFIC RULES. If both the offensive and defensive teams are in error, the ball is ruled “dead.”

(H) — The INFIELD FLY rule does not apply.

VI — EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) — To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred twenty feet (120') and or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule V (D) of DIXIE DARLINGS SPECIFIC PLAYING RULES.) The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: DIXIE SOFTBALL recommends that the home run fence be placed at a distance of one hundred thirty feet (130') from home plate.

(B) — Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred twenty feet (120') and from home plate. The ball is dead.

(C) — Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

VII — PITCHING RULES

NOTE: LEAGUES THAT PLAY DIXIE DARLINGS HAVE THE OPTION DURING REGULAR SEASON PLAY TO USE EITHER THE PITCHING MACHINE or COACH-PITCHER RULES FOUND IN THE DIXIE DARLINGS SPECIFIC PLAYING RULES.

NOTE: IN TOURNAMENT PLAY THE DIXIE DARLINGS SHALL USE

COACH-PITCH RULES

NOTE: A coach-pitcher may pitch every inning of every game when coach-pitcher rules are used.

🔑NOTE: Any coach-pitcher may return to the mound once during a game.

(A) — A pitcher or player-pitcher shall be limited to seven (7) innings of playing that position between Monday through the following Sunday night except that in a tie game at the end of the five (5) innings the starting pitcher or player-pitcher may play that position in the sixth (6th) inning and except as described in RULE VIII (E) of DIXIE DARLINGS SPECIFIC PLAYING RULES. Under no condition shall a pitcher or pitcher-player play that position in more than five (5) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher or player-pitcher who was removed from and returned to that position in the same game, regardless of which inning she returned.

NOTE: The pitcher or player-pitcher shall be charged only for the innings she played that position. If a pitcher or player-pitcher does not have to play that position in the bottom half of an inning she is not charged for that inning.

(B) — A pitcher or player-pitcher removed from that position shall be allowed to return to that position one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher or player-pitcher returns to that position in the same inning of a game in which she was removed she shall be credited with playing that position in ONLY one (1) inning for the inning in which she was removed.

(C) — (LOCAL LEAGUE OPTION) After four (4) batters have walked in an inning, the offensive team's manager or coach comes in to pitch for the rest of the inning. (NOTE: A hit batter counts as a walk.)

NOTE: A player-pitcher removed from the mound under this rule may return to the mound in the next inning and may continue to pitch until such time her coach removes her for circumstances other than what is covered in this rule.

NOTE: If this LOCAL LEAGUE OPTION is adopted the eight foot (8') RADIUS circle shall be drawn around the forty feet (40') pitcher's plate distance.

(D) — Innings pitched in games declared "no contest" shall count.

(E) — In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a player-pitcher shall play that position in only five (5) or six (6) innings in the case she is the starting player-pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All player-pitchers shall be eligible to play that position in such a series or playoff.

NOTE: This rule allows a player-pitcher to play that position in only five (5) innings of a regular season game(s) and five (5) innings of a league championship game(s) during a week with the exception of rule VII (A) which allows a starting player-pitcher an extra inning in case of tie games.

EXAMPLE A: A player-pitcher plays that position five (5) innings in a regular season game on Monday. She then plays that position five (5) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A player-pitcher pitches five (5) innings in a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday and she then pitches five (5) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Tournament Rule XI.

(F) — In exhibition games a pitcher or player-pitcher shall be allowed to play that position three (3) additional innings, or a total of ten (10) innings for the week at one time during the season.

(G) — **THE RESPONSIBILITY FOR THE ABOVE RULES SHALL BE WITH THE MANAGERS OF THE COMPETING TEAMS BUT THE OFFICIAL SCOREKEEPER IS DIRECTED TO NOTIFY THE MANAGER, WHENEVER POSSIBLE, TO PREVENT A VIOLATION AND PROTESTED GAME.**

SPECIFIC RULES WHEN A COACH-PITCHER IS USED

1. The-eight foot (8') RADIUS circle shall be drawn around the forty foot (40') pitcher's plate distance.

2. The player-pitcher shall stand with both feet inside the eight foot (8') RADIUS circle even with or behind (but not in front) of the pitcher's plate.

NOTE: To satisfy this rule the player-pitcher does not have to be in contact with the pitcher's plate at the point of time the ball is hit.

3. The coach-pitcher will pitch from a distance of thirty feet (30'). He shall pitch the ball in an underhanded manner.

4. The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or a thrown ball by defensive player. A coach-pitcher should make every effort to leave the ball field opposite where the ball is hit. If the ball is hit up the middle the coach should try to leave the ball field to the side he feels would less likely interfere with play

NOTE: If, in the judgment of the umpire, a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All baserunners must return to the last base they legally occupied. If, in the opinion of the umpire, a coach-pitcher unintentionally interfered with the play the play will be ruled dead and the pitch shall be replayed.

NOTE: The coach-pitcher shall only field the ball when it is being thrown to him in order to put the ball back in play.

5. All player-catchers and coach-catchers who play in the normal catcher's position or, in the case of a player-catcher playing in an abnormal position, **MUST** wear ALL equipment that is traditionally worn by a catcher, i.e., mask with throat protector, helmet, chest protector and shin guards. If the coach-catcher is a male a protective "cup" must be worn. Coach-catchers are not allowed in DIXIE DARLINGS tournament play.

6. If a coach-catcher is used, the player playing the position of catcher **MUST** wear a helmet, mask with throat protector and a chest protector and stand in an area designated safe by the home plate umpire when a pitch is being thrown to a batter.

7. Each batter will be allowed five (5) pitches to be thrown to her in which she can:

1. Strike at and miss three (3) pitches thus creating a "strike out" or,
2. Hit the ball into fair territory.

NOTE: If, after five (5) or pitches to the same batter are fouled off, the batter shall continue batting until she either swings at and misses the ball or hits the ball into fair territory.

8. Bunting is not allowed.

DIXIE ANGELS

(Ages 10 years and younger)

(Preferred ages 9 and 10)

SPECIFIC PLAYING RULES

I – THE PLAYING FIELD

(A) – Baselines shall be sixty feet (60') in length.

(B) – The distance from the front side of the pitcher's plate to the point of home plate shall be thirty-five feet (35').

(C) – The distance from the point of home plate to the center of second base and from first base shall be: eighty-four feet and ten inches (84' 10").

II – IT SHALL BE A REGULATION GAME WHEN:

(A) – Both teams have completed five (5) innings, and the visiting team has scored more runs than the home team.

(B) – The home team has scored more runs after four (4) innings than the visiting team has scored in five (5) innings.

(C) – The home teams scores the winning run in the last half of the fifth (5th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) – After the end of five (5) innings with the score tied, play is continued until one team scores more runs than the other in an equal number of innings. If after the home team scores the winning run before the third (3rd) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after two (2) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

(E) – Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played three (3) or more complete innings of play or, in the case of the home team, anytime it is after two and one-half (2 1/2) innings of play. Pitchers shall only be charged for innings actually pitched.

(F) – One team has mathematically reached the point that the other team cannot win the game, the game shall be ended.

III – IT IS A REGULATION TIE GAME WHEN:

(A) – The score is even after three (3) or more complete innings.

(B) – After two and one-half (2 1/2) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) - Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VII of DIXIE ANGELS SPECIFIC RULES.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week on which the original tie game was stopped.

(D) – Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

IV – THE GAME, OFFENSE

(A) – The catcher shall NOT be required to catch the third (3rd) strike, except for a foul tip. The batter shall be out and the baserunners shall NOT advance.

(B) – There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher.

NOTE: The catcher and pitcher will be counted as infielders to satisfy this rule.

NOTE: Players listed in the lineup as infielders shall remain identified as infielders regardless of where they are placed on the playing field. Players listed in the lineup, as outfielders (including the shortfielder) shall remain identified as outfielders and shall not be allowed to play in the infield at anytime. EXCEPTION: If a player is changed from an outfield position to an infield position or vice versa, the change has to be noted to the umpire and scorekeeper. NOTE: An outfielder brought in from the outfield must play in the normal playing position of the infielder she is replacing.

EXAMPLE: If an outfielder is brought in from the outfield to replace the first baseman, the outfielder has to play in the normal first baseman position. If the change is made during the inning a time-out will be charged to team for each time a position change is made during an inning.

NOTE: When position changes are made between outfielders and infielders during an inning, the pitcher shall be removed from the pitcher’s position on the second time-out request to change infielders and outfielders. This rule overrides the third (3rd) visit time-out rule of Section 11:00.

(C) – All outfielders must be at least ten feet (10’) behind the baselines at the point of the ball being hit by the batter.

(D) – The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill.

REMEMBER: ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.

(E) – An inning shall be ended with the third (3rd) out or end of play of the tenth (10th) batter in that inning. If the tenth (10th) batter walks, is hit by a pitched

ball or there is catcher's interference, all baserunners, whether forced or not, shall advance two (2) bases.

NOTE: "END OF PLAY" on the tenth (10th) batter shall be interpreted to be when an out has been made on the tenth (10th) batter, or any baserunner on base at the time the tenth (10th) batter bats or when the umpire declares that play is dead because a baserunner cannot advance without being put-out because a fielder is holding the ball between her and the next base she is going to or when a defensive player is touching home plate with the ball in her possession.

NOTE: When the tenth (10th) batter steps to the plate and takes her position in the batter's box, at that point two (2) outs will be called even though the batting team may in fact not have any outs.

NOTE: (LOCAL LEAGUE OPTION) A team completes its offensive half of an inning when all members of the team have batted. If one (1) team has more players than the other, the extra players are permitted to bat although any runs scored as a result of the extra players batting shall NOT count in the score of the game. The number of players counting for score is the minimum number of players present or ten (10), whichever is more at game time. All rules applying to the tenth (10th) batter shall apply to the tenth (10th) batter or to the minimum number of batters. Each team shall be required to play ten (10) players or the minimum number, whichever is greater, two (2) complete consecutive innings (six [6] outs on defense).

NOTE: In tournament play, the ten (10) batter rule does NOT APPLY.

V - BASERUNNING

(A) – The baserunner shall NOT steal a base.

(B) – The baserunner shall NOT advance on a wild pitch by the pitcher or a passed ball by the catcher.

(C) – The baserunner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance by a base on balls and/or a hit batter or when a fly ball is caught in foul territory.

(D) – If a baserunner leaves her base before the pitch reaches the batter, the base umpire shall signal, "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

NOTE: This rule allows a DIXIE ANGELS baserunner to leave the base when the ball reaches the batter but does not allow her to steal a base.

NOTE: If any outfielder is not at the proper distance when the ball is hit, then the offensive team has the privilege of Rule V (D) of DIXIE ANGELS SPECIFIC PLAYING RULES. If both the offensive and defensive teams are in error, the ball is ruled "dead."

VI – EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) - To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred forty feet (140') or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule V of DIXIE ANGELS SPECIFIC PLAYING RULES). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: DIXIE SOFTBALL recommends that the home run fence be placed

at a distance of one hundred sixty feet (160') from home plate.

(B) – Two (2) bases if the batter hits a fair fly that passes over a fence less than one hundred forty feet (140') from home plate. The ball is dead.

(C) – Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

(D) – The batter that receives a base on balls must stop at first base. All other baserunners may advance only if they are forced to do so. NOTE: Rule VI (D) does NOT remove the two (2) base rule that is applied in Rule IV (E) of DIXIE ANGELS SPECIFIC PLAYING RULES.

(E) – The infield fly rule applies.

VII – PITCHING RULES

(A) – A pitcher shall not pitch more than seven (7) innings between Monday through the following Sunday night except that in a tie game at the end of five (5) innings the starting pitcher may pitch the sixth (6th) inning except as described in Rule VII (E) of DIXIE ANGELS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than five (5) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only five (5) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

(B) - A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) – (LOCAL LEAGUE OPTION) After four (4) batters have walked in an inning, the offensive team's manager or coach comes in to pitch for the rest of the inning. (NOTE: A hit batter does not count as a walk). Present coach-pitch rules that appear in the DIXIE DARLINGS SPECIFIC PLAYING RULES will apply to satisfy this rule.

NOTE: A pitcher removed from the mound under this rule may return to the mound in the next inning and may continue to pitch until such time her coach removes her for circumstances other than what is covered in this rule.

NOTE: If this LOCAL LEAGUE OPTION is adopted the eight foot (8') RADIUS circle shall be drawn around the forty feet (40') pitcher's plate distance.

NOTE: In DIXIE ANGELS tournament play, pitching machines and coach/pitchers shall NOT be used.

(D) – Innings pitched in games declared “no contest: shall count.

(E) – In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only five (5) innings or six (6) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in

the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All pitchers shall be eligible to pitch in such a series or play-off.

NOTE: This rule allows a pitcher to pitch in only five (5) innings of a regular season game(s) and five (5) innings of a championship game(s) during a week with the exception of Rule VII (A) which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches five (5) innings of a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches five (5) innings in a regular season game on Monday. She then pitches five (5) innings in a league championship game on Thursday and she then pitches five (5) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protest shall be handled according to Tournament Rule XI.

(F) – In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of nine (9) innings for the week at one time during the season.

(G) – THE RESPONSIBILITY FOR THE ABOVE RULES SHALL BE WITH THE MANAGERS OF THE COMPETING TEAMS BUT THE OFFICIAL SCOREKEEPER IS DIRECTED TO NOTIFY THE MANAGER, WHENEVER POSSIBLE, TO PREVENT A VIOLATION AND A PROTESTED GAME.

DIXIE PONYTAILS

(Ages 12 years and younger)

(Preferred ages 11 and 12)

SPECIFIC PLAYING RULES

I — THE PLAYING FIELD

(A) — Baselines shall be: sixty feet (60') in length.

(B) — The distance from the front side of the pitcher's plate to the point of home plate shall be thirty-five feet (35').

(C) — The distance from the point of home plate to the center of second base and from first base to third base shall be: eighty-four feet and ten inches (84' 10").

II — IT SHALL BE A REGULATION GAME WHEN:

(A) — Both teams have completed six (6) innings, and the visiting team has scored more runs than the home team.

(B) — The home team has scored more runs after five (5) innings than the visiting team has scored in six (6) innings.

(C) — The home team scores the winning run in the last half of the sixth (6th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) — After the end of six (6) innings with the score tied, play is continued

until one team has scored more runs than the other in an equal number of innings. If after the home team scores the winning run before the third (3rd) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after three (3) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reasons before they become regulation games shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games

(E) — Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played four (4) or more complete innings of play or, in the case of the home team, anytime it is ahead after three and one-half ($3\frac{1}{2}$) innings of play. Pitchers shall only be charged for innings actually pitched.

(F) — (LOCAL LEAGUE OPTION) (DIXIE PONYTAILS ONLY) A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have played four (4) innings, or in the case of the home team, anytime it is ahead after three and one-half ($3\frac{1}{2}$) innings of play.

NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team manager wishes to concede.

III — IT IS A REGULATION TIE GAME WHEN:

(A) — The score is even after four (4) or more complete innings.

(B) — After three and one-half ($3\frac{1}{2}$) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) — Tie games shall be replayed from the beginning or from the exact point of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VIII of DIXIE PONYTAILS SPECIFIC PLAYING RULES.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week on which the original tie game was stopped.

(D) — Any game which does not meet any of the conditions noted above shall be declared “no contest” and shall be replayed from the beginning.

NOTE: Refer to Rule IV below for exception.

IV — League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. The game, if suspended, shall be completed at the earliest possible date and shall be played from the point of termination.

V — THE GAME, OFFENSE

(A) — The catcher shall NOT be required to catch the third (3rd) strike, except

for a foul tip. (DIXIE PONYTAILS) The batter shall be out and all baserunners advance at their own risk.

(C) — The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill.

REMEMBER: ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE.

VI — BASERUNNING

(A) — If a baserunner leaves her base before the pitch reaches the batter, the base umpire shall signal “delayed dead ball” to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.

VII — EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) — To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and sixty feet (160’) or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule VI (A) of DIXIE PONYTAILS SPECIFIC PLAYING RULES). The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: DIXIE SOFTBALL recommends that the home run fence be placed at a distance of one hundred and eighty feet (180’) from home plate.

(B) — Two (2) bases if the batter hits a fair fly ball that passes over a fence less than (DIXIE ANGELS) one hundred forty feet (140’) and (DIXIE PONYTAILS) one hundred and sixty feet (160’) from home plate. The ball is dead.

(C) — Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under a fence, scoreboard, etc., or bounces over a fence.

(D) — The infield fly rules applies.

VIII — PITCHING RULES

(A) — A pitcher shall not pitch more than eight (8) innings between Monday through the following Sunday night except that in a tie game at the end of six (6) innings the starting pitcher may pitch the seventh (7th) inning except as described in Rule VIII (E) of DIXIE PONYTAILS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than six (6) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only six (6) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does

not have to pitch the bottom half of an inning she is NOT charged for that inning.

(B) — A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. NOTE: To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) — Innings pitched in games declared “no contest” shall count.

(D) — In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only six (6) or seven (7) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff.

NOTE: This rule allows a pitcher to pitch in only six (6) innings of a regular season game(s) and six (6) innings of a championship game(s) during a week with the exception of rule VIII (A) which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches six (6) innings in a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches six (6) innings in a regular season game on Monday. She then pitches six (6) innings in a league championship game on Thursday and she then pitches six (6) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protest shall be handled according to Tournament Rule XI.

(E) — In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of eleven (11) innings for the week at one time during the season.

(F) — THE RESPONSIBILITY FOR THE ABOVE RULES SHALL BE WITH THE MANAGERS OF THE COMPETING TEAMS BUT THE OFFICIAL SCOREKEEPER IS DIRECTED TO NOTIFY THE MANAGER, WHENEVER POSSIBLE, TO PREVENT A VIOLATION AND A PROTESTED GAME.

DIXIE BELLES

(Ages 15 years and younger)

(preferred ages 13-15)

and

DIXIE DEBS

(Ages 18 years and younger)

(preferred ages 16-18)

SPECIFIC PLAYING RULES

I — THE PLAYING FIELD

(A) — Baselines shall be sixty feet (60') in length.

(B) — The distance from the front side of the pitcher's plate to the point of home plate shall be forty feet (40').

(C) — The distance from the point of home plate to the center of second base and from first base to third base shall be eighty-four feet and ten inches (84' 10").

II — IT SHALL BE A REGULATION GAME WHEN:

(A) — Both teams have completed seven (7) innings, and the visiting team has scored more runs than the home team.

(B) — The home team has scored more runs after six (6) innings than the visiting team has scored in seven (7) innings.

(C) — The home team scores the winning run in the last half of the seventh (7th) inning before the third (3rd) out. If a batter in the last half of the final inning of a game hits a home run and the ball goes out of play, all runners on base and the batter shall be entitled to score, but all bases shall be touched in order.

(D) — After the end of seven (7) innings with the score tied, play is continued until one team has scored more runs than the other in an equal number of innings. If the home team scores the winning run before the third (3rd) out in any extra inning, the game shall be ended.

EXCEPTION: When a team is ten (10) runs ahead after four (4) complete innings of play and the game is called because of darkness, rain or any other cause, it shall be a legal game and the team ahead shall be the winner.

NOTE: Games called because of rain, darkness or other reason before they become regulation shall be resumed from the point of termination.

NOTE: Games called because of rain, darkness or other reasons other than a time limit after they have become regulation games shall revert to the score of the last completed inning.

NOTE: This rule will also apply to league championship games.

(E) — Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have played five (5) or more complete innings of play or, in the case of the home team, anytime it is ahead after four and one-half ($4\frac{1}{2}$) innings of play. Pitchers shall only be charged for innings actually pitched.

(F) — (LOCAL LEAGUE OPTION) A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have played five (5) innings, or in the case of the home team, anytime it is ahead after four and one-half ($4\frac{1}{2}$) innings of play.

NOTE: Both teams must have an equal opportunity with the same number of innings at bat. Runs scored by the visiting team in the top half of an inning do not count until the home team has had its opportunity to bat in the bottom half of that inning unless the home team wishes to concede.

III — IT IS A REGULATION TIE GAME WHEN:

(A) — The score is even after five (5) or more complete innings.

(B) — After four and one-half ($4\frac{1}{2}$) or more innings, the home team is at bat and has scored enough runs to make the score even and the game is called.

(C) — Tie games shall be replayed from the beginning or from the exact point

of termination at the discretion of the local league. Pitchers shall be subject to regular eligibility rules, and under no condition shall they pitch in more innings than allowed by Pitching Rule VIII of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES.

NOTE: This rule does not give a pitcher extra eligibility of innings because she did not possibly use up her eligible innings in the week in which the original tie game was stopped.

IV — League championships decided by one (1) game shall be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. The game, if suspended, shall be completed at the earliest possible date and shall be played from the point of termination.

V — THE GAME, OFFENSE

(A) — The catcher shall not be required to catch the third (3rd) strike, except for a foul tip, if first (1st) base is occupied with less than two (2) outs. The batter is out and all baserunners advance at their own risk.

(B) — The catcher shall be required to catch the third (3rd) strike when there are two (2) outs or when first base is unoccupied. The batter may advance to first base with liability to being put out, either by the catcher touching the batter with the ball or throwing the ball to first base for the put out, if the catcher misses the third (3rd) strike. All other baserunners advance at their own risk with liability to being put out.

EXAMPLE A: The third (3rd) strike is not caught by the catcher with two (2) outs in the inning and a runner on third base. The catcher does not throw the ball to first base nor touches the batter with the ball, the runner at third stays at third and does not try to advance. RULING: The batter is safe at first and the count remains at two (2) outs.

EXAMPLE B: The catcher does not catch the third (3rd) strike with two (2) outs and the bases loaded. She does not throw the ball to any base but touches home plate with the ball in her possession. RULING: The baserunner at third is out because it became a force play.

NOTE: To make this rule applicable a missed third (3rd) strike shall be judged as a ball that either, passed by the catcher, was dropped by the catcher or hit the ground before reaching the catcher.

(C) — The offensive team will be made up of the entire team roster.

NOTE: If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed on the batting order, and will bat their turn whether they are playing defense or not.

EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat, with no penalty, said player shall not be allowed to re-enter the game in which she became injured or ill.

REMEMBER: ALL PLAYERS MUST PLAY AT LEAST SIX (6) OUTS ON DEFENSE.

VI — BASERUNNING

(A) — If a baserunner leaves her base before the ball leaves the pitcher's hand on the delivery to the batter, the baserunner shall be called OUT. The pitch shall be

declared a “no pitch.” The ball is dead and no baserunners shall advance.

VII — EACH BASERUNNER, INCLUDING THE BATTER/BASERUNNER, SHALL WITHOUT DANGER OF BEING PUT OUT, ADVANCE:

(A) — To home plate, if the batter hits a fair fly ball over the fence or into the bleachers one hundred and eighty feet (180') or more from home plate, provided all baserunners touch all bases legally. (Application of this rule is subject to Rule VI (A) of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES.) The batter hitting the home run shall be required to run the bases and she shall be required to touch all bases.

NOTE: DIXIE SOFTBALL recommends that the home run fence be placed at a distance of two hundred feet (200') from home plate.

(B) — Two (2) bases if the batter hits a fair fly ball that passes over a fence less than one hundred and eighty feet (180') from home plate. The ball is dead.

(C) — Two (2) bases if a fair ball touches a spectator or if it bounces into a stand outside the first or third base foul lines or if it goes through or under the fence, scoreboard, etc., or bounces over a fence.

VIII — PITCHING RULES

(A) — A pitcher shall not pitch more than ten (10) innings between Monday through the following Sunday night except that in a tie game at the end of seven (7) innings the starting pitcher may pitch the eighth (8th) inning except as described in Rule VIII (E) of DIXIE BELLES and DIXIE DEBS SPECIFIC PLAYING RULES. Under no condition shall a pitcher pitch in more than seven (7) innings in one (1) game except as noted above.

NOTE: The extra inning rule does not apply to a starting pitcher who was removed from and returned to the mound in the same game, regardless of which inning she returned. Once a starting pitcher is removed from the mound in a game she will be allowed only seven (7) innings in which to pitch in that game.

NOTE: The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning she is NOT charged for that inning.

(B) — A pitcher of record removed from the mound shall be allowed to return to the mound one (1) time in the same game. To satisfy this rule it will be ruled that if a pitcher returns to the mound in the same inning of a game in which she was removed she shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(C) — Innings pitched in games declared “no contest” shall count.

(D) — In a series or single game played in a local league or between two (2) teams in a regional play-off that is decided by a best of three (3) series, or played under the double elimination tournament bracket or by a single game play-off, a pitcher shall pitch in only seven (7) or eight (8) innings in the case she is the starting pitcher. This may be a series to determine a first or second half winner in the event two (2) or more teams are tied at the end of either half, or in a series between first and second half winners to determine league champion. All such games shall be played to a conclusion unless the team behind wishes to concede. All pitchers shall be eligible to pitch in such a series or playoff.

NOTE: This rule allows a pitcher to pitch in only seven (7) innings of a regular season game(s) and seven (7) innings of a championship game(s) during a week with the excep-

tion of rule VIII (A) which allows a starting pitcher an extra inning in case of tie games.

EXAMPLE A: A pitcher pitches seven (7) innings in a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday of the same week. This is legal.

EXAMPLE B: A pitcher pitches seven (7) innings in a regular season game on Monday. She then pitches seven (7) innings in a league championship game on Thursday and she then pitches seven (7) innings in a regular season game on Friday of the same week. This is illegal.

All other local league rules shall apply and protests shall be handled according to Tournament Rule XI.

(E) — In exhibition games a pitcher shall be allowed to pitch three (3) additional innings, or a total of thirteen (13) innings for the week at one time during the season.

(F) — THE RESPONSIBILITY FOR THE ABOVE RULES SHALL BE WITH THE MANAGERS OF THE COMPETING TEAMS BUT THE OFFICIAL SCOREKEEPER IS DIRECTED TO NOTIFY THE MANAGER, WHENEVER POSSIBLE, TO PREVENT A VIOLATION AND A PROTESTED GAME.

Steps Followed to Build a Strong Dixie Softball League

1. Recruit a group of five, seven or nine individuals who will serve on a Board of Directors to govern the league's entire operation. From this group elect a president, one or more vice-presidents, secretary, treasurer, player agent and possibly a purchasing agent.

2. Adopt a set of league operation rules and see that everyone who has any part in the league's operation has a copy. Such rules should fully cover all areas of operation and leave no situation uncovered. If everyone connected with the league knows exactly how the program will be operated much unrest will be avoided.

3. Assign one person from your league Board of Directors as your "Communications Official" and have this person responsible for all mail that comes to the league. This person should make sure that all mail is delivered promptly to the proper official. To make this work the league should secure a permanent mailing address such as a Post Office Box or maybe a fire station or police station where they constantly receive mail. So many leagues use the address of an official and when that person drops out after a season the mail continues to go to his address. Only when the person will deliver such mail to current league officials will the league be assured of getting its mail. So a permanent address that will continue year in and year out regardless of who is in office is an answer. Getting mail promptly is one of the most important parts of operating a good league and is overlooked so often.

4. Fund Raising is an important part of many leagues. We suggest that careful selection be made of methods used in fund raising. Quality products should be used when "sales" are conducted. The best protection for a league in deciding what groups are reliable and offer quality products is to stick with the Dixie Softball "Approved Suppliers" who have been required to qualify as suppliers to our organization. Full backgrounds on all these firms are available from headquarters.

5. Make certain that your league is ALWAYS represented at Sub-District, District and State Meetings. So often leagues fail to attend such meetings and do not take part in discussions of matters up for consideration and which will affect their operation. Dixie Softball is a democratic organization and is run BY AND FOR

THE LEAGUES. Therefore, all leagues should take part in its operations by attending meetings. These five steps should help a league to be a strong one if followed. Also the services of District, State and National Directors are available. Call on them if help is needed.

DIXIE SOFTBALL INCORPORATED

I — THE LEAGUE

(A) — The League shall be the smallest unit of organization and shall be governed by those active in the program which make up the Managing Personnel, such as officers, executive committee, team managers, volunteer umpires, sponsors and player agent, serving as the volunteer operating personnel. The community aspect of the program should be the goal and be maintained.

(B) — DSI divisions are called DIXIE SWEETEEES, DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS. A league shall be composed of at least one (1) and not more than seven (7) teams in any one (1) division of DSI for the first year of a league's franchise or when a previously franchised league franchises a division that they did not franchise the previous year. Thereafter, a league that franchised either DIXIE SWEETEEES, DARLINGS, ANGELS, PONYTAILS and/or BELLES division(s) the previous year, MUST franchise at least two (2) and not more than seven (7) teams in any one (1) of the aforementioned divisions of DSI, depending upon the conditions within a particular community as long as all players reside within the established boundary of their league. DIXIE SWEETEEES, DARLINGS, ANGELS and PONYTAILS teams shall play a regular schedule of games and a total of not less than fifteen (15) games for the season. Leagues may franchise at least one (1) team and not more than seven (7) teams in the DIXIE DEBS division depending upon conditions within a particular community as long as all players reside within the established boundary of their league. DIXIE BELLES and DEBS teams shall play a regular schedule of games and a total of not less than twelve (12) games for a season.

NOTE: With special written permission from the Commissioner a league may franchise less than the required number of teams.

✎(C) — A two (2), three (3), four (4), five (5), six (6), or seven (7) team league shall limit its defined boundary to a population of not more than twenty-five thousand (25,000) total population. Two (2) or more leagues may operate within the same boundary by agreement of the leagues concerned, but all team managers shall have equal opportunity in the selection of players. To satisfy the requirement of this rule, under no circumstance shall any league draw players from more than twenty-five thousand (25,000) population limit. This prohibits a multi-league organization from selecting its first (1st) league from its entire player pool, its second (2nd) league from the players remaining in the players pool after the first league is formed, its third (3rd) league from the players remaining after the first two (2) leagues are formed, and so on.

✎EXAMPLE: A community of fifty thousand (50,000) population fields two (2) leagues. It picks its top players from the entire fifty thousand (50,000) population and puts them in one (1) league before it begins assigning players to its second (2nd) league, thus creating an "A" league and a "B" league effect. This is illegal. NOTE: Two (2) leagues operating within the same boundary shall have a combined

population of no more than fifty thousand (50,000), three (3) leagues, operating within the same boundary shall have a combined population of no more than seventy-five thousand (75,000), and so on up.

(D) — Small nearby towns unable to field a league within their own territory limits shall be permitted to form two (2), three (3), four (4), five (5), six (6), or seven (7) team leagues provided the combined population does not exceed twenty-five thousand (25,000).

EXCEPTION: The President, with the consent and approval of the Commissioners and the State Director and the National Board Members within the state, shall be empowered to make exceptions for justifiable reasons to the boundary population limit as stated above. Exceptions, however, shall be on file at the President's office prior to the beginning of the local league season and the request for the exception shall be made with the approval of the District and State Directors.

NOTE: The DIXIE BELLES and DEBS shall not be governed by population within a league's boundary but by the confines of the league's boundary with final approval coming from the president of DSI with approval from the proper state director and district director.

NOTE: If a program franchises DIXIE BELLES and DEBS only, that program will be subject to the population limit rule set forth by DSI in this rule guide.

NOTE: When two (2) or more leagues combine to form a division(s), in order to be able to acquire a franchise in a particular division(s), they will be required to continue the combining of these division(s) in such manner until each league that is affected by the combining can franchise their own division(s), if so desired.

(E) — No new league shall be franchised in the territory of an existing league or leagues. Organizations franchised with Dixie Softball the previous year shall always have first refusal of franchising in succeeding years except as noted below:

📎NOTE: Two or more leagues operating under separate boards may operate within the same boundary by written agreement of the leagues concerned with written permission or the District and State Directors.

EXCEPTION: Under certain circumstances, the renewal of a franchise may be denied if it is the unanimous opinion of (1) the State Director, (2) all members of the Board of Directors of Dixie Softball from the state, and (3) the District Director of the district in which the league plays, that it is for the best interest of DSI within the particular state that the existing organization not be franchised for the current year and they each sign a statement to this effect setting out the reasons therefore and provided that team membership shall not form a basis for not franchising.

In case the President of DSI does not approve the disfranchising of the league or if he revokes a league's franchise, the President of DSI shall appoint a committee to investigate the matter and make a final decision.

EXCEPTION: In the case of a request for a new league which is located in an area already claimed by a franchised league but the existing league has made no effort to provide a program for the new group, the State Director with the approval of the District Director and the National Directors in that state may allow the new league to be franchised.

NOTE: This will only apply in cases where an existing league is obviously preventing a new league from entering Dixie Softball.

(F) — League boundary maps showing total population figures shall be on file

with the President, State Director and District Director prior to the playing of the first game on the schedule. An up-dated copy of this map with new population figures is to be provided to each of these officials with franchise renewal forms each tenth (10th) year or at any time the boundaries may be changed. Boundaries for any new league or alterations to existing boundaries must be approved by the District Director and the State Director.

(G) — A franchised league shall be one which meets all qualifications of DSI and which is granted a certificate of franchise by the President of DSI. The franchise fee shall be: \$10.00 for each DIXIE SWEETEEES team and \$15.00 for each DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS team to be mailed to the national office. All leagues shall pay the same franchise fee amount and no exceptions shall be granted.

NOTE: If different age divisions are joined together in a league in order to have enough teams to play games, the national franchise fees will be charged according to how many teams there are with the combined age divisions.

EXAMPLE: If a league combines its DIXIE SWEETEEES and DARLINGS players together and come up with (4) teams, the national franchise fees will be: \$40.00 for four DIXIE SWEETEEES teams and \$60.00 for four DIXIE DARLINGS teams. A total of \$100.00 would be due in national fees.

State fees shall be \$25.00 per division (not team). Divisions are defined as: DIXIE SWEETEEES, DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS. There may be from one (1) to six (6) teams in a division but only a \$25.00 fee per division is required regardless of how many teams are in a division.

NOTE: All fees (National and state) are to be mailed to the national office.

NOTE: If different age divisions are joined together in a league in order to have enough teams to play games, the state fees will be charged according to the number of divisions a league wishes to have participating in tournament play.

EXAMPLE: If a league combines its DIXIE ANGELS and PONYTAILS players together and want to have a DIXIE ANGELS and a DIXIE PONYTAILS tournament team the state fees will be: \$25.00 for the DIXIE ANGELS division and \$25.00 for the DIXIE PONYTAILS division. A total of \$50.00 would be due in state fees.

II — LEAGUE ORGANIZATION

(A) — Each league or group of leagues shall adopt a set of rules and regulations for the operation of the league or leagues.

(B) — Dixie Softball recognizes that, in communities where there are two (2) or more leagues, it may be advisable to have one set of officers and the same rules and regulations. This is optional, and shall be determined by the various leagues. The operation of more than one (1) league with the same officers shall be agreed upon by a majority of the community representatives of the various leagues.

(C) — DSI recommends bonding of any league official(s) who have financial responsibility within the league.

(D) — All leagues should have adequate accidental and liability insurance in place before it starts its operations for the current season.

III — TEAMS

(A) — Each team shall consist of a maximum of fifteen (15) uniformed players whose names shall be registered with the League President not later than five (5)

days prior to the first regularly scheduled game of the league season.

Team membership shall be within the sole discretion of each league, provided such membership shall not be in conflict with the Constitution, Rules and By-Laws of Dixie Softball.

(B) — A team roster shall be composed of only players who are of the correct division age.

NOTE: Division age is that age attained by a player prior to January 1 of the season in question.

EXAMPLE A: A player who is thirteen (13) years of age on or before December 31, shall have a division age of thirteen (13).

EXAMPLE B: A player who is thirteen (13) years of age on or after January 1, shall have a division age of twelve (12).

(C) — A player's name shall appear on no more than one (1) season team roster and/or division season team roster in Dixie Softball play.

EXCEPTION: Any league that has to combine two (2) or more of its divisions in order to have enough teams to play a schedule may list players of different divisions on a single Season Team Roster with the approval of their district and state directors.

NOTE: The age divisions that are included in a combined Season Team Roster should be designated as to the divisions involved.

EXAMPLE: If a league has to combine its DIXIE BELLES and DEBS age players together to form a team(s) all players shall be listed on the Season Team Roster for the team on which they play. The Season Team Roster would be designated as both a DIXIE BELLES and DEBS Season Team Roster. For tournament affidavits, a roster combined of DIXIE BELLES and DEBS players would allow those players of DIXIE BELLES age to be eligible for DIXIE BELLES tournament play and those players of DIXIE DEBS age to be eligible for DIXIE DEBS tournament play.

If, after selecting a DIXIE DEBS tournament team, there are not enough players of DIXIE DEBS age to fill a Tournament Affidavit (twelve [12] players) a league that combined divisions to form a team(s) may select players from the DIXIE BELLES age division to play on the DIXIE DEBS tournament team as long as those DIXIE BELLES players selected are not listed on another DSI Tournament Affidavit and all DIXIE DEBS age players have been exhausted.

NOTE: Season Team Rosters only, may be computer print-outs provided that the information on the Season Team Roster conforms with the layout of the Season Team Roster form that is provided by DSI.

(D) — Local league officials shall adopt their own rules in regard to the replacement of players on team rosters.

NOTE: League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games and safety precautions. The reason for replacement of players shall be included in a written statement by the team manager filed with league officials.

NOTE: Any league franchising an age division but who excludes a particular age group and/or girls with lesser playing ability from within the preferred ages of that division from their current DSI Season Team Roster shall not be allowed to franchise that division until all the girls of the preferred ages of that division who registered with the league during the current year are placed on a sanctioned

Dixie Softball team.

IV — PLAYER AGE LIMIT AND BIRTH CERTIFICATE

(A) — Age Limits:

DIXIE SWEETEES — Anyone whose seventh (7th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE SWEETEES season.

DIXIE DARLINGS — Anyone whose ninth (9th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE DARLINGS season.

DIXIE ANGELS — Anyone whose eleventh (11th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE ANGELS season.

DIXIE PONYTAILS — Anyone whose thirteenth (13th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE PONYTAILS season.

DIXIE BELLES — Anyone whose sixteenth (16th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE BELLES season.

DIXIE DEBS — Anyone whose nineteenth (19th) birthday falls on or after January 1 of the current calendar year shall be eligible to compete in and complete the current DIXIE DEBS season.

(B) — Dates of birth of players shall be certified by birth or baptismal certificate, driver's license or other legally accepted proof of age to a designated league official prior to the league's first regularly scheduled game. All birth and baptismal records shall be signed. A photo static copy shall be acceptable if signed by proper authorities as a true copy of the birth record.

All players shall provide their league officials with proof of ages. Such proof of age shall be the same as described above. Upon approval of this proof of age, the district director shall furnish a Dixie Softball "Certification of Birth Record" giving the player's date of birth, name, current address, league and date issued. This form shall be signed by the district director and a copy shall be held by him. The original shall be given to the league, which shall hold it as a permanent record of birth. Should the player change leagues, the form shall be forwarded to any new league upon request of the parents. These forms shall be provided to the district director by DSI. After such a certificate is once issued no further evidence of birth record shall be required for any reason in Dixie Softball for the remaining time of participation in the program. This form shall be used in lieu of any other birth record and only in the case of fraud shall it be invalid. In lieu of the Dixie Softball certificate a certified birth certificate may be used.

The accomplishment of these "Certification of Birth Record" forms furnished by DSI shall be a matter of LOCAL LEAGUE OPTION but each league president shall be held responsible for seeing that no player in his league is over age, and that records of proof of age are available upon request.

V — BOUNDARIES

(A) — Each league shall determine the actual boundary from which it will select its players. This boundary shall be marked on a map showing total population within

the boundary and up-to-date copies of this map shall be on file with the district and state directors and with the national office. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of their district director prior to such establishing of a new league's boundary or a change in the old league's boundary.

NOTE: A league's boundary line must be contiguous and cannot be spot, lasso, etc., style zoning.

(B) — When two (2) or more leagues operate within the same defined boundary and HAVE A COMMON SET OF LEAGUE OFFICERS AND FOLLOW THE SUPERVISION OF ONE (1) PLAYER AGENT IN PLAYER SELECTION, the following shall determine the placement of players:

(1) (LOCAL LEAGUE OPTION) When a player goes into another age division she will be put into an open draft and will remain in the league she is drafted in for the remainder of her eligibility in that particular age division.

(2) All new players will be placed in a pool and ALL managers (all leagues) MUST have equal opportunity in the selection of these players.

(C) — The Board of Directors of DSI gives to each league and to players accepted by the league the right to continue as a player anyone whose residence changes after she becomes a member of the league and/or who lives outside of the league's boundaries because of a revision of such boundaries, even though then residing in the territory of another league.

(D) — Players who are members of a league and players who are acquired under rule VI (D) shall remain the property of the league unless otherwise provided for in these rules or unless their permanent address moves them to a location where they can no longer play in the former league. In this case, they shall be allowed to register in the nearest league where they are eligible.

(E) — Any league that accepts a player who resides within the boundary of another league, without a proper release, shall immediately return the player to the league in whose boundary she resides upon the discovery of the error in registration.

Anyone residing outside the boundary of a franchised league of Dixie Softball will not be allowed to participate in Dixie Softball. DSI wants as many girls playing Dixie Softball as possible but will not allow a child from an area that does not offer Dixie Softball to participate in its program. This protects the integrity of a league's boundary. By allowing leagues to go outside their boundary into areas not offering Dixie Softball would allow a league to go beyond the population restrictions that govern DSI play. Players who are from an area that does not offer Dixie Softball MUST be removed from the league. Students attending college, at a location other than where she normally resides, within the boundary area of a franchised league must be a resident of that area before they can participate in Dixie Softball. Residence of a student will be determined by the location of where she is a registered voter and/or the resident address that appears on her driver's license.

EXAMPLE: If a girl from Covington, Tennessee, and a girl from Brooksville, Florida, attend college in Radford, Virginia, they cannot play Dixie Softball for the Radford league unless they move the location of where they are registered to vote to their addresses in Radford.

EXCEPTIONS: Rule V (B,C,D) and rule VI (C and D). The penalty for violation of this rule shall be loss of tournament rights.

NOTE: The National Board of Directors has directed the State Directors to rigidly enforce the rules regarding boundaries, population, numbers of teams per league, etc.

(F) — Boundary population shall be determined by the latest census and not by statistics.

VI — SELECTION OF PLAYERS

(A) — Each league shall determine its own method for the selection of players for team roster. However, any system used shall be under the direction of a player agent, who shall see that all teams have equal opportunity in the selection of all players.

Dixie Softball recommends that much care be taken in the selection of the individual To fill the position of player agent. Leagues should also be encouraged to charge an assigned draft pick when children of managers are allowed to play for the parent. Assistant coaches with children should not be assigned until after the player assignments are made. If a parent wants to serve as an assistant for the team on which his child plays, he should follow the child, not the child following the parent's assignment. This is to prevent the recruiting of assistants for the purpose of getting a specific player. NOTE: The President of DSI shall furnish suggested player selection systems upon request by the league's president.

(B)— Those who do not register in time to participate in the player selection system shall be ineligible, with these exceptions:

(1) any who were sick,

(2) injured, or

(3) any who became new permanent residents of the community after the selection. Those who were sick or injured shall have their disabilities confirmed by a physician's notarized affidavit. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing. Managers shall not drop a player from their rosters in order to sign a new player.

NOTE: Players who reside in states where they are prohibited from both registering and playing with their local Dixie Softball league until after their school playing eligibility is completed for the current year are not subject to the player selection section of this rule.

(C) – Managers shall not drop a player from their rosters in order to sign a new player. The penalty for violation of this rule shall be loss of tournament eligibility for the player illegally picked up and ground for protest in local league and tournament play.

(D) – **Player Release** – A player who legally resides **within a league's boundary** shall be eligible to obtain an unconditional written release from the league when the player registers with the league but is not assigned to a team. The league, with extenuating circumstances, may give a written release to a player who attempts to register with a league but is not allowed to register for administrative reasons, including but not limited to, registration deadlines, disciplinary reasons, closed team rosters, etc. The release must be signed by the league president or his designee and a parent or legal guardian of the player, and sent to the district and state directors for approval. All such releases shall allow the player to register with another DSI league (**outside the boundary in which the player resides**) for the remaining years of her eligibility in Dixie Softball. **PENALTY:** Players who have not obtained a proper release shall be ineligible for tournament play.

NOTE: The state director will be the final signer of the Player Release. The player will not be legally released unless the state director approves the Player Release. The state director will notify the district director of his decision concern-

ing a Player Release in writing.

(E) — Managers or coaches of teams who live outside the territorial boundary of the league shall be permitted to play their child in the league in which they manage upon the written approval of the state director and provided they were managers or coaches in the same league the previous three (3) years unless otherwise authorized by DSI rules. Children of league officials, scorekeepers or similar league personnel shall not be included.

(F) — Anyone who registers or tries to register with a league and is not accepted or who is not assigned to a team after being registered shall have the right of applying with the nearest Dixie Softball league where she would be eligible to play. Those thus affected will be required to secure the written release of the league which they first approached and they will be obligated to play with the league that accepts them for the remainder of their eligible years unless allowed to transfer under proper Dixie Softball regulations.

NOTE: Any league deliberately not assigning anyone to a team in order for that person to be able to go to another league, stands the risk of having their franchise revoked and any league that is a WILLING partner to such, also stands the risk of losing their franchise.

NOTE: Released players shall be released to the nearest DSI league. For a player to by-pass the nearest league she must have the approval of both district and state directors.

VII — PLAYER, MANAGER AND COACH REGISTRATION

(A) — All leagues participating in tournament play shall file a roster of players and managers and coaches of each team in the league with the State and District Director and proper Commissioner according to dates that appear on pages 8 through 10 of the current Rule Guide. The registration on the official registration form shall include the full name of the player, her date of birth and her residence in detail.

A maximum of four (4) managers/coaches may be registered in the DIXIE SWEETEEES when a batting tee is used and a maximum of five (5) managers/coaches may be registered in the DIXIE SWEETEEES when a coach-pitcher is used. A maximum of four (4) manager/coaches may be registered on each DIXIE DARLINGS team. A maximum of three (3) managers/coaches may be registered on each DIXIE ANGELS, PONYTAILS, BELLES and DEBS team. Only those managers/coaches, so registered, shall be eligible to coach a tournament team. The penalty for the violation of this rule is the loss of tournament eligibility for any player and/or manager or coach not registered.

NOTE: Should there be changes to these rosters the District and State Directors must be notified in writing of the change.

VIII — SCHEDULE

(A) — All teams shall play a schedule of not fewer than fifteen (15) games in the DIXIE SWEETEEES, DARLINGS, ANGELS and PONYTAILS divisions and not fewer than twelve (12) games in the DIXIE BELLES and DEBS division, exclusive of championship game(s).

NOTE: GAMES PLAYED AGAINST DSI TEAMS SHALL COUNT AS OFFICIAL GAMES. State directors, with the approval of the National President, may allow a league to count games played against another softball association as

official Dixie Softball games under extenuation circumstances and as long as the Dixie Softball team abides by Dixie Softball rules regardless of whether the team from the other softball association does or not.

NOTE: Leagues shall first try and schedule games with DSI league before they schedule games with other softball associations. Leagues shall NOT be allowed to count games played against other softball associations as official games if they bypass an existing DSI league that is willing to play an interlock schedule.

NOTE: Any league that plans on counting games played against other softball organizations as official games MUST first get permission from both the district and state directors before the games will be considered as official DSI games.

(B) — Two (2) or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the won and lost column of each league.

(C) — Games may be scheduled at night.

(D) — Exhibition games shall be permitted but all pitching rules shall be followed. Permission for exhibition games must be secured from the league president or his delegated authority.

(E) — It is recommended that each team play a schedule of two (2) games per week.

(F) — It is recommended that each local league play a split season whenever possible with the winner of the first half to play the winner of the second half for the league championship.

(G) — A franchised league may begin official league play at a date of their own choosing. However, they must comply with the April 1st annual billing requirements. If the league in question is in violation and thus put into the “penalty category” the previous games played will not be honored in their minimum requirements.

IX — FORFEITURE

(A) — A team failing to field:

DIXIE SWEETEES, DARLINGS and ANGELS at least ten (10) players, and DIXIE PONYTAILS, BELLES and DEBS at least nine (9) players, within fifteen (15) minutes after the scheduled game time shall forfeit the game.

NOTE: Teams will not be allowed to borrow players from another team in order to field the proper number of players.

(B) — Playing ineligible players may result in forfeiture of games in which players participated illegally if protested by any of the league managers.

NOTE: Read Rule 4:00.

(EXCEPTION: A league may choose to play games without the proper number of players and may borrow players of equal or less age, without penalty, as long as the borrowed player is a registered player from the same league. Players shall not be allowed to pitch for any team using them as a borrowed player. If a league chooses to accept this EXCEPTION, the acceptance must appear in the league’s By-Laws.

X — TEAM SPONSORS

(A) — Dixie Softball teams shall be sponsored only by organizations whose activities or products are not detrimental to the welfare of youth.

(B) — No firm or company whose advertising reflects the sale or use of alcoholic beverages or tobacco products or promotes gambling of any sort shall be permitted

as a sponsor of the Dixie Softball program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

XI — ADMISSION TO GAMES

(A) — Dixie Softball recommends that no admission be charged at local league games, but that a freewill collection be taken up at each game.

(B) — Dixie Softball recommends that admission be charged in all tournaments and championship series, in order to help defray the expenses of the winning team in reaching the next level of tournament competition.

(C) — Admission shall be charged at the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series. Proceeds shall be used to defray expenses of the tournament.

XII — CONDUCT AND SPORTSMANSHIP

(A) — Members of one team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team.

EXAMPLE: Players from the opposing team cannot yell “swing” at the batter, or “the pitcher can’t pitch”, or “the batter can’t hit”, posting intimidating signs, i.e., K’s, etc.

(B) — The umpire shall be empowered to call a baserunner out or safe for an act either by her or by a fielder that in the opinion of the umpire is not sportsmanlike conduct.

(C) — The use of any tobacco, alcoholic beverage or illegal drug within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited.

PENALTY (A) - (C): After one (1) warning the umpire will remove the offender from the field and dugout for the rest of the game that the offense occurred in. In the case the offender is an umpire, a coach may refuse to play until said umpire abides by the rule.

(D) — Profanity or throwing of equipment (i.e., bats, unsafe throwing of balls, helmets, gloves, etc.), will result in automatic ejection.

NOTE: Anyone who is asked to leave the playing area (dugout, bleachers, park facilities) by an umpire, league official or Dixie Softball official and who refuses may be subject to local police jurisdiction.

(E) — The selling or promotion of any item that makes derogatory remarks about another softball association and/or division and/or style of play within DSI, will not be permitted at any DSI district, state or national functions. It is recommended that local programs also refrain from this practice.

INTERESTED IN BIDDING FOR WORLD SERIES?

Every franchised league within Dixie Softball is eligible to bid for any tournaments. Full details for district or state tournaments are available locally but should any league be interested in the requirements to host the colorful World Series (one or more divisions) they only need to write: DIXIE SOFTBALL, INC., 1101 Skelton Drive, Birmingham, Alabama 35224, and full details will be sent.

XIII. CHILD ABUSE/MOLESTATION RISK MANAGEMENT PROGRAM

(A) Child abuse/molestation has become a growing concern within recent years and can take many forms including verbal abuse, physical abuse, emotional abuse, and sexual abuse. Any form of child abuse/molestation is despicable and goes against everything that Dixie Softball stands for.

(B) DSI is committed to addressing concerns over child abuse/molestation by informing and educating its affiliated leagues on this risk by providing guidelines for establishing a risk management plan that may significantly lessen but not totally eliminate the chance of an occurrence. Failure to implement a child abuse/molestation risk management program may expose leagues and its officials, volunteers and other representatives to significant legal liability.

(C) DSI strongly recommends that **all franchised leagues adopt and implement a child abuse/molestation risk management program. Guidelines for establishing a child abuse/molestation risk management program are available at no charge through the DSI national office, or the league may develop a similar comprehensive program.**

(D) DSI has no operational control over league security including the selection of volunteers associated with independent leagues which affiliate with its program. Therefore, it is the sole responsibility of the independent leagues to take action by adopting and implementing a child abuse/molestation risk management program.

(E) Due to the fact DSI has no operational control over league security including the selection of local league volunteers, each franchised league shall be required to indemnify and hold harmless DSI against all legal actions based on child abuse/molestation allegations arising from any team, league, tournament or other activities of such league.

(F) Various youth sports/leagues have adopted criminal background checks for coaches/volunteers as the sole means for protecting against this risk. While criminal background checks are an important aspect that should not be overlooked, they are just part of a comprehensive risk management program.

(G) Elements of the Dixie Softball Child Abuse/Molestation Risk Management Program are highlighted below:

1. Screen all volunteers who have repeated access to youth by requiring completion of a Volunteer Application and by running a criminal background check. All criminal background checks indicating a conviction involving crimes against a minor must result in disqualification of the volunteer. In addition, other charges and convictions may be an indication of an unfit volunteer and may result in disqualification.

2. Distribute materials to educate administrators, volunteers, and parents on the warning signs of child abuse/molestation and how to respond to an allegation.

3. Appoint a Conduct Official to administer the program and to be the primary contact for allegations of child abuse/molestation.

4. Encourage the use of a "buddy system" where a non-related adult is never alone with a single child.

5. Encourage the use of take home/pickup policies to ensure that a single child is not being transported by a volunteer as a result of a parent failing to pick up a child in a timely fashion.

6. Prohibition of any overnight sleepover event at any official's house.

7. Limiting the distribution of directories/rosters with names, phone numbers, addresses, and pictures to persons on a “need to know” basis.

TOURNAMENT PREPARATION CHECK LIST

As your league moves into the tournament season the league officials should be certain that they comply with all of the necessary requirements established to properly control the tournament play. At tournament time the officials of Dixie Softball are anxious to see that all teams that take part do so under a standard set of rules and regulations. For this reason we point out a few of the more important items that need to be considered as a league prepares itself for the tournament season.

SUB-DISTRICT, DISTRICT OR STATE TOURNAMENTS

1. The tournament Team Eligibility Affidavit form **MUST** be filled out completely. Full names of all players must appear **EXACTLY AS THEY ARE SHOWN ON THE CHILD’S BIRTH RECORD**. Nicknames are not to be shown nor are initials unless this is the way the name appears on the legal birth document.

2. Fill in all players’ and managers’/coaches’ addresses in full and give managers’ telephone numbers. Addresses should be given so anyone could send information by mail and it be received. In other words, **FULL ADDRESSES FOR ALL**.

3. Do not list more than: **DIXIE SWEETEEES**, five (5); **DIXIE DARLINGS**, FOUR (4); **DIXIE ANGELS**, **PONYTAILS**, **BELLES** and **DEBS**, three (3) managers/coaches..

4. Do not list any **ALTERNATE PLAYERS**.

5. Two (2) 8” x 10” or two (2) 5” x 7” black and white glossy or color photographs (suitable for printing) are to be given to District or State Director when Tournament Eligibility Affidavits are checked. Photographs shall consist of only the eligible players and coaches. All players appearing in the photo **MUST** be photographed in full regular season team uniform or tournament uniform. All efforts are to be made to have all players and coaches appearing in the photo but if a player or coach is not on the original photo inset photos will be allowed. Any photograph containing more than the number of eligible players and coaches will be returned and the team that has a photograph returned will have to have a correct photograph made before they are eligible to participate in tournament play. **NOTE: DIXIE SWEETEEES** are not required to have a photograph made unless required to by state organization. **NOTE: Any apparel that denotes another softball program shall not appear in the photograph.**

6. Dixie Softball patches are to be on each participant’s uniform (players and coaches) at all levels of tournament play. Patches may be acquired by sending \$1.25 for each patch desired to: DIXIE SOFTBALL SUPPLY CENTER, P.O. BOX 877, MARSHALL, TEXAS 75671. NOTE: All orders must be accompanied by a postage fee in addition to the cost of the patches or any other items ordered. Call the supply center for postage fees (903) 927-2255.

7. All uniforms must bear numbers and the state represented by the team shall be the dominate designation on the uniform. **EXCEPTION: Host team may have their league name the dominate designation on their uniform.**

8. Copy of a valid, in-force accident insurance policy on players and managers/coaches.

9. Parental release for medical treatment.

10. Proper playing equipment (approved balls, bats, helmets, etc.).

WORLD SERIES

1. All of the above.
2. Cashier's check, cash or money order in the amount of \$400.00 (for Surety Bond).
3. Two state flags.

2010 TOURNAMENT RULES (TOURNAMENT PLAY ONLY)

TOURNAMENT PARTICIPATION REQUIREMENTS

NOTE: REGULAR SEASON PLAYING RULES SHALL APPLY UNLESS OTHERWISE CHANGED BY THE FOLLOWING RULES.

DIXIE SOFTBALL is designed primarily as a season softball program so as to occupy as many youngsters as possible during the softball season. This means a full schedule of league play which requires all on a team to take part. The tournament opportunity is secondary and must not be over emphasized. The leagues that allow their season to be neglected in order to concentrate on tournaments are not in accord with Dixie Softball policy.

1. One (1) team (for each division), either the league champion or a selected "All Star" group, may represent each league in sanctioned Dixie Softball tournament competition starting on the Sub-District or District level. Each league is entitled to enter and no playoff to enter may be required.

NOTE: When a team enters district play they are to be recognized by their league name. When a team enters state tournament play the team's district number should be recognized along with league name (host excluded) . When a team enters World Series play they are to be recognized by their state name (host excluded). Nicknames for teams are not to be used or announced in any tournament.

2. Leagues are allowed to host and play in non-sanctioned tournaments. DSI, its officers and directors do not assume any liability for non-sanctioned tournaments.

3. DSI, its officers and directors do not assume any liability for tournaments other than those sanctioned by DSI. Hosts of Dixie Softball tournaments should make every effort to publicize and promote the Dixie Softball tournament(s) they are hosting and should make sure that the Dixie Softball participants are the priority of any tournament they are hosting.

4. After a league has finished its full season's schedule of games and tournament play for the current season, that league and players officially have concluded their playing activities with Dixie Softball for the current season and are not considered active with Dixie Softball until the next year the league franchises with Dixie Softball.

5. No DIXIE SWEETTES, DARLINGS, ANGELS, PONYTAILS, BELLES or DEBS tournament may start before the date set annually by the president of Dixie Softball Inc. which appears in this rule guide under "**DATES TO REMEMBER**". This rule is to ensure that no Dixie Softball tournament shall start before any other Dixie Softball tournament.

NOTE: District directors, with written approval of state director, may set an earlier starting date for DIXIE SWEETTES tournaments.

6. Appeals are only accepted through Dixie Softball channels for the two sanctioned tournaments mentioned in (1) above. Appeals in non-sanctioned tournaments

must be handled through the organization sponsoring the tournament.

All rules for local league play shall be in effect in tournament play unless otherwise stated below.

NOTE: DSI gives each state the right to require that teams must participate in all functions of a sub-district, district or state tournament are be removed from the tournament. District and state directors may make exceptions for their respective tournaments.

I — TOURNAMENT PLAY

(A) — Tournament brackets shall be approved by the President.

The World Series shall be made up of only twelve (12) teams. District or state tournaments exceeding more than ten (10) teams must receive permission in writing from the proper Commissioner with approval by the President.

NOTE: District Director must get written approval from the State Director to allow more than ten (10) teams in a DIXIE SWEETEES tournament.

NOTE: Any ruling that concerns the changing of a tournament bracket must be first approved by the President. This does not involve the redrawing of a bracket but an actual change to the bracket.

(B) — All DSI tournaments and World Series shall be played using the double elimination (two losses in each tournament played) DSI tournament brackets.

NOTE: All tournaments MUST be played to completion with only one team advancing to the next level of tournament play.

NOTE: States may allow sub-district and district tournaments to use the round-robin bracket. The best team from each tournament shall be allowed to advance to the next round of tournament play. If the team cannot be determined using records, a tiebreaker system has been established. The tiebreaker system rewards defensive play and is as follows:

1. If there is a tie between two (2) teams with identical records, the tiebreaker is the score of the game played between the two (2) teams (result of head-to-head play).

2. If three (3) or more teams are tied and one (1) team has defeated all of the other teams tied through head-to-head play, that team will advance to the next level of tournament play.

3. If there are three (3) or more teams tied, and no clear victor can be determined on head-to-head play, then the total number of defensive runs given up, divided by the number of innings played on defense, is computed for each team involved in the tie. The one (1) team with the lowest “run differential” advances to the next level of tournament play.

4. If three (3) or more teams still are tied, the number of defensive runs given up, divided by defensive innings played, will be re-computed using just the teams involved in the tie. However, if a two-way way tie exists after advancing a team, refer to #1 above.

NOTE: If a team only plays part of a half-inning on defense before the game is ended, that partial inning will count as a full half-inning for the purpose of computing run differential.

(C) — A league shall not enter an age division team into DSI tournament play that cannot fulfill its obligation to the full spectrum of DSI tournament play.

NOTE: Any age division from a league NOT fulfilling its complete DSI tournament schedule they are eligible for shall cause their league (all divisions) to not be

eligible for DSI tournament play the following season.

NOTE: If a winning team from a tournament drops out of further play the runner-up team that played in the final game of the tournament shall advance to the next tournament level. If the runner-up team that played in the final game chooses not to advance to the next level of tournament play the next team eliminated by the highest bracket game number shall advance to the next level of tournament play and so on.

(D) — Leagues forfeiting games in tournament competition shall not be granted tournament privileges the following year in the age division that the forfeit occurred.

(E) — The DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series shall be limited to twelve (12) teams, one of which shall be the host team. The remaining teams shall be winners of competitive play determined by the Commissioner and approved by the National Board of Directors.

(F) — Each community or league sponsoring a state tournament or DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series shall be granted a host team. A host city having two (2) or more leagues shall be entitled to hold a playoff to determine the host team, and the other leagues shall be entitled to enter district eliminations.

NOTE: A host team shall be allowed only in the event there is a tournament, not a series between two (2) teams.

(G) — All tournament hosts shall be decided on a bid basis, with all leagues being notified in advance with full information as to the requirements. The decision awarding the tournament shall be made by a representative committee or delegate of the leagues involved.

(H) — All state tournament sites shall be selected on or before June 1 of the current year. In the event a site is not determined by this date, the Commissioner shall have the authority to request bids and award the tournament to the group he considers to have submitted the best bid.

(I) — All tournaments qualifying a team for the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series shall be scheduled to be completed by July 31 of current season or seven (7) days before a particular World Series play begins or date set by the President, whichever comes first.

The penalty for violation of this rule is disqualification of the winning team from the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series.

(J) — Host teams shall not participate in any tournament in any level of tournament play below that in which they act as host. As a matter of interpretation, however, a host is not a host until selected. See Rule I (E) above.

The penalty for violation of this rule is loss of eligibility for tournament play.

II — FINANCIAL RESPONSIBILITY

(A) — All teams entering tournament play, with the exception of the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series, must be financially able to defray all expenses of the tournament. Dixie Softball recommends, however, that all communities sponsoring tournaments make every effort to promote the event so as to make a contribution of guarantee to the winning team to assist that team with its expenses to the next tournament.

(B) — All teams participating in their first level of tournament play are required to deliver to the district or state director two (2) 8" x 10" or two (2) 5" x 7" black and white glossy or color photographs, suitable for printing, of the team, along

with the player affidavit seven (7) days prior to the tournament. In the event a team does not deliver such pictures, the district or state director shall hire a professional photographer to photograph the team at the team's expense, prior to the team's first (1st) tournament game. Any team refusing to pay for such a picture in advance shall be disqualified from tournament play for the current season.

NOTE: DIXIE SWEETEEES are not required to have a photograph made unless required to by state organization.

NOTE: E-mailed photos, when applicable, are accepted.

(C) — The host shall furnish meals or pay per diem for meals at their option and lodging to all teams in the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series beginning with supper on the day preceding tournament week and ending with breakfast following elimination or completion of the Series.

(D) — All teams and players participating in the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series must accept the approved housing furnished by the host.

The penalty for violation of this rule shall be disqualification from the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES or DEBS World Series. NOTE: Host has the option of furnishing housing for the host team or not.

(E) — All teams housed at the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series shall post \$400.00 in cash, money order or cashier's check payable to the host organization and any damage to facilities shall be deducted from these deposits. Unused funds shall be refunded when the teams check out.

(F) — The state director or his appointed representatives shall be the state tournament directors and the host city shall defray their expenses not to exceed \$150.00 per day (To satisfy this rule only one (1) representative from the state level shall be at any state division tournament.)

NOTE: Expenses shall not include loss of pay from employment. In other words, if a state director has the state tournament in his home town and does not move to a motel or incur other large expenses, he should not be entitled to \$150.00 per day. He should be reimbursed for meals, local transportation and any other actual expenses incurred.

(G) — The Commissioner shall be the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series director and will be assisted by another National Board member selected annually by the President. The host shall defray the expenses of these two (2) representatives not to exceed \$150.00, each, per day. (To satisfy this rule only two (2) representatives from the National Board shall be at the expense of any World Series host.)

NOTE: Expenses shall not include loss of pay from employment.

(H) — The DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series host shall present to the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series championship team a banner with the Dixie Softball insignia, the division's name, the year and the host city's name. (The President may help in acquiring this banner).

(I) — Team and individual awards shall be presented to the championship and runner-up teams by the host city at DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series. Team and individual awards shall be presented to the sportsmanship team.

NOTE: Dixie Softball, Inc. shall furnish participation awards to all players and

coaches of the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES, and DEBS World Series.

(J) — It is recommended that individual awards not be given at the sub-district level or district level of tournament play. Team awards only are recommended. The purpose of these tournaments is to qualify winners for the next level of tournament play. This is a recommendation, not a rule.

NOTE: At no time shall individual awards such as MVP for a game or tournament, tournament team, etc., be awarded.

(K) — State championship teams shall bring with them to the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series two (2) of their state flags, as near to four feet (4') by six feet (6') as possible. The Governor's office, in most instances, will be happy to lend a team a flag upon request.

(L) — The host shall file a financial statement of the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series with the President following the completion of the event.

III — ELIGIBILITY

(A) — Each league shall be entitled to enter each of its local division champions or one (1) team chosen from the entire league, for each division, as its tournament teams.

NOTE: Players and coaches may participate only on tournament team of the division that their name appears on a Regular Season Team Player roster. No player may participate on more than one (1) tournament team.

(B) — Only players who have played in a minimum of nine (9) of their local league games shall be eligible for tournament competition, with the exception that the state director shall be empowered to rule a player eligible, for good reason, even though the player has not played in the nine (9) games. Dixie Softball urges state directors to grant this exception only for good and substantial reason, such as injury or sickness of the player substantiated by physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting their seasons and therefore unable to complete a majority of their games prior to the start of tournament play. There may be other reasons for granting an exception, and the state director shall exercise discretion.

(C) — Tournament Team Affidavits (all age divisions) MUST consist of twelve (12) players and three (3) manager/coaches.

NOTE: Teams that cannot field twelve (12) players due to extenuating circumstances MUST receive written permission from their District and State Directors before a Tournament Team Affidavit will be accepted with less than twelve (12) players. Both the District and State Director must approve a Tournament Team Affidavit with less than twelve (12) players. If approval is given for a team to list less than twelve (12) players a form signed by both the District and State Directors MUST accompany the affidavit at all times.

NOTE: In the DIXIE SWEETTES division four (4) manager/coaches will be allowed when a batting tee is used and five (5) coaches will be allowed when a coach-pitcher is used. However, one of these coaches must remain in the dugout.

NOTE: In the DIXIE DARLINGS division four (4) manager/coaches will be allowed. However, One of these coaches must remain in the dugout.

NOTE: There will be no player/bat girl unless she is one of the players mentioned above and no alternate players are to be allowed.

(D) — All players may be:

DIXIE SWEETEES six (6) years of league age if so desired,
DIXIE DARLINGS eight (8) years of league age if so desired,
DIXIE ANGELS ten (10) years of league age if so desired,
DIXIE PONYTAILS twelve (12) years of league age if so desired,
DIXIE BELLES fifteen (15) years of league age if so desired, and
DIXIE DEBS eighteen (18) years of league age if so desired.

(E) — No Dixie DARLINGS, ANGELS, PONYTAILS, BELLES, OR DEBS tournament may start before the date set annually by the president of Dixie Softball, Inc., which appears in this rule guide under **“DATES TO REMEMBER”**. This rule is to ensure that no Dixie Softball tournament shall start before any other Dixie Softball tournament.

NOTE: District directors, with written approval of state director, may set an earlier starting date for DIXIE SWEETEES tournaments.

The penalty for violation of this rule shall be disqualification from tournament play of that division of this league for the current season.

(F) — Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on the Regular Season Team Player roster of the division in which they are coaching as filed with the district and state directors. The state directors shall be empowered to grant exceptions to this rule.

Members of the National Board of Directors shall NOT be eligible to manage or coach a tournament team.

IV — TOURNAMENT AFFIDAVIT

(A) — Dixie Softball shall mail tournament affidavit blanks to each league. These blanks shall be completed and returned to the Commissioner on or before June 15 of the current year or before tournament play begins, whichever comes first. Each tournament team manager shall have a copy of this tournament affidavit, properly completed, at all tournament games.

(B) — The president of each league shall check all birth records of players whose names appear on the tournament affidavit.

(C) — All adopted children shall present an affidavit or other legal proof of adoption and this shall be attached to the birth record.

V — BIRTH CERTIFICATES — PLAYER AFFIDAVIT INSPECTION

(A) — In addition to the tournament affidavit each team manager shall have a birth certificate, baptismal certificate or hospital certificate for each player whose name appears on the affidavit. Both the player affidavit and the birth records shall be publicly inspected and approved by a credentials committee composed of three (3) members, one of whom shall be the tournament director, and this public inspection shall be at least one week (seven days) prior to the first sub-district or district game. All teams shall be notified of this inspection by the tournament director at least one week (seven days) prior to the inspection. This requirement shall be for sub-district and district play only.

TEAMS FAILING TO BE PRESENT WITH THE PLAYER AFFIDAVIT BIRTH RECORDS SHALL FORFEIT THEIR RIGHTS TO COMPETE IN TOURNAMENT PLAY. TEAMS SHALL HAVE A BIRTH RECORD AT THIS MEETING FOR EACH PLAYER LISTED ON THE PLAYER AFFIDAVIT. IN THE EVENT

A TEAM DOES NOT HAVE A BIRTH RECORD FOR A PLAYER AT THIS MEETING THE PLAYER FOR WHOM THERE IS NO BIRTH RECORD SHALL BE INELIGIBLE TO PLAY IN SUB-DISTRICT OR DISTRICT TOURNAMENT.

Leagues hosting a state tournament or World Series within a state shall have the inspection of the player affidavits and birth records for teams competing in state tournaments at least three (3) hours prior to the first game of the tournament. World Series hosts shall have the inspection of the player affidavits and birth records for teams competing in World Series play before the end of the state tournament for the particular World Series the league is hosting.

Player affidavits may be corrected for spelling, typographical errors, nicknames and so on at either of the two meetings of the credentials committee. Players whose birth records are not accepted by the credentials committee at either of the two meetings shall be ineligible for all games in the sub-district and district tournaments. There shall be no appeal. A team using a player not approved by the credentials committee shall be disqualified from the tournament according to Rule XII, Section (E), of Rules for Tournament Play.

A COPY OF THE TOURNAMENT TEAM AFFIDAVIT SHALL BE MAILED TO THE COMMISSIONER IMMEDIATELY AFTER THE DATE OF THE INSPECTION BY THE CREDENTIALS COMMITTEE OF THE DISTRICT TOURNAMENT.

NOTE: Where a district is divided into sub-districts, the credentials committee shall inspect the player affidavits and birth records of all the tournament teams at the same time. There shall be one credentials committee for the entire district.

The state director or tournament director shall set the date and time for the inspection of the player affidavits and birth records for teams competing in state tournaments, and this time shall be at least three (3) hours prior to the first game of the tournament. Teams not complying with this rule shall be subject to disqualification from tournament play for the current season.

With the exception of the host teams, the actual birth certificates shall not be inspected at the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series. Instead, each state director shall sign the player affidavit of his representative team in the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series signifying that he or his representative has personally inspected the birth records of the players and found them to be in order. The player affidavit and birth records of the host team shall be inspected by the National Board Members present at the tournament. No protest shall be allowed at the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series on the basis of ineligibility because of age unless the protest is substantiated by actual proof of fraud.

(B) — Dixie Softball directs all tournament directors and credentials committee members to accept as proof of age any birth document issued by a governmental agency and which is accepted as legal proof of age in the state in which it was issued, where, in the opinion of the tournament director and the credentials committee, there is no evidence of fraud. Birth records other than the original certificates of birth and certified copies of such original certificates of birth shall be endorsed by one parent with the statement, "This is to certify that the information contained on this document is a true record of the birth of _____ (player's name), who is a member of the _____ (team name) tournament team" or words to that effect, and this statement shall be notarized.

(C) — A photo static copy of a birth record shall be accepted, provided the copy is stamped and notarized as a true copy of the original and signed by one

or both of the parents of the player. This requirement shall be waived if the birth record is a certified copy and was issued by state, county, parish or United States government.

(D) — Adopted children shall furnish an affidavit of the adoption and the affidavit shall be attached to the birth record. Players not legally adopted but using a name other than that which appears on the birth record shall be eligible provided that a notarized statement of this fact is made before a probate judge or clerk of court or their equivalent and the statement attached to the birth record with the signature and seal of the probate judge or clerk of court.

TOURNAMENT DIRECTORS ARE CAUTIONED TO USE DISCRETION IN THE HANDLING OF ADOPTION RECORDS AND RESPECT THE RIGHT OF THE PARENTS IN KEEPING THESE RECORDS CONFIDENTIAL.

(E) — No protests shall be allowed after the inspection by the credentials committee without absolute proof of fraud. The burden of proof shall be upon the protesting party. In the event proof is found and accepted by the credentials committee or a protest committee, Rule XI, will apply.

(F) — Players who are unable to furnish birth certificates, baptismal certificates or hospital certificates shall be entitled to mail other documents of proof of age to the Commissioner, who shall be empowered to issue a certificate in lieu of an actual birth record. A baptismal certificate shall be accepted only if the child was baptized within the first six (6) years after her birth and if the baptismal certificate shows the actual date of birth.

(G) — The DSI form “Certification of Birth Records” properly filled out, inspected and signed and stamped by the district director shall be valid proof of birth for all credential inspections.

(H) — Participating teams shall completely and accurately complete by the deadline all forms furnished them. Teams failing to comply with this rule may not be eligible for tournament participation for the current season, and may lose their next opportunity to host a tournament.

(I) – If a league does not note on their franchise form that two (2) or more age divisions are merging in order to play a season the divisions in question will not be allowed to merge at tournament time.

VI — REPLACING PLAYERS

(A) — A team may replace tournament players after their selection to the team only in the event of sickness or injury or through approval by the District Director at sub-district and district tournaments; State Director at state tournaments; and the Commissioner at the World Series. Sickness or injury shall be substantiated by a notarized affidavit by a physician. The tournament director shall accept the replacement player provided the new player presents her proper birth record and is otherwise eligible according to the rules and regulations of this program. The player who is replaced shall not be entitled to return to the team. A replacement certificate shall be furnished to all leagues for this purpose. **REQUESTS FOR REPLACEMENT FOR REASONS OTHER THAN SICKNESS OR INJURY SHALL BE MADE IN WRITING, AND SUCH REQUESTS SHALL BE MADE ONLY BY THE LOCAL LEAGUE PRESIDENT.**

NOTE: Unless a team’s affidavit originally has twelve (12) players listed on it NO replacement players will be allowed. NO EXCEPTION.

NOTE: Any player who misses one (1) or more DSI tournament game

of her tournament team due to reasons other than: sickness (signed doctor's statement noting that a player can return to the game of softball is to be presented before the child is allowed to return to her team), injury (signed doctor's statement noting that a player can return to the game of the softball is to be presented before the child is allowed to return to her team), death in immediate family or with special permission from District Director or State Director or National Commissioner of that particular age division, shall NOT be allowed to join or rejoin her DSI tournament team for the remainder of the current DSI season. NOTE: Any player, manager or coach who misses any portion of a DSI tournament, i.e, opening ceremonies, game etc., their team is participating in while participating with or for another softball organization or independent team/organization shall NOT be allowed to join or rejoin their DSI tournament team for the remainder of the current DSI season. PENALTY: Removal of the team from further DSI tournament play for the current season if the player, manager or coach is allowed to join or rejoin the team. NOTE: In order to avoid this situation leagues may want to have a player's parent or guardian sign a form at registration time that states a player, if picked for a tournament team, must obligate themselves to the full activities of DSI tournaments. A league may refuse to select a player to a DSI tournament team if a parent or guardian does not sign the form.

VII — TOURNAMENT PITCHING RULES

No manager, group or managers, district director nor anyone else shall waive any tournament pitching rule. The intent of this statement shall be to prohibit a so-called gentlemen's agreement, and any such agreement shall be grounds for protest by any Dixie Softball official.

NOTE: Pitching rules do not apply to DIXIE SWEETEES with the exception that all coaches on a team's tournament affidavit shall be eligible to pitch and be allowed to return to the mound once in a game that he was removed from the mound.

NOTE: Only the managers and coaches listed on the tournament affidavit shall be eligible to pitch in DIXIE DARLINGS tournament play.

NOTE: The same coach may pitch every inning of every game.

NOTE: The person playing the coach-pitcher position shall in no manner assist the batter/baserunner or any other baserunner. PENALTY: A warning will be issued to the coach-pitcher and there shall be a one (1) strike call on the next batter. Any subsequent violation shall result in the violating coach-pitcher being removed from the game and not being allowed to return to that game as a coach-pitcher.

NOTE: In DIXIE DARLINGS coach-pitcher rules will be used.

(A) — All members of tournament teams shall be eligible to pitch.

(B) — A pitcher shall pitch only:

NOTE: (DIXIE DARLINGS ONLY) Coaches are allowed to use the eleven (11) innings a player-pitcher is allowed in any manner he deems necessary as long as he does not exceed the total of eleven (11) innings.

NOTE: Innings that are not pitched shall not be charged to the player-pitcher(s) of record.

NOTE: In the DIXIE DARLINGS a player-pitcher shall play that position for only eleven (11) innings in a tournament. The eleven (11) innings can be played in any manner a manager/coach chooses to use them. NOTE: Innings that are not played shall not be charged to the player-pitcher of record.

DIXIE ANGELS — eleven (11) innings in the same tournament, and
DIXIE PONYTAILS — thirteen (13) innings in the same tournament, and
DIXIE BELLES and DEBS — fifteen (15) innings in the same tournament.
For the purpose of this rule, any combination of innings:

DIXIE ANGELS — adding up to eleven (11) shall be permitted, and
DIXIE PONYTAILS — adding up to thirteen (13) shall be permitted, and
DIXIE BELLES and DEBS — adding up to fifteen (15) shall be permitted.

(C) — A pitcher shall be limited to:

DIXIE ANGELS — five (5) innings in any one (1) game, with the exception that she shall be allowed to pitch six (6) innings in the event she is the starting pitcher and the game goes six (6) innings because of a tie score. In the event she pitches six (6) innings, the extra inning is charged against her for the tournament.

DIXIE PONYTAILS — six (6) innings in any one (1) game, with the exception that she shall be allowed to pitch seven (7) innings in the event she is the starting pitcher and the game goes seven (7) innings because of a tie score. In the event she pitches seven (7) innings, the extra inning is charged against the thirteen (13) allotted her for the tournament.

DIXIE BELLES and DEBS — seven (7) innings in any one (1) game, with the exception that she shall be allowed to pitch eight (8) innings in the event she is the starting pitcher and the game goes eight (8) innings because of a tie score. In the event she pitches eight (8) innings, the extra inning is charged against the fifteen (15) allotted her for the tournament.

(D) — A pitcher shall not pitch in consecutive games played by her team in the same tournament if she has pitched:

DIXIE ANGELS and PONYTAILS — in three (3) or more innings of the previous game, and

DIXIE BELLES and DEBS - in four (4) or more innings of the previous game.

EXCEPTION: In any DSI sanctioned tournament conducted under the double elimination bracket in which three (3) teams remain in competition, each with one (1) defeat, the consecutive game rule shall be waived for the team(s) that did not draw a bye during the tournament and for the semi-final game only but not for the championship game. The consecutive game rule remains in effect for the team(s) that drew or had a bye at any point during the tournament.

NOTE: Where districts are divided in sub-districts, the sub-districts and district tournaments shall be considered separate tournaments for the application of these pitching rules.

(E) — A pitcher shall be charged with an inning pitched for any part of an inning in which she pitches, including a single pitch.

(F) — A player who is brought in to pitch from another position or from the bench without benefit of sideline warm-up shall be permitted ten (10) warm-up pitches or two (2) minutes. If a player comes in with benefit of sideline warm-up she shall be permitted five (5) warm-up pitches or one (1) minute.

(G) — Innings pitched in games declared “no contest” shall count.

NOTE: Byes will not be considered as a game to satisfy this rule.

(H) — All pitchers shall be eligible to pitch at the beginning of each level of tournament play.

(I) — In any tournament decided by a best of three (3) games, a pitcher shall pitch:

DIXIE ANGELS — only five (5) innings in the series, and

DIXIE PONYTAILS — only six (6) innings in the series, and

DIXIE BELLES and DEBS — only seven (7) innings in the series. With the exception that she shall be entitled to pitch one (1) extra inning in one (1) game in the event she is the starting pitcher and that game ended in a tie after regulation play.

(J) — In the event a game is conceded according to the provisions of Rule IX, the actual innings pitched by a pitcher plus an extra inning shall be charged to the pitchers of record of both teams.

NOTE: Pitcher of record shall be interpreted to be the last pitcher to throw a pitch to a batter for their respective team.

(K) — If a particular age division within a league forfeits games in tournament competition the league shall not be granted tournament privileges the following year for that particular age division.

(L) — Tournament teams shall be allowed to play under tournament rules during pre-tournament practice games provided the league has completed its regular season. In the event the league has not completed its regular season, regular season pitching rules shall apply. The penalty for violation of this rule shall be disqualification of the team from tournament play for the current season.

NOTE: For the purpose of these pitching rules, every series of tournament qualifying a winner shall be considered a level of tournament play and the consecutive game rule shall not apply from one level to the next.

VIII — SUBSTITUTION

(A) — Every available player on a team's Tournament Team Affidavit **MUST** play at least six (6) consecutive outs on defense in every tournament game played by her team.

All players present at a game **MUST** participate in the game unless they cannot participate because of health reasons. The Tournament Director must be notified that a player cannot participate in a game before the game is played. The player not playing may sit in the dugout (as long as she has not been replaced on the Tournament Team Affidavit), however, under no conditions will she be allowed to enter the game regardless of the fact that the game may be forfeited.

NOTE: For the purpose of satisfying this rule, a substitute is considered in the game only when she enters the game as follows: (1) If a batter, when she takes her place in the batter's box. (2) If a fielder, when she takes the place of the fielder substituted for. (3) If a runner, when she takes her place on the base that the runner substituted for is holding. (4) If a pitcher, when she takes her place on the pitcher's plate. NOTE: A substitute's name shall not be added to the batting-order by the official scorer until the substitute enters the game under one of the above mentioned substitution guidelines. The substitute's name **MUST appear** on defense for six (6) consecutive outs. This requirement shall apply to both teams even if the last half of the last inning is not required. The only exception shall be when the game is not completed because of the ten (10) run rule, mathematical elimination or when a team concedes before all available players have participated. However, in any game, substitutions **MUST** be made in time regardless of whether the game is completed or not in order to allow the substitution to play at least six (6) consecutive outs on defense just in case a game goes to its full completion. Substitutions not made in time for the player to be able to play at least six (6) consecutive outs on defense, regardless of the outcome of the game, is subject to protest.

NOTE: All substitution changes **MUST** be made in time to ensure that **ALL**

players are assured of playing six (6) consecutive outs on defense in each game in order to satisfy this rule. To satisfy this rule the bottom half of the last inning of a regulation game shall NOT count toward the six (6) consecutive outs on defense rule. The six (6) consecutive outs **on defense MUST** be achieved before the bottom half of the last inning of a regulation game begins.

NOTE: In order to satisfy this rule all substitutions on defense **MUST** be made by:

DIXIE SWEETEEES, DARLINGS, and ANGELS: Home team at the beginning of the top half of the fourth (4th) inning. Visiting team at the beginning of the bottom half of the third (3rd) inning.

DIXIE PONYTAILS: Home team at the beginning of the top half of the fifth (5th) inning. Visiting team at the beginning of the bottom half of the fourth (4th) inning.

DIXIE BELLES and DEBS: Home team at the beginning of the top half of the sixth (6th) inning. Visiting team at the beginning of the bottom half of the fifth (5th) inning.

NOTE: If both teams have an equal number of players on hand at the beginning of a game the above substitution rule is in effect. If a player is injured, becomes ill or is removed from the game for one reason or another and the above substitution rule has not been fulfilled the team with the higher number of players shall have the option of the below substitution rule.

NOTE: The penalty for violation shall be a team shall concede any game in which all available players do not participate if the opposing team files a protest. If the protest is upheld, the game shall end at that point and the remaining innings in the game shall not count against any pitcher.

EXCEPTION: — If a team enters a game with less players than the opposing team, the opposing manager has the option of playing all of his players or only playing the minimum number of players that the other team has.

NOTE: The coach with the most players may use his substitutes at any time as long as he matches the number of players the opposing team has to satisfy the six (6) outs on defense rule during the game and he satisfies all other substitution rules. The coach with the most players has the following options: (a) He may list and play all the players on his team even though the opposing team has fewer players. If a coach chooses to list his extra players in the starting lineup the extra players must satisfy the six (6) consecutive outs on defense rule. If a coach does not list the extra players in the starting lineup the extra players are not subject to the two (2) consecutive complete innings six (6) outs on defense rule. (b) He only has to play the minimum number of players that the opposing team has and not play any of his extra players at any time during the game. **DSI recommends but does not demand that all players be listed in the starting lineup.** (c) He may substitute the extra players in the following manner:

EXAMPLE A – As a pinch runner or pinch hitter. The coach may remove the pinch runner/hitter at any time following the first pitch thrown after the pinch runner/hitter enters the game. If the pinch runner/hitter does not return to the game the following defensive inning she shall not be allowed to return to the game with the exception of the injury or sick replacement rule. If the pinch runner/hitter remains in the game she shall take the batting lineup position/number of the player she replaced.

EXAMPLE B – As a fielding substitute. A coach may remove the fielding substitute at any time following the first pitch thrown after the fielding substitute enters the game. If the fielding substitute does not return to the game the following offensive inning she shall not be allowed to return to the game with the exception

of the injury or sick replacement rule. If the fielding substitute remains in the game she shall take the batting lineup position/number of the player she replaced.

NOTE: A starting player removed from the game may only re-enter the game once and must retain the batting lineup position/number she was first substituted for with the exception of the injury or sick replacement rule.

NOTE: A pitcher removed from the mound shall be allowed to return to the mound one (1) time in the same game. To satisfy this rule it will be ruled that a pitcher who returns to the mound in the same inning of a game in which she was removed shall be credited with pitching in ONLY one (1) inning for the inning in which she was removed.

(B) — If a manager has used all of his eligible players and a player is injured or becomes ill and cannot continue or when a player is removed from the game for disciplinary reasons, the game shall not be forfeited. The opposing manager shall select a player from the bench who has already been in the game to replace the injured, disciplined or ill player.

(C) — When a change is made in the line up, it is recommended that the change be announced over the public address system. However, if the change is not announced the change and all plays concerning the change shall be legal.

IX — TOURNAMENT GAMES

In DIXIE SWEETEEES the district director must allow (by majority vote) the district leagues to choose which style of play (whichever is allowed under specific rules of DIXIE SWEETEEES will be played in district tournaments.

(A) — All tournament games shall be played to a conclusion regardless of the score or the inning unless the team behind wishes to concede. (SEE ARTICLE (B) BELOW). Any tournament game suspended due to darkness, weather or any other reason shall be resumed at the earliest possible time. Play shall begin at the actual point of termination, and shall be considered the same game. The same pitchers shall be eligible to pitch just as if the game had been completed on the original day.

EXAMPLE A: The game is called on account of rain the bottom half of the third (3rd) inning with the count of three (3) balls and two (2) strikes on the batter and two (2) outs in the inning. The game shall be resumed at the earliest possible time and play shall resume in the bottom half of the third (3rd) inning with the count of three (3) balls and two (2) strikes on the batter and two (2) outs in the inning.

EXAMPLE B: The game is called in the top of the fifth (5th) for any reason. The game shall be resumed at the earliest possible time from the exact point of termination. The pitchers shall be eligible to complete the game as this is part of the same game.

EXCEPTION: A game shall be considered a completed regulation game when a team is ahead by ten (10) runs after both teams have:

DIXIE ANGELS — played three (3) or more complete innings of play or, in case of the home team, anytime it is ahead by ten (10) runs after 2 and one-half (2½) innings of play, and

DIXIE PONYTAILS — played four (4) or more complete innings of play or, in the case of the home team, anytime it is ahead by ten (10) runs after three and one-half (3 1/2) innings of play, and

DIXIE BELLES and DEBS — played five (5) or more complete innings of play or, in the case of the home team, anytime it is ahead by ten (10) runs after four and one-half (4 1/2) innings of play.

EXCEPTION: DIXIE SWEETEEES and DARLINGS a game shall be considered completed regulation when one team is mathematically eliminated.

NOTE: An inning in the DIXIE SWEETEEES and DARLINGS shall be ended with the third (3rd) out or “END OF PLAY” on the tenth (10th) batter in that inning, whichever comes first.

NOTE: A game stopped because of the ten (10) run rule is not considered a conceded game. Pitchers will be credited only with the innings in which they pitched.

NOTE: Refer to Rule VI (E) of DIXIE SWEETEEES SPECIFIC PLAYING RULES and Rule V (E) of DIXIE DARLINGS SPECIFIC PLAYING RULES for Rules concerning the “END OF PLAY” on the tenth (10th) batter.

(B) — No team shall be required to play more than two (2) games on the same day during the same tournament. A team playing two (2) games on the same day shall have at least one (1) hour of rest between games. Teams shall be entitled to waive the one (1) hour rest rule, but shall not be required to do so.

NOTE: Tournament directors may allow teams in a tournament to play two (2) games per day no more than twice in the same tournament. **NOTE:** One of the double-headers **MUST** be relegated to the final day of play for the “if necessary” game unless the Tournament Director decides to use the second double-header earlier in the tournament. If the two (2) double-headers are used before the final day of the tournament there **WILL NOT** be a third (3rd) double-header allowed for the “if necessary” game. **NOTE:** In World Series play there will be no double-header allowed on the first day of play.

EXAMPLE: Team A’s first game is rained out on Tuesday. The tournament director reschedules this team to play the following morning and again that night. This shall be within the rules, but Team A shall not be required to play two (2) games on the same day for the remainder of the tournament, regardless of whether or not the schedule called for it.

NOTE: Other than weather, the only time two (2) games should be played on the same day is on the final day of play when the “if necessary” game is required.

EXCEPTION: The Commissioner, with the consent and approval of the President, shall be empowered to waive any tournament rule so as to assure completion of a tournament where there have been delays caused by inclement weather or other reason.

NOTE: Under no circumstance can any pitching rule be waived.

NOTE: Under no circumstance shall a coach-pitcher assist, physically or verbally, any batter-baserunner or baserunner. The coach-pitcher may assist, physically or verbally, the batter and only in positioning the batter. **PENALTY:** After one(1) warning, there shall be a one (1) strike call on the next batter. Any subsequent violation shall result in the violating coach-pitcher being removed from the game and not allowed to return to that game as a coach-pitcher.

(C) — No tournament game shall begin after 11:30 p.m.

EXCEPTION: This rule may be waived by the tournament director in order to complete a tournament.

(D) — All rained-out or postponed games shall be rescheduled by the tournament director in the order of postponement. For example: Game three (3) is postponed due to rain, wet grounds or for any other reason, but the ground crew gets the field in condition to play again several hours later. Game three (3) shall be played before any other game on the schedule.

(E) — Games that are played under floodlights in sub-district, district, state tournaments, or in any DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES or

DEBS World Series, the lighting shall be approved by the tournament or series director.

X — ADMISSION

(A) — Dixie Softball recommends to all tournament sponsors that an admission be charged to assist in financing the event.

XI — PROTESTS AND APPEALS

THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES.

(A) — Protests shall be made only on a misinterpretation of a rule or the ineligibility of a player or players.

NOTE: A protest of eligibility based on other than age shall be presented to the Tournament Director prior to the beginning of a tournament.

(B) — All protests based on ineligibility of a player's age shall be filed with the Tournament Director before either of the teams involved in the game in question has played any portion of another game.

If, in the opinion of the Tournament Director, there is any WILLFUL VIOLATION of age eligibility rules and upon actual proof of violation, the Tournament Director shall forfeit the last game played by the team and the team shall be disqualified from tournament play for the current season.

NOTE: If a manager allows a pitcher to violate the pitching rules, whether intentional or unintentional, the game, if protested, shall be forfeited and the violating manager or coach will not be allowed to coach in his team's next tournament game.

(C) — The Protest Committee shall be composed of three (3) members and is selected with discretion by the Tournament Director. It is required that this committee be present during each game preferably in an area reserved for them exclusively. The members of the protest committee shall be announced prior to each game. A team shall not be required to play a tournament game until this announcement is made.

(D) — All protests except protests of ineligibility of a player shall be made to the plate umpire immediately after the occurrence and before another pitched ball (legal or illegal). The plate umpire shall call in the protest committee and this committee, after hearing the protesting manager and the manager of the opposing team and the umpires, shall render a decision.

EXCEPTION. The Commissioner, with the consent and approval of the President, shall be empowered to accept a protest on the recommendation of the state director or in his absence the senior National Board Member within the state on the grounds that the protest committee accepted and acted upon an illegal protest. Such a protest shall be made prior to the next game played by either team.

EXAMPLE: The umpire removes a player from the game for using abusive language. The manager of the team protests the umpire's action and the protest committee accepts the protest and overrules the umpire's action and allows the player to continue in the game. This is an illegal protest and one on which the state director should immediately call the Commissioner.

(E) — Scorekeepers and other officials may at any time advise coaches and managers (home and visitors) of the illegality of pitchers and players if they have knowledge of this in order to prevent an "illegal" substitution. The scorekeepers and officials shall not be required to do this but are urged to do so to prevent a protested game. However, once the permanent pitching record has been signed by

the opposing managers, it then becomes a matter of record and cannot be changed, even though it may be in error.

NOTE: If a substitution violation has already occurred before the scorekeeper or any DSI officials notices it, in no way should the scorekeeper or DSI official stop the game and bring to notice the violation. This would tip off the opposing coach and could create a protest. It is always the opposing coach's responsibility to catch substitution violations. Scorekeepers and DSI officials should only bring it to the attention of a coach before the violation happens not afterwards. NEVER SHOULD AN UMPIRE BE INVOLVED IN SUBSTITUTION OF PLAYERS DURING TOURNAMENT PLAY. SUBSTITUTIONS SHOULD BE REPORTED TO THE SCOREKEEPER.

NOTE: Tournament directors are advised that both managers MUST be present when the pitching record is signed. Both managers should check each other's pitching record carefully to avoid any errors. Both managers will be required to sign the opposing team's pitching record as well as their own. No manager will be allowed to sign the pitching record until the opposing manager has had a chance to go over the pitching records. If a manager does not or refuses to sign the pitching record(s) then the tournament director shall sign the record(s) in his place.

NOTE: Managers are given a time period of five (5) minutes to go to the scorekeeper's area (scorekeepers are not to leave their area) after a game and/or closing ceremonies of a game are over. If a manager does not get to the scorekeeper's area in what is judged by the tournament director as a reasonable time, then the tournament director shall sign the pitching record(s).

(F) — No appeal shall be accepted by any district or state director or by the Commissioner in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or boundary violations.

Appeals from protest decisions must be made immediately and to the next official in authority over the level of play: district director at sub-district and district tournaments; state director at state tournaments; Commissioner at the World Series. Appeals from decisions may be carried through each level up to the Commissioner if so desired.

NOTE: A manager does NOT have to continue a game until his appeal has followed the proper procedure and any game dependent upon the decision of the appeal can not be started until a final decision of the appeal has been made. Tournament Directors shall not intimidate managers with a "Play or forfeit" statement.

(G) — AFTER THE COMPLETION OF A GAME THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST OF ELIGIBILITY.

NOTE: A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play. Fifteen (15) minutes shall be considered sufficient time for the fulfillment of this rule. (See Rule XI, Section (D), Exception).

XII — TOURNAMENT SOFTBALLS

(A) - The official tournament softball will be those distributed by JP SPORTS. **NOTE: The brand names of JP Sports, Paul's and/or Pennant shall be the only softballs allowed in DSI tournament play for the 2010 season. NO EXCEPTIONS.**

(B) — All levels of tournament play MUST use softballs that are stamped, by an "approved" manufacturer, with the signature of the National President of DSI. **EXCEPTION:** When a pitching machine is used the non-stamped softballs manufactured for use with a pitching machine may be used.

(C) — The Commissioner with approval from the President may designate a certain make and style ball to be used in tournament play only.

XIII — TOURNAMENT BATS

The official tournament bats shall be those listed in Rule 2:02 of this rule book. However, the words “OFFICIAL SOFTBALL” and/or “youth softball” and the name of an “Approved” manufacturer must be legible on any bat used in tournament play.

NOTE: Any new league coming into Dixie Softball will be allowed to use presently owned bats for season play but NOT for tournament play.

NOTE: DSI may deem any bat as not approved that appears on the list of bats not approved by the national governing body of softball, due to safety reasons.

XIV — TOURNAMENT UNIFORMS

(A) — All uniforms in tournament play shall be either regular softball uniforms or matching jerseys with matching pants (if jeans are worn, they must be as close to the same color as possible). No plain, undershirt style T-shirts shall be permitted. Uniform type T-shirts in team colors with numbers shall be considered legal regular softball uniforms upon the approval of the District Director, State Director or Commissioner. The penalty for violation of this rule is possible disqualification of the team by the tournament director from further play for the current season. The District Director, State Director and Commissioner shall establish an appropriate dress code for each level of tournament play so as to portray the proper image for Dixie Softball.

NOTE: All jerseys, regardless of style, must be worn fully tucked inside the pants.

NOTE: A player’s jersey number must be visible when her jersey is tucked inside of her pants.

NOTE: Uniform shorts/pants shall not bear wording on the seat of the shorts/pants.

(B) — Tournament players shall be permitted to use the uniform of the sponsor of a team in local league play.

NOTE: If uniforms bear the name of a sponsor, all uniforms do not have to bear the same sponsor’s name.


NOTE: If jerseys bear the names of the players then the last name of the player is required.

NOTE: Jerseys worn in World Series play shall have the name or outline or logo of the state that a team represents placed in a very noticeable position on the front. It is preferred that all teams wear jerseys that bear only the name of their state and not the name of their league or team name.

NOTE: Jerseys worn in World Series play by the host team shall have the name of their league placed in a very noticeable position on the front. The league name shall be more prominent than the team’s nickname.

Teams may wear uniform colors of their choosing. DSI recommends that uniforms in yellow colors not be worn.

NOTE: Pitchers shall not wear long sleeve jerseys that blend in with the color of the softball.

NOTE: Coaches may either wear exact uniforms the teams wear or wear uniforms of coordinating colors of their team. If coordinating color uniforms are chosen the coaches uniforms must be of like fabric. No denim jeans/shorts, overalls, etc. are allowed. Coaches may wear a combination of long slacks or shorts as long as the slacks and shorts are of like fabric and fit properly. Coaches may wear jerseys outside the slacks/shorts.

(C) — All players participating in all tournaments shall have Arabic numbers on their uniforms. Such numbers, if on the sleeve, shall be not less than two inches (2") high and, if on the back, shall not be less than four inches (4") high, if on the front, shall not be less than four inches (4") high. Leagues having uniforms with numbers of smaller size than this shall be permitted to use such uniforms until the uniforms are disposed of. No duplicate numbers shall be allowed. (Numbers 9 and 09 is an example of duplicate numbers.) The penalty for violation of this rule shall be that players wearing duplicate numbers shall not be allowed on the field. Any player wearing a batting vest shall also have numbers not less than two inches (2") on their sleeve, (preferably the right sleeve).

(D) — All players and coaches participating in a tournament of the DIXIE SWEETTES, DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS shall wear the approved insignia (patch) of DSI, where it shall remain visible on the left shoulder or upper left breast area of the uniform.

NOTE: The approved insignia (patch) shall be attached to the uniform by either sewing or gluing. Pins, staples, etc. will not be allowed due to safety reasons.

NOTE: Penalty for not wearing the insignia (patch) of DSI in a visible manner, shall be removal from game of any player or coach. These insignias (patches) may be purchased by sending \$1.25 per insignia (patch) desired plus postage fee of \$6 payable to Dixie Softball, Inc., to: DIXIE SOFTBALL, INC., P.O. Box 877, Marshall, Texas 75671, or call (903) 927-2255. American Express, Discover, MasterCard and Visa cards accepted.

NOTE: Tournament directors are directed to use "common sense" in the event a uniform is damaged from accident or sickness. A player may not be removed from a game because she had to change into another type of uniform due to the fact her regular uniform was damaged by accident or sickness.

XV — TOURNAMENT UMPIRES

(A) — Each tournament host shall select the best possible umpires for each game. An umpire shall not officiate as a plate umpire in more than two (2) games in the same calendar day.

NOTE: The only umpire-in-chief in DSI is the umpire officiating as the home plate umpire during a game.

(B) — The Commissioner or his appointed representative shall approve the umpires for the DIXIE DARLINGS, ANGELS, PONYTAILS, BELLES and DEBS World Series; the State Director shall approve the umpires for the state tournaments; and the District Director shall approve umpires for sub-district and district tournaments.

NOTE: If a DSI registered umpire is not available for a game the Tournament Director may select someone to umpire the game who is not a DSI registered umpire. However, all efforts should be made to ensure that DSI registered umpires are at all games.

(C) — The decision as to whether a field in tournament play is playable or not and whether or not a person may return as a participant in a game following a bleeding incident shall be left up to the Tournament Director.

NOTE: The umpire can stop a game if he feels the field is not playable but MUST resume the game when the Tournament Director directs him to do so.

(D) — ALL TOURNAMENT UMPIRES MUST HAVE PASSED THE CURRENT DSI UMPIRE REGISTRATION TEST. ANY PERSON WISHING TO BECOME A DSI REGISTERED UMPIRE NEEDS TO CONTACT: DIXIE SOFTBALL UMPIRES,

COMMITTEE CHAIRMAN, P.O. BOX 730, PLEASANT GROVE, ALABAMA 35127.

📎NOTE: IN ORDER TO REGISTER AS A DSI UMPIRE, SEND \$25.00 FOR EACH PERSON REQUESTING TO BE REGISTERED AS AN UMPIRE TO THE ABOVE ADDRESS. THOSE REQUESTING TO BE REGISTERED AS UMPIRES MUST HAVE THEIR REQUEST IN POSTMARKED NO LATER THAN MAY 1 AND IN THE HANDS OF THE UMPIRE CHAIRMAN BY MAY 15, IN ORDER TO BE ELIGIBLE TO UMPIRE IN TOURNAMENT GAMES.

📎NOTE: All umpires who were registered in 2009 need only to send in their 2009 umpire card number, their address and the \$25.00 fee in order to be registered in 2010.

NOTE: UMPIRE MANUALS CAN BE ORDERED UPON REQUEST FOR A \$12.00 FEE. PAYMENT FOR MANUAL MAY BE SENT IN WITH REGISTRATION REQUEST OR MAILED SEPARATELY TO THE ABOVE ADDRESS.

(E) — Umpires shall:

Dress in shirts and slacks or shorts that are approved by tournament or World Series director. All umpires must either wear slacks or shorts, not a combination of slacks and shorts. Each umpire should wear socks that coordinate in color with their slacks or shorts and shoes should be black or navy. Shoes with metal cleats are not to be worn. If caps are worn they must be the standard umpire caps or those approved by DSI.

Home plate umpires are required to wear a face mask, chest protector and in the case of a male umpire, a protective cup. EXCEPTIONS. DIXIE SWEETTES and DARLINGS games do not require the home plate umpire to wear any protective equipment but it is highly recommended.

Female home plate umpires are required to wear a face mask and a chest protector.

NOTE: Shin guards are recommended for home plate umpires but not required.

The umpire insignia (patch) of DSI, MUST be worn, preferably on the left shoulder of the umpire's shirt. No insignia or other umpire's paraphernalia denoting another softball association or baseball association offering a competing softball program shall be worn or used at anytime in any DSI season, tournament or World Series game. Note: Insignias of local umpire and school umpire associations may be worn at the discretion of the Tournament Director.

XVI — MISCELLANEOUS TOURNAMENT REQUIREMENTS

(A) — All artificial noise makers (manufactured and/or handmade) shall be banned at all tournament games.

(B) — No verbal, written, or in any other manner promotion of any other softball program or clinics for players or tournaments (other than those approved by DSI) shall be permitted by anyone attending or hosting a Dixie Softball tournament.

NOTE: Wearing apparel such as T-shirts, caps, jackets, etc., denoting any other national softball association shall not be worn by players, coaches, umpires, tournament officials or any other DSI official during any activity pertaining to a DSI sanctioned tournament.

(C) Anyone producing a sign for tournament play must make only signs that promote their team and not signs that may denigrate the opposing team. EXAMPLE: If Alabama and Louisiana are playing each other neither team will be allowed to produce signs that say something like "Beat Bama" or "Beat Louisiana".

XVII — INSURANCE

(A) — All teams traveling to a tournament shall be required to have an excess accident and a general liability insurance policy in force for players and managers and coaches and must have a copy of the policy with them.

(1) **Excess Accident** - Each tournament team must be covered by an Excess Accident policy with a Maximum Medical Limit of at least \$50,000. It is not acceptable for each parent to provide individual evidence of health insurance for their child playing on the team, and,

(2) **General Liability** - Each tournament team must be covered by a General Liability policy with an “each occurrence” limit of at least \$1,000,000 combined single limits for “bodily injury” and “property damage.” Such policy may not provide “claims made” coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants. If the team does not purchase its General Liability insurance through the approved DSI insurance program (see rule book advertisement), it is required that the team’s General Liability policy name Dixie Softball, Inc. as an “additional insured”.

Operational Control by Dixie Softball for the Purpose of Liability

1. As concerns all pre-season activities; regular season; intra-league tournaments; and all other league activities; DSI shall have no operational control responsibility over the following:

(a) **Premises** - including, but not limited to, playing fields, practice fields, player dugouts, spectator areas, concession areas, parking lots, adjoining areas, and player or spectator entertainment areas whether on site or off site.

(b) **Activities** - including, but not limited to, pre-season and off season meetings and preparation, tryouts, practices, games, intra-league tournaments, fund-raising activities, banquets, team or league outings and all other activities that are team or league approved and travel to and from the above.

(c) **Actions** - including all actions (including inactions) and decisions on a league or team level that are initiated by league or team officials, directors, administrators or volunteers.

2. As concerns all-star tournaments including sub-district, district, area, regional, state, and World Series, DSI shall have no operational control or responsibility over the following:

(a) **Premises** - including, but not limited to, practice areas, spectator areas, concession areas, player accommodations, and player or spectator entertainment areas whether on site or off site.

(b) **Activities** - including, but not limited to, activities within housing, player or spectator entertainment on site or off site, outings, and travel to and from the above.

(c) **Actions** - including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees.

3. (a) DSI has operational control and responsibility only to the extent of requiring that any violation of official rules and regulations be corrected in accordance with the official rules and regulations.

(b) DSI has joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all-star tournaments including sub-district, district, area, regional, state and World Series.

4. Since DSI is primarily an “all volunteer” organization with limited resources, it is not responsible for taking affirmative action to police all premises, activities, and actions for compliance with the official rules and regulations, except as outlined under 3. (b) above. However, Dixie Softball will make best efforts to enforce all such official rules

and regulations once a violation has been brought to its attention.

XVIII — VIOLATIONS

Violation of any of the tournament rules may result in disqualification for the offending team.

XIX — TROPHIES AND AWARDS

All trophies and/or awards presented to each championship, runner-up and/or sportsmanship team(s) and/or individual participants must have one of the Dixie Softball, Inc., logos appearing on each trophy and/or award.

All tournament trophies and/or awards presented to each championship, runner-up and/or sportsmanship team(s) and/or each individual participant(s) must be purchased by the Host team through the District Director, at district level; the State director, at state level; and the National President of DSI at World Series level. All such trophies and/or awards **MUST** be purchased from a DSI Approved Supplier of trophies and/or awards.

NOTE: All DSI tournament trophies and/or awards that bear a figurine must use a DSI approved figurine.

It is not always the Manager who wins the most trophies who does the best job. The Manager who works long and hard to develop youngsters with little talent, and who teaches the lessons of life which carry into adulthood . . . although he has few trophies to show, he ultimately is the most successful. Yesterday's trophies soon fade away, character lasts a lifetime.

NOTICE

Each of the following is a trademark and/or service marks of Dixie Softball, Inc.:

- | | |
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| <ol style="list-style-type: none">1. Dixie Softball, Inc.2. DSI3. Dixie Girls Softball4. Dixie Softball5. Dixie FastPitch Softball6. Dixie SlowPitch Softball7. "Little Dixie" logo8. "Little Dixie" in any manner9. Softball with crossed American and Confederate flags logo10. Softball with Dixie Softball, Inc. logo | <ol style="list-style-type: none">11. Softball with division names of Dixie Softball, Inc. logo12. Division names of DIXIE SWEETTES, DIXIE DARLINGS, DIXIE LASSES, DIXIE ANGELS, DIXIE PONYTAILS, DIXIE BELLES, DIXIE DEBS13. THE PITCH14. Dixie Softball Sub-District, District, State, and/or World Series |
|--|---|

No use of any of these trademarks is permitted without the expressed written consent of DSI. DSI will take appropriate legal action against any unauthorized use of its marks.

2010 DIXIE SOFTBALL STATE MEETING DATES AND PLACES

January	9	VA	Holiday Inn Select	Lynchburg
January	16	GA	Turner Lakes Complex	Covington
January	30	FL	Best Western-Lakeside	Kissimmee
January	30	NC	Little River	Moore County
February	6	TX	LeTourneau College	Longview
February	13	AL	Troy University	Troy
February	13	SC	Irmo Middle School	Irmo
February	20	AR	Henderson State (Reddie Center)	Arkadelphia
February	20	LA	Kees Park Center	Pineville
March	6	MS	TBA	TBA
March	6	TN	Dickson County High School	Dickson, TN

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