

BY LAWS AND POLICIES

West Stanly Dixie Youth Baseball (WSDYB)

A Dixie Youth Baseball League comprised of the four Western Stanly County communities, Endy, Locust, Oakboro, and Stanfield. A representative from each community makes up the WSDYB Board of Directors.

1. DUES-FEES-ELIGIBILITY-REGISTRATION

- 1.01 It is the responsibility of the player and parents to assure that all registration deadlines are met. Announcement of registration dates, sites, and deadlines shall be the responsibility of each of the communities that make up the West Stanly Dixie Youth Baseball league, which will use such means of publicity and advertising as deemed appropriate and available.
- 1.02 No player is to practice or play until all required fees are paid and league accident and liability insurance policies are in place. Determination of player fees and sponsor fees and collection of such shall be the responsibility of each community in the West Stanly Dixie Youth Baseball league
- 1.03 League eligibility is determined by a player's permanent residence. Within West Stanly boundaries, community boundaries (Endy, Locust, Oakboro, Stanfield) are determined by address and/or school attended. School is determined by the assigned school for kindergarten-5th grade. Carolina Christian school is considered a Locust school. Oakboro Stem is an Oakboro school. Players must live in one of these West Stanly Communities to participate in the program unless a release is requested by the player and granted by the league within whose boundaries the player resides. Players within the West Stanly boundary, who wish to play within another WSDYB community, must complete a transfer request with will be reviewed by the league Board of Directors. Such releases must be approved by the league Board of Directors at the meeting in late February.

2. EQUIPMENT

- 2.01 Community leagues will provide:
 - a) All field equipment (bases, pitching rubber, field markings, etc.)
 - b) Uniforms for all teams (shirt and hat)
 - c) Batting helmets (if requested by coach, up to a set per team, depending on availability)
 - d) Additional team equipment for each minor, major, and coach-pitch team (if requested by coach, and upon availability)
 - e) Game balls
- 2.02 Individuals shall provide:
 - a) Fielder's gloves
 - b) Shoes (metal cleats are prohibited)
 - c) Protective cup is required for catcher and recommended for all players
 - d) Other equipment often provided by individuals, includes helmets, bats, bat bags.
 - e) It is recommended all players have their own personal batting helmet and bat.
- 2.03 Coaches are responsible for assuring that all equipment used is safe and in adequate condition, and for assuring that any equipment provided by individual players is legal under Dixie Youth baseball regulations.
- 2.04 WSDYB pitcher players in the Tee Ball and Coach Pitch divisions must wear a batting helmet with faceguard. Faceguards are optional for players who are batting.
- 2.05 Bats MUST have USA Baseball stamp and/or abide by all DYB Baseball bat rules. Bats should be checked before every game. During warm-ups, players should line up bats on the outside of the

dugout, on the field, so umpires can check bats before the game.

3. OFFICIALS, SUPERVISORS, AND SCOREKEEPERS

- 3.01 Umpires shall be contracted through an area umpire association approved by the Board of Directors
- 3.02 Site supervisors will be the head coach of the home team, unless another site supervisor is present. Site supervisor will be responsible for reporting game results, pitching records (pitch counts), and other matters of note to the league director.
- 3.03 In case umpires fail to appear for a scheduled game, the coaches and site supervisor shall make arrangements for officiating the game. It will count as an official game.
- 3.04 The home team scorebook shall be considered the official record of the game.

4. PLAYING TIME

- 4.01 Weekday games shall be scheduled no earlier than 6:00 pm (first game) and no later than 7:45 pm (second game). Earlier time slots are given to younger teams if possible.
- 4.02 A five-minute grace period is permitted for the first game of the set only. Plate umpire shall rule on official time.
- 4.03 Time limits are established for regular season play as listed under 6.00 (Local League Rules)

5. POSTPONEMENTS AND RESCHEDULED EVENTS

- 5.01 In case of inclement weather, a decision on games will be made within each community by the community's coordinator as soon as it is evident that games can or cannot be played. Team coaches will be notified only in the event of cancellation.
- 5.02 In the event of sudden inclement weather, or conditions that could cause postponement which occur one hour or less before game time, a decision on game status will be made on site at game time by the umpires and site supervisor.
- 5.03 Nothing contained in these policies shall be construed as prohibiting the league director and Board of Directors from postponing or rescheduling any game where such is deemed appropriate (examples include, but are not limited to, end-of-grade testing, etc.)

6. LOCAL LEAGUE RULES

Current Official Dixie Youth Baseball Rules and Regulations will be used, with the following exceptions and clarifications:

6.01 OFFENSIVE PARTICIPATION REQUIREMENTS:

See Rule 3.03(d) Local League Options:

- a) Coach-Pitch and Minor divisions will use 2010 Dixie Youth Baseball Rule 3.03 (d)(2) Local League Option #2 (all players on each team are listed in the batting order).
- b) Major/O-Zone divisions will use 2010 Dixie Youth Baseball Rule 3.03 (d)(2) Local League Option #2 (all players on each team are listed in the batting order).
- c) Players under disciplinary action are not subject to minimum play requirements, provided the opposing coach and site supervisor are notified by the head coach of the team involved prior to the start of the game.

6.02 TIME LIMITS BY DIVISION:

See Rule 4.10 (a) (8) Local League Option:

Time limits on regular-season play will be in effect as follows:

- a) Major/O-Zone league: No inning may begin more than 90 minutes past the time of the first pitch. An inning begins at the moment of the third out ending the precedinginning.

- b) Minor league: No inning may begin more than 85 minutes past the time of the first pitch. An inning begins at the moment of the third out ending the preceding inning.
- c) Coach Pitch: No inning may begin more than 75 minutes past the time of the first pitch. An inning begins at the moment of the third out ending the preceding inning.
- d) Teeball: No inning may begin more than 60 minutes past the time of the first pitch. An inning begins at the moment of the third out ending the preceding inning. Teams must finish each inning.
- e) In the event of a tie game after time limit is in effect, the International tie breaker rule will be used. The last batter from the previous inning will be placed on second base.

6.03 SHORTENED GAME:

See Rule 4.10 and appropriate Local League Options:

- (a) Local league option 4.10 (a) (7) shall be in effect for regular season play in all divisions. As such, a game which is terminated by curfew, rain, or other acts of God prior to reaching the point of a regulation game under 4.10(a)(6) will be considered a suspended game, and resumed from the point of interruption.
- (b) See rule 4.10(d). When a game which has reached the point of a regulation game under 4.10(a)(6) is called during an incomplete inning, and one of the following situations applies, the game will be considered suspended and will be resumed from the point of interruption at a later time:
 - (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
 - (2) The visiting team scores one or more runs to take the lead in the Incomplete inning, and the home team does not tie the score or re-take the lead in the incomplete inning.

6.04 MINIMUM NUMBER OF PLAYERS TO START OR CONTINUE:

See Rule 4.17 (b): Local League Option:

A minimum of eight (8) players must be present to start or continue a game:

- a) If a team begins a game with 8 players, the ninth batting slot is automatically left vacant and will not be considered an automatic out when due. If the eighth and ninth players arrives after the start of a game, he/she may enter the game at that time and will occupy the eighth/ninth batting slot.
- b) If a team falls below nine players during a game due to injury, illness, or other reason, the vacated batting order slot is not considered an automatic out when due.
- c) If a team falls below seven players during a game, the game will be terminated by forfeit at that point.
- d) "Picking up" of players from spectators or players in an older age division is not allowed. "Picking up" of players must be from the same or lower age division. The added player may not catch or pitch.
- e) If opposing team would like to, they may lend a player to the team they are playing. This must be agreed upon by both teams and Site Supervisor.

6.05 MISCELLANEOUS LOCAL RULES:

- a) Coach-pitch/Minor leagues/Ozone may score a maximum of seven (7) runs per inning, in the 1st through 5th inning. A half- inning will end immediately upon either the third out or the seventh run scoring. More than seven (7) runs may be scored only on ball that goes over outfield fence.
- b) During the sixth inning, teams may score more than 7 runs.
- c) Home team scorebook will be considered the official book.

- d) In the case of a double-header. A player will not be subject to the 2-inning restriction in local play. A player may pitch 3 innings in the first game and will be allowed to pitch 3 innings in the second game. If player pitches 4 innings, he/she will not be allowed to pitch in the second game. One pitch = one inning pitched
- e) Rule 8.07(8) A pitcher shall be allowed to pitch in two or more games on the same day provided he/she does not throw more than 40 pitches in the first game nor more than 75 pitches (League Age 10 and Under) or 85 pitches (League Age 11 or 12) in the day.

Rules by Division:

- f) Tee Ball:
 - a. Six infielders are allowed on the infield with one catcher and one pitcher. Everyone else must be behind the base lines. All players will always play defense.
 - b. Each batter gets three pitches then a tee is used.
 - c. Coaches must pitch overhand.
 - d. No bunting.
 - e. Teams will bat their lineup then switch. Defensive outs will count, removing a player from the bases if tagged out. *(every kid bats each time, but they still learn to get "outs" and make plays)*
 - f. At the end of the lineup, runners may run the bases to finish the inning. Coaches may reverse the batting line up each inning.
 - g. The first baseman is the only fielder allowed to field a ball and step on first base. All other attempts at first base must be thrown.
 - h. In case of an over-thrown ball at any base, the runners may advance only one base at their own risk. The play is dead when the runner reaches the given base.
 - i. If a batter hits the ball into the grass, runners may advance until ball is controlled within the base line.
 - j. Tee ball Field:
 - i. Bases are at 60 feet.
 - ii. Pitching rubber at 40ft. Pitcher player must be at 46ft.
 - iii. 10 arc at home plate.
- a) Coach Pitch:
 - a. Coach-pitch teams will play with no more than four outfielders.
 - b. Player pitcher must have one foot in the circle.
 - c. No bunting
 - d. Coach-pitch players will receive a maximum of five pitches or three swinging strikes before being declared out.
 - e. In Coach-pitch, in case of an over-thrown ball at any base, the runners may advance only one base at their own risk. The play is dead when the runner reaches the given base or decides they are not going to advance.
 - f. Coach-pitch players may not advance on passed balls or wild pitches and may not steal bases.
 - g. All outfielders must play 20' behind base paths.
 - h. All players must play at least 3 defensive outs. Free substitutions.
 - i. Mercy Rule: The game ends if a team is ahead by 15 runs after 4 innings.
 - j. Coach Pitch Field:
 - i. Bases are at 60 feet.
 - ii. Pitching distance: 46 feet to rubber. 6-foot radius/12-foot diameter circle around rubber.
 - iii. Halfway marks will be used. Stoppage of play occurs when the ball is in the

infield area and the lead runner has stopped. If other runners are not halfway at the stoppage of play, they must go back.

- b) Minors:
 - a. Continuous batting order
 - b. All players must play three defensive outs
 - c. Mercy Rule: The game ends if a team is ahead by 15 runs after 3 innings.
 - d. An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. The request must be made before pitching to the batter or on any ball or strike. The ball must be declared dead before making the award.
 - e. Both coaches must sign home scorebook at end of game with pitch counts clearly stated.
 - f. Scorebook keepers should verify pitch count between every inning.
 - g. Minor league teams will play regulation outfield (three outfielders).
 - h. Minors Field:
 - i. Bases are at 60 feet.
 - ii. Pitching rubber is at 46 feet
- c) Ozone:
 - a. Continuous batting order
 - b. All players must play three defensive outs
 - c. Both coaches must sign home scorebook at end of game with pitch counts clearly stated.
 - d. Scorebook keepers should verify pitch count between every inning.
 - e. Ozone Field:
 - i. Bases are at 70 feet.
 - ii. Pitching rubber is at 50 feet.

2. SEASON PRELIMINARIES

2.01 Registration of players shall be conducted in accordance with section 1.00 of these by-laws.

Head coaches in all divisions must:

- a) Register as a coach within their community.
- b) Give consent for and pass required background checks
- c) Be approved annually by the league Board of Directors. The Board of Directors has the full authority to deny or discontinue coaching privileges for reason of any actions deemed not in the best interests of the participants, the league, or Dixie Youth Baseball. This includes, but is not limited to, unsportsmanlike, unethical, inappropriate, or unruly conduct or actions.
- d) Complete required coaching certification (National Association for Youth Sports)
- e) Assistant coaches may be required to complete any or all requirements of 7.02 as deemed necessary by the league Board of Directors.
- f) The head coach may only protect one child and the assistant coach may only protect one child in the draft. Any exceptions will need to be board approved.

2.02 Division of Teams

- a) West Stanly Dixie Youth Baseball teams are divided within their community's league at the discretion of their community coordinator.
- b) If more than 8 teams in the division, the Coach Pitch division will divide, and each community's Coach Pitch teams will be divided into National and American leagues by experience. Older and returning players will be grouped onto the National team. Younger and first year coach pitch players will be grouped onto the American team.

3. TOURNAMENT TEAM SELECTION

- 3.01 At the conclusion of the regular season, a joint meeting of league coaches and Board of Directors will be held to select post-season tournament teams. All teams must be represented at this meeting by head coach or an assistant. One coach per team. No players are to be present. No phones, computers or tablets are allowed.
- 3.02 Selection of Tournament Team Coaches: The league Board of Directors will select the tournament team coaches in each division. However, the league Board of Directors has the full authority to deny this privilege to any coach for reason of any actions deemed not in the best interests of the participants, the league, or Dixie Youth Baseball. This includes, but is not limited to, unsportsmanlike, unethical, inappropriate, or unruly conduct or actions. The league Board of Director will consider the records of the regular season games against West Stanly teams when choosing a coach for the post-season tournament teams.
- 3.03 Selection of Tournament Team Players
- a) Each coach is to nominate any player from his team he feels is worthy of tournament team consideration. These players will be listed on a chart or wall board.
 - a. Players must have proof eligibility and be available for tournament dates
 - b) After all players are listed, a time of discussion and questions/answers will be conducted, at which time coaches may discuss each player's attributes and liabilities regarding tournament team participation.
 - c) Each coach present will submit a ballot for the nine nominees they feel are most worthy of tournament team consideration. Any player listed on all remaining team ballots will be selected to the team. This process will continue for four rounds, or until at least nine players are selected.
 - d) If nine players have not been selected after four rounds, the remaining slots (up to nine) will be filled by plurality vote on the fifth ballot.
 - e) If, due to tie votes, more than nine players are selected by this process, these players shall be placed on the team.
 - f) The all-star coaching staff shall select the players for any remaining roster slots. Players must be on the nomination board to be eligible for a coach's pick.
 - g) Alternate players are not recognized under Dixie Youth tournament rules and thus are not to be rostered nor announced.
 - h) The details of this selection meeting are to be considered confidential. Coaches and board members are not to divulge nominations or voting results to parents, players, or others not attending the meeting.
 - i) Coaches must have proof of eligibility for nominated players.

4. AWARDS

Awards will be provided for community teams by their community coordinator:

- a) Trophies/medals for every player in league

5. CODE OF CONDUCT FOR COACHES, SPECTATORS, AND PLAYERS

It is the position of the WSDYB League Directors that teaching, and exemplification of sportsmanship, ethical conduct, and fair play are the top priorities to be accomplished in its youth sports programs, and that no justification exists for any coach, player, or spectator to act in any manner contrary to these principles when involved in such programs. As such, the following code of conduct is in effect for all games, and will apply to regular season as well as tournament (all-star) play:

- 1) No one shall refuse to abide by an umpire's, site supervisor's, or league official's decision
- 2) No one shall discuss any calls or rulings with the umpires except the head coach
- 3) No one shall be guilty of objectionable displays of dissent at an umpire's decision
- 4) No one shall be guilty of heaping verbal abuse upon any umpire, league official, site supervisor, coach or spectator at any time for any reason
- 5) No one shall commit any act or rule violation that results in ejection or disqualification from a game.
- 6) No one shall be guilty of using profane, vulgar, obscene, or abusive language within earshot of players at any time.
- 7) No one shall be guilty of directing profane, vulgar, obscene, or abusive language toward any player, umpire, site supervisor, league official, coach, or spectator at any time for any reason
- 8) No one shall at any time lay a hand upon, push, shove, or threaten anyone at any time
- 9) No one shall strike or otherwise physically accost or attack anyone at any time
- 10) No one shall be guilty of being impaired by alcohol or drugs during their presence at a West Stanly Dixie Youth Baseball community facility or program; or of being in possession of such alcohol or drugs at a West Stanly Dixie Youth Baseball community facility or program.

PENALTIES:

- **For violations of 1,2,3, or 4:** The guilty party is ejected from game or premises, and is automatically suspended from attendance at the team's next two games. (Note: for minor infractions of 1,2,3, or 4, a warning may be issued at the discretion of the umpire, site supervisor, or league officials).
- **For violation of 5:** Any coach or player ejected or disqualified from a game for any reason is automatically suspended from participating in his/her team's next two games. Coaches under suspension may not be present at the game site. Players may be present but are not to participate in the game in any capacity.
- **For violation of 6:** Guilty party will be ordered to cease at once. Failure to do so will result in the guilty party being suspended from attendance at West Stanly Dixie Youth Baseball youth sports activities for a time to be determined by Board of Directors.
- **For violation of 7:** Ejection from game and/or premises, suspension from attendance at West Stanly Dixie Youth Baseball youth sports activities for a minimum of one year, or otherwise decided by the West Stanly Dixie Youth Baseball Board of Directors.
- **For violation of 8:** Ejection from game and/or premises, suspension from all West Stanly Dixie Youth Baseball facilities and programs for a minimum of remainder of season, to include both regular season and post-season play.
- **For violation of 9:** Ejection from game and/or premises, suspension from all West Stanly Dixie Youth Baseball facilities and programs for a minimum of one calendar year.
- **For violation of 10:** Guilty party will be prosecuted as appropriate to violation and will be barred from West Stanly Dixie Youth Baseball facilities and programs for a minimum of one calendar year.
- **Note 1:** The league Board of Directors reserves the right to invoke more severe penalties for blatant, flagrant, or willful violations of any conduct rule.
- **Note 2:** For violations by spectators or others not subject to game rules: The league Board of Directors will investigate the incident and will assess any additional penalties.
- **Note 3:** Penalties to the code of conduct may be appealed to the WSDYB Board of Directors within one week of the consequence.