

**Vinton Booster Club
Local League Rules Ozone League 2018**

1. All players must play **6 consecutive defensive outs and bat at least once**. The only exception is if the game is shortened or suspended (10-run slaughter rule, weather, or time restrictions)

**All players should be in game by the beginning of the fifth inning. Visitors need to make sure any player that has not hit, is one of the next 6 batters. Home team the player needs to be one of the next 3 batters. Warning for home team, if you place a player in the bottom of the 4th, you need to make sure he is one of the next 6 batters because you are not guaranteed the bottom of the 6th. Coaches will meet with the umpire at the beginning of the 5th inning to make sure every player has entered the game and placed in the appropriate batting order. Failure to comply will result in an automatic forfeit. The coach will then receive a 1 game suspension. If this occurs more than once, the coach will be removed from the team.*

2. If a player is not dressed and ready to play by the 1st pitch of the third inning, the coach does not have to satisfy the all play rule for that player in that game only. If the coach chooses to play the player, then the player must meet the all play rule stated above.

3. Only one defensive change per inning will be allowed unless the pitcher is involved. (Example: you are unable to switch the 2nd baseman with the 3rd baseman and then switch them back in the same inning) PENALTY: The batter is awarded 1st base. EXCEPTIONS-injuries only!

4. In the 1st half of the regular season a pitcher is allowed to pitch only 3 innings in a game unless the game goes in to extra innings, then the pitcher of record at the end of the 6th inning may pitch a 4th inning. A pitcher is still only allowed 6 innings in a week. A pitcher which starts a game is allowed to pitch a 7th inning. (refer to rule 8.07). (This only will apply to the 2nd half of the season) **NOTE NEW: The date of the game or originally scheduled game shall govern which half of the season applies to these pitching rules for both teams.**

5. No pitcher whom leaves the mound may RETURN to the mound to pitch See rule book 3.03(A), 2 and 8.07 (D)

6. Pitching affidavits must be signed by the opposing coaches or scorekeepers within 15 minutes of the game completion. Failure to present and sign the affidavit (intentionally) will result in discipline action set forth by the "Booster Club Board of Directors".

7. The 6:00 game will start no later than 6:15(6:30 game 6:45) At that point the game will be postponed and rescheduled at a later date. If the second game of the night does not begin by 8:30 (on school nights) or 9:00 (non-school nights), then that game will be postponed and rescheduled at a later date.

8. Games will start on time unless less than 8 players are present. If this happens, then you have 15 mins to have at least 8 players present. If at game time, 8 players are present, game will begin. If 9th player reports before the end of 4th inning, then that player (s) must be inserted into line-up. Until that time, the open slot will result in an automatic out. If a player is present but will not play due to coaches control (disciplinary action), then head coach must declare situation at pre-game mtg.

9. No infield between games; Infield for first game will be finished no later than 5 mins before game time in order to have pre-game mtg w/ coaches. All games will have a pre-game mtg w/

emphasis on sportsmanship and fair play. Additionally, head coaches will meet in front of plate directly after game in order to shake hands w/ opposing coach and sign umpire pay forms.

10. All helmets with manufacture snaps must have a chin strap. All catcher's helmets must have a turkey throat protector, even if there is a throat extension built in. Defensive players can wear sunglasses, but no player will be allowed to have glasses on bill of cap. **Bats will be 25" - 33"; O-Zone barrels may be as large as 2 5/8". 2 1/4" barrel non-wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in "Dixie Youth Baseball". Non-wood bats include aluminum/metal alloy bats and bats made with composite materials. NOTE: All 2 1/4" composite barrel bats manufactured by a licensed bat company which are clearly marked "Approved for Play in Dixie Youth Baseball" and stamped "BPF 1.15" will be legal for league and tournament play if it has a manufacture date stamp of 2011 or greater. Older aluminum/metal alloy 2 1/4" bats which do not have the BPF 1.15 stamp on the bat are allowed if stamped approved for play in Dixie Youth Baseball.** Additionally, any added feature to bats that is attached above the knob is illegal. Stingers or power pads for knobs are legal.

11. Last inning will be declared at 1:45 regardless of which day game is played w/ that inning being completed regardless of time. Once last inning is declared, then no new additional inning will be started: UMPIRES FORGETTING TO DECLARE LAST INNING SHALL NOT OVERRIDE THIS RULE. IF UMPIRES FORGET TO DECLARE, THIS DOES NOT OVERRIDE THE RULE. COACHES CAN REMIND UMPS AS NECESSARY.

12. Faking a bunt and swinging the bat on the same pitch is illegal. First offense will cause the ball to become: "DEAD IMMEDIATELY", WITH A TEAM WARNING TO BOTH BENCHES. SECOND OFFENSE (by either team) WILL CAUSE AN AUTOMATIC OUT AND THE OFFENDING HEAD COACH RESTRICTED TO THE BENCH. ANY RUNNERS WILL BE RETURNED TO THE BASE OCCUPIED AT TIME OF PITCH.

13. There must be an adult in the dugout at all times.

14. In the event of a tie, the game will be resumed at a later time and date to be determined, so as not to disturb other scheduled games, when both teams play again, or if they only play once, then re-scheduled if the game has a bearing on final season results. If, this is the only scheduled game, then the teams will play until one team is declared the winner. In the event a tie game is re-scheduled to a later time and date, the game will be resumed from the exact point of termination. Pitchers shall follow the resumed game as if it was never interrupted and must comply with local and Dixie eligibility rules. Under no circumstances shall they pitch in more than allowed by rule 8.07 of the Dixie rules.

15. If you do not have enough players, contact (within 24 hours of game time) **Brian Jones 765-8819** for a call up extra player if available. The player will play the minimum six outs on defense (in an outfield position) and bat only one time.

16. All complaints will be in written form and submitted to the (1) Coach (2) Appropriate league coordinator (3) Commissioner (4) Athletic Director. Failure to follow the proper order will forfeit any right of complaint you have.

17. A player may be prohibited from participating in a game if it determined that the player has missed an excessive amount of practices in the week prior to that game. The coach must document the absences. The coach can make an appeal to the commissioner who will review the evidence. The commissioner may rule immediately or converse with baseball committee.

18. League Champions and Division winners are determined by:

(1) Win / loss record

(2) If tied head to head

(3) If still tied, playoff game

(4) If more than two teams are involved, the baseball committee will decide the proper format to be used for all teams involved.

19. A game ending in the middle of an inning will follow these rules:

-If 4 full innings have been completed then you go by the score of the last complete inning.

-If less than 4 innings have been played, then the game will restart from the point of termination. (refer to rule 4.10)

20. All batters must be pitched to. If you choose to intentionally walk a batter, you must pitch to that batter.

21. A substitute or starter may re-enter the game one time, providing both have met the "all play" requirements. In case of a game which is one-sided, the coaches may agree to let players re-enter more than once (the batting order may not change) to allow more playing time.

22. Head first slides INTO a base is illegal. Penalty - delayed dead ball and automatic out. Runners get to maintain base occupied at time of infraction. Head first slide BACK TO a base is legal.

23. ALL STAR SELECTIONS:

The coach of the team which won their respective division (or league) will have the opportunity to coach the all-star team. The coach will then pick assistant coaches from the rosters (within the league) where they were listed as head coach, or assistant # 1 / assistant # 2. If the winning coach declines, the 2nd place team's coach will be given the opportunity and so forth. It is recommended that the players be chosen by having the coaches within the league vote. All unanimous choices will automatically be placed on the team. The remaining players should be discussed by the coaches, but final decision is up to all-star coach.

