

Mount Pleasant Recreation Department

Motivate **P**romote **R**ecognize & **D**emonstrate
GOOD SPORTSMANSHIP



Youth Baseball Coaches Manual

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INFECTIOUS DISEASE GUIDELINES

The Mount Pleasant Recreation Department has published these guidelines in an effort to minimize the possibility of transmission of any infectious disease during practices or games.

These guidelines primarily address blood-borne pathogens such as the Hepatitis B virus and the Human Immunodeficiency Virus (HIV). However, these guidelines also outline common sense precautions against the spread of less serious, but other contagious diseases. It is the intent and desire of the MPRD that all activity by the participants enrolled should be carried out with the safety of the environment. We encourage all volunteers who are part of these programs in any capacity to help us carry out these aims and objectives.

BLOOD-BORNE PATHOGENS

Blood borne pathogens such as Hepatitis B and HIV are serious infectious diseases, which are present in blood as well as other bodily fluids such as semen, vaginal fluids and breast milk. While there are a number of such diseases, Hepatitis B and HIV are the most common known.

Hepatitis B is a virus, which results in a dangerous inflammation of the liver. Its victims can suffer long-term consequences and recurrences and the disease can be deadly if not treated. HIV is the virus that causes AIDS or Acquired Immunodeficiency Syndrome, which weakens the immune system, thus making a person susceptible to infections their immune systems normally would fight off. AIDS is incurable and deadly.

When giving first aid to others, an individual should wear protective gloves (such as rubber surgical gloves) any time blood, open wounds or mucous membranes are involved. The individual should wear clean gloves for each person treated or when treating the same person more than one time.

If the individual gets someone else's blood on his/her skin, protective gloves should be worn and the blood wiped off with a disposal alcohol swab.

Note: If blood gets on a uniform during practice or a game, the uniform should be wiped with a disinfectant such as isopropyl alcohol (rubbing alcohol).

If an individual begins to bleed during practice or a game, play must be stopped and the individual should be removed from the game. If there is blood on the floor and/or bench, the floor and/or bench should be cleaned using a disinfectant solution of household bleach and water. The recommended mixture is ten (10) parts water to one (1) part bleach. (Example: one (1) half bleach to one (1) gallon of water). The surface should then be rinsed with clean water to avoid participants getting the disinfectant in their eyes. The person doing this cleanup should wear protective gloves.

The individual removed from practice or a game due to bleeding must have the bleeding stopped and any wound covered before being allowed to return to the practice or game. If the bleeding

begins again, the practice or game should be stopped and the potentially contaminated surfaces cleaned. The manager or umpire/referee would be the judge as to the number of times the practice or game would be stopped before the individual is disqualified from further participation in that practice session or game.

The person who has treated an injury where there is blood present or has cleaned a potentially contaminated surface should wash their hands with soap and hot water whether or not protective gloves are worn.

Disposable towels should be used in all cleanups. Towels, gloves and all protective materials used in the cleanup, as well as items used to stop the bleeding, should be placed in a sealed container lined with a plastic bag. These bags are not to be reused and should be disposed of on a daily basis.

Any official who gets blood on himself/herself should do the same as the participants in a practice or game. A disinfectant such as isopropyl alcohol (rubbing alcohol) should be used to wipe the blood from an area.

Although Hepatitis B is a much more common virus than HIV, it is HIV and AIDS more than any other disease that has served to heighten public concern over blood-borne pathogens.

It is most important to carry out suggested procedures in the interest of safety and the health of children who participate in our activity on a day-to-day basis. If this is done, parents and others can be assured that we are concerned about the total well-being of the youngsters entrusted to our care.

The precise risk of HIV transmission during exposure of open wounds or mucous membranes such as eyes, ears, nose and mouth to contaminated blood is not known. However, evidence would suggest it is extremely low. In fact, the possibility of contracting HIV in this manner is much less than the possibility of contracting Hepatitis B or other blood-borne infections.

Everyone must understand that while it is theoretically possible for HIV to be transmitted by blood from one individual through the wound or mucous membrane of another individual, the probability of this occurring is extremely low. One must not assume, however, that the chance of transmission of HIV in this manner is zero. Proper and adequate precautions should be taken to ensure that no transmission can occur.

WAYS TO PREVENT THE TRANSMISSION OF BLOOD-BORNE PATHOGENS

If blood is present, positive steps can be taken that will lessen the possibility of transmission of blood-borne pathogens, such as Hepatitis B or HIV, if the person who is bleeding has such a disease.

It is most important that the adults who work with youngsters in youth activities are aware of what steps should be taken in the event an accident occurs and there is a presence of blood. If there is blood present, this situation should be treated with respect regarding its ability to transmit infectious disease.

If the participant has an open wound on their body, they should cover this wound prior to the start of a practice or game. When this is done, the participant will decrease the risk of transmission of a blood-borne pathogen from their open wound to the open wound or mucous membrane of another person or vice versa.

It is essential that good hygiene be used by all adults and youth participants. Towels, cups and water bottles should not be shared.

OTHER CONTAGIONS

Contagions such as the Influenza Virus, the Common Cold virus and the Mononucleosis virus are generally transmitted by respiratory secretions, saliva and nasal discharge. This occurs through the air when an infected person sneezes or coughs or by oral inoculation from contaminated hands and surfaces. The possibility of becoming infected with one of these viruses is greater indoors than outdoors. If a person is infected with one of these viruses, they possibly will have an incubation period of a few hours or days. Colds and Influenza are usually known by the individual who may be affected and normal symptoms include: muscle aches, pains in joints, fever and chills. If an individual is affected, they should not be allowed to practice or play in a game due to the weakness that would be present from these viruses. It is important to observe sound hygienic practices when this occurs and towels, cups and water bottles should not be shared among participants.

RELEASE OF CONFIDENTIAL INFORMATION

The rosters that are provided to each coach contain important, yet confidential information. Each and every coach has the responsibility to insure that this information remains confidential. The MPRD has taken steps to abide by the wishes of many parents in keeping this information confidential.

Do not just randomly make copies of your roster to give to every parent on the team. Some parents do not want their phone numbers or child's birth date to be given out. Please respect everyone's wishes in this matter.

If anyone approaches you at the field requesting information for a promotion tell them no. Request their name and phone number and have them get in touch with the MPRD. Notify the Facility Supervisor or any MPRD personnel at the site. Call and notify the MPRD as soon as possible.

Please take the extra time and steps to help insure that this information does not accidentally fall into the hands of people who do not need it. All of our children are precious to us. It's worth the extra effort to help keep them out of harm's way.

PLAYER ELIGIBILITY

All players must register and pay a fee in order to participate in the baseball program. Scholarships are available on an individual basis. Contact the Athletic Division Staff for assistance concerning the scholarship program.

Each child must have a copy of his/her birth certificate or other acceptable document proving date of birth. First time participants must provide original documentation.

If a player is found to be ineligible because of a knowledgeable violation, all games in which that player participated may be declared forfeits.

Dual participation is permitted with league approval.

Accident insurance is not provided by the Recreation Department. Any injuries that result from playing baseball are the responsibility of the participants/parents.

Non-residents playing in the Mt. Pleasant Recreation baseball league will not be eligible for All-Stars without a release from his/her local league unless they come from an area that does not sanction Dixie Baseball.

TEAM SELECTION PROCEDURES FOR ALL AGE GROUPS

The Athletic Division of the Mt. Pleasant Recreation Department has made a commitment to ensure that placement of players on various teams is fair, equitable and above all consistent. Below you will find information explaining the process of how teams are selected.

These children are now in the leagues where equal competition is emphasized. By this we mean that scores and league standings are now being kept and awards are given to league champions.

STEP #1 -

All leagues will be redrafted every year to ensure for a more balanced league.

NOTE: Siblings will play on the same team unless parents request otherwise.

STEP #2 –

Only the designated head coach of the team will be allowed to have his/her child/children on their team.

STEP #3 –

A player evaluation will be conducted in the presence of all coaches for players in the Dixie and Recreation leagues. This evaluation, along with player information from prior seasons, will help insure more balance among teams in each respective league. Any player participating in the 9-10 and 11-12 evaluations not selected to a Dixie team will be placed in the Recreation League draft. Any player choosing to play in the Recreation League will not be eligible for the Dixie Youth draft, but must attend the evaluation.

STEP #4 -

The Athletic Division Chief/Designee reserves the right to void a selection if it is determined that placement of a player(s) on a particular team will give that team a decided advantage over the other teams.

STEP #5 -

Sponsors will not be permitted to choose which coach or team their child will play for prior to the team selection process. Sponsors may wish to sponsor the team that their child is assigned or selected to.

NO TEAM/COACH REQUESTS OR WILL BE ACCEPTED IN ANY AGE GROUP.

ALL DELETIONS AND ADDITIONS TO THE TEAM ROSTERS WILL BE MADE BY THE ATHLETIC DIVISION, NOT BY COACHES. ANY COACH WHO ADDS OR REMOVES PLAYERS WILL BE SUSPENDED FROM COACHING. NO TRADES WILL BE ALLOWED. PLAYERS CANNOT PARTICIPATE UNLESS REGISTERED WITH THE MT. PLEASANT RECREATION DEPARTMENT.



8 REC and 9-10 REC League By-Laws



****ALL GAME RULES WILL BE GOVERNED BY THE DIXIE** YOUTH RULEBOOK EXCEPT WHERE NOTED BELOW**

- All games will be six (6) innings. No new inning may begin after **one hour and thirty minutes**. A new inning is defined at the moment the third out is recorded in the previous inning. The scoreboard will keep the OFFICIAL game time for all games. Innings in progress will be completed if needed to determine a winner. If the home team is ahead after the allotted time, the game will end immediately. No new inning may start after 9:30pm. The game will be considered complete. **First game only**: the clock starts to run at the time the game is scheduled to start....unless we are waiting on umpires/staff.
- All players will be in the batting order for every game. No substitutions will be allowed in the batting order. Each player must play in the field every other inning for every game. Coaches may use free substitution on defense. Failure to meet these minimum playing requirements will result in a forfeiture of the game, and a one game suspension for the head coach. Two violations will result in dismissal of the head coach from the program. We will use our scorekeeper's book to determine at bats. Playing time in the field will be kept by the coaches, and is typically reported to us by the parents if someone is not playing the field.
- A game can be started and played with eight (8) players. The 9th spot in the batting order will be skipped. A fifteen (15) minute grace period (first game only) will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. The winning team will be given 1 run per inning for tie-breaker reasons. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. **Please have first and last names on the lineup card**. If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- Pitchers are limited to three (3) innings per game in the 9-10 REC League and two (2) innings per game in the 8 REC League. All innings **MUST** be consecutive. Coaches will pitch in the 8 REC League after 3 walks or HBP in an inning to keep the game moving along. Coaches **MUST** be inside the pitcher's mound area. They are allowed to throw from a knee. Each batter will receive a maximum of 6 pitches. He will be considered out after the 6th pitch.
- A courtesy runner (last out) will be allowed for the catcher with two outs.

- A mercy rule is in effect for both leagues. If a team is ahead by fifteen (15) or more runs after three (3) innings of play or ten (10) or more runs after four (4) innings of play, the game will be called and considered a complete game.
- **NO INFIELD FLY RULE FOR 8 REC AND 9-10 REC**
- **NO STEALING ALLOWED**
- **NO HEAD FIRST SLIDING.** The 1st occurrence will be a warning to the player. The 2nd occurrence will be an ejection from the game.
- **NO SLASHING ALLOWED**
- Facemasks or cheek guards are required on batting helmets.
- A runner is allowed a maximum of one (1) base on an overthrow. However, the defender will be given the opportunity to make a play on the runner at the next base. Once the runner has reached this extra base safely the play will be ruled dead at that point. Any extra bases taken after this will be a judgment call by the umpire(s) present.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.
- Bats for the 8 REC and 9-10 REC League can be any length and weight. The 2 ¼” barrel bats do not have to be USA stamped. If someone has a 2 5/8” barrel bat it MUST be USA stamped.



9-10 Dixie Youth & 11-12 Dixie Ozone League By-Laws

****ALL GAME RULES WILL BE GOVERNED BY THE DIXIE** YOUTH RULEBOOK EXCEPT WHERE NOTED BELOW**

- All games will be six (6) innings. No new inning may begin after **1 hour and 30 minutes** for 9-10 year olds and **1 hour and 45 minutes** for 11-12 year olds. A new inning is defined at the moment the third out is recorded in the previous inning. The scoreboard will keep the OFFICIAL game time for all games. Innings in progress will be completed if needed to determine a winner. If the home team is ahead after the allotted time, the game will end immediately. No new inning may start after 10:00pm. The game will be considered complete. **First game only:** the clock starts to run at the time the game is scheduled to start....unless we are waiting on umpires/staff.
- Batting orders will be continuous for both leagues. All players on every team must play at least six (6) outs on defense. If a player does not play in the field during a game that was cut short by time or mercy rule he/she must play 4 innings in the field the next game played by his team before he can be substituted. Free substitution will be allowed on defense.
- A game can be started and played with eight (8) players. The 9th spot in the batting order will be skipped. Any less than eight (8) players will result in a forfeit. A fifteen (15) minute grace period (first game only) will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. The winning team will be given 1 run per inning for tie-breaker reasons. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. **Please have first and last names on the lineup card.** If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- A League Age 9 or 10 year old shall not throw more than 75 pitches and an 11 or 12 year old pitcher shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. All pitchers in local league play must adhere to the following pitch count rest requirement:

| <u>League Age</u> | <u>No Rest</u> | <u>1 Day</u> | <u>2 Days</u> | <u>3 Days</u> |
|-------------------|----------------|--------------|---------------|---------------|
| 09-12 | 1-30 | 31-45 | 46-65 | 66-85 |

- Each team will be responsible for their own pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a “no pitch” by the umpire. The pitch count statistician’s pitch count is the official pitch count for his or her team and cannot be protested. The statistician must provide the current pitch count for any pitcher when requested by the opposing team. Failure to provide this information will result in a forfeit. Pitch counts for 9-10 Dixie will be on the scoreboard.
- A pitcher shall not pitch more than six (6) innings in the calendar week. One pitch is considered one inning.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A mercy rule is in effect for both leagues. If a team is ahead by fifteen (15) or more runs after three (3) innings of play or ten (10) or more runs after four (4) innings of play, the game will be called and considered a complete game.
- **NO HEAD FIRST SLIDING.** The 1st occurrence will be a warning to the player. The 2nd occurrence will be an ejection from the game.
- **NO SLASHING ALLOWED**
- Facemasks or cheek guards are required on batting helmets.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.
- USA certified and stamped bats are required for both leagues. Barrel size can be either 2 ¼” or 2 5/8”. Wood bats and BBCOR bats are allowed as well.



11-12 REC League By-Laws

****ALL GAME RULES WILL BE GOVERNED BY THE DIXIE** YOUTH RULEBOOK EXCEPT WHERE NOTED BELOW**

- All games will be six (6) innings. No new inning may begin after **one hour and forty-five minutes**. A new inning is defined at the moment the third out is recorded in the previous inning. The scoreboard will keep the OFFICIAL game time for all games. Innings in progress will be completed if needed to determine a winner. If the home team is ahead after the allotted time, the game will end immediately. No new inning may start after 10:00pm. The game will be considered complete. **First game only**: the clock starts to run at the time the game is scheduled to start....unless we are waiting on umpires/staff.
- All players will be in the batting order for every game. No substitutions will be allowed in the batting order. Each player must play in the field every other inning for every game. Coaches may use free substitution on defense. Failure to meet these minimum playing requirements will result in a forfeiture of the game, and a one game suspension for the head coach. Two violations will result in dismissal of the head coach from the program. We will use our scorekeeper's book to determine at bats. Playing time in the field will be kept by the coaches, and is typically reported to us by the parents if someone is not playing the field.
- A game can be started and played with eight (8) players. The 9th spot in the batting order will be skipped. Any less than eight (8) players will result in a forfeit. A fifteen (15) minute grace period (first game only) will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. The winning team will be given 1 run per inning for tie-breaker reasons. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. **Please have first and last names on the lineup card.** If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- A League Age 11 or 12 year old pitcher shall not throw more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. All pitchers in local league play must adhere to the following pitch count rest requirement:

| <u>League Age</u> | <u>No Rest</u> | <u>1 Day</u> | <u>2 Days</u> | <u>3 Days</u> |
|-------------------|----------------|--------------|---------------|---------------|
| 11-12 | 1-30 | 31-45 | 46-65 | 66-85 |

- Each team will be responsible for their own pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a “no pitch” by the umpire. The pitch count statistician’s pitch count is the official pitch count for his or her team and cannot be protested. The statistician must provide the current pitch count for any pitcher when requested by the opposing team. Failure to provide this information will result in a forfeit. Pitch counts for 11-12 REC will be on the scoreboard.
- A pitcher shall not pitch more than six (6) innings in the calendar week. One pitch is considered one inning.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A mercy rule is in effect for both leagues. If a team is ahead by fifteen (15) or more runs after three (3) innings of play or ten (10) or more runs after four (4) innings of play, the game will be called and considered a complete game.
- **NO HEAD FIRST SLIDING.** The 1st occurrence will be a warning to the player. The 2nd occurrence will be an ejection from the game.
- **NO SLASHING ALLOWED**
- Facemasks or cheek guards are required on batting helmets.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.
- USA certified and stamped bats are required for both leagues. Barrel size can be either 2 ¼” or 2 5/8”. Wood bats and BBCOR bats are allowed as well.



Middle School Baseball League By-Laws

****ALL GAME RULES WILL BE GOVERNED BY THE NATIONAL** FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS RULES BOOK EXCEPT WHERE NOTED BELOW**

- All games will be seven (7) innings. No time limit for Middle School games. No new inning may start after 10:30pm.
- All 12 roster spots noted as players on every team must play at least six (6) outs on defense and complete one time at bat in each game played during in-house games only. There is not a minimum playing requirement against outside teams. If a player does not bat and play in the field during a game that was cut short by time or mercy rule he or she must start and bat in the next game played by his or her team before they can be substituted for. Pitcher only roster spots (PO's) must throw a minimum of 15 complete innings on the season.
- A game must be played with nine (9) players. Any less than nine (9) players will result in a forfeit. A fifteen (15) minute grace period will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. Please have first and last names on the lineup card. If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- All Middle School teams will follow the SCHSL Pitch Limit Guidelines below:

| Level | MAX/DAY | 0 DAYS REST | 1 DAY REST | 2 DAYS REST | 3 DAYS REST |
|-------------|---------|-------------|------------|-------------|-------------|
| Sub-Varsity | 75 | 0-30 | 31-45 | 46-60 | 61-75 |

- Sub-Varsity pitchers will be allowed to finish the batter if he reaches the 75 pitch limit during the at-bat.
- If a pitcher throws in consecutive days, his cumulative total of pitches for those two days will determine the number of days rest required.
- A player who has pitched may not move to catcher in the same game/day.

- If these rules are violated, the pitcher is considered an ineligible player and the game will be forfeited.
- Each team will be responsible for their own pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a “no pitch” by the umpire. The pitch count statistician’s pitch count is the official pitch count for his or her team and cannot be protested. The statistician must provide the current pitch count for any pitcher when requested by the opposing team.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A pitcher removed from the mound will not be allowed to play the position of catcher. However, a catcher is allowed to become a pitcher in the same game.
- The game will end any time after 5 innings, or after 4 ½ innings when a team is 10 or more runs behind and has completed its term at bat.
- The pitcher and/or catcher may have a courtesy runner if indicated at the pre-game conference. This change can be made any time after they reach base.
- Bats must be 2 5/8” or less in diameter at thickest part and 36 inches or less in length. All bats must be drop 3 from length to weight distribution. BBCOR bats are required for all games.
- Metal spikes are allowed.
- Head first sliding is permitted.
- Slashing is permitted.
- Facemasks or cheek guards are not required on batting helmets.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.



13-14 Dixie Boys League By-Laws

****ALL GAME RULES WILL BE GOVERNED BY THE DIXIE** BOYS RULEBOOK EXCEPT WHERE NOTED BELOW**

- All games will be seven (7) innings. No new inning may begin after **two (2) hours**. A new inning is defined at the moment the third out is recorded in the previous inning. The scorekeeper/umpire will keep the OFFICIAL game time for all games. Innings in progress will be completed if needed to determine a winner. If the home team is ahead after the allotted time, the game will end immediately. No new inning may start after 10:30pm. The game will be considered complete. **First game only**: the clock starts to run at the time the game is scheduled to start...unless we are waiting on umpires/staff.
- All players on every team must play at least six (6) outs on defense and complete one time at bat in each game played by his/her team. If a player does not bat and play in the field during a game that was cut short by time or mercy rule he or she must start and bat in the next game played by his team before he can be substituted. Free substitution will be allowed on defense.
- A game can be started and played with eight (8) players. The 9th spot in the batting order will be skipped. Any less than nine (8) players will result in a forfeit. A fifteen (15) minute grace period (first game only) will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. The winning team will be given 1 run per inning for tie-breaker reasons. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. **Please have first and last names on the lineup card.** If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- A pitcher shall not throw more than 95 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- A pitcher cannot throw more than eight (8) innings in any one calendar week.
- A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound.
- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

- Each team will be responsible for their own pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a “no pitch” by the umpire. The pitch count statistician’s pitch count is the official pitch count for his or her team and cannot be protested. The statistician must provide the current pitch count for any pitcher when requested by the opposing team.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A mercy rule is in effect. If a team is ahead by fifteen (15) or more runs after three (3) innings of play, twelve (12) or more runs after four (4) innings of play, or ten (10) or more runs after five (5) innings of play, the game will be called and considered a complete game.
- All bats for 13-14 Dixie Boys must be either USA certified and stamped or BBCOR certified.
- Metal spikes are allowed.
- Head first sliding is permitted.
- Slashing is permitted.
- Facemasks or cheek guards are required on batting helmets.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.



15-16 Dixie Pre-Majors League By-Laws



****ALL GAME RULES WILL BE GOVERNED BY THE DIXIE** MAJORS RULEBOOK EXCEPT WHERE NOTED BELOW**

- All games will be seven (7) innings. No new inning may begin after **two (2) hours**. A new inning is defined at the moment the third out is recorded in the previous inning. The scorekeeper/umpire will keep the OFFICIAL game time for all games. Innings in progress will be completed if needed to determine a winner. If the home team is ahead after the allotted time, the game will end immediately. No new inning may start after 10:30pm. The game will be considered complete. **First game only**: the clock starts to run at the time the game is scheduled to start....unless we are waiting on umpires/staff.
- All players on every team must play at least six (6) outs on defense and complete one time at bat in each game played by his/her team. If a player does not bat and play in the field during a game that was cut short by time or mercy rule he or she must start and bat in the next game played by his/her team before they can be substituted. Free substitution will be allowed on defense.
- A game must be played with nine (9) players. Any less than eight (9) players will result in a forfeit. A fifteen (15) minute grace period (first game only) will be given before a forfeit is called. If the forfeit is called both teams are allowed to play a practice game. The forfeit will be official at that point. The winning team will be given 1 run per inning for tie-breaker reasons. Umpires are not required to stay for the practice game unless they want to.
- Please submit your lineup card to the scorekeeper ten (10) minutes prior to the game. Please have first and last names on the lineup card. If a player shows up after the lineup card has been submitted his or her name must be added to the bottom of the batting order.
- A Dixie Pre-Majors pitcher shall not throw more than 105 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- A pitcher cannot throw more than eight (8) innings in any one calendar week.
- A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound.
- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

- Each team will be responsible for their own pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a “no pitch” by the umpire. The pitch count statistician’s pitch count is the official pitch count for his or her team and cannot be protested. The statistician must provide the current pitch count for any pitcher when requested by the opposing team.
- A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game.
- A mercy rule is in effect. If a team is ahead by ten (10) or more runs after five (5) innings of play, the game will be called and considered a complete game.
- BBCOR is the approved bat standard for 15U Division, Pre-Majors, and Majors Baseball. The length to weight difference will be maintained through BBCOR standards.
- Metal spikes are allowed.
- Head first sliding is permitted.
- Slashing is permitted.
- Facemasks are not required on batting helmets.
- In the event a game is tied after time has expired both teams will play one full inning under International Rules. International Rules start with a runner on 2nd base (last out) with one out. If both teams are still tied after one inning we will then play a final inning under International Rules. If teams are still tied at this point the game will be declared a tie and both teams will receive a half win/half loss on their standings.

EQUIPMENT AND UNIFORMS

- The complete uniform during play consists of a hat, game jersey, baseball pants, sock, and shoes. The Recreation Department will provide game jerseys and hats for all participants. Pants, socks, and shoes are the responsibility of the players and parents.
- It is recommended that participants provide their own batting helmet. Helmets will be available at MPRD fields if needed.
- Only those game jerseys and hats that are issued by the Recreation Department will be allowed to be worn in the games. Teams cannot purchase additional jerseys and hats during regular season play.
- All players must have on a uniform or will not be allowed to play in the game.
- The Recreation Department will provide each team with a dozen practice balls and a full set of catcher's gear.
- Each catcher must wear a helmet which meets the following requirement: The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic shell with a heavy rubber padding or similar material. The helmet must be of such construction so as to either be a part of the catcher's mask or to firmly attach to the mask. The catcher's mask and helmet must cover the top of the head, temple, and ears. Catchers may not wear skull caps. The hockey style catcher's mask is approved. All catchers' masks (excluding the hockey style masks) must have a hard plastic throat protector.
- All equipment will be collected at the end of the season. No coach will be allowed to keep the equipment.
- All equipment issued by the Recreation Department is owned by the Town of Mount Pleasant. During the games the coach must share the equipment with the other team if it is necessary.

SCHEDULES

- All games must be played at the time, day, and location as outlined in the schedule. Games will not be re-scheduled unless it rains or we experience mechanical failure.
- The Recreation Department will reschedule any games that are postponed because of reasons beyond control.
- Rainouts will be played on Fridays and Saturdays, or the first available open playing date.

RAINEDOUT.COM

- Register for up to date rainout information at www.rainedout.com under the organization “Mount Pleasant Recreation Department, SC”. You will receive an instant text message if and when we are rained out. Please make sure you are subscribed to “MPRD Baseball” under “Manage Alerts Subscriptions”.

PRACTICES

- No players are to be left unattended after practices or games. An adult and the supervisor must stay until the last player has left the premises. Do not put yourself in a situation where you are alone with a child.
- The Athletic Coordinator will set a preseason practice schedule until games begin. After the season starts each coach will be responsible for calling in and scheduling practices a week in advance. Coaches will have the opportunity to call or email starting Mondays at 9:00am through Thursdays at 12:00pm to schedule any practices for that Friday through the following Thursday.
- If you cannot make a scheduled practice please let us know ASAP so we can cancel part-time staff (Supervisors).

TIEBREAKER CRITERIA

- When two teams are tied a head to head tiebreaker will be used. If they are tied after head to head we will then use runs allowed in the games between the tied teams.
- When three (3) or more teams are tied the following will be used:
 - A. Head to Head amongst the three teams.
 - B. If they are still tied they will be ranked based on the number of runs allowed in games between the tied teams.
 - C. If two or more teams are still tied at this point we will use the least number of runs allowed in the regular season games.
 - D. If two or more teams are tied at this point we will use the most runs scored in games between the tied teams.
 - E. If there is still no clear winner, the team that goes farther in the playoffs will be the winner.

AWARDS

- Regular season team trophies will be given to the champions and runner-up. Individual trophies will be given to regular season champions only.
- Players will be awarded team trophies for the postseason tournament champions and runner-up. Postseason individual champion and runner-up trophies will be awarded also.

LEAGUE CONDUCT

- All players must remain in the dugout during the game except when batting or on deck.
- Coaches must remain within the confines of the coach's box on 1st and 3rd base when on offense. On defense the coaches must be inside the dugout. (One coach may sit on a bucket in front of the gate)
- At no time during or after a game may a coach, player, or parent argue a call with an umpire. Any coach, player, or parent doing so will be ejected from the game and facility immediately. Failure to leave the facility will result in the Mount Pleasant Police Department being called.
- No fighting will be permitted by any coaches, players, or parents. In addition, any coach or player using inappropriate language will be ejected from the game. Violators will be suspended from further league participation.
- Any coach, player, or parent ejected must leave the field and facility immediately. The game will not be allowed to continue until the offender has left the field. If they fail to leave the field, they will be suspended for the rest of the season. A coach or player ejected will serve a minimum one game suspension.
- Any coach who pulls his or her team from the field before the contest has ended will be suspended for the rest of the season.
- All coaches will conduct themselves according to socially accepted standards and the Coaches Code of Ethics Pledge. Violators may be suspended by the Athletic Division Chief after a meeting has been held.
- Do not contact your team's sponsor for additional money unless you are the sponsor.
- The Mount Pleasant Recreation Department has the right and authority to dismiss any coach who does not conduct themselves according to any of the above policies.

ALL-STAR INFORMATION

- Deserving athletes will be selected to play in all-stars at the end of each season.
- All players are voted onto teams by head coaches.
- There will be an additional \$30.00 fee for all players selected to the All-Star team. All-Stars selected will be given a shirt and hat to keep. All players selected must pay their All-Star fee before being issued a uniform. (Please refer to All-Star Policy)
- The philosophy of All-Star competition within the Recreation Department is to make every attempt to select the most deserving athletes in their league/division. We ask that when coaches nominate a player to please make sure they feel that this particular player is truly deserving over others.
- All coaches in their respective leagues will meet for All-Star selections. Every attempt will be made through open discussions to pick the most qualified players to represent Mount Pleasant in All-Star play.
- The All-Star coaches will be selected by the Baseball Coordinator and Specialist. The coach that wins the league will be taken into consideration first and foremost though. This does NOT mean they automatically coach the All-Star team.

FACILITY SUPERVISORS

There will be a facility supervisor at each game identifiable by a neon yellow vest. They are Recreation Department employees, and as such, represent the final authority for each situation not handled by the umpire.

Please familiarize yourself with these people. They have been trained and equipped with the proper information to make informed decisions on the league and facility they are supervising. If you have any concerns, suggestions, or information, please tell one of our facility supervisors. They have a Game Summary Form that they are required to complete at the conclusion of the contests at a particular site. This form is used to pass information on to the Athletic Division Chief on a daily basis.

PROTESTS

- Protests will be allowed during the spring season for in-house play only.
- Judgment calls by the umpires CANNOT be protested.
- All protests must be initially filed at the time of the ruling with the head umpire at the game site and it MUST be entered on the field supervisor's Summary Report. Failure to do this will result in the protest not being recognized.
- The official protest form must be submitted immediately following the game to the facility supervisor. The form must be properly filled out with a check for \$50.00 made payable to the Mount Pleasant Recreation Department. If these guidelines are not followed the protest will not be recognized.
- The Protest Committee (Baseball Coordinator, Specialist, Athletic Division Chief, and Deputy Director) will review the protest and make a final decision on the outcome.
- If the protest is upheld, the \$50.00 filing fee will be refunded. If the protest is denied, the Recreation Department will keep the \$50.00 filing fee.
- Please know that we DO NOT want protests. If there is a situation at the field please get the Field Supervisor to call the Baseball Coordinator or Specialist immediately so we can try and resolve the problem at that time. We would rather stop the game for 5-10 minutes to make sure we get the ruling correct. A successful protest involves getting both teams back out to the facility on another night to resume play from where the infraction occurred. This can be a logistics nightmare for all. We highly encourage all parties to get this resolved on site to avoid this situation.

