

2006 DIZZY DEAN DISTRICT TOURNAMENT 6 & UNDER

A. Play is governed by Official Baseball Rules, the 2006 Dizzy Dean Baseball, Inc. Rulebook, and this document. When there is a discrepancy, the 2006 Dizzy Dean Rulebook (Common Rules and Farm League Rules) takes precedence over Official Baseball Rules, and this document takes precedence over the Dizzy Dean Rulebook.

B. THE FORMAT

1. A double elimination format will be used.
2. Trophies will be awarded to the 1st and 2nd place teams.
3. The tournament will begin on June 2nd, 2006 and continue daily until completed.
4. Teams may be required to play more than 1 game in a day.

C. ELIGIBILITY OF PLAYERS

1. All-Star teams may be entered as per Dizzy Dean Rules.
2. Players must be league age 6 or younger (born on or after May 1, 1999).

D. THE PLAYING FIELD

1. The distance between bases will be 50 feet.
2. The home run fence will be at a distance of 100 – 120 feet.
 - a. The tournament committee has the right to host games on a field that does not have the correct homerun fence distance if so required.
3. The pitcher's rubber is 38-39 feet.
4. There will be a 20 foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair.
5. Forty foot lines will be drawn on the foul lines between home and first and between home and third.
6. There will be a four foot line drawn ten feet on the second base side of first base, the third base side of second base, and the home plate side of third base to be used by the umpires in determining when to call time.
7. There will be a 10 foot diameter circle placed around the pitcher's rubber.

E. THE GAME

1. A coin toss will take place before each game. The winner of the coin toss will have their choice of home or visiting team.
2. Games shall consist of six innings.

- a. If a game is called because of inclement weather, etc. at any time, it will be considered a suspended game and will be completed from the point it was called at a later date.
3. Nine players must be available to start the game, or the team will be forced to forfeit the game.
 - a. A team has 15 minutes from the scheduled start time to field the minimum number of players, or a forfeit will be called.
4. Mercy rule
 - a. The game will be called when it is mathematically impossible for the losing team to tie or go ahead of the winning team.

F. THE DEFENSE

1. The defense will consist of 10 fielders.
 - a. Five infielders are used.
 1. First base, second base, third base, shortstop, and pitcher are the five required positions.
 - a. The pitcher must stay within the pitcher's circle until the ball is hit. PENALTY: The offense gets choice of the play or re-bat.
 - b. Forty (40) foot lines will be drawn on the foul lines between home and first base and between home and third base. Infielders must stay behind these lines until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.
 2. The catcher may assume the catcher's position (in full catcher's gear), or may stand away from home plate and field the position after the ball is hit (must wear a helmet).
 - b. Four outfielders will be used.
 1. The outfielders must stay 20 feet behind the baseline until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.
 2. No outfielder will be permitted to cover any base for a force out.
2. Time is automatically called by the umpire when the lead runner is faced off and/or forced into the ten (10) foot designated line at the base. NOTE: The umpire should not be too quick to call time, if the lead runner is not faced off the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.
 - a. Overthrows inside the playing area will be a live ball and allow the base runner as many bases as possible. Overthrows outside the playing area will be declared a dead ball and bases awarded under the rules of regular baseball.
3. There is no infield fly rule.
4. Double plays and triple plays are permitted.
5. Runners may tag up on a fly ball.

6. No rolling of the ball intentionally will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if the defensive team rolls the ball. (Umpires decision)
7. The defensive team may have a defensive coach on the first base foul line and the third base foul line thirty (30) feet from the base path and six (6) feet off the foul line.

G. THE OFFENSE

1. An offensive coach will pitch to his own batters.
 - a. He may pitch anywhere on a straight line from the rubber to the 20 foot foul arc.
 - b. The batter will receive five (5) pitches before being declared out. He/she will be called out on three (3) swinging strikes. If the fifth (5th) pitch is fouled, the batter may continue to bat, unless the foul ball is caught.
2. The batting order shall consist of ten (10) batters.
 - a. The offense will have three outs OR seven (7) runs scored, whichever comes first.
3. After one warning per game per player for slinging his/her bat, the batter will be called out for each additional time that he/she slings the bat.
4. Base coaches shall remain in their coaching boxes at all times, unless play dictates otherwise.
 - a. Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.
5. Time is automatically called by the umpire when the lead runner is faced off and/or forced into the ten (10) foot designated line at the base. NOTE: The umpire should not be too quick to call time, if the lead runner is not faced off the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.
6. Any base runner leaving the base before the ball is hit is out (umpires decision). The ball is dead and all other runners return to base occupied prior to the hit. The swing will not count.
7. Batters and baserunners must wear a batting helmet (chinstrap not required).

H. THE COACH

1. The first and third base coaches must stay in the coaching boxes.
 - a. Base coaches are not permitted to touch base runners. If runners are touched, the runner will be called out. It is the discretion of the umpire to determine if the coach is pushing/holding a player or congratulating the player.
 - b. Players are not permitted to be base coaches.
2. Two coaches are permitted on the field with the defensive team.
 - a. The coaches should be stationed beyond the infield as described earlier.

- b. Defensive coaches are not permitted to physically assist any fielder or impair any base runner, but they may provide verbal instruction only.

I. THE SCOREKEEPER

1. An official scorekeeper will be provided. In the event that the scorekeeper is not present, it will be the home team's responsibility to provide an official scorekeeper.

J. INJURIES

1. Please report any injuries to a member of the tournament committee as soon as possible.
2. In the case of any injury, all play will cease immediately.

K. CONDITION OF THE FIELD

1. It is the responsibility of both teams to make sure the field/dugouts are free of any trash or debris after each game.
2. It will be up to the umpire and tournament committee when a game will be called due to inclement weather.
3. Both teams' coaches and managers should arrive at the field early if it has been raining to help prepare the field of play.
4. If a game is postponed, the tournament committee will determine the day and time it will be rescheduled. The tournament committee has the right to adjust the date and time of any subsequent tournament games in any way it deems necessary to allow the tournament to finish in a timely fashion.

L. GENERAL

1. **Appeals will be made by the manager after time has been called and before the next pitch. The coach will notify the umpire involved of his appeal of what runner and what base.**
2. Protests must be resolved before play resumes.
 - a. A game may not be played under protest.
 - b. The tournament committee should be notified of the protest and will have the final say in rule interpretation.
 - c. Judgement calls cannot be protested.
3. Equipment should be kept inside the dugout so it does not interfere with play.
4. No tobacco or alcohol will be allowed on the field or in the dugouts at any time.