

### **5-6 year old Coaches Pitch**

- 6 innings or 1 hour time limit (complete the inning), whichever occurs first. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Games may end in a tie
- NO INNING shall begin if 10 or fewer minutes remain on the time limit.
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.
- Play with 10 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYB Franchise rule book for exceptions

#### **Coaches Consequences for not meeting playing requirement:**

##### **1. Player-Centric Remedies:**

**Make-Up Playtime:** The player will be required to start the next scheduled game and play any portion of the minimum playing time they missed from the previous game, in addition to their regular playing time for the current game.

##### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she receives a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense usually results in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) can lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

##### **Why these rules exist:**

Youth baseball leagues emphasize player development, sportsmanship, and ensuring that all children have a positive experience. Mandatory playing time rules are crucial for:

**Skill Development:** Kids need game experience to develop their skills.

**Inclusion and Enjoyment:** Ensuring all players feel valued and have fun, preventing them from becoming discouraged and quitting the sport.

**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Infield positions may not exceed 6 (including pitcher and catcher)
- After failing to make contact on two thrown pitches, Tee must be used for third strike. Players will be given three attempts to make contact off of the Tee.
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire declares the ball dead. Players MAY NOT advance on an overthrown ball to any base.
- Sportsmanship

- All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.

### 7-8 year old Diamond Youth Coaches Pitch

- 6 innings or 1 hour time limit (complete the inning), whichever occurs first. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Games may end in a tie
- NO INNING shall begin if 10 or fewer minutes remain on the time limit.
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.

**Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**

- Play with 10 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYB Franchise rule book for exceptions

#### **Coaches Consequences for not meeting playing requirement:**

##### **1. Player-Centric Remedies:**

**Make-Up Playtime:** The player will be required to start the next scheduled game and play any portion of the minimum playing time they missed from the previous game, in addition to their regular playing time for the current game.

##### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she will receive a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense will result in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) will lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

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**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Infield positions may not exceed 6 (including pitcher and catcher)
- Coaches can deliver UP TO five (5) pitches to each player (However, they can strike out with THREE STRIKES also.) Players may advance, at their own risk, ONE BASE on an overthrown ball to any base.
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire

declares the ball dead.

- Sportsmanship
  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.
- Coach Pitch distance: **46 feet**. As long as they are inside the pitching circle.

### 9-10 year old Diamond Youth AAA

- 6 innings or 1 hour and 20 minute time limit (complete the inning), whichever occurs first. No new inning will start after 1 hour and 20 minutes. An inning starts when the last out is made in the bottom of the preceding inning or when the offensive team scores 6 runs. Once the last inning has begun, it will be played to its completion unless the home team is in the lead in the bottom of the inning then they will not be required to bat. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Games may end in a tie
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.  
**Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**
- Play with 9 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYB Franchise rule book for exceptions

#### **Coaches Consequences for not meeting playing requirement:**

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##### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she will receive a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense will result in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) will lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

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**Inclusion and Enjoyment:** Ensuring all players feel valued and have fun, preventing them from becoming discouraged and quitting the sport.

**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Game times will be 5:45 pm and 7:05 pm. NO GRACE PERIOD FOR EITHER GAME
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire declares the ball dead.
- Sportsmanship
  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.

### 11-12 year old Diamond Youth O-Zone

- 6 innings or 1 hour and 30 minute time limit (complete the inning), whichever occurs first. No new inning will start after 1 hour and 30 minutes. An inning starts when the last out is made in the bottom of the preceding inning or when the offensive team scores 6 runs. Once the last inning has begun, it will be played to its completion unless the home team is in the lead in the bottom of the inning then they will not be required to bat. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Use of the **International Tie Breaker** will be used in determining a winner: **Player that made the last out in the previous inning will be placed on second base with no outs. If the score remains tied after the completion of two (2) innings of international tie breaker play, the game shall then end in a tie.**
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.  
**Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**
- Play with 9 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYB Franchise rule book for exceptions

#### **Coaches Consequences for not meeting playing requirement:**

##### **1. Player-Centric Remedies:**

**Make-Up Playtime:** The player will be required to start the next scheduled game and play any portion of the minimum playing time they missed from the previous game, in addition to their regular playing time for the current game.

##### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she will receive a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense will result in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) will lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

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them from becoming discouraged and quitting the sport.

**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Game times will be 5:45 pm and 7:15 pm. NO GRACE PERIOD FOR EITHER GAME
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire declares the ball dead.
- Sportsmanship
  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.

### 13-14 Dixie Boys

- 7 innings or 1 hour and 30 minute time limit (finish the inning), whichever occurs first. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- NO INNING shall begin if 10 or fewer minutes remain on the time limit  
Use of the **International Tie Breaker** will be used in determining a winner: ***Player that made the last out in the previous inning will be placed on second base with no outs. If the score remains tied after the completion of two (2) innings of international tie breaker play, the game shall then end in a tie.***
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.  
**Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**
- Play with 9 players, but you are able to begin with 8 players.
- All players are required to play a minimum of 2 innings (6 outs) on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to Dixie Boys Franchise rule book for exceptions Coaches  
**Consequences for not meeting playing requirement:**

#### **1. Player-Centric Remedies:**

**Make-Up Playtime:** The player will be required to start the next scheduled game and play any portion of the minimum playing time they missed from the previous game, in addition to their regular playing time for the current game.

#### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she will receive a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense will result in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) will lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

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**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Game times will be 5:45 pm and 7:15 pm. NO GRACE PERIOD FOR EITHER GAME
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire

declares the ball dead.

- Sportsmanship
  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.

### 7-8 year old Diamond Youth Softball

- 6 innings or 1 hour time limit (finish the inning), whichever occurs first. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Games may end in a tie
- NO INNING shall begin if 10 or fewer minutes remain on the time limit
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning.

**Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**

- Play with 10 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYS Franchise rule book for exceptions **Coaches Consequences for not meeting playing requirement:**

#### **1. Player-Centric Remedies:**

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#### **2. Coach Penalties:**

**First Offense:** Written Warning: For a coach's first violation of mandatory playing time rules, he/she will receive a formal written warning from the league.

**Second Offense:** Game Suspension: A second offense will result in a suspension for the coach from the next scheduled game.

**Third Offense:** Season Suspension: Repeated violations (a third offense) will lead to a suspension for the remainder of the season.

**More Severe Penalties for Intentional Violations:** If the league determines that the playing time violation was intentional, they may impose more severe penalties, even potentially skipping directly to a suspension. Penalties could also include forfeiture of all-star coaching and future coaching positions with Kershaw County Parks & Recreation.

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**Inclusion and Enjoyment:** Ensuring all players feel valued and have fun, preventing them from becoming discouraged and quitting the sport.

**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Coaches can deliver UP TO five (5) pitches to each player (However, they can strike out with THREE STRIKES also.) Players may advance, at their own risk, ONE BASE on an overthrown ball to any base.
- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire declares the ball dead.

- Sportsmanship
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  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.
- Coach Pitch distance: **30 feet**.

### 9-10 year old Diamond Youth Softball

- 6 innings or 1 hour and 20 minute time limit (complete the inning), whichever occurs first. No new inning will start after 1 hour and 20 minutes. An inning starts when the last out is made in the bottom of the preceding inning or when the offensive team scores 6 runs. Once the last inning has begun, it will be played to its completion unless the home team is in the lead in the bottom of the inning then they will not be required to bat. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
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- Game times will be 5:45 pm and 7:05 pm. NO GRACE PERIOD FOR EITHER GAME
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  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
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  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.
- Pitching Distance: **35 feet**
- **Can attempt to steal ONLY when the pitch has LEFT THE PITCHER’S HAND.**

## 11-12 year old Diamond Youth Softball

- 6 innings or 1 hour and 30 minute time limit (complete the inning), whichever occurs first. No new inning will start after 1 hour and 30 minutes. An inning starts when the last out is made in the bottom of the preceding inning or when the offensive team scores 6 runs. Once the last inning has begun, it will be played to its completion unless the home team is in the lead in the bottom of the inning then they will not be required to bat. The time limit begins immediately following the pre-game conference and shall be continuous except for player injury exceeding 5 minutes.
- Use of the **International Tie Breaker** will be used in determining a winner: *Player that made the last out in the previous inning will be placed on second base with no outs. If the score remains tied after the completion of two (2) innings of international tie breaker play, the game shall then end in a tie.*
- The six (6) run rule is in effect. This rule states that if a team scores six (6) runs during any time at bat before the defensive team registers three (3) outs, the team will stop batting, regardless of the number of outs. This rule will be in effect every inning. **Exception: If a team has scored 5 runs and runners are on base and an over the fence HR occurs, the team may score up to 9 runs if bases are loaded.**
- Play with 9 players, but you are able to begin with 8 players.
- All players on every team must play at least three (3) consecutive outs or one complete inning when run rule is enforced on defense in each game played by his/her team. Managers are required to list all players present in the batting order for each game and the batting order MUST stay the same and remain continuous during the entire game. Refer to DYS Franchise rule book for exceptions

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#### **2. Coach Penalties:**

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**Inclusion and Enjoyment:** Ensuring all players feel valued and have fun, preventing them from becoming discouraged and quitting the sport.

**Fair Play:** Preventing coaches from prioritizing winning at all costs over player development and participation.

- Runners may advance at their own risk while the ball is in play. The ball is not in play and becomes dead when the pitcher has possession of the ball on the mound (or within the circle) and the catcher is in position to receive a pitch OR when an umpire declares the ball dead.
- Game times will be 5:45 pm and 7:15pm. NO GRACE PERIOD FOR EITHER GAME
- Sportsmanship
  - All coaches, players, and spectators/fans are expected to be respectful of the opposing team, the umpires, staff, and the facility. Head Coaches/Team Managers are responsible for the behavior of all Assistants, players, and spectators/fans both on and off the playing field. If a fan is ejected the Head Coach/Manager may be ejected as defined under “enforcement”. Any Coach ejected from a game must sit out the next game.
- Enforcement
  - If a spectator/fan is acting in a manner that is not consistent with the policy of DY Baseball the umpire will ask the coach to speak to the spectator.
  - If the conduct continues the umpire will ask the coach to have the spectator leave the park. If the spectator refuses to leave the park the umpire will stop the game and the coach will be ejected.
  - The coach and the spectator will have 5 minutes to leave the park or the game will be forfeited.
  - The time limit will not be extended to address matters pertaining to sportsmanship.
- Pitching Distance: **40 feet**
- **Can attempt to steal ONLY when the pitch has LEFT THE PITCHER’S HAND.**