Team Selection/ Draft Rules:

- Teams will be selected by open draft to include all players.
- The draft will consist of each age bracket drafted separately.
- Players that do not show up to tryouts will be drafted as a blind pick.
- The draft will follow the snake method until the last child is picked.
- A coin toss will determine who has the first choice to pick their draft position. If more than 2 coaches per division, coaches will draw numbers for draft order.
- **A coach is allowed 4 player protects; must include their own child(ren) first.**
- The head coach's child/children and their assistant coach's child/children will be protected and are a part of the 4 player protects.
- A Commissioner from another town within the League is allowed to attend each draft.
- No child will be allowed to sign up after the draft has been completed.
- Siblings in the draft/Ride protects: The second sibling/second player will be the last pick in that age group. Ride protect, this must be brought up prior to the draft along with reason and approved by a board member or baseball commissioner. No more than 2 players can be ride protected.
- Trades: coaches in the division must all be in agreeance for trades. Blind trade for blind trade, tryout trade for tryout trade etc. Trades must be witnessed by a board member or baseball commissioner. Once coaches walk away from the table, rosters are final and cannot be changed.

General League Rules

Umpires and coaches will be knowledgeable of the Local League Rules
and of the Dixie Official Rule Book. Umpires must be 16 years of age or older.

1. If for any reason the umpire loses control of the game, the hometown baseball commissioner or League Commissioner may intervene and take appropriate action.
2. The hometown league will provide one paid umpire for 5/6 & 7/8 age group (Coach Pitch) and two paid umpires for 9/10,11/12 & 13/14 (Kid Pitch) for each game. Hometown league will provide game balls.
3. Local League Rules supersede Dixie Rules. Dixie League official Rules will be used for any rules not amended by the Local League Rules.
4. **WET FIELD:** If the home field is wet and unplayable, the home team coach will call the visiting team coach at least one hour before game time. The game will be played on the visiting team's field if it is dry and open for play; otherwise, the game will be rescheduled.
5. **Canceled and rescheduled games.** If possible, rescheduled games need to be played within two weeks. Coaches must make an honest effort to reschedule games as soon as possible. Coaches will have one week to set a date/time. If coaches are unable to agree on date/time the commissioners of the towns involved will set the date by the second week. Standard forfeit rule will apply in the instance one of the teams does not show up.
6. All coaches are responsible for properly completing a **"Game Results Sheet"** and retaining a copy for use to be turned into their Commissioner at the end of the season. This is necessary for league standings for End Of Season Tournaments. **Win or Lose both coaches should complete a form and have an umpire signature.**
7. A team may play with no less than eight players. (9th batter will be an automatic out)
8. A jersey with proper number and a cap will be considered a uniform.
9. **PROTEST:** A fee of $20.00 must be submitted to the umpire at the time of the protest. The protest committee will consist of all town commissioners (except the towns involved). If you win your protest, your $20.00 will be returned.
10. Annual fees will be **$40.00** per team. $2 per kid for scheduling fee.
11. A player may move up one age division in local league play. A move up in two age divisions is not allowed.
12. **Any coach being removed from a game will be subject to the following suspensions**
    a. 1st offense – 1 game suspension
    b. 2nd offense – 10 game suspension
    c. 3rd offense – lifetime ban.
    Anyone removed from a game will be reported to the league so this can be monitor