

## North Carolina Dixie Youth Baseball

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### Memorandum

TO: NCDYB Leagues

FROM: Carey Wrenn, State Director

Date: January 14, 2013

RE: Rule Differences in NC and Regional Play

The NC state board has the authority to decide which set of AA rules it will use in its District and State tournaments. The state board has voted to use the National Rules listed in the DYB Rule Book for 2013.

I am listing some, if not all, of the differences in the two sets of rules. I am also adding some commentary on how we will direct our umpires to call the game. All other rules are the same or similar enough to not be listed below.

**Note:** This is written as if addressed to a team manager.

1. Rule A (3) Tournament games must be played until complete.

**In NC DYB rules there was a time limit of 1 1/2 hours with an incomplete inning being allowed to be completed.**

2. Rule A (7) There will be a 7-run per inning limit with the exception of an over the fence home run or ground rule double.

**NC DYB rules allowed an unlimited number of runs in the 6th inning, so a team would have an opportunity to tie or win the game.**

3. Rule A (8) A game will be over if a team is mathematically prevented from tying the score.

**This did not apply in NC DYB rules because of the unlimited run rule in the 6th inning.**

In essence, this means:

- If the home team goes up by more than 10 runs going in the bottom of the 5th inning, the game is over.
- If the visiting team goes up by 11 runs in the top of the 6th inning the game is over.
- If the visiting team goes up by 21 runs in the top of the 5th inning, the game is over.

The 15-run rule may cause a game to be over at the end of 3 1/2 innings or 4 innings.

4. Rule B (3) and Rule C (2) (a-b) - There will be a 12' diameter pitching circle with the center of the circle being 46' from the back edge of home plate. You can pitch anywhere in the circle, anywhere from 40' to 52' from home plate, but both feet must remain in the circle until the pitch is released. Any part of a foot touching the circle is considered being in the circle. Note: While not listed in this section, a pitcher's plate will be set at the 46' mark. The Coach-pitcher does not have to be in contact with the pitcher's plate.

**In NC DYB rules, you have been pitching from the pitcher's plate 40' from home plate with your foot remaining in contact with the pitcher's plate.**

5. Rule C (2) (c-d) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, it is a dead ball situation.

**In NC DYB rules, the coach pitcher squats down on a play and remains in the pitching area unless needing to move to avoid interference with a throw or catch. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If deemed unintentional the ball is dead and the pitch is replayed. If deemed intentional, the batter is out and the ball is dead.**

**Note:** While the National rules do not specifically cover the intentional aspect of the coach pitcher being hit by the ball, the Commissioner has stated the umpire should treat it interference or not.

**Note:** See # 4 (Rule D) below regarding the Player-Pitcher Position.

6. Rule (C) (2) (e)- The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given on the first offense and he/she will be removed from the mound on the second offense.

**In NC DYB rules, the coach-pitcher shall not instruct or do any coaching while on the field, unless the defensive team calls time out to talk to their players.**

7. Rule (D) (2)- The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach, must not interfere with the coach pitcher, and not be any closer to the batter than even with the pitching rubber. The player cannot leave the circle until the ball is hit. **Penalty- The offensive coach has the option of accepting a hit or taking a no pitch.**

**In NC, the player-pitcher is positioned in one of two circles that are 46' from home plate and are 5' to the right or left of the direct line from home plate to 2nd base. The player must remain in the circle until the ball reached home plate.**

8. Rule F (6-8)- (6) No play is dead until the player pitcher has control of the ball inside the circle or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. (7) If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk. (8) An umpire will call time out when the play comes to a natural end (approx 3 seconds) and the base runners are making no attempt to advance.

**In the NCDYB rules the play is dead when the umpire calls time out. The umpire calls time out when the ball is in the infield area and the lead runner has abandoned an effort to advance. The half-way mark determines to which base the runner is entitled.**

**Note:** For 2013 we will instruct our umpires in NC to call time out about 3 seconds after the play has come to an end, meaning no runners are advancing and no play is being made on a runner.

9. Rule F (11)- The outfielders must play regular positions and play no closer than 20 feet behind the normal running base path.

**In NC DYB rules, you have 4 outfielders that must play equal depths.** (The depth and placement of the outfielders are determined by you). The key is you cannot have one outfielder playing a lot closer to the infield than the others.

**Note:** This rule effectively allows you to have a short fielder that can play close enough to serve as an additional infielder. There are not definitions of regular positions and normal base paths. My ruling for normal

base paths will be the direct line between the bases. I do not have a ruling for regular positions of outfielders.

10. Rule G (1)- When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead (time shall be called). If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped) the ball is live and all base runners may advance at their own risk to be put out.

**The NC DYB rule addressed stopping the lead runner. Once time was called, the placement of the subsequent runner was determined by whether s(he) had passed the halfway mark. This rule was in effect to keep coaches from trying to draw throws from defensive players.**

11. Rule G (2)- There are no HALFWAY MARKS. If the runner has left base before time is called or the ball is returned to the pitcher in the circle, that runner may advance.

**In the NC DYB rules, we use the HALFWAY MARKS to determine whether a player may advance or go back to the previous base when time is called.** Until time is called, all runners can advance at their own risk.