

—4:00—STARTING & ENDING A GAME—

4:10(a) A regulation game consists of seven innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the seventh or only a fraction of it, or (2) because the umpire calls the game.

It is recommended that all local league games shall be seven (7) innings duration. However, it is recognized that, due to field availability or other scheduling conflicts, local leagues may need to place a time limit on games played. Time limits on games in local league play shall be permitted. Time limit supersedes the rule of 4-1/2 or 5 innings played.

LOCAL LEAGUES OPTION: Games shortened by reason of curfew, rain, or others acts of God shall be regulation games provided both teams have batted five times or if the home team has scored more runs in four or four and a fraction-half-inning than the visiting team has scored in five completed half-innings.

4.10(b)—In case the score is tied at the end of seven innings, the game shall go into extra innings until a verdict is reached or the game is called by the umpire. If a team is leading its opponent by at least ten (10) runs after five (5) innings have been played, or four and one-half (4-1/2) innings if the home team is ahead by at least ten (10) runs, the game shall be terminated and the team in front declared the winner.

4:10(c)—If a game is called, it is a regulation game:

(1) If five innings have been completed;

(2) If the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings:

4.10(d)—Reserved

4:10(e)—In the event a game is suspended before it becomes a regulation game due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination (or protest) when the game is rescheduled by league officials. A game cannot be called by an umpire until a waiting period of at least thirty (30) minutes has elapsed, unless it is agreed by both managers that the game cannot be completed.

4.15 (a)—Playing illegal players if protested by any of the managers participating in the league. SEE DEFINITION OF LEGAL PLAYER IN SECTION 2.00 IN THIS BOOK.

4.16—RESERVED.

4.17—A team failing to field at least nine (9) eligible uniformed players within fifteen (15) minutes after the scheduled game time shall forfeit the game. A team shall be allowed to complete a game in the case where sickness, injury or ejection of a player or players after the start of a game in local league play causes a team to have fewer than nine (9) eligible, uniformed players with which to continue. In the case where a team is permitted to continue play with fewer than (9) players, an out shall be registered each time any vacant position in the batting order comes up during the course of the game.

4.18—Forfeited games shall be so recorded in the scorebook and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

4.19—DIXIE BOYS BASEBALL RULES FOR PROTEST.

(a) A protest based on a play which involves an umpire's judgment is not permitted.

(b) When protests are based on an interpretation of the rule, the objecting manager must, at the time the play occurs, notify the head umpire that the game is being played under protest, and submit the protest in writing to the league president or secretary, or to the DECISIONS COMMITTEE, within 48 hours of the completion of the game.

(1) When protests based on the interpretation of a rule are upheld by the DECISIONS COMMITTEE, the game concerned shall be replayed from the point of protest.

(2) Umpire should make a public announcement to the crowd when a game is being played under protest. Umpire shall notify the official scorekeeper and opposing manager of protest.

(c) Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section.

(d) The protesting manager on a play situation shall notify the umpire he is protesting before another pitch is made. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in writing by team manager or acting team manager and submitted to the local league president within forty-eight (48) hours from the completion of the game.

4.20-A protest shall be considered in local league play only if it complies with the above rules and submitted in writing to the league President within 48 hours after the completion of the game in question with the exception of protests involving the playing of ineligible players (see Rule 4.15) and ineligible pitcher (see Rule 8.96). The League President shall give his answer within seven (7) days from the date he received the protests.

NOTE: The local league shall first seek to settle all protests. Appeals carried beyond the local league shall first be brought to the attention of the DISTRICT DIRECTOR, then the STATE DIRECTOR, who shall be the ultimate arbiter in all appeals in local league plays.

NOTE: Appeals must be made in writing within twenty-four (24) hours of the decision with full statements by both managers and the umpire-in-chief or the umpire involved and from the protest authority of the league. A decision in writing from each appeal authority (league, district, state) shall be made a part of the appeal.