

Pineville Pre-Season Sweetees Tournament

Thank you for participating in the Pineville Pre-Season Sweetees tournament. The following rules will help this event run smoothly.

- Admission: Adults and 13 Up -- \$5
12 & Under - Free
- Coaches & wives enter free (limit 4)
- Games will have a time limit of 1 hour 10 minutes or three complete innings whichever comes first. After time has expired, the batter may finish her bat and the game will be over (no minimum innings if time expires). Tied games will end in a tie.
- The pitcher, catcher, on-deck batter, and all base runners must wear a protective helmet, equipped with a face guard and chin strap.
- A 10' circle defines the minimum distance a ball must travel to be "live and in play" (on the line is considered a live ball)
- The batter is allowed three total swings to put the ball in play. A foul on the third strike is an out.
- The tenth batter of an inning is a free runner when she hits the ball. To complete her turn at bat one of the following must occur:
 - a. The batter or any runner is put out.
 - b. The ball is in the hand of a player and she touches home plate. Any player can run home to touch home plate or throw it to the catcher to touch home plate. Runs will be scored until the offense is declared out or a defensive player touches home plate.
- A head first slide will result in an automatic out

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- All teams shall bat their roster in each game. 10 players shall bat each inning. The 11th batter will lead off the next inning. The manager must notify the plate umpire of the 10th batter and the umpire shall announce this to the defensive team.
- Each time three outs occur during an inning all bases will be cleared of any base runners. The team batting will continue hitting until 10 batters have hit.
- The entire team will play the field (6 players on infield); all remaining players will play behind the infield/outfield line.
- Infielders must remain behind the infield line and the must remain in front of the outfield line until the ball is hit.
- The ball is dead when the umpire calls time because a runner is stopped or the ball has been returned to the pitchers circle. If the ball is thrown to the pitchers circle and the pitcher misses it, the play is still dead. Umpire shall call time at the end of each play.
- Please remember - the purpose of a Dixie Youth Tee Ball program is to instruct boys and girls in the following areas:
 1. Principles of good sportsmanship and fair play.
 2. Basic fundamentals of baseball and its rules.
 3. Team participation.
 4. How to win humbly and lose gracefully.
 5. Playing safe.
- **PLAY BALL and HAVE FUN!**
- Rules not covered by the above list will be governed by official District 8 Dixie Youth Tee Ball rules