

# Franklin County Baseball Association

2025 Modified  
Diamond (Dixie)  
Rules

## Rules for all age groups:

1. A full roster is 9 players.
  - a. A team can start a game with 7 original roster players but must have a borrowed player to fill the 8<sup>th</sup> position. The 9<sup>th</sup> position will be counted as an out.
  - b. Guest player must play outfield and can only substitute for one game per team. Must play in the same age group they are registered for in the current season and wear their team's jersey during the game.
  - c. Guest players are only used to have 9 and no more.
2. If two parents from the same team are asked to leave, the head coach will be ejected from the game as well and a longer suspension to be determined by the FCB. Minimum of 2 board members to decide on longer suspension.
  - a. Board members will then send an email to the board and Parks and Rec to alert everyone of the suspension and reasoning.
  - b. If this happens 3 times, the coach will not be selected to coach the following season.
3. Time limits on every game but championship games.
4. Bat Regulations:
  - a. 8U and 10U: Bats are open to USSSA and Diamond (Dixie) approved bats, BBCOR, and wood bats.
  - b. 12U and above: Bats are open to USSSA and Diamond (Dixie) approved bats. If Franklin County participates in a league outside the county, all bats must meet the specification of the league in which they are playing.

# Specific age rules:

## Coaches Pitch 8U

1. A regulation game will consist of 5 innings or the time limit one hour and a half, whichever comes first. Games which are considered complete by inning or time limitations can end in a tie. No inning can start after 1 hour and 30 minutes.
2. 5 runs maximum per team, per inning, or 3 complete outs per half inning, whichever comes first.
3. A game is considered completed after the 2<sup>nd</sup> complete inning or the time limit has expired.
4. In the event a game is suspended for a weather-related, darkness or legitimate reason other than the time limit, the game will be resumed later unless considered complete as listed above. Interrupted games will resume from the point at which the game was suspended per rule 4.10(a)(7)
5. Umpires:
  - a. When no umpire is assigned or present, coaches will be used as umpires for the game. The coach pitching will make all calls in the field of play with a defensive coach assisting.
6. Equipment
  - a. Bats: Bats are open to USSSA, Diamond (Dixie) approved bats, BBCOR, and wood bats.
  - b. Balls: MacGregor Safety 5 ball is required.
  - c. Catchers must be dressed in catching gear when fielding this position. They can stand at the backstop or crouch behind the plate.
  - d. Pitchers are required to wear a helmet with a facemask when fielding this position.
  - e. All batters must have a helmet with a facemask.
7. Pitching
  - a. The coach of the batting team will pitch to his/her own team's players with an emphasis on encouraging contact by batters. The speed thrown to batters is at the discretion of the coach, granted the pitch is thrown from inside the pitcher's circle and in an overhand motion. Throwing from knees is accepted.
8. Batting
  - a. Each batter will receive five (5) pitches to put the ball in play. If the fifth or subsequent pitch is hit foul and is not a caught fly ball, the batter will receive another pitch. Batters can strike out prior to the pitch limits on three swings and misses. Foul balls and foul tips count as strikes.
  - b. Continuous batting order is MANDATORY, meaning if a coach has 14 players, all 14 will bat before the lineup officially turns over to the leadoff hitter.
  - c. If a player throws his/her bat, whether on purpose or accidental, the team will receive one warning. After that, each subsequent thrown bat will result in an automatic out.
9. BASERUNNING
  - a. Base runners must remain in contact with the bag until a ball is put into play.
  - b. Stealing is not permitted.
  - c. Runners may advance a maximum of TWO bases on balls that are hit in the infield **at**

- d. **their own risk**; this includes overthrows to any base. Example: If the batter advances to first base and the ball is overthrown at first, the batter may advance to second base at his/her risk. If the ball is overthrown at second base, the batter may only advance to second base. **This rule applies to all runners.**
- e. Runners may advance at maximum of THREE bases on balls hit to the outfield **at their own risk**; this includes overthrows to any base. Example: If the batter advances to second base and the ball is overthrown at second, the batter may advance to third base at his/her risk. If the ball is overthrown at third base, the batter may only advance to third base. **This rule applies to all runners.**
- f. If a fair batted ball hits a coach in the field of play, the runners may advance one base from their spot at the time of the incident.
- g. The infield fly rule is not in effect.
- h. If a baserunner is on the bag and hit with a batted ball, the player is deemed safe and can remain a baserunner.

#### 10. DEFENSE

- a. 10 defensive players are allowed on the field at one time but may play with as few as seven defensive players if no others are available.
- b. A maximum of 2 coaches are allowed on the field for instructional purposes.
- c. Outfielders must start their position in the outfield grass unless at Waid #1 (the big field).
- d. Players playing the pitching position must remain even with the coach-pitcher until the ball is put in play.
- e. Defensive substitutions are required for any available player during the next inning meaning no player may remain on the bench for consecutive innings.

#### 11. ENDING A PLAY

- a. A play ends, or “dies” when the ball is in possession of a defensive player inside the pitching circle. If a runner hasn’t made it to the base by the time the play dies, the runner must return to the previous base.

#### 12. PLAYING SHORT

- a. Teams must be able to field a minimum of 8 players to begin play. Teams will be provided up to 15 minutes from the original start time of the game to field this number. Teams which are unable to do so will be required to forfeit the game. Teams must maintain at least 7 available players to continue a game under any circumstances. Teams may borrow players from another team when they know ahead of time, they are playing short. When borrowing a player from another team, said player(s) must play in the outfield and bat at the bottom of the order. You must have at least 7 players and less than 9 to borrow from another team. You may only borrow a player from within the same rec club and same division, but not the opposing team. The coach needs to notify the other team’s coach prior to the game and document it by email to his/her baseball director.

13. OTHER

- a. Any issues addressed during the game should be discussed by the HEAD COACH only. This leads to a great example of how situations can be handled on the field with coaches, players, and umpires properly.
- b. All Diamond (Dixie) Youth baseball rules will be in effect that have not been mentioned in the above rules.
- c. Coaches are responsible for their parents and players. If a parent cannot be controlled and coaches make no attempt to defuse them, the parent and coach will be ejected from the game.

## **Kid's Pitch 10U**

1. 6 runs maximum per team, per inning, or 3 complete outs per half inning, whichever comes first.
2. 6<sup>th</sup> inning is unlimited runs.
3. Dropped third strike is not in effect.
4. Balks are not called.
5. Pitch Count must be kept during games and players given rest days as required.
  - a. To pitch no more than 75 pitches in a game or on a calendar day
  - b. 1-30: no rest
  - c. 31-45: 1 day
  - d. 46-65: 2 days
  - e. 66+: 3 days
6. No inning can start after 1 hour and 45 minutes.

## **12U** (If Franklin County joins another league, such as RAYBA, the local rules will be superseded by the playing rules used by the league FC has joined. For example, if FC joins RAYBA, FC will follow the RAYBA rules for all games, not the local FC rules.)

1. 10 run limit per inning
2. 6<sup>th</sup> inning is unlimited runs.
3. Pitch Count must be kept during games and players given rest days as required.
  - a. To pitch no more than 85 pitches in a game or on a calendar day
  - b. 1-30: no rest
  - c. 31-45: 1 day
  - d. 46-65: 2 days
4. 66+: 3 days
5. No inning can start after 1 hour and 45 minutes.

## **15U** (If Franklin County joins another league, such as RAYBA, the local rules will be superseded by the playing rules used by the league FC has joined. For example, if FC joins RAYBA, FC will follow the RAYBA rules for all games, not the local FC rules.)

1. No run limits.