

Spring 2018

PARK REC TEAMS T-BALL RULES

1. The game is played with ten (10) players. A team can start a game with nine (9) players and finish with eight (8), but cannot start with less than nine (9) unless the opposing team agrees. The age limit is six (6) years old and below. Players may not turn seven (7) before May 1, 2018. (Unless assessed/evaluated at the t-ball/rookie level to determine ability). **Reminder:** League age seven year olds will still count towards your Rookie total whether they play in T-Ball or Rookie division.
2. A regulation game will be time limit of 1 hour 30 minutes. No new inning will start after 1 hour and 30 minutes.
3. One-half is complete with the third out or six (6) runs scored. No continuation runs count. Finish the play and switch sides. Example: Runner on 2nd and 3rd and the runner on 3rd will be the 6th run. The batter hits the ball to the fence so both runners score. Only a total of 6 runs per inning will count but finish the play.
4. The team batting lineups will be made available to each coach before the start of the game. The batting lineup shall consist of all rostered players who are present and physically able to play, arranged in the order chosen by the coach. Each player shall bat as his/her turn appears in the batting order. The batting lineup will not change once a game has begun, except for illness, injury, or disciplinary actions; batters will be moved up to fill the vacant slots. If a player is a late arrival, he/she can play if he/she arrives before his/her turn to bat **or** he/she will move to the bottom of the lineup. If the player arrives after one full rotation he/she will be placed at the bottom of the lineup.
5. A batter hitting out of order will be an out, when the ball is put into play by the batter and an appeal is made by the opposing coach. All base runners will return to previous base they occupied before ball was put into play.
6. The game is played with ten (10) defensive players. Free substitutions to defensive positions will be allowed. All players must play defensively every other inning. NOTE: When playing with less than ten (10) players when on defense you still must field a catcher.
7. Outfielders must be in the outfield (i.e. the grass) and infielders must be in the infield (i.e. the clay) until the ball is put into play. Infield will consist of maximum of six (6) players including the catcher.
8. Three (3) coaches are allowed on the field with the defense. Two (2) must remain in the outfield, in left and right fields in foul territory (minimum 15 feet behind the opposing team base coaches), and one (1) outside of the dugout in foul territory within two (2) feet of the dugout.
9. Each player can only play for one (1) team.

10. The home plate umpire or T-Ball/Baseball commissioner will decide game cancellation due to bad weather. The game is considered official if 4 innings have been completed or 3 ½ innings completed if home team is ahead. Otherwise the make-up game will start where play was left off.
11. The pitcher cannot tag a runner going to any base with the exception for a runner coming from 3rd to Home Plate. The pitcher **must make a baseball throw and not roll the ball to any base (i.e. baseball throw is **overhand** in the air unless the pitcher fields the ball within 15 feet of a base and then the baseball throw should be **underhand** in the air – for safety reasons).**
12. The outfielder cannot tag a runner going to any base (i.e. second/third). The outfielder **must make a baseball throw and not roll the ball to any base (i.e. baseball throw is **overhand** in the air unless the outfielder is within 15 feet of any base and then the baseball throw should be **underhand** in the air – for safety reasons).**
13. Keep the pace of play going. Limit practice swings to one. The umpire will give a warning for slow play. The umpire may assess an out if the slow play continues. The umpires call on this is final.
14. The sliding rule is not in effect. If a player intentionally runs over a fielder they will be called out. If the player is advanced enough to slide they should slide to avoid a collision.

T-BALL PLAYING FIELDS

1. 1st and 3rd bases will be 60-feet from the point of the home plate. 2nd base will be 60-feet from 1st and 3rd base. 2nd base is 84 ft 10 inches from the point of home plate. Arc in front of Home Plate must be 20 feet from the point of the home plate.
2. Pitchers rubber is 46-feet from the point of home plate. The defensive player must have one (1) foot on the pitcher's rubber until the batter puts the ball in play. If the defensive player leaves the rubber before the batter hits the ball, a "delay" may be called by the umpire wherein the offensive team has the option to accept or replay the result of the at-bat.
3. **NO more go back lines between the bases.**
4. Lines will be chalked 6 feet in front of 1st and 3rd base. Defensive players (except Pitcher) must start behind the line until ball is put in play.
5. A catcher's line will be 6-feet from the point of home plate. Catcher must be in full gear (i.e. Catcher's helmet, Chest Protector, and Shin guards). Catcher has the option to squat in a normal catcher position behind Home Plate or stand behind the 6 foot line off to the side.

BATTING WITH A PITCHED BALL

1. The ball will be pitched by an offensive coach from a line a minimum of 30-feet from the point of home plate and maximum of 33-feet. The front line is marked at 30-feet and back line is marked at 33-feet. The offensive coach will position himself in a reasonable position to the center of the pitching lines and in between the 30 and 33 foot line. The pitcher must have both feet between the 30 and 33 foot lines before starting the pitching motion.
2. **WARNING:** After the ball is hit, the offensive coach must leave the field of play. If the coach fails to leave the playing field, one (1) warning will be given. The second time the coach fails to leave the field, one (1) out will be assessed, but the batter or runners will not be penalized. The coach, when leaving the field of play, should not move or attempt to interfere with the defensive players or their view of the ball. If the batted ball strikes the coach, the ball is dead and must be replayed. Original count of the batter is resumed. The offensive pitching coach must attempt to remove the batter's bat from the ground as long as he does not obstruct any plays being made at home plate. **The offensive coach becomes a spectator and not a base coach.**
3. Three (3) strike rule is in effect. The first two (2) strikes will be pitched overhand. After two (2) strikes, the player may elect to use the tee or continue with the pitch. Once the choice is made it may not be changed. If a batter elects to take the 3rd strike off the pitch and fouls the pitch the 3 pitch rule per strike will reset (see item #4 below). Off the pitch the 3rd strike will either end in the ball in the field of play or strikeout.

Exception: Any league age seven (7) year olds in T-Ball must take all three (3) strikes off the pitch. **NO TEE option**..... Each team must identify when exchanging line-up cards who are the 7 year olds.

NOTE: If you have a four (4) year old on your team you may elect to put him/her on the tee without pitching to him/her. They will get five (5) strikes off the tee. You must choose at the beginning of the game or regular rules apply. Each team must identify when exchanging line-up cards who are the 4 year olds using straight tee.
4. If the batter does not swing at three (3) consecutive pitches, a strike will be assessed to the batter after the third pitch.
5. **Warning:** Throwing the bat may result in a batter being called out at the umpire's discretion. One team warning by the umpire will be issued to both benches before the game.
6. Bunting is not allowed. The batter must take a hard swing and in full motion. Intentional slow motion swings are not allowed. If a batter is intentionally slow swinging they will be called out.

7. An “out” is made by the catcher if a foul ball is hit over the batter’s head and is caught. After two (2) strikes, the ball does not have to be over the batters head.

BATTING WITH A TEE

1. The batter may not swing the bat until the umpire says play ball. If the batter swings before the umpire says play ball then the swing does not count and must be replayed.
2. The batter has one (1) swing attempt to put the ball in play from the tee. The third strike will be called if the batter swings and misses the ball. The third strike will be called if the batter swings and does not make solid contact with the ball and does not travel past the 20 foot arc in front of home plate. The third strike will be called if the batter hits a foul ball. The ball must be put into play with one swing. **Exception:** the 4 year old identified to take 5 swings off the tee, then the 5th swing the rules above apply.
3. The batter must put the ball into play by hitting the ball. The tee should not be hit. It is the umpires call as to whether the tee was hit.

BASE RUNNING

1. No overthrow rule, regulation baseball rules apply here. If an overthrow at a base occurs and the ball enters into the dugout the runner gets base they are headed to plus one. Example: Ball overthrows first base into dugout and the runner has turned to go to second they would get awarded to go to 3rd due to overthrow. But if runner was standing on first base when the ball went into the dugout then the runner would only get awarded to 2nd.
2. **Warning:** Intentionally leading off by the base runner is prohibited. Runner must maintain contact with the base until the batter has put the ball into play. One team warning by the umpire will be issued to both benches before the game. After the warning the runners may be called out for leading off intentionally.
3. **Warning:** Coaches physically aiding the runner is prohibited. One team warning by the umpire will be issued to both benches before the game. If a coach touches a runner during the play the ball will be considered dead and runners will return to last base they touched. If it becomes a problem the runner will be called out. Base Coaches must remain 3 feet from the playing field to avoid this situation.
4. **NO More 10th batter rules. See rule #5 below.**

5. Containment on lead runner will stop play. When the runner stops and gives up effort to advance, the play is completed and stopped. **Once play has been stopped, no other runners may advance beyond the last base tagged.**
6. Home plate umpire will make the final decision as to when the ball is dead and will also make the final decision on the proper positioning of the runners after the ball is declared dead.
7. A ball is considered dead under the following conditions:
 - a. When the defensive player has control of the ball and he/she has stopped the advancement of the all offensive players by standing in the baseline with hands in the air and called time.
 - b. If the defensive player receives the ball and he/she and immediately attempts to make a play on a base runner, it is not a dead ball.

APPEALS AND RULES

1. A judgment decision of the umpire is not subject to appeal.
2. An appeal to the misapplication of the rules may be done by the “Head Coaches Only” when the ball is dead, or when time has been called and before a pitch is made to the next batter.
3. Only both head coaches should be present during any appeal.
4. The head umpires decision will be final.
5. There is no in-field fly rule.
6. Official baseball rules apply in all other cases.
7. THERE IS NO PROTEST.

EQUIPMENT

1. The catcher must wear a catcher's helmet, chest protector, and shin guards.
2. NO softball bats are allowed. If a batter uses a softball bat the batter will be called out. If they put the ball into play the ball will be considered dead and all base runners will return to the base they were at before the at bat.
3. Bats cannot be larger than 2-5/8 barrel. 2-1/4 inch barrel are allowed. Bats rules for Cal Ripken must be applied (i.e. USA stamped bats starting in 2018). Use of an illegal bat will result in the batter being called out. If they put the ball into play the ball will be considered dead and all base runners will return to the base they were at before the at bat.
4. No hitting aids (i.e. ball on a stick, ball on a string) may be used on the playing field during the game.

TIME-OUTS

1. Maximum of one (1) one (1) minute time-outs will be allowed to each team per inning while on Offense and Defense.

END OF THE GAME

1. After 1 hour 30 minute time limit or until team is mathematically eliminated.
 - a. After three (3) innings are complete or within 10 minutes of time limit a team is 8 or more runs behind.
 - b. Run-rule is in effect, if after 4 innings are complete and a team is up by 10 runs or more (3 ½ innings if home team is ahead by 10 runs or more).
 - c. If any inning is started, it must be finished no matter if time limit has expired.
 - d. If there is any time left in the game you must start a new inning, unless both team coaches agree not to.
2. **Games cannot end in a tie.** Extra innings will be played until a clear winner is determined. If one team or the other chooses not to continue to play it will result in a forfeiture (i.e. individual park discretion for Rec Ball Games about ending in a tie).
NOTE: This must be discussed/agreed upon during the Pre-Game Meeting.