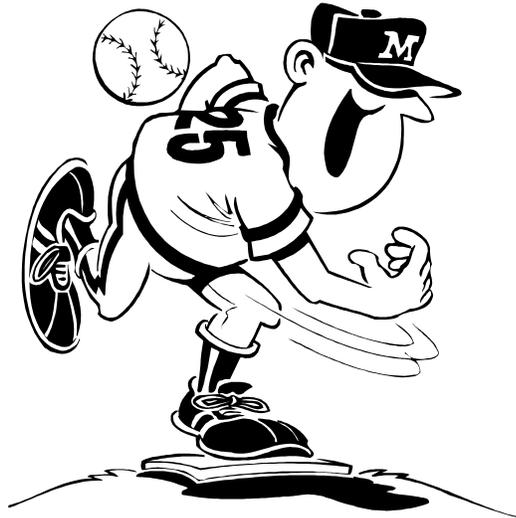


Rules Section

T-Ball,
Machine Pitch,
& Baseball



T-Ball Rules

1. Mandatory Play Rule:
 - A. Every player must play in every game!
 - B. All players at the game are in the batting order, and every player hits in each inning.
 - C. All players will play on defense.
2. All defensive players must stay in their position until the ball is hit.
3. Base runners must stay on the base until the ball is hit.
4. NO STEALING IS ALLOWED.
5. Each base runner receives one base on an overthrow, only one overthrow per play.
6. Every player bats in every inning. The teams side of each inning isn't over until each player has batted once.
7. No official score or standings will be kept.
8. Bases will be set at a distance of 45 feet.
9. No strike outs!
10. Foul ball will be ruled the same as regular baseball, with the addition of the 10 foot arc. If a ball is hit off the tee and doesn't travel outside of the 10 foot arc, it will be ruled foul.
11. No bunting or swinging bunts allowed.
12. Coaches can assist a player who is having difficulty.
13. Games will last 4 innings or 1 hour. No new inning will begin after 50 minutes.
14. Coaches are to supervise the game and see that it flows smoothly. Coaches will also act as umpires.
15. Protective tee balls must be used at all practices and games, **no hard balls.**
16. No forfeits. Organize a game with all players present.
17. **Remember, making the program fun is more important than**

Machine Pitch Rules

1. The pitching machine will pitch "strikes" or a "no pitch".
2. No walks. Batter will be out by either striking out or being put out at a base.
3. A youth defensive pitcher will stand to the side of the pitching machine.
4. If a batted ball hits the pitching machine or the umpire, pops up directly above the pitching machine, or is unplayable due to the position of the pitching machine the ball is dead, and batter will be awarded an automatic 1st base.
5. If a fielder hits the pitching machine, or the umpire with a thrown ball, the ball is dead, but runners advance one base.
6. No stealing will be permitted. The runner must stay in contact with the base until the ball is hit.
7. Each base runner gets one base on an overthrow. Only one overthrow per play.
8. Games will last 4 innings or 1 hour. No new inning starts after 50 minutes.
9. Every player bats in every inning. The teams side of each inning isn't over until each player has batted once.
10. Number of players Defensive Team, 10 (use 4 outfielders).
Offensive Team, every player at the game is in the batting order.
11. Defensive play - Each player present for the game must be given a position on the field for at least one full inning.
12. Free substitutions - only between innings.
13. No Forfeits. Organize a game with all players present.
14. No official score or standings will be kept.
15. If a base runner gets out by a tag or pop fly, he/she must leave the field.
16. **Remember, making the program fun is more important than winning.**

Girl's Softball

Rules for these leagues will be determined by what city we choose to play with.

Minors & Majors Baseball Leagues

Game Format – High School rules will govern all games except where amended:

- A. Games will consist of 6 innings. No new inning begins after 1 hour and 15 minutes.
- B. Games ending in a tie will remain a tie and count as a win for both teams.
 - C. An inning or half-inning ends when a team scores 7 or more runs regardless of the number of outs. All runs will count until the completion of the play in which the seventh run is scored. (It would be possible to score 10 points if you had 6 points and your bases were loaded).

Pitching Rule

- A. A pitcher shall be limited to eighteen (18) outs per week.
- B. A pitcher must have three (3) calendar days' rest if he/she has pitched in four or more innings in one game before pitching again.

Players

- A. A minimum of seven players constitutes a team. If a team cannot field a minimum of seven players by 10 minutes after the scheduled game time, the team will forfeit the game.
- B. Free substitutions are permitted. Exception: Players must play the entire inning defensively, unless injured.
- C. All players must play a minimum of 2 innings defensively provided they attended at least one half of the team's practices.
- D. Batting order consists of **ALL** team members present, each batting in the same rotation throughout the game.
- E. All players must remain in the dugout who are not playing defense, batting on deck, or base running. Teams will play with 9 players defensively.

Base Runners

- A. Runners cannot lead-off. They cannot steal until the ball crosses home plate.
- B. If there could be intentional or flagrant contact at any base, the runner must slide to avoid the fielder.

Playing Field

- A. Bases will be set at 60'. Pitching mound will be set at 46'.

Equipment

- A. No metal Cleats
- B. No Bat Restrictions. The bat diameter bat is not to exceed 2 5/8 in.

Pony Baseball League

Game Format - High School rules will govern all games except where amended:

- A.. A game consists of 7 innings or 2 hours. No new inning begins after 1 hour and 40 minutes.
- B. An inning or half-inning ends when a team scores 7 or more runs regardless of the number of outs. All runs will count until the completion of the play in which the seventh run is scored. (It would be possible to score 10 points if you had 6 points and your bases were loaded).
- C. Games ending in a tie will remain a tie, and count as a win for both teams.

Playing Field

- A. Bases will be set at 90'. Pitching mound will be set at 60'6.

Equipment

- A. **No bat restrictions. The diameter of the bat is not to exceed 2 5/8 inches.**
- B. **Metal cleats are allowed**, but once an athlete abuses this privilege by either injuring another player or themselves, metal cleats will not be allowed. This will be at the discretion of the coaches, officials, and field supervisor.

Pitching Rule

- A. 12 inning maximum per week.
- B. If a pitcher throws in 5 or more innings a game they must have 2 days rest, (i.e. 4 innings on Tuesday and they can pitch on Thursday, 5 innings on Tuesday and they can't pitch again until Friday). This may affect your games if rain-outs are being played.

Players

- A. A minimum of 7 players constitutes a team. If a team cannot field a minimum of seven players by 10 minutes after the scheduled game time, the team will forfeit the game.
- B. Free substitutions will be in effect. Exception: Players must play the entire inning defensively, unless injured. **All players present will bat.** This is a recreation league and all players present will be placed on the batting line up.
- C. All players must play a minimum of 2 innings defensively provided they attended at least one half of the team's practices.
- D. All players must remain in the dugout who are not playing defense, batting on deck, or base running.
- E. A team will play 9 players defensively.

Score Keeping

- A. An official scorekeeper will be responsible for keeping the score. In the case that a city does not have a representative to keep score, the home team will be responsible to keep the official score. The score can be reported to the field supervisor or a message left at 525-2790.

Coaches

- A. One adult coach is permitted in each coach's box. All other coaches must remain in the dugout.
- B. Coaches are responsible for their fans. Fans should not harass, or interrupt the game that is being played. If a fan, coach, or player has become disruptive, the Field Supervisor may ask them to leave the park. If they do not leave the park within 2 minutes of being told, the team they are representing will forfeit the game.
- C. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the umpire **BEFORE THE NEXT PITCH.** If the umpire cannot solve the problem the Field Supervisor will make the final ruling on the play in question.