

# Tri-County Rules

## T-ball

### Final

#### I. THE OFFICIAL PLAYING RULES WITH THE EXCEPTIONS AND VARIATIONS CONTAINED HEREIN SHALL BE THE "OFFICIAL BASEBALL RULES BOOK".

#### II. PLAYERS

- A. LEGAL PLAYERS; All players must meet the required age by April 30, 2010, and have signed contract in this age group.
- B. INELIGIBLE PLAYER; One who is a legal member of the league, but is ineligible to play because of the rules or disciplinary action.
- C. When an illegal or ineligible player is caught playing in a game, the penalty is ejection of coach and player, and the coach is suspended for 2 games.
- D. If a player's name, age and/or eligibility is in question, the opposing coach must bring this to the attention of the Home Plate Umpire immediately.
- E. If a child with a disability wishes to play, reasonable accommodations must be made for the child and must be honored by each community. Safety of the player with the disability and the other players must be considered at all times

#### III. LENGTH OF GAMES

- A. 1 Hour
- B. No inning will start 1 hour after the actual start time..
- C. No game shall begin after 9:00 pm.

#### IV. PLAYING RULES

- A. Batters, on deck hitters, base runners and players coaching bases must wear batting helmets. Helmets must not be intentionally removed by players until they have reached the dugout. After 1 warning, an out will be called. If the 3rd out has already been made, the team will start the next inning with an out.
- B. Catchers are required to wear a cup-type athletic supporter, while catching behind the plate.
- C. Uniforms include a numbered shirt and a cap. NO SHORTS allowed.
- D. No jewelry shall be worn except for MEDICAL IDENTIFICATION.
- E. We play by 3 OUTS OR 9 BATTER RULE PER INNING. 10 Players can be on the field paying defense each inning, but 4 must be in the outfield.

#### F. NO INFIELD FLY RULE

#### G. THERE IS NO MUST SLIDE RULE!!

We are concerned about unnecessary and violent collisions on the bases and at home plate, so in order to discourage these types of collisions. Here is our Collision and Obstruction Rules.

- When there is contact between a runner and a fielder who is "clearly" in possession of the ball, the UMPIRE shall judge if it was:
  1. Mild or incidental contact- fielder is unaffected or only moved one step backward or to the side as a result of the contact.
    - a. Play continues as if there had been no contact
  2. Collision- fielder is knocked down or backwards off the play
    - a. The ball is dead, the runner is out, and all other runners return to last base touched at time of the collision.

3. Flagrant collision- Runner remains in the upright position, lowers his shoulder and INTENTIONALLY crashes into or with force pushes a defensive player
    - b. Runner will be called out and is ejected from the game, and each time he comes up to bat it will be an out. All other runners will be returned to the last base touched at time of collision.
  4. Obstruction- If a defensive player blocks the base or plate or the baseline "Clearly without the ball", or is not in the act of catching the ball
    - c. Runner is safe and a delayed dead ball is called
    - d. If the runner collides flagrantly: he shall be declared safe on the obstruction, but he will be EJECTED from the game, and the ball is dead. Then when his turn at bat comes up it will be an out.
- H.** Any coach, umpire, player, parent or spectator using obscene or profane language or aggressive gestures toward anyone will be ejected and/or suspended for 2 games. This includes arguing with and harassment of players, coaches and umpires, and can't come to ball field or league games.
- I. Anyone involved in fighting will be ejected from league, and can't attend league games.**
- a. Jeering, chanting, or noise making in a negative manner with the intent to distract players of the opposing team shall not be permitted. At the umpire's discretion, coaches of the offending team will be warned for the first offense and will be subject to ejection for repeated offenses.
- J. Home plate umpire has final say on all disputes. NO PROTESTS.**
- K.** Base runners are not permitted to steal or lead-off base and shall remain in contact with the base until the ball is hit. Penalty for leading off: runner is called out and the ball is dead
- L.** A white chalk line will be measured from home plate 25 feet down the 1<sup>st</sup> & 3<sup>rd</sup> base lines and in front of the pitchers plate. The catcher will have a 3 foot circle to stand inside until the ball is batted. The catcher cannot interfere with the batter running to base, and must also wear a helmet.
- M.** Defensive players must stay behind the 25 foot lines until the ball is hit. The pitcher must wear a helmet, and keep both feet on the pitching plate until the ball is hit.
- N.** After a batted ball has been fielded, and thrown back inside the 25 foot line, play is dead. Runners, if half way to the next base, may advance to the base they are running to, at the exact time the ball passes over the white chalk line. However, a catcher may still try to tag out a runner going to home plate.
- O.** There will be a circle around home plate. The ball must cross the circle to be a live ball. If it does not it is a dead ball. If the batter hits the tee and the ball goes outside the circle the ball is dead.
- P.** Every hit should be treated as a live hit until the umpire rules it a dead ball. The umpire is in play. If the ball strikes him/her, it remains alive and play continues
- Q.** After hitting the ball, if the batter throws the bat and any part of the bat goes outside the circle, the batter will be out after one team warning. Carrying the bat outside the circle is the same as throwing the bat
- R.** If you have an extremely hard hitter up to bat, warn the other coach so they can position their players to ensure no one gets hurt.

## **V. PITCHING RULES**

- A.** Umpire will place ball on the pitching tee.
- B.** All balls must have TRI-COUNTY LOGO Stamp

## **VI. COACHES**

- A.** Players and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.
- B.** Umpires shall not permit more than one offensive time out in each inning to allow a coach to talk with a player.
- C.** COACHES CAN NOT TOUCH PLAYERS DURING A LIVE BALL, OR AN OUT WILL BE CALLED
- D.** NO PROTESTS ARE ALLOWED, OR WILL BE DISCUSSED.

"Coaches thrown out of a game must leave the area out of sight & sound. If a coach is ejected by that coach will be ejected from the league as a whole, no good. When a coach is ejected the home town rep. will be responsible for reporting the incident to Mike Daniel."

## **VII. RAIN OUT PROCEDURES**

**Rainouts will be handled using the guidelines of games scheduled on Monday, Tuesday or Wednesday are to be rescheduled for the following Saturday or Wednesday. Games scheduled for Thursday or Friday are to be rescheduled for the next Saturday or Wednesday. The home town Rep. will need to reschedule the games within 48 hours of the original game date.**

- Make up games can be played during the week based on field availability
- Games must be made up or they will count as a forfeit (2 weeks or less is the expected time period to get games played)
- Doubleheaders will be allowed and are encouraged to help with travel. No more than 2 games a day per team
- 16u and 15-18 will be allowed to play on Saturday or Sunday
- Games that cannot be played at home town field can be played at visitors field, with the home town reimbursing visiting team for umpire fees
- Coaches will be held accountable for games not being played unless there is a school event, rain, or an event approved by the "Tri-County Board"