

COFFEYVILLE RECREATION COMMISSION

T-BALL RULES

**T-Ball is an instructional league, however, the integrity of the game must be maintained at all times.
NO league standings will be kept.**

PLAYER ELIGIBILITY

1. A player must reside within the U.S.D. 445 School District, to be eligible to play as an in-district participant.
2. Out-of-district participants will be allowed to participate if space is available and will be required to pay an additional fee.
3. New players moving to Coffeyville who sign up after the registration deadline will be assigned to a team by the Recreation Commission where space is available.
4. A player must be at least 5 years of age but cannot be 7 years of age by April 30th of the current year to be eligible to play Dyn-O-Mite T-ball.

EQUIPMENT/FIELD

1. A R.I.F. (Reduced Injury Factor) Level 1 baseball shall be used.
2. Bases shall be at 35 feet, with the pitching rubber set at 25 feet.
3. There shall be a ten foot arch in fair territory from first and third baselines. The ball must travel beyond the ten foot arch and within fair territory to be considered a fair hit.
4. There shall be a six foot circle around the pitching rubber that the pitcher must stay in until the ball is legally hit.
5. The catcher shall have on protective headgear while in that position.
6. No metal spikes/cleats shall be allowed.
7. Only bats marked Official T-Ball (wooden or aluminum) may be used in this league.

BATTER/BASERUNNER

1. No bunting will be allowed.
2. The batter and all baserunners can only advance a maximum of 1 base on balls hit in the infield, and a maximum of 2 bases on balls hit to the outfield, with liability to be put out, regardless of any overthrows that may occur during the play.
3. A base runner may not steal bases or lead off. The runner must be in contact with the base when the ball is hit.
4. Each batter will be allowed **3** swings per time at bat. If no fair ball is hit within three swings, that batter's turn is over, an out recorded, and a new batter shall be up or the sides retired. (A ten foot arch will be drawn from home plate in fair territory from 1st and 3rd bases. The ball has to be hit beyond the 10 foot arch and within fair territory to be considered a fair hit.)
5. **Batters may not throw the bat.** The umpire shall give one warning per game per player to the coach. On the second and subsequent occurrences, the batter's turn will be over and an out will be recorded.
6. All players are required to wear helmets while at bat, on-deck and on bases. In the event a player loses his/her helmet while running the bases, the umpire will call time out as soon as the player reaches the next advancing base or returns to the previously touched base, after they lost their helmet. If the batter loses their helmet on the way to first base, they will not be able to advance past first base. In the judgment of the umpire, if the batter/base runner intentionally removes his/her helmet while running the bases, the umpire shall give him/her one warning regarding the removal of the helmet while a batter/base runner. Should any player intentionally remove his/her helmet after the initial warning by the umpire in the same game, they will be removed from that game.

GAME RULES

1. Babe Ruth League Baseball rules and regulations will be used except where league rules prevail.
2. The umpire has full authority to run the game, dismiss players and managers from the field, etc. Only one umpire will be used.
3. Only a manager may talk with an umpire on a rule interpretation. There can only be four coaches in the dug-out.
4. All protests will be decided by the League Director at the time the protest occurs. No protests will be allowed on judgment calls. There will be a 5 minute time limit on discussions of any protests. The decision on all protests by the League Director and umpire will be final.
5. The game shall consist of 5 innings, or 1 hour, whichever occurs first.
6. There will be a 5 run limit per each half inning or three outs, whichever occurs first.
7. Infield fly rule will not be in effect.
9. Only members of the team are allowed in the dug-out and on the playing field. Bat boys/girls shall only be members of the team. Coaches are urged to pickup trash, etc and dump in receptacles after each game.
10. Teams must have eight players to start and finish a game. If only 8 players are present to begin the game, a player from the opposing team may be borrowed to complete the line-up. If one team has only 8 players present, and the opposing team does not have 10 or more players present to loan a player, the team with only 8 players will not have to take an automatic out in the 9th batting position. If less than eight players are present to begin the game, the game will be played with a sufficient number of players borrowed from the opposing team to have at least 8 players on each team.
11. A full roster with a continuous batting order will be utilized every game. Substitutions do not affect the batting order. Should a player be injured, become ill, or leave the game for any reason, his/her name will be "lined out" and his/her turn in the line-up be skipped. In this event, the coach must report to the official scorekeeper the circumstances that the child was removed from the game and cannot re-enter. A player arriving late shall be added at the bottom of the line-up. In the field, a team may play 10 players: 4 in the outfield, 4 infielders, a pitcher, and a catcher.

12. Coaches are required to play each member of the team a minimum of 2 defensive innings per game. Violation of this rule will result in the player not receiving his/her required playing time starting and playing all of the following or next game. Exception: a player benched for disciplinary reasons (of which the coach will advise the umpire prior to the start of the game, accompanied by the player being disciplined and such action being noted in the official scorebook). An automatic out will not be counted against the disciplined player. Coaches are encouraged to play everyone on their roster at more than one defensive position.
13. The youth pitcher is a fielding position.
14. A player may enter the game defensively when the ball is dead. Any one of the starting players who has left the game may re-enter the game once and remain in the same position in the batting order. Coaches must report any defensive changes to the official scorekeeper.
15. In the judgment of the umpire, if a runner deliberately runs into a fielder, he/she will be called out.
16. No defensive player may play closer to home plate than the pitcher's mound.
17. Outfielders must play at least on the back edge of the grass.
18. Encourage players to hustle on and off the field.
19. No coaches are allowed on the field during an inning other than the coach assisting an injured player(s) during a time-out (IE: defensive coaches being on the field of play).
20. Defensive coaches may position themselves down the sidelines as long as they stay against the fence in foul territory beyond either first or third base. Also, a defensive coach (1) may be positioned in the grass outfield behind 2nd base.
21. The offensive team shall be allowed to position coaches in the first and third coaching boxes and to place a "batting coach" at the screen to assist in positioning and equipping the hitter between pitches. Also, the "batting coach" is responsible for removing the batting tee after a player has put the ball into play.
22. The "batting coach" shall not give base running instructions to players between swings while his team is at bat. (The purpose of this rule is to keep the game from being delayed.) The umpire shall give 1 warning for failure to comply with this rule. For each additional instance, the umpire, at his/her discretion, will record an automatic out against the batting team.
23. If a game is called due to rain, light failure, etc., there will be a 15 minute delay. If the game is called and three innings have not been played, the game will be handled as a suspended game and rescheduled for a later date. Home team will be responsible for information regarding the suspended game (number of outs, runners on base, etc.).
24. A player or coach who is bleeding or who has an open wound shall be prohibited from participating further until proper treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable will be umpire judgment. If there is an excessive amount of blood on the uniform, it must be changed before the individual can participate again.
25. Players and managers will conduct themselves at all times according to the rules of the game. A player or manager who is ejected from the game will be penalized as follows: if a coach is removed from a game, due to conduct, they must meet with the Director of Recreation and Program Supervisor before their team's next practice, game, or meeting to determine their status as a coach. Coaches and managers can be suspended or removed from their coaching duties at any time due to misconduct ON or OFF the field.
26. Striking an umpire, player, coach, spectator, official or CRC representative will result in an immediate suspension for the remainder of that season, plus a one year ban from ALL CRC sponsored activities. Upon review by the CRC Director, the player or manager's future participation status will be determined.
27. Any fans or spectators that continually harass or display poor sportsmanship toward umpires, officials, coaches, players, etc, will be asked to leave the facility or grounds. If fans are ejected, they may be suspended from all CRC activities for a period of 12 months upon review by the CRC Director.
28. **All rules are subject to change by the Program Director or Director of Recreation.**