



T-BALL RULES

The Belleville Parks & Recreation Department's T-ball League's mission is to provide a developmental and recreational program where youth can have fun, develop a positive character, mature, learn the skills and rules of the game of baseball learn the value of sportsmanship and teamwork, and develop sound attitudes about winning and losing.

Eligibility

1. Players will not be allowed to switch teams. The teams players are assigned to once the rosters are set will be the team they will play with for the entire season.
2. No more than 15 players may be placed on any one team's roster unless done so by the Belleville Parks and Recreation Department.
3. No player shall be added to the roster after practices have started unless authorized by the Belleville Parks and Recreation Department.

Equipment/Uniforms

1. All players must wear jerseys that are matching in color and have a number on the back. These will be provided by the Belleville Parks & Recreation Department through the generosity of sponsors. Alterations to jerseys are not allowed.
2. All players must wear baseball pants. If you need to purchase pants the Belleville Parks and Recreation Department can provide places to purchase pants.
3. Any athletic footwear is permitted. No metal spikes are allowed.
4. No jewelry may be worn at any time during the game. Umpires may ban any equipment that they deem unsafe or illegal. (This includes hair clips, ion jewelry, etc.)

General Playing Rules

1. Official scores & standings will not be kept in this league.
2. Regulation games will be 3 innings or 1 hour in length. No new inning may begin after 55 minutes. The umpire will be the official timekeeper.
3. Base paths will be 60 feet in length.
4. Pitching Distance will be at 40 feet.
5. T-Ball is used.
6. Outs will not be considered in this league. If a player is considered "out," they may stay on the base until they have reached home plate.

Offensive Playing Rules

1. Helmets must be worn at all times by players at bat and on base. No on deck batters will be allowed.

2. All teams must bat their entire roster. Once the last batter has had their at bat, teams will switch.
3. When the batter hits the ball off of the tee, the ball must go beyond the marked arch to be considered fair; otherwise it is a foul ball.
4. A batter is allowed a maximum of 5 swings to put the ball in fair play. After 5 swings, the batter will be considered "out" but can still advance to first base.
5. Coaches are responsible for tee adjustments of individual batters.
6. The umpire will place the ball on the tee.
7. A batter who throws their bat after swinging will be warned, if it continues, the batter will be asked to sit down.
8. No leading off. Offensive players can leave the base once contact has been made with the bat.
9. No stealing.
10. Runners may advance only one base on overthrows.
11. No infield fly rule.
12. Offensive coaches are positioned behind home plate and on each foul line.

Defensive Playing Rules

1. All players play on defense. 2 players may play in the pitchers circle. One (1) catcher must be outfitted with a helmet, chest protector and shin guards. The catcher must stand at the backstop until the ball is hit. All other players play in the outfield. Players must be rotated evenly between positions.
2. Play will be stopped when a ball thrown by a defensive player attempting to throw the ball to the pitcher reaches the pitcher's circle, whether it is caught or not.
3. Defensive coaches are allowed on the field but only behind the base path.

Conduct

1. Any player or coach acting in an unsportsman-like-manner will be asked to leave the premises immediately and will be suspended from the next game.
2. Any player, coach, or spectator throwing equipment or any object in anger will be ejected from the premises and will be suspended from the next game.
3. The use of foul or abusive language will not be tolerated. The offender will be ejected from the premises and will be suspended from the next game.
4. Absolutely no physical confrontations! Anyone involved will be removed from the program.

5. It is the responsibility of the Head Coach, or acting Head Coach, to make certain that all players, coaches, parents and fans display good sportsmanship at all times. Anyone who is ejected will be required to leave the property immediately and will be suspended for the next game, possibly more depending on the severity of the situation. Failure to leave the property will result in forfeiture of the game by the team held responsible for receiving the ejection. Any ejection must be reported to the League Director, Emma Martin, and further action may be taken depending on the reason for the ejection.

Conduct and Discipline Policy

The emphasis of this program is on players developing their skills and having fun. Coaches are volunteers of this program and should act as a model representative of the Belleville Parks and Recreation Department. Inappropriate behavior from coaches, parents, and players will not be tolerated and could possibly lead to expulsion for the entire season.

The Belleville Parks and Recreation Department reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program.

SPORTSMANSHIP

1. Tell everyone “good game” whether you have won or lost.
2. Cheer for your teammates whether you are winning or losing.
3. Applaud a good play whether it is on your team or the opponent’s team.
4. Help a teammate or an opponent up after falling down.
5. No trash talking or taunting the opponent.
6. Listen to the coaches and follow their directions.
7. Do not make excuses for an error, or losing. Do not blame a teammate.
8. Learn the rules of the game to become more knowledgeable.
9. Accept and respect the game official’s calls and do not argue.
10. Tell the game officials “good game.”
11. Do not complain when you sit out.
12. Play fair and do not cheat.
13. Help keep the facility clean.
14. Do not fight.
15. Do not use profanity.