



Winfield Recreation Commission

Rules – TBALL

Revised 4/22/2021

The primary goal of the Winfield Recreation Commission Youth Baseball Program is to help each participant experience success as they develop their skills and abilities. An emphasis is placed not only on the basic skills of baseball, but also upon the development of important character qualities such as sportsmanship, teamwork, leadership, self-discipline and work-ethic.

Players & Substituting

- A. Teams will have a minimum of 5 players on the roster and a maximum of 10 players.
- B. All players will play in the field and bat in the lineup. Small roster sizes allow for the kids to get more opportunities to bat, be involved in the defensive play and run the bases more in the timeframe of the game.
- C. Playing time should be equal for all players
- D. Positionally, teams can have as few as five players and a maximum of ten players on the field for defense. No Catchers.
- E. If an eligible player(s) arrives late to the game and is not already written in the lineup, those players must be inserted at the end of the lineup.

Field of Play

- A. A 7-foot arc will be in front of home plate. If, at any time, a hit ball does not go beyond the arc, the ball is dead, and the batter will hit again.
- B. 60' foot base paths will be used.
- C. The pitcher position will be at 40'
- D. Home team occupies 3rd base dugout

Equipment

- A. No metal cleats
- B. Helmets must always be worn by batters and base runners
- C. Players must wear issued jerseys at all games
- D. All players are encouraged, but not required, to wear pants of some kind when playing in games (jeans, sweats, game pants, etc.)

Coaching

- A. Teams will practice twice a week for the first two weeks of the season. Once games begin, teams will practice once a week and play a game a week for the remainder of the season
- B. This league is run by the coaches, there are no umpires provided. Each team is allowed a maximum of two coaches on the playing field.

Game Play

- A. A game will consist of four (4) innings, or 55 minutes, whichever comes first.
- B. The score will not be kept.
- C. A team may play with as few as five (5) players. However, if a team cannot field the minimum, the coaches must agree to keep playing by either borrowing players from the team they are playing or changing the player minimum for that game.
- D. Teams will bat through the lineup each inning, even if three (3) outs are recorded.

- E. Coaches can pitch three (3) pitches to a player if he/she chooses to do so. If a hit does not result, the player will then hit off the tee. No strikeouts. Players bat until they put the ball in play.
- F. Once the ball is thrown into the pitcher and he/she is in the pitcher's circle, the play is done, and runner's may not advance.
- G. Last Batter Rule
 - b. After the last batter hits the ball into play, all runners occupying the bases may run around the bases.
- H. Free defensive substitution is allowed.
- I. Base running:
 - a. Leading off and stealing are not permitted
 - b. Runners must stay on the base until the ball is batted into play by the batter
 - c. Players may advance up to TWO (2) bases on each successful hit. For example, a player is on 1st base and the batter hits the ball, the runner on 1st could reach 3rd base on the hit while the batter/runner could reach 2nd base.
 - d. On any overthrow, the runner stops at base that have reached or are going towards (i.e batter/runner hits a ball past SS, player rounds 1st and is attempting to go to 2nd base, defender throws the ball to 2nd base and overthrows teammate, runner must stay at 2nd)

MOST IMPORTANTLY HAVE FUN!!

Administrative

- A. UNSPORTSMANLIKE CONDUCT will not be tolerated. Umpires and Supervisors have the authority to remove players, coaches and spectators from the game for unsportsmanlike conduct if deemed necessary. ANY ARGUING ON THE JUDGEMENT OF BALLS, STRIKES OR PLAYS AT A BASE WILL CONSTITUTE A TEAM WARNING. ANY REPEAT OFFENSES SHALL RESULT IN THE EJECTION OF THAT TEAM MEMBER OR COACH. REMEMBER...SPORTSMANSHIP BEGINS AT THE YOUTH LEVEL. When a coach or player is ejected, he/she is automatically suspended for the next playable game. If ejected a second time during the season, he/she will be suspended for the remainder of the season.
- B. SPECIAL BLOOD RULE: If at any time an umpire sees blood on the uniform or body of a player, a coach, or an umpire, the game should be stopped and someone from the dugout should treat the wound by cleaning and covering the area. If the uniform has blood on it, have the player exchange that part regardless of jersey, pant, or undershirt color. There will be no violation for a wrong color. The umpire does not have to determine whether a uniform is saturated or not with blood--just have the player change the article with blood. If the umpire feels it will take too long, he should have the player leave the game and have a substitute report for the injured player. Regular re-entry and substitution rules played locally will apply. A team can play short-handed if necessary.
- C. Concussion policy: Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health care professional