

Clayton Youth Baseball/Softball League

Kindergarten T-Ball Rules

Ball:

1. Play with a soft/training baseball (T-Ball: RIF 1)
2. Each team provides one (1) game ball for each game.

Balls and Strikes:

There are no strikeouts. Each player stays up to bat until they hit the ball.

Base Distances:

1. Bases at 46 ft.

Base Running/Stealing:

1. No leadoffs allowed. Runners may leave the base when contact is made with the ball. Coaches are to continuously remind the runners ... "NO LEADOFFS".
2. No base stealing allowed.
3. Any runner (which includes the batter) may advance ONLY ONE BASE from the time the ball is hit. Players can only advance one base at a time regardless of where the ball is hit or any overthrows.

Batting/Batting Order:

1. Each half inning, all players present will bat. Outs will be called and players should return to the bench if they are called out. The half inning is over when the last player in the lineup hits. The following inning, the hitting lineup should start back at the top of the order.
2. If a player begins batting at the wrong lineup spot, the coach should call time out and send the correct player up. If a wrong batter is noticed after he bats, simply make the correction the next time up.
3. Players arriving late to the game must be added to the bottom of the batting order
4. The throwing of bats is very dangerous. The following rules will apply:
 - *The first time a player throws a bat, player and coach should be warned.
 - *The second time it occurs in a game, the player should be called out.
 - *If, at any time, a bat is thrown in an unsportsmanlike manner, the player will be called out and ejected from the game without further warning.
 - *This rule also applies to defensive players as well: for example, a catcher or other fielder throwing a bat out of the way in anticipation of a play at the plate.

Batting Helmets:

1. All batters, runners and on deck batters must wear a batting helmet.
2. Runners must keep their helmet on at all times. If a runner intentionally removes a helmet during play, the team will receive a warning. If anyone on the teams takes off their helmet again, that child will be called out.

Batting Tee:

1. Place the batting tee **directly on home plate**.

Bunting:

1. Bunting is prohibited.

Catcher/Pitcher:

1. A coach will serve as the catcher and also help the hitters.
2. One child will field the pitching position.

Coaches:

1. Coaches run the game and serve as the umpires.
2. Two coaches may be on the field to help with their team's defense. One coach should help the infielders and the other should help the outfielders.

Conduct:

1. On any conduct problem concerning coaches, players and/or spectators, coordinators are instructed to deal only with coaches, who are responsible for correcting the problem. If a problem persists, a forfeit will result.
2. No manager, player, coach, or spectator may charge, threaten or abuse a coordinator before, during or after a game. Such behavior will result in ejection from the league.
3. All spectators who are not directly connected with the teams or the league must stay at least ten feet behind the foul line.
4. If a discipline problem with a player arises during a game, and a coach wishes to remove a problem player, he shall notify the opposing coach and the coordinator in order to adjust the batting order. The coach must call the Clayton Parks and Recreation Department the next business day to explain the situation.
5. Players must remain in the designated bench area during the game.
6. There shall be no heckling of an opposing team by anyone, nor shall any spectator or player verbally or physically attempt to distract an opposing player. Violations of this rule will result in ejection of offending player(s) and/or forfeiture of the game.
7. The coach is responsible for the conduct of his or her spectators, parents and players on the field and bench. Coaches, players or spectators who are verbally abusive to the coordinators, players or each other may be ejected by the official or coordinator and must leave the field immediately.
8. If, in the coordinator's opinion, a player or coach is not conducting himself or herself in a proper manner- such as misconduct, yelling, profane or abusive language directed at another, violent or dangerous play – the player or coach will be given a warning. Upon further occurrence the coach or player will be ejected from the game. If the conduct is of an extremely violent, dangerous and intentional nature, the umpire may eject a player or a coach without a prior warning. An ejected coach or player shall immediately leave the field.
9. The coordinator shall report all ejections to the league as soon as possible after the game is completed, together with a brief statement of the occurrence. A player or coach expelled from a game will be automatically suspended by the league for their next game and can be suspended for longer than one game depending on the seriousness of the infraction.

Game:

1. A complete game is six (6) innings. An official game is three (3) innings, therefore if a game is called because of inclement weather after 3 innings, it is an official game and will not be rescheduled.
2. A 1 hour and 15 minute time limit is in effect for each game or 6 innings whichever comes first. Should an inning go past the time limit, at 1 hour and 20 minutes into the game, it will be stopped and called an official game (it does not matter what point the teams are at, the game comes to a dead stop.)

Game Cancellations:

1. In the event of inclement weather or poor field conditions, games will be canceled. Always check the status of the games by calling the Clayton Sports Hotline at 290-8515 or by visiting www.teamsideline.com/claytonmo.
2. Clayton Parks and Recreation will attempt to reschedule any canceled games. The league will do everything possible to see that each team plays eight (8) games during the duration of the season.

Injuries:

1. If a player is injured, removed from the game and cannot bat when called upon, the next batter in the lineup will be up. The player will be allowed back in the lineup (in the same spot) and the field when he feels physically capable and the coach is absolutely sure the child is capable of resuming play.

Outfielders:

1. When playing with ten players, the tenth player must play the outfield.
2. Outfielders may not cover a base and receive a throw to a base, or tag a base.

Players:

1. Seven to ten (7 – 10) players from each team may begin play. A maximum of 10 players can play in the field at the same time and no more than 6 players are to be in the infield. More than 6 will clutter the infield and will create a safety hazard. **Note:** Coach will serve as the catcher
2. If a team has less than 7 players at game time, teams may and should borrow players from the other team to make an even game. Coaches should ask, not order, players to switch and should applaud their help and sportsmanship.
3. Coaches **must give all team members equal playing time on defense.** All players should play an equal amount of innings at an infield and outfield position.

Scoring:

1. DO NOT KEEP SCORE. Stress fun, sportsmanship, learning and improvement. Be enthusiastic, be positive and applaud all the kids.

Uniforms:

1. In all leagues, metal spikes are prohibited. Tennis shoes, rubber or plastic cleats/spikes are allowed.
2. Each team shall be dressed alike and have uniform shirts of the same color.