

YOUTH T-BALL

**LEAGUE RULES
+INFO**



SMITHVILLE

PARKS & RECREATION

GENERAL RULES

SMITHVILLE PARKS AND RECREATION MISSION + VISION

Mission: Smithville Parks & Recreation will strive to provide safe recreational and leisure opportunities to the citizens; to enhance all interest and behavior and provide the benefits of recreation and leisure. Such as: Fun, Sense of Community, Healthy Lifestyle, and Leadership.

Vision: Smithville Parks & Recreation strives to give back to the community by providing safe, affordable and inclusive recreation and leisure opportunities, within the proximity of Smithville's natural beauty.

OBJECTIVE + GOALS

The Smithville Parks and Recreation youth Tball program is designed to give all boys and girls, through participation in practices, the opportunity to learn and improve the fundamentals of the game. While also giving all participants of the community and those outside, the opportunity to take on the health benefits of recreation and improve socialization opportunities among players.

COACHES

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

SPORTSMANSHIP

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

ADMINISTRATION

The Smithville Parks and Recreation Department facilitates the youth t-ball program. Decisions that are rendered by the Parks and Recreation Department are final.

Uniforms + Equipment

- Required uniform consists of a baseball cap and shirt with number, provided by SPR. Player names may appear on the uniform (not provided by SPR). Uniforms shall be the same color.
- Batters and base runners are required to wear approved head protection. Helmets with ear covering must be worn at all times during practice and games. Umpires are instructed to rigidly enforce this rule.
- Tennis shoes or rubber cleats only are to be worn.
- SPR will provide each team with a duffel bag containing bats, helmets, tee, practice balls, and game balls. It is the responsibility of the head coach to see that the bag is then returned at the end of the practice.
- Each player must provide their own glove; individual bats and balls are optional.
- This league does not enforce bat restrictions. Players may use whatever bat is most comfortable for them.

GAME TIME

Games will start promptly as scheduled. A team must have 9 uniformed players to start or continue a game. A 5-minute grace period is allowed from the scheduled starting time.

T-BALL LEAGUE RULES

LEAGUE RULES + FIELD DIMENSIONS

- There will be a 50-minute time limit on all games. A maximum of three innings will be played.
- Bases are at 50 ft.; pitching rubber at 35'
- Batting arc: A white chalk line will be measured 20' from home plate. The line will arc from the first base foul line to the third base foul line with all parts of the line 20' from home plate.
- Every player will play one (1) inning in the outfield and one (1) inning in the infield. Due to limited space in the infield, coaches will do their best to rotate in and out throughout games.

BATTING RULES

- All uniformed players shall bat one time in each inning of play
- The total number of batters will be increased if additional players arrive and will be decreased should players become unable to continue to play. Late arrivals will be added to the end of the lineup. If a player should become unable to bat, his/her position is skipped in subsequent rotations.
- The ball is batted off a T-stand located at home plate. The coach will use his/her judgment concerning changing the height of the batting tee due to the height difference in players.
- In T-Ball the batter will be allowed five (5) attempts to hit the ball before they are out. A strike is called if the batter swings and misses the ball, hit foul and/or the ball rolls dead before crossing the 20' line. No coaches are allowed in the batter's box.
- When the last batter in an inning is up, the home (batting coach) must notify everybody of this. The last batter must reach base safely for any other runner to advance or score.
- When the last batter hits, everyone gets to run the bases

FIELDING RULES

- Two coaches are permitted per team to be in the outfield (grass area) when their team is in the outfield.
- Player position: A team shall have four (4) outfielders, and six (6) infielders with the remaining players placed in the outfield. The player in the pitcher's position must keep one foot on the pitching rubber until the ball is hit. A dotted chalk line will be measured 40' from home plate. The line will arc from the first base foul line with all the parts of the line 40' from home plate. Infielders must remain behind the 40' arc until the ball is hit.
- If a fielder charges a ground ball and handles it before it reaches the 20' line, the ball is dead, and the play is replayed. There is no strike.
- A fly ball may be caught anywhere for an out.
- There is no infield-fly rule.
- When returning the ball to home, the infielders may not run the ball past the 20' line
- They may run in as far as the 20' line, but at that point the ball must be thrown to the player in the catcher's position. The player in the pitcher's position may back up the catcher at home. If a fielder runs the ball home to tag a runner advancing from third, the runner cannot be tagged out and will score. If a fielder runs the ball home to stop play on the last batter, any runners advancing from second or third will score.
- When a player comes up to bat, all defensive players must play within a reasonable distance from the normal positioning.

BASE RUNNING RULES

- Runners must be halfway to base before awarded that base. (There will be a halfway mark between 1st and 2nd base and 2nd and 3rd base). A runner shall touch home plate when scoring. Touching the batting tee does not score the run.
- Runners may advance one base only on an overthrow at first or third base. The coaches are responsible for awarding the base. Runners cannot advance on any other overthrow. On an infield hit, runners may only advance one base. Runners are not permitted to lead off base or steal and runners shall not advance until the ball is hit off the tee. A runner illegally leading off or attempting to steal will result in an out.
- When a fly ball is caught and the runner has left base without tagging after the catch, the ball can be thrown to the base for the out. However, once the ball has been thrown past the 20' line, it is a dead ball and cannot be thrown back out to any base. The catcher may still attempt to tag out the runner at home. Once the play is dead, any runners who did not tag up before advancing are returned to their base provided, they were not legally tagged out.