MARION YOUTH SPORTS ASSOCIATION

Official Competitive T –Ball Rules & Expectations

CONCEPT OBJECTIVE

To Provide and environment where players begin to learn and understand the basic concepts of baseball in a safe and enjoyable manner.

RULES

Official Baseball Rules" as modified by "Babe Ruth League, Inc. Baseball Rules and Regulations" and further modified by these "Playing Rules" will be in effect

BASES

Bases will be 50 feet apart with pitching rubber at 46 feet from home plate

BATS

Bats of any length and size will be allowed in league play.

GRACE PERIOD

There will be a 10 minute grace period for the start of each game.

LENGTH OF GAMES

Games will be 4 innings or 1 hour in length whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hour shall be completed unless the home team is ahead. Tie games will not be extended past the above time and innings limits.

RUN RULE

Any team leading by 6 or more runs at any time after the completion of 3 innings (2 ½ if the home team is ahead) shall be declared the winner.

RUNS PER INNING

Teams will be limited to 5 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

STRIKES

Batters will get 3 strikes; batter cannot be called out on a foul ball. **INFIELD PRACTICE**
There shall be No infield practice by either team before any game.

SCOREKEEPING

The home team will be responsible for keeping the official book and the scoreboard.

BATTING LINE-UPS

All players on the roster will be in the batting line-up the entire game. Games may begin and continue with **seven (7)** players. Head coaches will deliver one copy of their line-up to the opposing coach and official scorekeeper prior to the start of the game. If a player arrives after the start of the game the player must be inserted at the bottom of the batting order.

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DEFENSIVE LINE-UP

All Players on the team will play the field each inning: Infield positions will consist of the following:

Catcher (1)
Pitchers (2)
First Baseman (1)
2nd Baseman (1)
Shortstop (1)
3rd Baseman (1)

All other players will play in the outfield, and must remain on the outfield grass until the ball is put into play. **Players on the infield should be in their "standard" positions; no shifts, extra players on or around the mound, etc.**

GROUND RULES

The Pitcher's Circle will be a five (5) foot radius circle measured from the center of the pitching rubber. There will be a fifteen (15) foot arc, measured from the back of home plate, drawn in fair territory, from the first and third base lines. The area between home plate and this arc will be considered foul territory for the purpose of batted balls.

SLINGING A BAT

If a batter slings his bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

BUNTING & INFIELD FLY RULE

Not in affect

NO STEALING

Base runners are not allowed to lead off or steal bases at any time.

OVERTHROWS

When a defensive play results in an overthrow on a base runner, the runner is allowed to advance per normal baseball rules unless the overthrow occurs to first base. An overthrow to first base, will result in all runners only advancing to the next base.

Advancing

Hits on the infield will be live until the ball is returned to the pitcher's mound and the Umpire calls time, or all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

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ON DECK BATTER

The next batter due to hit may stand in one of the on-deck circles so he or she is facing the back of the hitter, but must be wearing a batting helmet. All other players must remain in the dugout.

TIME-OUT AND CONFERENCES

Only 1 conference will be allowed with each batter during that batters' time at bat. Coaches may not call time out to confer with base runners.

PLAYERS ATTIRE

All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets.

WITH HOLD OF PLAYER

Coaches may withhold a player for missing practices, injury, sickness, etc. The coach must report this to the official scorekeeper. The opposing coach should be notified prior to the start of the game. The commissioner should be notified prior to withhold of a player.

PLAYER QUITTING

In the event that a player quits a team, the head coach will notify the commissioner immediately so that the roster may be properly amended. Such players may return to their teams during the current year only with the permission of the head coach and the commissioner. They are eligible to return to the draft in subsequent years.

CONDUCT

Players, coaches, sponsors, parents, and spectators shall conduct themselves according to the MYSA Code of Ethics and Conduct. Head coaches shall be held accountable for the conduct of their team's players, assistant coaches and fans. Any unbecoming behavior shall at once disqualify the offender from any participation whatsoever until reinstated by the Board of Directors of the MYSA.

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and shall have a minimum one game suspension imposed and will not be allowed to attend the team's next game. Failure to leave in a timely manner will result in a forfeit. Any player that is ejected from a game will be disqualified for the remainder of that game and must sit on the bench in uniform the next game that his team plays. Failure to comply with the one game suspension will disqualify the player for the remainder of the season or until the penalty is satisfied.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and can be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an appeal play.

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TOBACCO USE
There will be no tobacco use inside the fenced-in area of the playing field.

RAINOUT INFORMATION
Rainout information will be posted on MYSA facebook page and our website at gomysa.com and also a text will be sent out. Coaches should as well send out text to parents as soon as you find out about rainouts.

Definition of Baseball Moves:

In an attempt to ensure the training of accurate baseball positional skills and responsibilities, it is important that players respond to situations in a means that would follow normal baseball protocol. This is monitored by the response from positional players on the team and what actions occur based on the current situation of the ball game.

PITCHER / 1ST BASE

1. A ground ball hit to the pitcher should be fielded and thrown to a base to result in an out.
2. Running of the pitcher to a base or to a base runner will be discouraged and result in the player being deemed safe at the base that the player is advancing toward. Unless the path of the ball naturally takes the pitcher toward the baseline. See Overthrows and Advancing above.

A Player will not be allowed to "Run Down" another player or attain an out from a position where this activity would not naturally occur. In the event that this occurs the player will not be deemed out and will be allowed to remain at the base the player would have normally achieved, including home plate. If a defensive player would normally make a throw to attempt to put out a base runner, then a throw should be attempted (see Overthrows, Advancing and Pitcher / 1st Base above); fielders should not try to "run down" a base runner. This is Intended to help teach proper fielding, catching, throwing, and defensive execution

Examples:

1. An outfield player cannot tag a base or a runner with the ball
2. The short-stop cannot tag a runner advancing from 3rd to home
3. The first baseman cannot tag a runner advancing from 2nd to 3rd
4. The 3rd baseman cannot tag a runner advancing to 1st base following a hit

NOTE:

ANY MYSA BOARD MEMBER HAS THE AUTHORITY TO EJECT A COACH, PLAYER OR FAN FOR ANY UN-SPORTSMANLIKE ACTIONS THAT ARE DEEMED TO BE OF A FLAGRANT NATURE AND ARE DETRIMENTAL TO THE MARION YOUTH SPORTS ASSOCIATION'S YOUTH PROGRAMS.