



FIELD AND PLAYING RULES

ADOPTED: MARCH 7, 2006
Last REVISED: MARCH 18, 2008
REVIEW DATE: JANUARY OF EACH ENSUING YEAR

I. GENERAL RULES GOVERNING GYB

- A. GYB will be taking a zero tolerance position on incidences of misconduct. Any participant, parent, spectator, coach, manager, employee and volunteer whom exhibits unsportsmanlike conduct towards umpires, players, coaches, spectators or board members will be asked to leave the field immediately. (Coaches, remember your players are looking to you and your staff as role models. Think: they may interpret your actions as proper behavior, including yelling at other coaches, at other players or at officials.) All incidents will be reported to and reviewed by the GYB Rules and Ethics Committee. Upon a determination that misconduct has occurred, an appropriate penalty, up to and including suspension from the program may be imposed. The below list of general rules is meant to be a guide to focus on appropriate behavior and is not meant to be inclusive.
- B. In accordance with the GYB Child Protection Policy, individuals will not receive volunteer credit for acting in the role of managers, coach and/or team parent unless he or she has received approval of the GYB Board of Directors to act in that role.
- C. Unless otherwise specified below, the rules and regulations of Pony Baseball, Inc., for the current season, shall apply.
- D. Game Times and Length of Games
 - 1. Weeknight games should start no later than 6:00.
 - 2. Eight is the minimum number of players necessary to start a game. Failure of a team to have the minimum number of players necessary to start a game within 15 minutes of the scheduled starting time will result in forfeiture of the game. In the event of a forfeit, the teams shall conduct a practice game.

3. Games will be called for darkness when appropriate. Games, except as specified below, will have a two (2) hour time limit, from the scheduled start time, unless there are no games to follow. During an evening game, the two (2) hour time limit will not be imposed. However, no new inning may start after 8:15 p.m., unless field lights are available. The umpire in chief (behind the plate) on each playing field, in conjunction with the Board Member on Duty, shall call the game for darkness or as a result of inclement weather or at any other time if, in their judgment, conditions dictate such action prior to 8:15 p.m.
4. In the event that lightning is detected, the GYB lightning policy will dictate whether games will be delayed or cancelled. While players, coaches, spectators are expected to seek appropriate shelter at the time lightning is detected; no one should leave the GYB complex unless specifically informed their games have been cancelled. If, in the judgment of GYB the games can resume, the games will not be rescheduled. Teams unable to restart their games because they do not have the minimum number of players present will be assessed a forfeit. If neither team on an individual field has the minimum players necessary to restart the game, they will both be assessed a forfeit.
5. If a game called for darkness qualifies as a complete game under the GYB playing rules, it will not be suspended or otherwise made up, unless it ends in a tie. When appropriate, the score will revert to the last full inning played.
6. Coaches do not have authority to cancel or reschedule games. With the exception of weather related cancellations, Divisional Commissioners shall have the sole authority and responsibility for determining whether a game may be cancelled. Make up games for weather related cancellations will be played in accordance with the GYB make-up policy on the first available date on the first available field, subject to confirmation by the DIVISIONAL COMMISSIONERS. Refusal of a team to accept the first available make up slot will result in automatic forfeiture to the opposing team.
7. Games can be cancelled due to weather before play commences by the individual in charge of facilities maintenance; however, said individual must receive approval before making said decision by either the President or Vice President. If the individual in charge of facilities maintenance is unavailable, then the Board Member on Duty can cancel the games due to weather before play commences. The umpire in chief on the field may suspend games upon commencement. The umpire in chief shall not cancel a game without the authority of the President or Vice President and, if they are

unavailable, the Board Member on Duty. The board member on duty may approach the umpire in chief, if in their estimation; the fields are not safe to play on. GYB guidelines for safety shall always be followed including those set forth in the lighting policy.

8. Subject to operating agreements with affiliate organizations, rained out games will be made up in accordance with the following schedule.
 - a. Rainout No. 1 – will be played at 6:00 p.m. on the first available Sunday.
 - b. Rainout No. 2 – will be played at 3:00 p.m. on the first available Sunday.

GYB reserves the right to modify the make-up schedule where and when necessary. All rainout make-ups will be posted on the web site. Due to the limited number of opportunities to make up rainouts, make-ups will not be rescheduled absent further inclement weather.

9. A slaughter rule will be in effect for all GYB games at the Mustang level and up. A game will be deemed complete if one team is ahead by 15 runs after four innings or is ahead by 10 runs after five innings. Once a team has reached a score that will place the slaughter rule in effect, that team shall not lead off or steal unless the score reverts to a non-slaughter rule status.
10. Subject to the limitations of Rule 6.08 of Baseball's Official Playing Rules, a pitched ball that bounces before hitting the batter may result in a "hit by pitch" ruling and the batter may be awarded first base.

E. Field Etiquette and Ground Rules

1. Teams may officially begin practice 30 minutes prior to the scheduled start time of the game.
2. The Home Team will be assigned the bench along the third base line. The visiting team will be assigned the bench along the first base line.
3. The Home Team will be responsible for readying the field for play (setting out the bases) prior to the start of the official practice period.
4. The home team will have the infield and left and left center field during the first 15 minutes of the warm-up period. The visiting

team will be allowed to use right and right center field during that time.

5. The visiting team will have the infield and right and right center field during the last 15 minutes of the warm-up period. The home team will be allowed to use left and left center field during that time.
6. The field must be shared for practice at any time prior to the 30-minute warm-up period.
7. No live batting practice will be permitted on the field with 60 minutes of the scheduled starting time of a game, with the exception of whiffle balls.
8. There will be no "soft toss" batting practice into any fences with the exception of whiffle balls.
9. Players will not be permitted to swing bats outside of the batter's box, on-deck cages or practice batting cages.
10. The use of hitting sticks is prohibited during during games. The use of hitting sticks is permissible during pre-game warm-ups and team practices provided that a coach handles the hitting stick at all times and that any use is in a clearly designated safety zone, such as the batter's box, on-deck cages or practice batting cages.
11. The visiting team will be responsible for appropriate post game field maintenance, including putting away any equipment, raking and leveling the fields and repacking the mound. Failure to comply with this rule will result in the manager's suspension from the next scheduled game without further due process.
12. BOTH TEAMS are responsible for the cleanliness of the FIELD, DUGOUTS and BLEACHERS after the game. Failure to comply with this rule will result in the manager's suspension from the next scheduled game without further due process.
13. Each team will be issued two (2) game balls for each game where they will serve as home team during the regular season. Umpires will furnish game balls during the playoffs.
14. Each team will be issued six practice balls. If additional balls are needed, it will be the responsibility of the team to incur the cost.
15. The Home team will furnish the official scorekeeper. Each team must have a scorekeeper. Each team is encouraged to

maintain their own scorebooks to verify the correctness of the score. The umpire in chief will be responsible for verifying the score and advising the coaches after each one half (½) inning. At the conclusion of the game, the umpire in chief shall certify the final score on the umpire comment card.

16. When the electronic scoreboards are available, the Home Team, as official scorekeeper, shall operate the scoreboard. The umpire shall be responsible for determining the official ball and strike count and number of outs. The umpire shall also be responsible for verifying the accuracy of the score on the scoreboard and correct any discrepancies between innings.
17. Manager/Coach/Team Parent must be in the dugout at all times. Only players, managers, coaches and team parents are permitted in the dugout at any time during a game. Players and substitutes shall sit on their team's bench or otherwise remain in the dugout unless participating in the game or preparing to enter the game. No one except players in uniform, managers, coaches and team parents shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench/dugout at once.
18. Abuse of players, coaches, umpires, Board Members and other GYB employees and/or volunteers will not be tolerated. All incidents of abuse should be reported to the Head Coach of the opposing team, the League Supervisor and the Board Member on Duty for further investigation. Anyone violating this policy will be subject to disciplinary action by the GYB Rules and Ethics Committee.
19. Alcohol is not permitted at the GYB field complex. Anyone violating this policy will be subject to disciplinary action by the GYB Rules and Ethics Committee.
20. Dogs and other pets are not permitted at the GYB field complex. Individuals in violation of this policy will be asked to leave the premises. Repeat violators will be subject to disciplinary action by the GYB Rules and Ethics Committee.
21. Tobacco of any type is prohibited on the playing fields, dugouts and in the areas immediately adjacent there to and including the spectator bleachers. Individuals in violation of this policy will be asked to extinguish and/or properly discard their smoking materials or retire to an area away from the field of play if they wish to continue their use. Repeat violators will be asked to leave the premises and may be subject to disciplinary action by the GYB Rules and Ethics Committee.

22. No managers, coaches, players or spectators are allowed to stand behind the backstop in the area directly behind home plate.
23. **Speed-Up Rule: Courtesy Runners.** With two outs and the catcher or pitcher or NEXT pitcher on base, that individual may be replaced by a pinch runner. The player making the last recorded out will run for the base runner.

F. Player Safety

1. Strict compliance with field etiquette rules is required to promote player safety.
2. All male players at the Pinto level and above must wear a protective cup.
3. Mouth guards are recommended, but not required by GYB.
4. All catchers must wear appropriate catcher's equipment during all games and practices.
5. No player may warm-up a pitcher without wearing a catcher's mask.
6. Metal cleats or spikes are prohibited at the Bronco level and below.
7. No jewelry (watches, earrings, necklaces, wrist and ankle bracelets (including rubber "Live Strong" type bracelets), chains and rings, etc.) will be worn during warm-ups and during games with the exception of medical identification paraphernalia. Any player who refuses to remove his or her jewelry upon request will be ejected from the game.
8. All batters, runners and players in the on-deck cages will wear helmets. Players may not intentionally remove their helmets while running the bases. If, in the judgment of an umpire, a helmet has been intentionally removed, the runner will be called out.
9. Pitchers may not wear wristbands or white three quarter or long sleeve t-shirts when they are pitching
10. A base runner must slide to avoid a collision at any base. If, in the judgment of an umpire, the runner intentionally attempted to run through a defensive player with the ball in his possession, the runner will be called out and ejected from the game. If the runner collides with the defensive player, unintentionally, he will be called

out. For purposes of this rule, contact made during a slide is not deemed a collision.

11. Any player sliding head first into any base will be called out, unless the player is returning to a base.
12. Any pitcher who hits a total of three batters in one game shall be removed from the game as a pitcher. This ruling does not affect his or her ability to continue on at another position.
13. A defensive player shall not obstruct or otherwise interfere with a runner (i.e., fake tag) if the player does not have the ball in his possession. If, in the judgment of the umpire, this has occurred, the base runner will be awarded an extra base.
14. In the event that a player is injured, the player will be entitled to a courtesy runner. The runner will be the player who made the last recorded out.
15. Due to free substitution and a continuous batting order, in the event that a player has left the game or is otherwise unable to hit due to an injury or has otherwise left the premises, the team will not be penalized for batting out of order.

G. Playing Time Requirements

1. Free substitution is allowed during a game, at all levels, except pitchers may not re-enter a game as pitchers.
2. All players on the team will bat in a consecutive and continuous order, whether or not they played on the field in the last inning. Late arriving players will be added to the end of the order.
3. Players batting out of order. An improper batter is considered to be at bat as soon as he is in the batter's box and the ball is alive. When improper batter's infraction is first discovered, time may be requested and the improper batter replaced with the proper batter with the improper batter's ball and strike count still in effect, provided the infraction is detected before improper batter is put out, or scores a run.
4. A batter shall be called out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place; provided the appeal is made prior to the first pitch, legal or illegal, to the next batter.
5. When an improper batter scores, is put out, or strikes out, and the defensive team appeals to the Head Umpire before the first pitch,

legal or illegal, to the next batter; or before the fielders leave the field if a half-inning is ending, the umpire shall declare the proper batter out and nullify any score made by the improper batter. (NOTE: If the improper batter hits and is put out by a fielder, credit for a put out will remain in the defensive player's record; likewise, if the improper batter strikes out, the pitcher's record will reflect the strike out, as it would if there had been no batting out of order.

6. When an improper batter scores or is put out or strikes out and a legal or illegal pitch has been delivered to the next batter or all fielders have left the field ending a half-inning before an appeal is made, the improper batter becomes the proper batter, and the results of his time at bat become legal.
7. When the proper batter has been called out because he failed to bat in his proper turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; unless an improper batter has been legalized by receiving a pitch, legal or illegal; or through failure of the defensive team to appeal prior to the end of a half-inning or prior to leaving the field.
8. When an improper batter becomes a proper batter because no appeal is properly made as above, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.
9. Mandatory play rule (all levels). Every player, present will participate in each game. For defensive purposes, no player may sit out for more than one inning (three outs) per game, until all players have sat at least one time.
10. Over the course of the season, the average playing time per player per game must average out. In addition, in situations where a player does not attend a game or leaves a game early, those games will not be used when computing a player's average playing time per game.
11. In order to ensure that playing time is kept substantially equal, coaches will be responsible weekly for filling out a players' playing time sheet, which must be turned in to the Concession Stand on a weekly basis. The only exception being is any shortened game from weather or due to the slaughter rule. Any coach or manager who fails to submit their playing time sheets will be subject to disciplinary action by the GYB Rules and Ethics Committee.

12. As a result of the free substitution rule, a player will not be deemed to have batted out of order when the previously scheduled batter has left the game for an injury or has otherwise left the premises.
13. In an effort to avoid forfeiting games, a team which cannot field eight (8) players may, with approval of the league supervisor or the league president, in the absence of the league supervisor, and the knowledge of the opposing team's coach, obtain substitute players from within the League or from the League immediately below in order to start the game. A team may not employ more than two substitutes in any single game. No player may substitute for any single team more than twice in a season. Said substitutes shall not pitch or play in the infield and must bat at the end of the batting order. Substitutes must be removed if players from the shorthanded team arrive to play.

H. UMPIRES

1. Umpires may use discipline managers, coaches, team parents, players and any person inside of the playing area to keep control of the game. This would include managers, coaches, players and any person inside of the playing area. If there is a need to address a situation regarding a spectator, the umpire is will send both respective teams to their benches and notify the Board Member on Duty to address the situation. Play would not resume until the situation is resolved. If appropriate, the individual(s) involved may be ejected from the premises and may be subject to further disciplinary action.
2. Any player, manager, coach or team parent ejected from a game shall appear before the Rules and Ethics committee before their next regularly scheduled game for the purpose of determining whether further disciplinary action is necessary.
3. PHYSICAL OR VERBAL ABUSE OF UMPIRES by managers, coaches, players, team parents or spectators WILL NOT BE TOLERATED. Violations of this rule may result in disciplinary action, up to and including expulsion from all league participation.
4. Umpires will discuss ground rules with each team's spokesperson prior to the start of each game.
5. **ALL UMPIRE'S JUDGMENT CALLS ARE FINAL!** Only the team spokesperson may discuss rule interpretation, but may not question judgment calls. League policy prohibits attempts to intimidate the umpires or sway their judgment. Any attempt to

intimidate or sway the judgment of an umpire may result in imposition of discipline. The league supervisor is responsible for resolution of rule interpretation disagreements, unless the supervisor is managing or coaching. In such case, the Board Member on Duty will have that responsibility.

II. Local Colt/Palomino Rules

- A. A Colt/Palomino game shall consist of seven (7) innings.
- B. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games suspended for weather or darkness will resume from the point of suspension.
- C. Distance between bases is ninety (90) feet. The distance of the pitching mound is sixty (60) feet six (6) inches from the front of the rubber to the back of home plate.
- D. Men's Senior League Rules shall apply with the exception that free substitution shall be permitted, unless otherwise limited by the Rules of GYB.
- E. Free substitution shall apply.

III. Local Pony Rules

- A. A Pony game shall consist of seven (7) innings.
- B. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games suspended for weather or darkness will resume from the point of suspension.
- C. A Pony pitcher may not pitch more than three (3) innings in one game. One pitch in an inning constitutes a fully pitched inning. Once a player has been removed from the game as a pitcher, the player is no longer eligible to be a pitcher in that game.
- D. Five (5) warm-up pitches are allowed between innings. Ten warm-up pitches are allowed for new pitchers entering a game. In the discretion of the umpire, the number of warm-up pitches allowed will be increased if playing conditions dictate the necessity of additional warm-up time.
- E. Balks will be called. The first offense for each pitcher will draw a warning. Each subsequent offense, per pitcher, will result in runner(s) on base being awarded their next respective base(s).

- F. A coach may visit a pitcher once per inning. A second visit will result in removal of the pitcher, unless the visit is due to an injury.
- G. Leadoffs and base stealing of all bases is permitted.
- H. Head first sliding is permitted at all bases except home plate.
- I. Rubber and metal cleats are allowed.
- J. The infield fly rule is in effect
- K. Dropped third strike rule is in effect (Rule 6.09 from Baseball's Official Playing Rules).
- L. Distance between bases is eighty (80) feet. The distance of the pitching mound is fifty four (54) feet from the front of the rubber to the back of home plate.

IV. Local Bronco Rules

- A. A Bronco game shall consist of seven (7) innings.
- B. Four (4) innings (3 ½ if the home team is ahead) constitutes an official game. Unofficial games suspended for weather or darkness will resume from the point of suspension.
- C. A Bronco pitcher may not pitch more than three (3) innings in one game. One pitch in an inning constitutes a fully pitched inning. Once a player has been removed from the game as a pitcher, the player is no longer eligible to be a pitcher in that game.
- D. Five (5) warm-up pitches are allowed between innings. Ten warm-up pitches are allowed for new pitchers entering a game. In the discretion of the umpire, the number of warm-up pitches allowed will be increased if playing conditions dictate the necessity of additional warm-up time.
- E. No balks will be called.
- F. Base stealing. Leading off is not permitted, but stealing of all bases (EXCEPT HOME) is permitted. There is no stealing of home. A player may attempt to steal a base once the pitcher releases the ball. Umpires will issue one warning per team per game then. All additional runners leaving early will be called OUT. The pitch will be called no pitch and the ball will be dead.

NOTE: Any time the ball is put in play by the catcher or pitcher attempting to pick-off a runner, the wall at third comes down.

- G. Bunting is allowed (there will be no fake bunting and then swinging away, the batter will be called out and runners will return to their previous base).
 - H. Distance between bases is seventh (70) feet. The distance of the pitching mound is forty eight (48) feet from the front of the rubber to the back of home plate.
 - I. No drop third strike.
 - J. The infield fly rule is in effect.
 - K. A coach may visit a pitcher once per inning. A second visit will result in removal of the pitcher, unless the visit is due to an injury.
- V. Local Mustang Rules
- A. A Mustang game will consist of six (6) innings.
 - B. Three (3) innings (2 ½ if the home team is ahead) constitutes an official game. Unofficial games suspended for weather or darkness will resume from the point of suspension.
 - C. No player may play more than TWO innings at the same position in one game, with the exception of the catcher who may play up to three (3) innings in a single game. For a pitcher, one pitch in an inning constitutes a full-pitched inning.
 - D. Relieved pitchers or starters may not re-enter a game as a pitcher once they are removed as a pitcher in the same game. For all other positions, free substitution during a game is allowed.
 - E. Five warm-up pitches are allowed between innings. Ten for new pitchers. In the discretion of the Umpire, the number of warm-up pitches allowed will be extended if playing conditions dictate the necessity of additional warm-up time.
 - F. There are 10 defensive positions played, including four outfielders. Mustang does not allow a short-center-field position to play behind second base.
 - G. Distance between bases is 60 feet. The distance of the pitching mound is 44 feet from the front of the rubber to the back point of home plate.

- H. On any play, only one error is recognized as resulting in an extra base for a runner or runners. A runner is entitled to the base he or she was advancing to plus, at their own risk, the next base. If there are multiple errors on the play, no further advancing is allowed.
- I. Base stealing. Leading off is not permitted, but base stealing of all bases (EXCEPT HOME) is allowed. There is no stealing of home, even if the defense puts the ball in play. A player may attempt to steal a base once the ball crosses home plate. Umpires will be instructed to watch for runners who may leave early. Umpires will issue one warning per team per game then runner will be called OUT. The pitch will be called no pitch and the ball will be dead.
- J. Each pitcher gets two visits per inning from a coach. On the third visit of the inning the pitcher will have to be removed – *unless a visit is due to an injury.*
- K. The standard pitch count of four balls for a walk and three strikes for the batter to be out will normally apply. An exception will apply when the bases are loaded – *then six called balls are needed to force in a run.*

VI. Local Pinto Rules

A. Game Rules

1. Games will be no longer than 6 innings and no inning will start after 7:30 P.M. (90 minute game maximum time limit).
2. Each team will play ten players in the field. However, a minimum of eight players is required to start a game, including a pitcher and catcher. Any team with less than eight players present 15 minutes after games is scheduled to start, forfeits the game. The pitcher will play behind and to the right or left of the pitching machine. When a team is playing ten in the field, they will play left, left center, right center and right fields. There is no short center field or deep second base.
3. A team at bat will end after 3 outs or the entire team has batted once.
4. The keeping of scores is discouraged prior to the end of season the tournament.
5. Only two defensive coaches are allowed on the field at any time. Offensive coaches may be positioned at first and third bases in foul territory. In addition, an offensive coach will either pitch or operate the pitching machine and call balls and strikes.

6. Distance between bases is 50 feet. The distance of the pitching mound is 38 feet from the front of the rubber to the back point of home plate.

B. Playing Rules

1. No stealing or leadoffs.
2. No infield fly rule.
3. No bunting.
4. No drop third strike.
5. When umpires are not in use, a "tie" and any play too close to reasonably call goes to the runner. Please make sportsmanship the first priority when making rulings.
6. Concerning base running:
 - a. On balls hit into the outfield, runners may continue to advance until the ball is worked in to the pitcher. No advancing once the ball has been *thrown* to the pitcher. Play stops when pitcher has ball.
 - b. A runner may advance a single base on an overthrow. Only one overthrow on any given play may result in an advance of a base – i.e., two overthrows on the same play will not result in more than a one-base advance.
 - c. If an overthrow is out-of-bounds, play is dead and the runner advances **one base**.
7. A batted ball that hits the pitching machine is live if it stays in fair territory. A batted ball that hits the pitching machine and goes foul or sticks in the pitching machine is dead and the batter is awarded first base; all other runners advance one base.
8. In order to encourage player development, a player can play the same position for an entire game with the exception of the playoffs. During the playoffs, no player will play any one position in the field position more than two (2) innings in any game with the exception of the catcher who may play up to three (3) innings in a single game. In the event that the Manager or Coach opts to employ the one game single position rule, all players must play a different position each game until

all players have had an opportunity to play each position.

9. Pitch count (there are no walks in Pinto):
 - a. During May, strikeout after seven strikes (five swinging).
 - b. During June, strikeout after five strikes (three swinging)
 - c. During the playoffs, strikeout after five strikes (swinging or otherwise)

C. Tournament Rules

1. The Pinto league will conduct a tournament style playoff at the end of the regular season.
2. Umpires will call strikes and outs. The decision of the umpires as to any judgment call will be final.
3. Seeding for the tournament will be by blind draw.
4. Byes, if necessary, will be awarded to the team with the highest seed.
5. The home team will keep an official score-book/lineup during the tournament games. Lineups with numbers must be provided prior to start of game. Any discrepancy will that cannot be resolved by the coaches will be subject to the GYB judicial review process.
6. Total batting order for the lowest number of players between the teams will determine batting around.
7. Players may play a maximum of two innings at anyone position.
8. In the event that the pitching machine becomes inoperable and substitute machines are unavailable, one of the two umpires should pitch and the other will be behind the plate.
9. No player will remain on the bench while his team is in the field for more than one inning in a row. Each player must sit one inning before a player will sit a second time.

VII. Local Shetland Rules

- A. Scores are not kept.
- B. Distance between bases is 50 feet. The distance of the pitching mound is 38 feet from the front of the rubber to the back point of home plate.

- C. An imaginary playing line will be placed between first and third bases. No player may cross the imaginary line until the ball is hit.
- D. The defensive team may place up to five coaches on the field to assist the players during play.
- E. The game shall be coach pitched. Underhand tossing is permissible with an arc to reduce speed. Overhand pitches can be thrown with one knee on the ground to place the pitcher at the same level as the player. If the player is unable to hit the ball after six swings, either the coach shall assist the player in hitting the ball or the ball shall be placed on a tee for the player to hit.
- F. The batting team will place four coaches on the field. One will be designated the pitcher or pitching coach. The second and third coach will occupy the traditional coaching boxes at first and third base. The fourth will be placed at second base for the purpose of assisting the runners.
- G. The fielding coach may place coaches in shallow left and right fields to assist the fielders. The fielding team will place a coach behind the plate at the catcher's position while the ball is pitched. After the ball is batted into play, the catcher/coach and catcher will exchange positions to allow the catcher to move up from behind the backstop to actively participate.
- H. The pitching team coach will manage the home plate area and control putting the ball in play. Players shall not swing the bat outside of the batter's box.
- I. The catcher for the fielding team shall remain behind the backstop until the ball is put in play by a hit. The pitching team coach shall be responsible for ensuring the catcher is in the proper position before putting the ball in play.
- J. The pitcher and catcher shall wear batting helmets while playing their respective field positions.
- K. Every player bats and plays the field every inning. In order to encourage player development, a player can play the same position for an entire game. In the event that the Manager or Coach opts to employ the one game single position rule, all players must play a different position each game until all players have had an opportunity to play each position.
- L. There are no walks or strikeouts.

- M. Under normal conditions, a ball must travel ten (10) feet or else it will be considered a foul ball. If the hitter is clearly having difficulty, the ten (10) feet rule will be liberalized.
- N. A player that is called out will return to the bench.
- O. Players are limited to one base on an overthrow.
- P. There is no base stealing. A player may not leave the base until the ball is hit.
- Q. An inning is over once all players have batted regardless of the number of actual outs recorded. Upon the last batter hitting the ball, all runners and the batter will run all bases.

VIII. Local T-Ball Rules

- A. Scores are not kept.
- B. Distance between bases is 50 feet. The distance of the pitching mound is 38 feet from the front of the rubber to the back point of home plate.
- C. An imaginary playing line will be placed between first and third bases. No player may cross the imaginary line until the ball is hit.
- D. The defensive team may place up to five coaches on the field to assist the players during play.
- E. The ball shall be hit off of an adjustable batting tee. The batting team coach shall remove the tee from the plate after each batter to allow for a play at the plate
- F. The batting team will place four coaches on the field. One will be designated the pitcher or pitching coach. The second and third coach will occupy the traditional coaching boxes at first and third base. The fourth will be placed at second base for the purpose of assisting the runners.
- G. The fielding coach may place coaches in shallow left and right fields to assist the fielders. The fielding team will place a coach behind the plate at the catcher's position while the ball is pitched. After the ball is batted into play, the catcher/coach and catcher will exchange positions to allow the catcher to move up from behind the backstop to actively participate.

- H. The batting team coach will manage the home plate area and control putting the ball in play. Players shall not swing the bat outside of the batter's box.
- I. The catcher for the fielding team shall remain behind the backstop until the ball is put in play by a hit. The pitching team coach shall be responsible for ensuring the catcher is in the proper position before putting the ball in play.
- J. The pitcher and catcher shall wear batting helmets while playing their respective field positions.
- K. Every player bats and plays the field every inning. In order to encourage player development, a player can play the same position for an entire game. In the event that the Manager or Coach opts to employ the one game single position rule, all players must play a different position each game until all players have had an opportunity to play each position.
- L. There are no walks or strikeouts.
- M. Under normal conditions, a ball must travel ten (10) feet or else it will be considered a foul ball. If the hitter is clearly having difficulty, the ten (10) feet rule will be liberalized.
- N. A player that is called out will return to the bench.
- O. Players are limited to one base on an overthrow.
- P. There is no base stealing. A player may not leave the base until the ball is hit.
- Q. An inning is over once all players have batted regardless of the number of actual outs recorded. Upon the last batter hitting the ball, all runners and the batter will run all bases. The last batter will be called out. Upon the last batter hitting the ball, all runners and the batter will run all bases.