



*Logo Created By Emily Scott*

# **CENTERTOWN YOUTH LEAGUE TEE BALL DIVISION GAME RULES**

## **2024 EDITION**

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## **RULE 1 GAME**

### **SECTION 1: GAME SCHEDULE**

**1.1.1:** Game Schedules and Time are scheduled by the Scheduling Coordinator

*Noted: Section 19.1 Game Schedule “Guidelines and Regulations”*

**1.1.2:** There is no game time grace period for any games scheduled at their time

**1.1.3:** Coaches and players should be at their designated playing field 15 minutes prior to game time.

### **SECTION 2: VISITOR AND HOME TEAM**

During Season Play:

**1.2.1:** Team listed first on the season schedule will be the visitor team and be assign to third base dugout. Team listed second on the season schedule will be the home team and assigned to first base dugout.

During Tournament Play:

**1.2.2:** Home team is determined by the season final standings throughout the tournament.

Exception: If team is undefeated in tournament bracket finals and got beat in that game to force a second game, then a coin toss will determined home team for that game.

- *1.2.2a: In case of tie, head to head completion during season determined tournament seed and so on.*

*Noted: Section 20 Season Standings and Tournament Seed “Guidelines and Regulations”*

### **SECTION 3: REGULATION GAME**

**1.3.1:**

<b>DIVISION</b>	<b>INNINGS PLAY</b>	<b>TIME LIMIT</b>	<b>GAME CALL DUE TO WEATHER</b>
Tee Ball	3	One (1) Hour  <i>During Tournament Time One (1) Hour Championship Game (No Time Limit)</i>	If Game reached two (2) complete innings or home team is winning in the bottom of the 2 <sup>nd</sup> inning the game is official as played.  See Rule 1.3.2 below for regular season and Rule 1.3.3 for tournament play

**1.3.2:** A game called due to weather during regular season play, will be subject to reschedule and start from the top of the first inning as a new game, if hasn't reach the number of required innings to play in section 1.3.1 above.

- *1.3.2a: If visiting team doesn't have enough batters to tie the score up in the top of the second inning, game will be call in favor of the home team to win.*
- *1.3.2b: Umpire coordinator, or buildings and grounds coordinator or youth league coordinator are empowered to make the call.*

*Noted: Section 19.2 Game Schedule “Guidelines and Regulations”*

**1.3.3:** A game called during tournament play due to weather, which cannot be resumed within 30 minutes, will be subject to reschedule and start from the top of the first inning as a new game

- *1.3.3a: Umpire coordinator, or buildings and grounds coordinator or youth league coordinator are empowered to make the call.*

## **SECTION 4: GAME TIME LIMIT**

**1.4.1:** One Hour; start time recorded by official score keeper and tells the home plate umpire when game started and expires.

**1.4.2:** If the game time limit expires in a top of an inning and the home team is behind, the home team will get to bat in the bottom of that inning. If the home team is ahead and time expires in the bottom of the 3<sup>rd</sup> inning the game is call. If tie will go extra innings, with home team still get to bat if behind.

## **SECTION 5: PLAYERS TO START GAME**

**1.5.1:** Must have at least seven (7) team roster players in batting order to start the game.

## **SECTION 6: PICKUP PLAYERS**

**1.6.1:** Can pickup Centertown Youth League Register Training League Player from any team.

**1.6.2:** Girl or Boy.

**1.6.3:** Cannot pickup any other Tee Ball Teams Players or non-registered Centertown Youth League players.

**1.6.4:** If the team roster player shows up during the game, the pickup player being used, must be removed from the game and that roster player will bat in that order of the pickup player was in.

## **SECTION 7: FORFEITED GAMES**

**1.7.1:** A team not meeting the required number of players to start a game becomes a forfeit in favor of the opposing team to win the game. If both teams don't have enough players, both teams forfeits with a lost.

**1.7.2:** Home plate umpire in charge of that game in play can announce a forfeited game to a team or both teams for seriously violated a rule of the game and/or severely abusive language or conduct during the game.

**1.7.3:** Youth League Coordinator in charge of games can announce a forfeited game to a team or both teams for seriously violated a rule of the game and/or severely abusive language or conduct during the game.

## **SECTION 8: SUSPENDED GAME**

**1.8.1:** Home plate umpire, or umpire coordinator or youth league director must give a warning to the player, coach or parent and on the second warning giving the game will be call and the Team in Violation will lose the game.

**1.8.2:** If an ejected player, coach or parent doesn't leave the playing field and/or dugout when ordered to by the home plate umpire or umpire coordinator, or youth director the game becomes suspended and the Team in Violation will lose the game.

**1.8.3:** If an spectator, player, coach or parent doesn't leave the park if asked to by the home plate umpire or umpire coordinator, or youth director that involves in that game the Team in Violation will lose the game.

- *Game will be called off and player, coach or parent will be subject by either the "Players Code of Conduct and Corrected Action Policy" or the "Coaches Code of Conduct and Corrective Action Policy", or the Parents Code of Conduct and Corrective Action Policy,*

*Noted: "Guidelines and Regulations" Sections 5, 6, 9, 10, 11, and 12*

**1.8.4: Power Outage:** Building and grounds coordinator, or youth director stops play such as power failure and cannot continue of play within 30 minutes. This act becomes a suspended game and when resumed, it must pick-up were it was stop at. (Inning game was in, score in game, and outs in the inning)

## **SECTION 9: PROTESTED GAME**

**1.9.1:** No Protest can be call about;

- *1.9.1a: Based on an Umpire's Judgment such as whether a batted ball was fair or foul*
- *1.9.1b: Proper batter count*
- *1.9.1c: A base runner was safe or out*
- *1.9.1d: Based on alleged misinterpretation of the playing rules should not be accepted for consideration and decision*
- *1.9.1e: When any other situation is completely within the umpires scope to make the decision, is not to be accepted for consideration*
- *1.9.1f: On the official scorekeeper of the game.*

*Note: If you question the scorekeeper of the game score, you must do it at the time of the incident and have a scorebook kept on the whole game at the time and make your appeal at the time of the moment, so both books can be check. Call attention to the game home plate umpire before the next batter puts the ball in play.*

**1.9.2:** A protest fee of one hundred dollars (\$100) has to be paid at this time to the Centertown Youth League.

- *1.9.3a: Fifty dollars (\$50) of the one hundred dollars (\$100) will be returned in favor of the team that was protesting. The other fifty dollars (\$50) will go to the Centertown Youth League Funds. If not in favor the full one hundred dollars (\$100) will go to the Centertown Youth League Funds.*

**1.9.3:** No player, parent and/ or spectator may protest any part of a game to any official. Only the home team head coach can call on a protest.

- *1.9.2a: The intention to protest must be known by the head coach of the protesting team to the home plate umpire immediately and before the next batter takes a swing off the tee. This is to enable all concerned, that is, umpires, scorekeepers, and the opposing team to take notice of the exact conditions prevailing on the field at the time of the protest.*

**1.9.4:** Game under protest, after all information is recorded will continue the game to the end.

*Note: Game time limit stops to record information and time picks back up when game resumes with what time is left of the one hour.*

**1.9.5:** If the team that is protesting wins the game after, the protest is no longer in effect and fifty dollars (\$50) will be returned to that team, the other fifty dollars (\$50) goes to the Centertown Youth League Funds.

**1.9.6:** If the team that is protesting loses the game after, and becomes in their favor, then the game will be replayed from where the protest started. Fifty dollars (\$50) will be returned to that team, the other fifty dollars (\$50) goes to the Centertown Youth League Funds.

**1.9.7:** The youth league committee will appoint a protest committee of at least three (3) people (includes the youth league commissioners if using) and no more than four (4) people who has no involvement in that division to review the protest for authenticity and legitimacy.

- 1.9.7a: *Scheduling Coordinator or Youth Director will set the time and date to play*
- 1.9.7b: *The protest committee decisions are final. **NO EXCEPTIONS***

**1.9.4:** In tournament play, all protest must be settled before the game can continue. (Including the \$100 protest fee)

## **SECTION 10: EQUIPMENT**

### **1.8.1:**

<b>BALL</b>	<b>BAT</b>	<b>BATTING HELMET</b>	<b>GLOVE</b>	<b>BATTING TEE</b>
RIF 1 or Level 1 9" Safe T Ball or compatible approved by youth league director.	Baseball or Softball  No Wooden Bats No Titanium Bats No Senior Slow Pitch Bats	Meets NOCSAE standards or above (must have both ear flaps). Face masks are optional (not required).	Baseball or softball	<i>Provided by the Youth League <u>During Games.</u></i>

**1.8.2:** Bat; No bat should be 27" in length and no more than 18 oz. *See Rule 12 Banned/Altered Bats; page 16*

**1.8.3:** Batting Helmet; Helmets must be worn in practices and games at bat and running the bases. (No penalty if fall off during times)

**1.8.4:** Fielder's Glove; is highly encouraged, but if the fielder decides not to wear completely during the game, there is no penalty.

*Note: If player decides not to wear completely, the player should play behind the infielders whom have a glove on.*

**1.8.5:** Pitcher Mask is an option (not required).

**1.8.6:** Catcher Mask/Helmet: No player assigned to catcher, so not needed.

**1.8.7:** Fielders Mask is an option (not required).

**1.8.8:** Batting Tee; Provided by Youth League during Season and Tournament Games

## **SECTION 11: PLAYERS AND COACHES APPAREL**

**1.9.1:** Shirts: during practice and games must be worn. No shirts shall be worn at park that has any alcohol, drug, offences of any kind, or other illegal name on it. Encourage parents and players to wear team sponsor shirt to all games.

**1.9.2:** Pants/Shorts: no pants or shorts that are loose dropping down the waist line during practice and game.

**1.9.3:** Shoes: during practice and games must be worn (no steel cleats and/or wrap around steel cleats)

**1.9.4:** Caps/Hats: optional-*not required*. No caps/hats shall be worn at park that has any alcohol, drug, offences of any kind, or other illegal name on it

## **SECTION 12: LEAGUE BAT USE RULE**

**1.10.1:** Whatever bat is brought to the game of play, must be align along the fence row near home plate area on their side of field.

**1.10.2** Either team player has the right to use that bat during the game, no matter if it's the visitor or home team or who brought the bat on the playing field.

- A. If a player, coach and/or parent, etc. doesn't want another player to use the bat, they shouldn't bring it to the game.
- B. For the protection of the bat owner, the player shall be told by the bat owner and coach if the bat is misuse such as throwing the bat against the fence or slamming to the ground, causing any damage, etc. that player will not be allowed to use that bat again and may be subject at their expense of replacing that bat to the owner.

## **RULE 2: COACHES**

### **SECTION 1: COACHES ALLOWED ON FIELD**

**2.1.1:** One (1) coach at home plate to help the batter. The coach is not allowed to help swing the batted ball in play. The coach can help align the player up at the tee and take practice swings along as the ball is off the tee.

**EFFECT ON RULE:** *If batted ball is hit off the tee, dead ball is called and pitch count to batter.*

**2.2.2:** Three (3) base coaches; one at third base in foul territory, one at second base right behind the base, one at first base in foul territory.

**2.2.3:** Two (2) defensive coaches on the playing field. One in the outfield grass area and one inside the pitcher circle.

**2.2.4:** One (1) dug-out coach to keep the batting order in place.

**2.2.5:** Miscellaneous Coach; is a coach inside the dugout that is needed to help assist a player.

**NOTE OB RULE (2.2.5):** Can be as many as needed.

**2.2.6:** All coaches with the exception of coaches allow on field must be inside the dugouts or outside the playing fence area.

### **RULE 3: PLAYERS**

#### **SECTION 1: PLAYERS REGISTRATION**

**3.1.1:** Player must be official registered in the Centertown Youth League to practice and/or played ball in the youth league.

**3.1.2:** There is a fee set by the Youth League to pay.

#### **SECTION 2: AGES**

##### **3.2.1**

- A. Girls: ages 5, 6 and 7
- B. Boys: ages 5 and 6
- C. Age Cut off is May 1<sup>st</sup> (Whatever age is by than of the season year will determined Divisional Play)
- D. A Player can always play up one division if they are within one (1) year of the age in Division.

#### **SECTION 3: PLAYING AND SUBSTITUTES**

**3.3.1:** All players that show up must play in the game, both on offense and defense.

**3.3.2:** All players will bat each inning. Batting order stays the same throughout the game.

*Note: See Rule 5 Batting; "Section 1 Batting Order" for more details.*

**3.3.4:** All players play the field throughout the game, player can come on and off the field anytime with no penalty.

*Note: See Rule 7 Fielding; "Section 1 Players on the Field" for more details.*

### **RULE 4: BALL IN PLAY AND DEAD BALL**

#### **SECTION 1: THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE**

**4.1.1:** Start of the game, each inning and every batter the umpire places the ball on the batting tee and signals "play or batter up"

#### **SECTION 2: THE BALL IS LIVE AND IN PLAY**

**4.2.1:** Once the batted ball off the tee goes beyond the fair play arc.



**4.2.2:** A fair batted or thrown live ball accidentally strikes the coach or umpire

**4.2.3:** Any thrown ball goes into foul territory and is not blocked or been obstructed.

**4.2.4:** A live ball strikes a photographer or others when they are assigned to the field as part of the game.

**4.2.5:** A runner gets hit with a fair ball after passing the infield box.

### **SECTION 3: THE BALL IS DEAD AND NOT IN PLAY**

**4.3.1:** After each bat swing that doesn't go beyond the fair play arc.

**4.3.2:** Offensive team member or their equipment causes a blocked ball.

**4.3.3:** Offensive team member cause interference.

**4.3.4:** A over thrown ball goes over or under a fence

**4.3.5:** When time is called for any reason by the umpire.

## **RULE 5: BATTING**

### **SECTION 1: BATTING ORDER**

**5.1.1:** Girl or Boy may bat in any order of the line-up.

**5.1.2:** Each team will bat the same total number of players in each inning.

**5.1.3:** Batting order must be turned into the scorekeeper before the game starts.

**5.1.4:** If one team has more players, then the opposing team, the opposing team will begin at the top of the batting order and bat until they reach the same number of players.

*NOTE ON RULE 5.1.4;* The next inning will pick up from the last batter in the previous inning and bat through until the total batters match.

**5.1.5:** If a player shows up late, they will be added to the bottom of the line-up.

**5.1.6:** If a player leaves the game early, there will be no additional batter bat in that place.

**5.1.7:** If a player becomes injured during the game then the batting order will be extended to replace that player in the inning to bat, the same number of opposing team players

### **SECTION 2: BATTING OUT OF ORDER**

*Is made by an appeal play by the defense head coach only*

**5.2.1:** If an incorrect batter is discovered before they complete their turn at bat the correct batter may take their proper place, assuming any accumulated swing(s) count.

**5.2.2:** If the batter is discovered after the incorrect batter has completed the turn at bat and before a swing at the tee has been made to a succeeding batter, the batter who batted out of order is called out and will not bat again in that inning.

A. All base runners, if they have advanced must return to the base occupied at the time the incorrect batter took a position in the batter's box.

B. The next batter is the player whose name is the proper batter

**5.2.3:** If the mistake was not discovered after a swing at the tee is made to the next batter, the turn at bat is then legal.

A. All bases advanced or runs score will be counted.

**5.2.4:** If scorekeeper notices the incorrect batter at the time of bat, they can report it to the coach before;

A. Before a bat swing is taken from the batter

B. After batted ball is put in fair play, scorekeeper shall not report it. Will be up to the opposing team to appeal the batting out of order rule.

C. If illegal batter is corrected by legal batter, any accumulated bat swings will be on batter.

**5.2.5:** If scorekeeper doesn't notice the incorrect batter, the game is played on (not their call to make).

### **SECTION 3: BATTING IN THE INNING**

**5.2.1:** Each team will bat all the players that show up for the game each inning

**5.2.2:** All players bat each inning.

**5.2.3:** The ball placed on the team by the umpire

*NOTE ON RULE: Make sure all defensive and base-runners are aware of play*

**5.2.4:** The batter is allowed up to five (5) full swings to hit the ball in fair play.

*NOTE ON RULE: If batter does not put the ball in fair play an out will be called on the batter.*

**5.2.5:** Fair play is considered any batted ball off the tee in fair territory.

*NOTE ON RULE: Fair territory is beyond the 12 foot arc.*

**5.2.6:** If a player in line-up refuses to bat, it will become an out and no additional batter will bat in that place.

**5.2.7:** If a player becomes injured during the game then additional batter will be extended to replace that player.

**5.2.8:** The coach is not allowed to help swing the batted ball in play. The coach can help align the player up at the tee and take practice swings along as the ball is off the tee.

*EFFECTON RULE: If the coach makes contact with the ball off the tee; ball becomes dead, a bat swing awarded to batter and coach is warned on first offence, after second offence coach must be removed from the batting tee coaches' position.*

**5.2.9:** There are no three outs counted to end an inning.

**5.2.10:** On deck batter must be inside the exit area of the dugout. Shouldn't be on the playing field

**5.2.11:** Last batter of the inning will be announced by the scorekeeper and umpire.

**5.2.12:** Last Batter Instructions:

1. The fielder must bring the ball to home plate and touch, inning is over.
2. All base-runners and batter run around the proper base order to home plate and touch. No runner is called out, unless a violation of a playing rule is in effect.
3. Score is score per runner until infielder touches home plate.
4. If the batter doesn't put the ball in play after five (5) full swings, then the batter is called out and the inning is over, no runs score.
5. If the batter swings the bat and called out under the bat swing violation, the inning is over, no runs score.
6. If the batter hits a pop up, fly ball or line drive ball that is legally caught, the batter called out and all other base runners still advance bases toward home plate, until the ball is brought in by the fielder to touch home plate to end the inning. (No other runners can be tagged or forced out).

## **RULE 6: BASE RUNNING**

### **SECTION 1: BATTER BECOMES BASE RUNNER**

**6.1.1:** When the batter hits a fair batted ball in play beyond the 12 foot arc and reaches first base safely.

**6.1.2:** Before batter-runner reaches first base if time was called before touching first base,

### **SECTION 2: BATTER-RUNNER IS CALLED OUT**

**6.2.1:** If batter runner refuses to run to first base.

**6.2.2:** A Fielder makes a play at first base before runner reaches base.

**6.2.3:** A legal caught pop up, fly or line drive ball is caught by a fielder, the batter is out. The ball is dead and all or any other runners on base return to base.

***NOTE ON RULE** If it's the last batter, the batter is out and all other base runners must still run until ball is brought to home plate and touch by a fielder. (base runner doesn't have to tag up)*

**6.2.4:** If the batter slings the bat in fair territory beyond the 12 foot arc, the play becomes dead, no runners advance and batter called out. (This also counts as the first warning of slinging of the bat allow in the game-recorded in scorebook)

**6.2.5:** If the batter slings the bat and strikes the umpire or batting tee coach, the play becomes dead, no runners advance and batter is called out. (This also counts as the first warning of slinging of the bat allow in the game-recorded in scorebook)

**6.2.6:** If the batter slings the bat in foul territory, not striking anyone, the batter is given a warning. If it happens the second time during this bat, the batter is called out. (This also counts as the first warning of slinging of the bat allow in the game-recorded in scorebook)

### **SECTION 3: BASE RUNNING**

**6.3.1:** Player's must touch each base advancing to.

**6.3.2:** Base Runner is awarded base passing the halfway base path marker before time is called by the umpire.

**6.3.3:** Base runner has a base path box area six (6) foot wide.

NOTE ON RULE: If runner is out of base path they will be called out.

#### **SECTION 4: BASE RUNNER CALLED SAFE**

**6.4.1:** Reaching the base safely, before being tag or force out.

**6.4.2:** Base runner advancing the base passing the halfway base path marker before time is called by the umpire.

NOTE ON RULE: If the base runner doesn't pass the halfway base path marker, they must return to previous base at the time.

#### **SECTION 5: BASE RUNNER CALLED OUT**

**6.5.1:** If legally tag or force out.

NOTE ON RULE: If it is the last batter of the inning, there is no out if tag or force out.

**6.5.2:** Runner refuses to run the base (No courtesy runner allowed).

NOTE ON RULE: Courtesy runner is allowed for an injured runner).

**6.5.3:** Runner passes up another runner

EFFECT ON RULE: The umpire will call time and the runner is out and all other base runners get their base awarded to them that passed the halfway base path marker, if not passed must return to previous base..

NOTE ON RULE: if it is the last batter of the inning, that runner will be called out, play is still live until ball brought to home plate and touch.

**6.5.4:** Base runner out of base path lines, play will stop by the umpire. The runner is called out and all other runners get the base they are advancing to at the time if they passed the halfway base path marker.

NOTE ON RULE: if it is the last batter of the inning- only the runner that's involved with will be called out, the fielder still has to take the ball to home plate and touch to end the inning. Runs do count if any score.

#### **SECTION 6: MISSING A BASE**

**6.6.1:** A runner misses a base and doesn't pass another runner; they can go back and touch the base.

**6.6.2:** If a runner misses a base, after time has been called by the umpire, the opposing team head coach can appeal to the umpire on the call before the next batter takes a swing off the batting tee.

EFFECT ON RULE: the umpire will make the call out or safe (sometimes being safe is the umpire didn't see the tag on base). If call out, all other runners get the base they are advancing to if they pass the halfway base path marker.

NOTE ON RULE: if it is the last batter of the inning, that runner will be called out, all other runners get what was awarded.

#### **SECTION 7: BASE RUNNERS TOUCHING SAME BASE**

**6.7.1:** If the base runners are touching the same base at the same time and time is not called, the last runner can go back to the previous base.

NOTE ON RULE:

1. Last Runner on base is subject to be tag out, if time is not called.
2. If time is called by the umpire and players are touching the same base, the last runner must go back to previous base.

## **SECTION 8: BASE RUNNER INTERFERENCE**

**6.8.1:** No coach can run down the inside the base path marker with a runner.

### **EFFECT ON RULE**

1. *First offense, coach will be issued a warning by the umpire and players will return to the previous base.*
2. *Second offense, base runner is called out.*

**NOTE ON RULE** only the umpire of the game will be allowed on special case call to let the coach do this.

**6.8.2:** No coaches of the team that has base runners are not allowed to touch a runner while running to a base or on a base until the umpire has called time. (Has to be seen and call by the umpire at the time).

### **EFFECT ON RULE**

1. *First offense, coach will be issued a warning by the umpire and players will return to the previous base.*
2. *Second offense, base runner is called out.*

**NOTE ON RULE** only the umpire of the game will be allowed on special case call to let the coach do this.

## **SECTION 9: BASE RUNNER HIT BY BATTED BALL**

**6.9.1:** A runner gets hit with a fair ball after passing the infield box is still in play, unless the base runner intentionally touches or kicks the ball, the play becomes dead and the runner is out, all other runners awarded the base they passed the half way marker.

## **SECTION 10: COURTESY RUNNER**

**6.10.1:** If a player becomes injured, the last batter in the line-up in that inning will become a pinch runner

## **SECTION 11: NO BASE STEALING ALLOWED**

### **RULE 7: FIELDING**

#### **SECTION 1: PLAYERS ON THE FIELD**

**7.1.1:** All players' play the field; if a player refuses to play the field there will be no penalty.

**7.1.2:** Players playing the infield must be in the infield positions (such as third base, shortstop, second base, first base inside the marked infield box and pitcher in the marked pitcher circle).

**NOTE ON RULE** the pitcher and infielders are to stay in their position and not to move outside the line markers until the batted ball is hit off the batting tee.

**7.1.3:** No player assigned to catcher position

**7.1.4:** All other players besides the pitcher and infielders must be located anywhere behind the base running marked box. (OUTFIELD AREA)

**7.1.5:** The pitcher and, infielders are to stay in their position and not to move outside the line markers until the batted ball is hit off the batting tee. (Includes the outfielders if they come in)

### **EFFECT ON RULE**

1. *Umpire must call as soon as possible before the ball is hit off the tee and warns the coach for the first time on that player. Second offense on that player, the player must be assigned to the outfield area for the rest of the inning.*

2. *If the ball has already been hit off the tee is not in fair play- warns the coach for the first time on that player. Second offense on that player, the player must be assigned to the outfield area for the rest of the inning.*
3. *If the ball has already been hit off the tee into fair play- it will be the umpire judgment call to make if the defensive player had impact on the batted ball in play to get someone out and/or preventing a runner to score, all base runners are awarded 2 bases and the batter is awarded first and second base and the defensive player will be removed from the infield position and assigned to the outfield rest of the game.*

**7.1.6:** Last batter of the inning will be announced by the scorekeeper and umpire. The batted ball in fair play, the fielder who has the ball at the time will run to home plate and touch it.

**NOTE ON RULE** unless play has stop due to an injured player or umpire judgment call to stop play for other reasons. The inning is completed.

## **RULE 8: GAME TIME OUT**

### **SECTION 1: PLAYER/UMPIRE**

**8.1.1:** Time is called by the fielder with the ball in full control with both feet inside the pitcher circle. The fielder raising the hand and calling out time, than the umpire declares time.

**8.1.2:** If a force out is called by the umpire of a runner from 3<sup>rd</sup> to home plate, time out will be called by the umpire. All runners get the base awarded to. (Doesn't have to be taken back to the pitcher circle for time)

**8.1.3:** An umpire has the description to call time out so needed to in other situations (such as an injury to a player) or a game time delay tactic by a player choose a game plan that they might use to aid them during base running.

## **RULE 9: APPEAL PLAY**

### **SECTION 1: PROCEDURES**

9.1.1 When play has stop and before the next batter takes a pitch from the pitcher, the head coach of that team can make an appeal on a play call by the umpire.

## **RULE 10: SPORTSMANSHIP**

### **SECTION 1: GAMES AND PRACTICES**

**10.1.1:** There shall be no taunting and/or any other bad behavior toward the players, coaches, umpires and officials by anyone.

**10.1.2:** After the game is over, both teams shall line up their players and coaches from their dugout side and cross the field to shake hands and congratulate the other team players and coaches a good game.

**10.1.3:** Teach Players to have fun and to respect the game rules and callers.

**10.1.4:** Positive cheering and acknowledgement of strong play, (even by the opposition team) is strongly encouraged. There are no winners or losers in the game, no score kept, so cheer for all the players.

## **RULE 11: SAFETY OF THE GAME**

### **SECTION 1: PROCEDURES**

**11.1.1** Keep all players that are not playing on the field in dugouts with the exception of base runner(s) and batter.

**11.1.2:** Do not climb on fences (including dugouts)

**11.1.3** Do not stand on dugout benches

**11.1.4** Do not throw any objects (including dirt, sand and rocks) on the field and in the dugouts.

**11.1.5:** Only game ball should be thrown around at the appropriate time.

**11.1.6:** Do not sling bats around.

*ANY OTHER RULES THAT ARE NOT COVERED UNDER THE CENTERTOWN YOUTH LEAGUE RULES WILL BE COVERED UNDER THE NEWEST APPROVED YEAR OF THE USSSA SLOW PITCH SOFTBALL RULE BOOK.*

## **RULE 12: BANNED/ALTERED BATS**

### **12.3.1 BANNED BATS**

*BANNED AND ALTERED BATS: for the protection of players, umpires and spectators bats are being made by companies each day that we called hot bats (to help increase the speed and performance of a bat), use in baseball, fast pitch softball and slow pitch softball. These bats are being banned by several organizations from the professional level, college level, high school level and down to the adult and youth leagues played, including USSSA, NSA, ISA, and USA(ASA) in which our youth program follows the guidelines of these organizations for slow pitch softball.*

- a. All Senior Slow pitch Softball bats are illegal in our youth program.*
- b. All Titanium bats are illegal in our youth program.*
- c. No Wood bats are illegal in our youth program.*

*ALTERED BATS: also know as a doctored bat or a juice bat. Has been physically altered from it's certified condition are consider banned bats.*

- a. Rolling a bat; is the process of compressing a composite bat between two rollers to accelerate the break-in-period. Occasionally used with heat to loosen the composite fibers, called Heat Rolling.*
- b. Shaving a bat; is the processed of removing the bats end-cap and shaving the insides of the bat walls to make the bat walls thinner, giving the bat far more of a trampoline effect than legally and safety allowed.*
- c. Painting a bat; no painting of the bat allowed to cover up any logo, manufacturer name or certification stamp.*

*Softball Bat Testing & Certification Program is a program that tests and certifies softball bats for use. The program tests bats to ensure that they meet certain performance standards and are safe for use in games. The program has a list of approved bat companies that meet the standards set forth by the program*

*The four major governing bodies of amateur softball in America, ISA with ASA, NSA and USSSA generally approves softball bats have a certification stamp from one of the (USSSA, NSA, ISA, USA(ASA) slow pitch softball origination. Any bat without a certification stamp is illegal bat to use.*

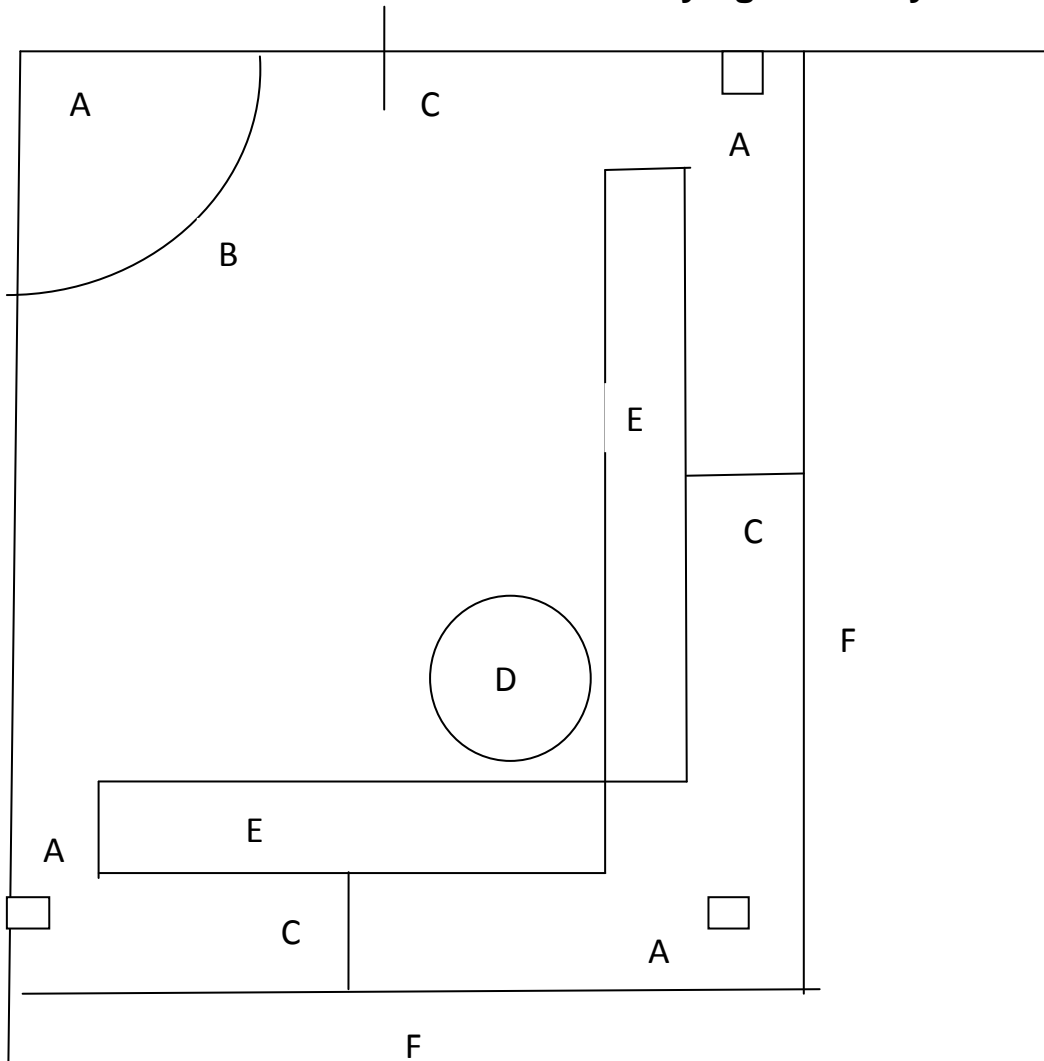
*The four major governing bodies of amateur softball in America, ISA with USA(ASA), NSA and USSSA also non-approves bats for use in these organizations and a list can be found on their sites or asked the manufacturer before you buy one.*

*There are too many banned bats out there to list them by name here and bats being temporary suspended. Our youth league highly recommend parents and coaches to check this all out before purchasing a new bat, some bats are very costly and a lot of bat dealers are selling out bats that are cheaper that have been banned by these organizations.*

***PENALTY: The batter is out the ball becomes dead. The player parent is given a warning to remove the bat and the youth league committee can make any additional actions to address the issue.***



## Tee Ball Division Playing Field Layout



- A. Bases 45' apart
- B. Batted Ball Fair Play Arc- 12 feet from home plate
- C. Time Out Base path marker- 27 ½ feet
- D. Pitcher Circle 40' to bottom of circle (45' to center) 50' to top of circle.  
Circle is 10 feet wide
- E. Defensive Infielder Player Box ( front line 40 feet from home- box 3 foot wide)
- F. Outside Base Path Line (48 feet from home plate)