

## T-ball Division Rules



The primary objective of Lynn Haven Baseball/Softball league will be to encourage good sportsmanship, teamwork, honesty, commitment, and self-esteem, thus enabling players to become healthier and responsible as they grow older. Emphasis is placed on sportsmanship, developing skills, and promoting enjoyment.

The league will be run by the City of Lynn Haven under the direct supervision of the department of Community Services. The Recreation Coordinators will act as the representative of the department of Community Services and the City of Lynn Haven.

League formation will be determined by the number of players signed up for an age group. These rules are designed to encourage the development of the players, coaches, and the league. Rules and bylaws may be changed at the discretion of the Recreation Coordinator.

### **Badges:**

At least one coach from each team must be present with a badge, if a team does not have a coach present with a badge at the time of the pre-game coaches meeting with the umpire, they will forfeit the game immediately. Coaches who have either temporarily misplaced their badge or lost them, must notify a member of the Sports and Recreation Department prior to this moment. Coaches will be given the option to provide a valid form of I.D. to receive a temporary badge. It is the coaches responsibility to return the temporary badge and pick up their I.D. following the game.

### **Disciplinary Decisions:**

The Recreation Staff along with Umpires and the Community Services department will act upon the request of any of the members of a Lynn Haven Recreational program concerning improper behavior or unsportsmanlike conduct by any head coach, assistant coach, parent, player, or spectator and will recommend appropriate action to be taken.

### **Conduct:**

1. During league activities, coaches, players, parents, and spectators must conduct themselves in a manner consistent with high moral and sportsmanship standards.
2. No coach or player may have a rule book or league bylaws on the field. Rule books and bylaws are permitted only in the dugouts.
3. Any coach, player, umpire, parent, or spectator that causes controversy within the league through actions, word or deed shall be suspended from the league. If a player, coach, or spectator is ejected from a game they will automatically be suspended for the next scheduled game. They may not coach from any area of the facility if suspended, and if determined to be coaching by either umpires or the Sports and Recreation staff, further discipline may be required. Depending on the incident, further punishment will be determined by the recreation staff, umpires, and the Community Services department.
4. The only protests permitted are requests for different officials for games moving forward ,or ejection calls. No protests regarding isolated umpire calls or game outcomes are allowed. Protests may be submitted through email to the Sports@cityoflynnhaven.com .

### **Ownership of Property:**

All materials, property, and equipment purchased by the city will become city property. No person may purchase any equipment or supplies with city funds. All equipment issued to teams should be returned at end of season. Equipment not returned at end of season will be tracked and will subject to further penalties. The recreation specialist will be responsible for ensuring that all league equipment is properly inventoried and stored during the off-season.

### **Ineligible Players:**

Any team that plays a player who is not a member of the league or is not eligible to play in the league will forfeit all games in which the ineligible player participated. Any head coach or assistant coach who knowingly allows an ineligible player to participate in league games will be dismissed.

### **Awards:**

Every T-Ball Player will receive a participation medal.

### **General Game Rules**

1. Home team will sit in the 1st base dugout.
2. NO practicing on the infield or on the chalk lines before the games.
3. Each team must clean out their dugout after each game and practice.
4. No parents should be on the field unless they are coaching.
5. Parents must keep bleachers clean.

6. NO tobacco use on the field or bleachers. There are designated smoking areas marked throughout the park.
7. NO profanity! If the staff or umpires hear any profanity by coaches, players, or fans you will be expelled from the game or asked to leave the park. NO warnings!
8. If a player or coach is expelled from the game for unsportsmanlike conduct, they must also miss the next game. If the infraction is severe enough the Department of Community Services will decide the outcome.
9. All equipment must be turned into the City of Lynn Haven after the last game of the season.
10. Park in designated parking spots ONLY.
11. NO flip drills on any fences.
12. No digging trenches or holes on the field while trying to dry the fields.

**Coaches:**

All coaches participating in the City of Lynn Haven baseball/softball league must be screened and approved by the Department of Community Services. The City of Lynn Haven and the Department of Community Services have the right to deny any person from coaching, if with good reason, it is felt they would not be good for the league.

**Coaches Rules:**

1. Coaches will always demonstrate good sportsmanship.
2. Coaches will not organize or cause to organize a practice before the official practice date.
3. Coaches will not condone any players or parents staying home or away from practices or games to play only the best players or not play certain players.
4. Coaches will not teach a player to demonstrate falsehood with their skills or play. (Teach proper fundamentals).
5. Coaches will not abuse any child in any way physically, mentally, or verbally.
6. The head coach is responsible for their assistants, players, and spectators of their team. Head coaches are the only ones that may appeal or speak to umpires.
7. Any coach, player, parent, or spectator involved in fighting must leave the facility and parking area immediately or the police will be notified. Trespassing charges will be filed and will be subject to suspension by the Department of Community Services. Failure to leave the complex in a timely manner will also result in ejection of the coach and forfeiture of the game.
8. Any coach displaying unsportsmanlike conduct will be ejected from the game and must leave the park promptly.

9. Any coach or player ejected from a game for unsportsmanlike conduct will serve a one game automatic suspension from their next league game.

10. Any coach or player that is ejected from a second game during the season for unsportsmanlike conduct may be subject to suspension for the remaining games of the season.

11. Any team representing the City of Lynn Haven at another ballpark is bound by the rules of Lynn Haven and the rules of that league as well. Violation of these rules may result in the dismissal of the coach.

## 2. **PLAYING FIELD:**

A. Every attempt will be made to have the playing field set up and marked off as described, however due to limited field availability some variation may occur:

- The circle around the pitching mound shall be 9-foot diameter (4 1/2' radius).
- 50' distance between bases
- 35' distance from home plate to pitching rubber
- 15' arc between infield foul lines from home plate

## 3. **UNIFORM/EQUIPMENT:**

- The uniforms will be provided by the league, through the Community Services Department. Uniforms must be worn in entirety throughout all league games and may NOT be altered in any way. Any sizing errors or lost uniforms must be replaced at the cost of the parent.
- The home team will be responsible for supplying an adjustable tee. The Community Services Department will provide the bases and a game ball. Tees will have a single adjustable post, the upper half of which is either rubber or plastic.
- Players must wear baseball shoes, all-purpose rubber cleats or tennis shoes. **NO METAL CLEATS.**
- No jewelry will be worn and is prohibited.
- All batters and base runners are required to wear helmets with dual earflaps.

## 4. **GAME RULES:**

A game will consist of five (5) innings or 1 hour, whichever occurs first. No inning will start after the 1 hour has elapsed. Teams, however, will be allowed to complete an inning provided it started before the time limit.

- **ROSTER AND BATTING ORDER**

1. The batting order will consist of all players present. Changes to the batting order are not permitted in any game with the following except to add a late arriving player who will be added to the end of the batting roster.

2. The Home team will bat first. Every player will bat every inning.

3. ALL players will be placed in the field when it is their team's turn on defense. No one should be on the bench.

### **RULES OF PLAY**

1. The batter will receive two coach pitched balls and then two hits off of the Tee. If a batter misses the Tee on the second hit, they will be considered out and will return to the dugout.
2. If the ball is hit less than 15 feet, the ball is foul, and the batter may try again.
3. One batter on deck at a time.
4. Players can only advance 3 bases per hit if it is fair and passes the 15 ft. line. (See Overthrow rule below for further clarification.)
5. Base runners may not lead off.
6. No stealing.
7. Outs: Once a batter is called out, they must return to the dugout. All outs will be at the discretion of the umpire.
8. No infielder is allowed past the baseline. They shall remain in line with the base or behind.
9. Outfielders shall remain the grass and not come into the infield at any time.
10. Only 6 players are allowed in the infield: "Pitcher", 1st, 2nd, 3rd base, shortstop and a short fielder can be placed behind 2nd base (only one player per each position) \* There will be no catcher\*
11. Remaining players should be placed in the outfield. No players should be sitting on the bench.
12. No player may play a key position more than once in a game.
13. Offensive coaches may be near the plate (to help the batter) and in the coach's box at 1st and 3rd. Defensive coaches may be on the field to help players learn position location and what to do when they get the ball.

### **5. PLAYING RULES:**

**\* Each player in the batting line up will receive 2 coach pitches, if none are hit, they will then receive only 2 off the tee. If the batter does not get a hit off the tee, that batter will be out and must return to the dugout. If the ball is fouled on the second swing of the Tee, the player may continue to hit. If the ball is fouled but the player hit the Tee, it will be considered a strike and the player may not hit again.**

- Batting Tee – The batting tee rests on home plate. The coach of the batter may adjust the tee and reposition the batter at any time if the ball is not in play. Play will not begin until the umpire has determined that everyone is ready, and it is safe to begin play. The umpire will place the ball

on the tee and signal “play ball”. The batter may then strike the ball. The pitcher must stay within the pitching circle until the batter hits the ball. When the ball is hit, the batting coach will move the batting tee immediately if a player is attempting to score at the plate.

- Coach Pitch –Each player in the batting order will receive two coach pitches, if none of those first two pitches are hit then we will have then hit off the tee. Each coach must ONLY pitch to their own team. If while coach pitching a player is unable to get a hit after 2 pitches, a Tee will be brought out for them to use. While coach pitching, the coach may not make plays as the pitcher once the ball is hit. The coach must move out of the pitcher’s circle and allow a player to make plays from that position. If the coach is hit while pitching this will be considered a dead ball.
- Bat Throwing – Bat throwing is not allowed. If a bat is thrown after the ball is struck, this will be called a dead ball and all runners must return to their base.
- Base Running – All base runners must wear protective helmets when on base. Once ball is hit player is free to run until they reach third base. If they are tagged while running bases they are out. All base runners must have obtained or reached any individual base before the ball is returned to the possession and control of the pitcher within the 9-foot circle or the head umpire at home plate. If they have not reached the base completely (not halfway), the runner(s) must return to the last base touched safely before the pitcher had control of the ball within the circle to stop play. A player cannot advance past another base runner or they will be considered out.
- Overthrows – If the ball is overthrown either from the outfield or the infield and goes out of play (beyond the out of bounds area), the base runners are not allowed to advance pass the base they are heading towards if they are more than halfway to that base. Otherwise they will be sent back to the previous base.
- Infielders shall not be positioned more than 10 feet in front or behind the baseline of the infield. Only the pitcher is allowed within the pitcher's circle.
- Outfielders – Outfielders should position themselves at least 20 feet beyond the infield base line until the ball is struck. Outfielders will not come within the infield to cover a base or other infield positions unless backing up another infield player.

**NOTE: Before or after a game, If you have any questions about the above rules regarding interpretation, clarification, etc., please contact the Recreation Coordinator or Director of Sports and Recreation.**