

Newburgh Junior Baseball

INDEX TO GUIDELINES

- I. Teams and Leagues
- II. Manager and Coaches
- III. Team Rules
- IV. Decorum
- V. Groundskeeping
- VI. Rules of Play – All Leagues
- VII. Rules of Play By League
- VIII. All-Star Play and Selection

STATEMENT OF PURPOSE

This Booklet is provided by Newburgh Junior Baseball (NJB) as a guideline for all managers, coaches, parents, and players. Together with the league rule books and the organization's by-laws, we hope to provide an organized fair-play environment for all persons wishing to participate in the Newburgh Junior Baseball Program.

Since it is not totally possible to project guidelines for every conceivable set of circumstances, the final resolve of any unforeseen situation shall rest with the Board of Directors of Newburgh Junior Baseball as elected officials of the managers and coaches.

I. TEAMS AND LEAGUES

- A. All children who register will make a team.
- B. Each league will be established depending on the number of registrants.
- C. Registrants will be assigned to a league according to "league Age."
- D. "League age" shall be the age each child will attain prior to May 1st in any given season.
- E. Any child who will be four (4) years of age before August 31st and will not be sixteen (16) years of age before May 1st is eligible to compete in that season.
- F. Each new registrant must furnish acceptable proof of age on the day of registration.
- G. Any child of league age living in, or having a mailing address in, Warrick County and/or living in the boundaries dictated by appropriate baseball affiliations, is eligible to participate in NJB.
- H. Once a player is assigned to a team in any league, they cannot play for any other team in that league without unanimous concurrence of at least that league's president and two other league presidents.
- I. Parents must work in the concession stand as assigned by the business manager of the team. Failure to work in the concession stand or find an adult to work in your place (Parent Responsibility) will result in your son/daughter not playing an entire game. NO EXCEPTIONS – THE BOARD OF DIRECTORS RULING
- J. AGE/GRADE RULE EXCEPTION – adopted March 2010
 - a. This exception rule is for players that are playing with their league age but are playing in a league that is below the player's grade in school. A player may choose to "move up" an age group to be able to play with his/her grade. At the time of the move, the player will assume the "new" league age and will stay with that age group for the player's remaining NJB career.
 - b. This rule is for only kids that are playing in a grade below than what they are. No one can move down because of the age limits.
 - c. Players that have already moved down with the previous age change are not eligible for this exception.
 - d. Example: a 12 year old that is in the 7th grade and is playing in League I can move up to Babe Ruth league and play as a 13 year old.
 - e. Example: a 13 year old that is in 6th grade cannot play in League I as a 12 year old.

- f. REQUIREMENTS: The player must submit a report card or transcript, birth certificate, and a letter from the parent asking to be able to move up to their child's grade level. This must be done before any league drafts have started. Once a league has drafted teams for the year, each player's age is set for the season.
- g. This is a one-time move. Once a player has moved up, he/she will not be able to move back down.

II. MANAGERS AND COACHES

- A. All managers and coaches of all leagues must be approved by the Board of Directors.
- B. Each team manager may have their child assigned (pulled) to their team. A team may have only one "pull" on its roster at any time, unless the previous coach steps down. Definition of Child in this rule shall be left to the Board of Directors.
- C. Any manager or coach who resigns or quits the position must sit out one complete season before managing or coaching again, unless extenuating circumstances exist; in which case, the Board may rule otherwise.
- D. The manager is responsible for the issuance and return of all equipment and uniforms (except caps and T-shirts) on a timely basis and in reasonable condition.
- E. The manager may have no more than three approved coaches to assist.
- F. The manager is responsible for "manager of the week" (MOW) and scorekeeping responsibilities. It's recommended that a Business Manager is appointed.
- G. The manager may request for the release of a player with the approval of the Board of Directors for any justifiable cause. Any player released from a team is not eligible to participate for the remainder of the season, tournament, or All-Star play.
- H. The manager may establish team rules in addition to those covered in these guidelines with the approval of the league president and the Board of Directors before the season begins.
- I. All managers and coaches must agree to the Code of Conduct as adopted by the board of directors.
- J. Background checks must be completed on each volunteer as required by Babe Ruth, Inc.

III. TEAM RULES

- A. All players are expected to attend all practices and all games. This rule does not apply to players participating in school and community activities prior to school closing.
- B. A player is expected in full uniform. Shorts and cutoffs are not allowed during practice or game.
- C. All practices shall be on fields designated by NJB. Any other practice must be approved by the league president for insurance to be in force.
- D. Practice games outside of the league are allowed if the league president is notified.
- E. Any player who fails to attend a scheduled practice or game may be subject to disciplinary action in the next scheduled game. This rule shall be governed by the Board of Directors and parents of the respective teams.
- F. No player shall be penalized for not attending unscheduled practices or games.
- G. All players are expected to report to the field thirty (30) minutes prior to scheduled games and ten (10) minutes before scheduled practices.
- H. Other team rules may be established by the manager as shown in Section II, Item I of these guidelines.
- I. All players in all leagues must be properly equipped with protective equipment

IV. DECORUM

- A. The actions of players, spectators, managers, coaches, umpires, and officials must be above reproach.
- B. No player, manager, or coach shall, with intent, throw a bat, helmet, or any other equipment while on the playing field or in the dugout. For violation of this rule, the umpire may remove the player, coach, or manager guilty of committing the violation from the game.
- C. Uniformed players, managers, coaches, and umpires only shall be permitted within the confines of the playing field prior to and during games. Except for the batter, base runners, player "on deck", and base

coaches, all players will be on the benches or in the dugouts. When the team is on defense, all substitute players will be on their benches or in the bullpen.

- D. Managers, players, or adults MAY be used as base coaches.
- E. The use of tobacco in any form is prohibited on the playing field or in the dugouts. Alcoholic beverages are prohibited at all NJB facilities.
- F. Coaches may not change boxes during an inning.
- G. No manager, coach, spectator, or player shall at any time, whether from the bench, playing field, or elsewhere: (1) incite or try to incite by word or sign a demonstration by spectators; (2) use language which will in any way refer to or reflect upon an opposing player, umpire, or spectator.
- H. When a manager, coach, spectator, or player is ejected from the game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. If a manager, coach, or player is ejected from a game, the manager, coach, or player will be suspended from the next game. The player will be allowed to be in the dugout with the team for that game. The coach will not be allowed in the dugout or playing field and is not allowed to participate in the game.
- I. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give a warning that such disapproval shall cease. If such action continues, the umpire shall eject the offenders from the game.
- J. No one is allowed upstairs in the scorekeeping area except for the official scorekeeper and the announcer.

V. GROUNDSKEEPING

- A. A Director of Field Maintenance shall be in charge of dragging the playing fields, lining the fields for games, and all general maintenance of all league facilities. Additional staff and budget shall be provided for this purpose as approved by the Board of Directors.
- B. General maintenance and cleanliness is the responsibility of all users of the fields and grounds used by NJB.
- C. There shall be no standing, leaning, or climbing on any fence at any NJB field.
- D. Please put all litter and waste in receptacles provided at each field.
- E. Each team is responsible for pick-up of litter around each bench and dugout after each game and/or practice.
- F. Please respect all ball park property as it belongs to all of us.

VI. RULES OF PLAY – ALL LEAGUES

- A. The rules of play in the USSSA rulebook shall prevail in all cases except where superseded by these guidelines. USSSA bats will be allowed in advanced League 3 and up to 13-16 league.
- B. **MUST PLAY RULE.** All players must not sit out two consecutive innings, provided said player is not in violation of team rules. All teams will bat the roster and have a free substitution format. In the event of violation of this **MUST PLAY RULE**, the team in violation **MUST** start the player in the next game; and they must play that game in its entirety. **THIS RULE APPLIES ONLY IN REGULATION GAMES.** If a violation occurs in other than a regulation game, the player must start the next game and play the required time for that game. League presidents will monitor this rule and are responsible for the enforcement. The league president's decision is final.
- C. In the event that the regular season ends with two (2) or more teams in the same league with identical won/lost records, the following will apply to determine a division winner: (1) Head to Head; (2) Coin Toss.
- D. Official time will be kept by the umpire.
- E. The official clock starts at the scheduled start time of the first game of the day.
- F. Tournament games shall have no time limit.
- G. Games in which time has expired before will be considered to be a complete game.
- H. An inning begins with the last out of the previous inning. Once an inning begins, it will be completed even if time expires. If time expires with the Home Team ahead and at bat, the game ends at that point. Extra innings may be played if the score is tied and the time limit has not been reached.

- I. Once lightning has been recognized, it is required to wait at least 30 minutes after the last flash of lightning is witnessed. Any subsequent lightning after the beginning of the 30-minute count should reset the clock and another count should begin. The game clock continues during the 30-minute wait. 2 full innings will constitute as a game.
- J. Teams in all leagues will be redrafted each year.
- K. Anyone under 18 years old warming up a pitcher must wear a mask.
- L. In regular season and league tournament play the batting order shall consist of all eligible players of each team.
 - a. If a batter or runner cannot continue to play due to injury, the first preceding eligible player shall finish for the injured player. No out will be assessed.
 - b. If a player is unable to bat, the player must be removed for the remainder of the game. No out will be assessed.
 - c. If a player arrives after the start of the game, the player must be placed at the end of the batting order.
 - d. If a player leaves the game for any reason (injury, sickness, ejection, etc.), the player's spot in the batting order will be skipped. Not out will be assessed.
- M. A courtesy runner may replace the catcher of record as a base runner at any time. The courtesy runner will be the first preceding eligible player.
- N. Throwing the bat is prohibited. On the initial violation, the umpire in chief will notify the official scorekeeper, who will place an X beside the name of the batter. The player and manager should also be notified. Upon a second violation in any game, the batter will automatically be out and all base runners must return to their original base prior to the violation.
- O. A base runner will be out if there is an attempt to hurdle a defensive player.
- P. Any runner is out when: (a) the runner does not legally slide or attempt to get around a fielder who has the ball and is waiting to make the tag; or (b) does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play; or (c) on a force play, does not legally slide in a direct line between the bases.

VII. RULES OF PLAY BY LEAGUE

PITCHING RULES – League I, League II and Babe Ruth

- A. Any player on a team may pitch.
- B. The following pitch count system will be used for all league games.

League	DAILY MAX	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
League II	50	0-20	21-35	36-50	51+	N/A
League I	50	0-20	21-35	36-50	51+	N/A
Babe Ruth	65	0-20	21-35	36-50	51-65	66+

- C. The required days of rest is in calendar days (not 24 hours).
- D. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- E. The official pitch count record will be kept with the official book.
- F. Intentional Walk Rule - An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
- G. Violation of any section of this rule will result in the forfeiture of the game in which it occurs. A protest may be lodged up to twenty-four (24) hours after the final inning of the game in which the pitching violation occurred.

- H. League I and League II: A pitcher may not snap the wrist or elbow to induce unnatural rotation of the baseball; e.g. curveball, slider, screwball. Any such pitch shall be considered an illegal pitch. See Rules 8.01 (d) and 8.05 (e).
- I. If a pitcher makes any movement toward home while in his delivery and fails to deliver the pitch, it is a balk. See Rule 8.05.
- J. A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal.
- K. A player, once removed as a pitcher, may not pitch again in the same game.
- L. A manager or coach is prohibited from making a third visit to the mound while the same batter is at bat.

13-16 LEAGUE

- A. Games will be played by the USSSA 13-16 rules with the exceptions listed.
- B. Bats must be Wood, USA, or BBCOR with a maximum drop of -5
- C. It will be considered a complete game if one team is ahead by ten (10) or more runs with five (5) innings completed (4 ½ innings if the Home team is ahead).
- D. Official Baseball Rule 6.10 does not apply. The designated hitter rule is not permitted.
- E. There shall not be "pull ups" in order to field a team. "Pull Overs" must be used from players currently in the same age group (13-16 yr olds).
- F. Straight steal of home is legal.
- G. Fake Bunt/ Slash Bunt – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.
- H. Time limits - No new inning may start after one hour and thirty minutes (1:30).

LEAGUE I

- A. Games will be played by the USSSA rules with the exceptions listed.
- B. Bats must be USSSA, USA, or wood with a maximum drop of -8
- C. Players in League I shall have "league ages" of eleven (11) and twelve (12) years.
- D. A ten (10) run lead after 3 ½ or 4 innings of play shall constitute an official game regardless of time limit.
- E. In case of less than nine (9) players available for a game, a player pool from League II may be used to fill the roster to nine (9) players. A pull up from League II may play any position except for pitcher or catcher with parental consent. Pull ups are allowed during tournament games. These must be within the league and selected by the opposing coach.
- F. Players in League I shall have "league ages" of eleven (11) and twelve (12) years.
- G. There will be no stealing of home DURING the pitch while the batter is in the box unless the ball gets away from the catcher.
- H. Batter is not out on a third strike; unless the pitch is legally caught by the catcher, or if not caught, first base is occupied with less than two outs.
- I. Balks: The penalty for a balk will be enforced for all occurrences
- J. Regular season games shall be six (6) innings or last for one hour and thirty minutes (1:30), whichever comes first. Extra innings may be played if the score is tied and the time limit has not been reached.
- K. Fake Bunt/ Slash Bunt – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.

LEAGUE II

- A. Players in League II shall have "league ages" of nine (9) and ten (10) years.
- B. Legal bats are USSSA, USA, or wood.

- C. A ten (10) lead after 3 ½ or 4 innings of play shall constitute an official game regardless of time limit. A pitcher's innings will count toward the weekly innings allowed.
- D. In case of less than nine (9) players available for a game, a player pool from League III may be used to fill the roster to nine (9) players. An eight (8) year old pull up from League III may play any position except for pitcher or catcher with parental consent. Pull ups are allowed during tournament games. These must be within the league and selected by the opposing coach.
- E. A maximum of five runs will only be allowed per inning, with unlimited in the 6th inning.
- F. Regular season games shall be six (6) innings or last for one hour and fifteen minutes (1:15), whichever comes first. Extra innings may be played if the score is tied and the time limit has not been reached.
- G. Fake Bunt/ Slash Bunt – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.
- H. Infield fly IS in effect

League III

A. Games

- a. Players in League III shall have "league ages" seven (7) and eight (8) years.
- b. Advanced league only may use USSSA bats, standard L3 must have a USA stamp
- c. Teams will consist of ten (10) players on defense each inning. A team will bat the complete roster. A game may be played with a minimum of eight (8) defensive players.
- d. Regular season games shall be six (6) innings or last for one hour and fifteen minutes (1:15), whichever comes first. Extra innings may be played if the score is tied and the time limit has not been reached.
- e. Three outs or a maximum of five runs will only be allowed per inning, with unlimited in the sixth inning.
- f. There will be a fifteen (15) foot semi-circle chalk line in front of home plate extending from foul line to foul line. If a batted ball carries on or past the fifteen (15) foot semi-circle, in the air or on the ground, it is a fair ball and is in play. Any ball stopped or touched by a defensive player or stopping inside the fifteen (15) foot semi-circle is considered a foul ball.
- g. Managers will be allowed two (2) time outs per game for conferences with the entire defensive team.
- h. A fifteen (15) run lead after 4 innings of play shall constitute an official game regardless of the time limit.
- i. A ten (10) run lead after 5 innings of play shall constitute an official game regardless of the time limit.

B. Pitching/Batting

- a. Each team will have a coach pitch to its own players. Pitches must be thrown overhand, from within the pitcher circle. The pitcher can kneel or throw from their knees.
- b. Each batter will receive a maximum of five (5) pitches. If the batter fouls the fifth pitch, the batter will receive an additional pitch until the batter strikes out or puts the ball in play. "No Pitch" will only be called during the 5th pitch or any re-pitch due to foul ball or "No Pitch" called.
- c. Once a ball is in play, and without interfering with the play, the adult pitcher shall move to foul territory near the on-deck area on either side of the field until time has been called.
- d. If a batted ball hits the adult pitcher, the ball will be declared dead and the batter will be awarded first base. Any runner that is forced to do so, will advance one base. If in the judgment of umpire, the coach intentionally let the ball hit himself, the ball will become dead, the batter will be called out and the coach warned. If there is a second occurrence by the same team, the coach will be ejected.
- e. Coach Pitcher may not instruct runners once the ball is put in play. First occurrence is a warning, with an additional occurrence having the Coach Pitcher removed from pitching for the remainder of the game.

- f. The catcher gives pitches that are not put in play to the plate umpire and the plate umpire returns the ball to the adult pitcher.
- g. If no adult pitcher is available, then a sling arm machine will be utilized and operated by a coach from the batting team.

C. Fielding

- a. An offensive play is considered complete when, in the judgment of the umpire, the pitcher has control of the ball inside the twelve (12) foot diameter circle and requests time, or an infielder has possession of the ball on the infield with no runners attempting to advance and calls time, or the umpire declares a stalemate between a fielder and the lead base runner. Hash marks between first and second base, second and third base, and third base and home shall be used to determine when a base runner may advance to the following base after the ball is returned to the pitching circle. This judgment is left to the umpire.
- b. There is no Infield Fly rule.
- c. No defensive player, except the catcher, may position closer to the batter than the pitcher who must be in the twelve (12) foot pitching circle.
- d. At no time can more players play in the infield than the set positions (P, C, 1B, 2B, 3B, & SS).
- e. There shall be a maximum of four (4) outfielders.
- f. No substitution or moving of any defensive player after the start of an inning (except due to injury or illness).
- g. One defensive coach is allowed along each foul line to help instruct the fielders during the entire season.

D. Base Running

- a. Base runners are not permitted to steal or lead off base. In such cases, they shall advance no more than one base beyond the batter's hit, or as otherwise forced by other runners advanced by the batter's hit.
- b. A stalemate can ONLY be created on the LEAD runner. Tagging a runner standing on a base is not an out. To avoid injury, the umpire will stop runners when a stalemate occurs, especially at home plate.

LEAGUE IV

A. Games

- a. Players in League IV shall have "league ages" five (5) and six (6) years.
- b. Game balls in League IV shall be Wilson A1010S, Baden SAF-5S-01, MacGregor MCB5SV05, or Rawlings ROTB5. Any change in ball must be agreed upon by the League President and the Baseball Commissioner.
- c. Only USA Bats are permitted to be used..
- d. Teams will consist of ten (10) players on defense each inning. A team will bat the complete roster. A game may be played with a minimum of seven (7) defensive players.
- e. For teams with less than 9 players, pull up from League V will be permitted with League President approval.
- f. No player can sit more than one inning per game with an effort by all managers to ensure an even distribution of playing time throughout the season.
- g. The batting order shall consist of all eligible players of each team.
- h. Games will consist of four (4) innings and no new inning may start after one hour and fifteen minutes (1:15).
- i. During tournament play, the maximum innings will be increased to six (6).
- j. All play ends when time has reached one hour and thirty minutes (1:30)
- k. Three (3) outs or a maximum of five (5) runs will only be allowed per inning except in the fourth inning, which will be unlimited.
- l. There will be a ten (10) foot semi-circle chalk line in front of home plate extending from foul line to foul line. If a batted ball carries on or past the ten (10) foot semi-circle, in the air or on the

ground, it is a fair ball and is in play. Any ball stopped or touched by a defensive player or stopping inside the ten (10) foot semi-circle is considered a foul ball.

- m. There are no umpires during the regular season.
- n. First and third base coaches are responsible for fair/foul calls down their respective lines.
- o. The home team will keep score.
- p. The home team will use the third base dugout.
- q. If a player arrives after the start of the game, the player must be placed at the end of the batting order and cannot enter defensively until the start of the next inning.
- r. There is free substitution at any position for any reason.
- s. There is no bunting, intentional walks, or infield fly rule.
- t. All bats must include USA stamp

B. Pitching/Batting

- a. Each team will have a coach pitch to its own players.
- b. Pitches must be thrown overhand, starting from behind the twenty-seven-foot (27') line.
- c. The pitcher may elect to kneel or throw from their knees or a bucket.
- d. Each batter will receive a maximum of five (5) pitches.
- e. During the first four games of the season, if the batter does not hit one of the five pitches, the tee will be used.
- f. Following the first four games of the season, the tee will only be used in the first two (2) innings. Subsequent innings will result in an out if the batter does not hit one of the five (5) pitches.
- g. In tournament play, no tee will be used.
- h. If the batter fouls the fifth pitch, the batter will receive an additional pitch.
- i. "No Pitch" will only be called by the pitcher, during the 5th pitch or any re-pitch due to foul ball or "No Pitch" called.
- j. Throwing the bat is prohibited. On the initial violation, the manager (umpire in tournament) will warn the batter and notify the scorekeeper, who will place an X beside the name of the batter. Upon a second violation in any game, the batter will automatically be out, and all base runners must return to their original base prior to the violation.
- k. If the ball hits the adult pitcher, the ball will become automatically dead, and the batter will be awarded first base. Any runner that is forced to do so, will advance one base.

C. Fielding

- a. No defensive player, except the catcher, may position closer to the batter than the pitcher who must begin a pitch from behind the twenty-seven-foot (27') line.
- b. At no time can more players play in the infield than the set positions (P, C, 1B, 2B, 3B, & SS)
- c. There shall be a maximum of four (4) outfielders.
- d. A maximum of two defensive coaches are allowed in the field of play, both in the outfield, to help instruct the fielders during the entire season.

D. Baserunning

- a. Any base runner that is "tagged" or "forced" out shall leave the field of play.
- b. Base runners are not permitted to steal or lead off base.
- c. Coaches may elect to move runners one additional base for any batted ball landing in the outfield in the air.
- d. During the tournament, coaches may elect to move runners one base in the case of an overthrow.

T-BALL

- A. A game may be played with a minimum of eight (8) defensive players.
- B. Regular season games will be four (4) innings, or one hour and fifteen minutes (1:15), whichever comes first.
- C. The ball will be placed on a tee by an adult manager or umpire.
- D. There will be a fifteen (15) foot semi-circle chalk line in front of home plate extending from foul line to foul line. If a batted ball carries on or past the fifteen (15) foot semi-circle, in the air or on the ground, it is a

fair ball and is in play. Any ball stopped or touched by a defensive player or stopping inside the fifteen (15) foot semi-circle is considered a foul ball.

- E. Defensive players are prohibited from throwing “ground rollers” in an attempt to throw out a runner. In such cases, the runner will automatically be safe.
- F. There will be no Infield Fly rule.
- G. A two base award is allowed on all overthrows in foul territory behind first base, even if the ball enters dead-ball territory. This rule does not apply to the last batter. Base runners advance at their own risk on all overthrows within the field of play. Example: Runner on first base and batter hits a ground ball.
- H. Fielder overthrows first base. The ball is dead and the runner is awarded third base and the batter second base.
- I. The last batter in each inning is out when: (a) the batter hits a fly ball that is caught; (b) the batter is thrown out at first or tagged before reaching first; (c) any base is tagged before a runner reaches their base or the runner is tagged. In cases (a) and (b) no run shall count. In case (c), all runs crossing home plate before the out is made shall count. All play stops when the last batter is out.
- J. Minimum equipment for the catcher shall consist of a face mask and helmet.
- K. Up to three (3) defensive coaches in the outfield are permitted.
- L. No defensive player, except the catcher, may position closer to the batter than the pitcher who must be in the twelve (12) foot pitching circle.
- M. An offensive play is considered complete when, in the judgment of the umpire, a fielded ball (not a batted ball) is directed across the twelve (12) foot diameter pitching circle. No base runners shall advance after this except on the tenth batter. Hash marks between first and second base, second and third base, and third base and home shall be used to determine when a base runner may advance to the following base after the ball crosses the pitching circle. This judgment is left to the umpire.
- N. Base runners are not permitted to steal or lead off base. In such cases, they shall advance no more than one base beyond the batter’s hit, or as otherwise forced by other runners advanced by the batter’s hit.
- O. Base runners that leave base early on the last batter shall advance no more than one base beyond the last batter’s hit. If more than one base runner is on at the time, this rule would apply to all base runners.
- P. Managers will be allowed two (2) time outs per game for conferences with the entire defensive team.
- Q. Each batter will receive a maximum of five (5) swings. If the batter does not hit the ball by the fifth swing, the batter is out. EXCEPTION: The batter may continue the at bat as long as both coaches agree.
- R. Bases shall be fifty (50) feet in length.
- S. Players will hit off the tee. No coach pitch allowed.
- T. Each team is required to furnish two (2) adult umpires per regular season game. A field umpire will be provided by the batting team and a plate umpire will be provided by the fielding team.
- U. Players in T-ball shall have “league ages” of four (4) and five (5) years.