



Bethel Recreation Association Kindergarten T-Ball

GENERAL LEAGUE RULES

The National Federation of State High School Association Baseball Rules shall be used as a guideline for all other rules concerning how baseball is to be played.

TEAMS

1. Team rosters will be composed of boys & girls attending Kindergarten.
2. When available, a team must field ten (10) players. No more than six (6) infielders. Additional players may be placed in the outfield.

THE PLAYING FIELD

1. Fifty-foot (50') baseline will be used.
2. The T-ball arc (dead ball) line will be twenty (20) feet. Batters must hit the ball past this line.
3. Home team is responsible for setting up field for play (putting out bases).

EQUIPMENT

1. No metal cleats will be allowed.
2. Nine-inch (9) SAFETY #1 ball will be used.
3. Only T-ball or Little League bats may be used. No wooden bats. Bats must be taped or wrapped at the handle.
4. Offensive players on the field of play batting, on deck or running bases must wear batting helmets.
5. Protective cups are recommended for all male players. All male players must provide their own cups.
6. The league will provide each team with official game balls.
7. All players must wear their Bethel Rec. issued T-shirts or like colored shirt in its absence.
8. Illegal equipment shall be removed from the game.

GAME GUIDELINES

1. ***Jewelry is prohibited. This includes earrings (taping jewelry is NOT acceptable).*** Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible. No metal or plastic hair barrettes or headbands are allowed.
2. A player shall not wear anything that may be dangerous to other players or themselves. This includes casts/splints, plastic face shields, etc. No player wearing a cast or splint shall be permitted to play.
3. Score and standings will **NOT** be kept.
4. The home team shall take the third base side of the field.
5. Only the Bethel Recreation Association Director or Field Supervisor will postpone or cancel games.
6. In case of BAD WEATHER the coaches and parents should check our website at bethelrec.org for updates to determine if the games will be played. We do not contact you.
7. If games have not been canceled by 4:00pm by the association both teams must appear at the game site ready to play or the non-appearing team shall forfeit the game regardless of playing conditions due to weather or otherwise. The Field Supervisor and/or coaches shall be the sole judge as to the condition of the field of play after 4:00pm. Games must be played as scheduled or forfeited.
8. Makeup games may be rescheduled on any day Monday through Saturday.
9. Spectators and coaches are not allowed to stand directly behind the backstop and/or the umpire.
10. Coaches from both teams officiate their own team while batting. No umpires are assigned to K-1st games.
11. Coaches may be on the field of play (one on infield, one in outfield) when their team is on defense. Coaches may instruct, but they may not touch the ball, their players or hold up play.
12. Game Duration: Four (4) innings
 - No new inning will begin after 1 hour.
 - A game is considered complete when the home team has batted 3 times.
 - If an inning is in progress, that inning will be played to its conclusion.
 - Exception: A game "called" due to rain, darkness and other warranting conditions. Games will end upon completion of the at bat.
13. Only two players may have a bat in their hand when on offense: the player up to bat and on deck.

PLAYING RULES

BATTING & OFFENSE

1. All players will bat in the same order throughout the game. At no time will the batting order change. All players will bat each inning regardless of the number of outs made. When players are unable to bat due to injury, leaving or other valid reasons batters move up in the batting order.
2. The number of outs is not kept.
3. On deck batters can warm up on their dugout side of the field.
4. Offensive players on the field of play must wear a batting helmet.
5. A coach may enter the batter's box to assist his batter and adjust the tee if necessary.
6. Every batter gets 6 swings at the ball on the tee. The batter is up until he/she hits the ball in fair territory past the 20-foot arc or after 6 swings. If after 6 swings, the batter has not hit the ball in fair territory, the batter automatically takes 1st base. **NO strikeouts.**
7. If a runner is out, they must leave the field of play.
8. No leading off or stealing is allowed. A base runner must remain in contact with the base until the ball is hit.
9. Runners who are ½ way to the next base on an overthrow, which goes out of the field of play, may advance to the next base. Overthrow to 1st base moves the runner to second base. Overthrow to 3rd base moves the runner to home and all other runners advance accordingly. The playing field should be agreed upon prior to the start of the game.
10. A ball that is not hit hard enough to cross the arc and touches the ground is considered a dead ball.
11. Play is dead when any player controls the ball in the infield. Runners must be advanced halfway to a base to get the next base. Runners can be tagged out at home.
12. ***When the last batter is up to bat and hits the ball, all runners will advance completely around the bases until the last runner crosses home plate. The defense may make an initial play to get a runner out but may not make a defensive play to get the remaining runners out at home. (runners are allowed to run all the way home).***
13. A batter who throws his/her bat or other equipment: team will get a warning on the first offense. 2nd offense will result in the player being called out. This is for player safety.
14. No Sliding is allowed. Runners will be given a warning and then called out on second offense.
15. Base coaches may not make contact with runners at any time or the runner will be called out.

DEFENSE

1. A maximum of six (6) players may be positioned in the infield. The infield is defined as fair territory, which lies inside the perimeter of first, second, and third base. Unlimited outfielders shall be permitted.
2. Outfielders must be at least 15 feet behind infield and may come in close once the ball is hit.
3. Play will begin with all players in position (including batter). Infielders must start each play in a normal infielder position. Infield positions are: First base, Second base, Third base, Shortstop, Pitcher and Catcher. Exaggerated shifts or flooding of one area of the infield is not allowed before the ball is hit.
4. An infielder may not field the ball before it crosses the twenty-foot (20) arc in front of home plate unless it is a fly ball. If a ground ball is fielded before it crosses the arc or before it is called a dead ball, the batter will redo their at bat.
5. The infield fly rule will **NOT** be in effect.
6. Coaches must attempt to rotate players through infield & outfield positions throughout the season.
7. Catcher – **A catcher's helmet and mask will be issued.** The catcher stands behind the backstop until after the ball has been put into play, then the catcher moves to the position near or around home plate.
8. SUBSTITUTIONS—There shall be unlimited substitutions for defensive positions. The batting order remains the same.

BETHEL RECREATION CODE OF CONDUCT

Coaches, players, and spectators **MUST** follow all BSD rules and regulations including- NO use of alcohol, tobacco, smokeless and vapor/e-cigarettes, marijuana and **NO animals including DOGS** on BSD property.

- Coaches and Parents will role model good sportsmanship and teach good sportsmanship to the children.
- **Coaches, players, or spectators may not disrespectfully address or yell at an official, other coaches, players, parents or spectators or disrespectfully address, bait, or taunt an opponent.**
- Coaches, players or spectators may not use profane or inappropriate language or obscene gestures.
- The head coach is responsible for the conduct and behavior of players, parents and spectators from their team.

If coaches or spectators have questions or wish to give feedback please contact:

During Games: **Field Supervisor** Before or After Game: **Director**