

SOUTH LINCOLN SPORTSPLEX TINY TITANS BASEBALL RULES

PHILOSOPHY

The intent is for the kids to learn the rules of baseball, have fun, play safe, play fair, learn good sportsmanship and learn teamwork. Every effort should be made to offer encouragement and positive reinforcement.

PLAYER ELIGIBILITY

Any child who's 3rd or 4th Birthday falls before April 30th of the current year.

EQUIPMENT

Tennis shoes or baseball shoes may be worn. **NO METAL CLEATS.**

Approved (unaltered) baseball bats, wood or aluminum, any size, may be used.

All batters and runners must wear batting helmets with chinstraps. Any player running the bases and deliberately removing his/her headgear in the umpire's judgment should be given a warning and on any subsequent offense will be called out.

The catcher must wear a protective helmet and mask, but is not required to wear the full catcher's outfit.

Equipment must be kept in the dugout.

Approved, unaltered, batting tees will be provided by each team. The Batting Tee will be placed on directly on home plate.

Only the first baseman and catcher may use a first baseman's mitt.

THE PLAYING FIELD

The games are played on a skinned field (no grass in the infield area).

The base paths will be fifty (50) feet.

There is a circle drawn around the pitcher's mound (10 ft in diameter).

OFFENSE

Games will consist of two (2) innings, with each team batting the entire roster of players.

Teams may start a game with a minimum of seven (7) players.

The coach **WILL** remove the tee from home plate after each batter hits the ball.

The batter or coach may adjust the tee after each swing without penalty.

The offensive team **MUST** notify the umpire when the last batter comes to bat and the umpire shall notify the defensive team.

After the last hitter hits the ball, all runners attempt to reach home. The inning ends as soon as an out is made or the last runner reaches home. **NOTE:** Do not allow the runners to run over the catcher.

Game statistics are not tracked. Balls and strikes are not called. The number of runs scored is not maintained. The inning is not over until the last batter has an opportunity to bat regardless of the number of outs.

While outs are not kept track of, if a player is put out, he/she is not allowed to remain on base.

The batter is out if he/she touches a ball that is declared a foul ball or a dead ball.

A player will be allowed one (1) warning per game for slinging the bat. The batter will be called out for each additional time that he/she slings the bat.

Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the umpire.

The batter will receive ten (10) strikes/swings per at-bat. If, after the 10th attempt, the batter does not hit the ball, he/she will still be allowed to advance to 1st base.

If desired, the coach may pitch to the batter from any distance (preferably from behind the 20ft. arc in front of home plate). The coach may throw up to three (3) pitches to a batter. After the third (3rd) pitch, if the batter has not hit the ball, the ball must be placed on the batting tee and the batter will have seven (7) more attempts to hit the ball from the tee.

Any ball struck that carries onto the field of play, beyond the batter's box chalk mark, shall be a fair ball. If the ball comes to rest on the chalk line, it will be considered a foul ball.

NO BUNTING will be allowed. Half-swings, as judged by the umpire, will be called a bunt. **PENALTY:** A strike will be called on the batter; this counts against the ten (10) swing limit.

A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate.

When the umpire or coach puts the ball on tee it is live. The defensive team must be ready as the batter can hit the ball at any time.

A base runner cannot leave the base before the batter hits the ball. **PENALTY:** The runner is out.

ANY offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

NUMBER OF COACHES/PARENTS ON THE PLAYING FIELD FOR THE OFFENSIVE TEAM: Ideally, five (5) offensive coaches should be on the field at any one time.

1. Pitcher
2. A coach behind home plate to assist the batter.
3. First base coach
4. Second base coach
5. Third base coach

* Additional coaches/parents may be on the playing field at the discretion of the umpire.

DEFENSE

All players will participate on defense. There will be six (6) set infielders that must remain in the infield until the ball is hit. Having a catcher on the field is optional.

Infielders must stay at least forty (40) ft. from home plate until the ball is hit. **PENALTY:** Offensive team gets choice of play or re-bats.

The pitcher must remain in the pitcher's circle until the ball is hit. **PENALTY:** Offensive team gets choice of play or re-bats.

Outfielders must remain in the grass that separates the infield from the outfield until the ball is hit. **NOTE:** This rule may be relaxed at the discretion of the umpire.

If a team has less than ten (10) players, the coach/manager may decide which position(s) to leave vacant on defense. **EXCEPTION:** There must be a designated pitcher.

SUGGESTION: Defensive positions should be rotated each inning. Also, a coach may rotate player positions during an inning, if it helps maintain the fielder's interest.

Time is automatically called when the lead runner is faced off or the ball is returned to the pitcher's circle. Other runners may advance to the next base if, in the umpire's judgment, they were running when the ball became dead. **NOTE:** The umpire is allowed

to call time at any point when it is felt that the play has ended. **NOTE:** Players should not return the ball to the umpire until time has been called. Umpires will generally indicate that play has stopped by blowing a whistle.

The defensive team will remain on the field until the inning is declared over.

NO ROLLING OF THE BALL UNDERHANDED on the ground will be allowed. No outs will be allowed by rolling the ball underhanded. Runners will be automatically safe if the defensive team rolls the ball underhanded.

Appeals will be made by the head coach after time has been called and before the ball is returned to the tee and set for play by the umpire. The coach will notify the umpire of his/her appeal of what runner and what base. **NOTE:** For the purpose of the appeal play, returning the ball to the tee and set for play by the umpire will be the same result as the next pitch thrown.

Overthrows inside the fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the field of play will be declared a dead ball and bases awarded under the Rules of Regular Baseball.

A caught fly ball will be played the same as in regular baseball and play is not dead unless the ball is hit by the last batter of the inning, meaning runners on base may tag-up and attempt to advance at their own risk. **EXCEPTION:** The infield fly rule will not be in effect.

ANY defensive coach physically assisting a fielder while the ball is in play will result in the runner(s) being called safe.

NUMBER OF COACHES/PARENTS ON THE PLAYING FIELD FOR THE DEFENSIVE TEAM: Ideally, four (4) defensive coaches should be on the field at any one time.

1. Infield coach positioned between 1st and 2nd base
2. Infield coach positioned between 2nd and 3rd base
3. 2 additional coaches positioned in the outfield

* Additional coaches/parents may be on the playing field at the discretion of the umpire.

THE MOST IMPORTANT RULE OF ALL: MAKE SURE THE KIDS HAVE FUN!!