

MJCCA KINDERGARTEN T-BALL RULES

1. The umpire (which is the defensive coach behind the pitcher) shall have the final decision on a judgment call. If a dispute over a rule occurs, settle it peacefully and quickly. Each manager is responsible for the conduct of his coaches, players, and parents. There will be **NO ARGUING** of any kind.
2. Teams will field all players when fielding, no catcher, (Standard set up is – no catcher, 4 outfielders, a fielding pitcher & 4 infielders) – Teams can field up to, but no more than 5 infielders in a game. Disperse other players in the outfield.
3. Regulation game shall consist of 5 innings or 1 hour. Games shortened by reasons of rain or other act of nature shall be regulation games.
4. The bases will set at 36 feet apart (basically 12 paces by the coach).
5. The time limit shall be one hour. No new inning shall begin after one hour from the designated starting time.
6. An inning lasts 5 runs or 3 outs, whichever comes first.
7. Each batter gets 5 swings to hit the ball off of the "T" into play. The batter shall be called out after 5 swings.
8. During a 9 game season the game will evolve into a 'Coach Pitch' for games 6, 7, 8 & 9. Players will get 4 pitches from the coach. If he/she fails to hit the ball the t will be introduced for 3 more attempts.
9. Offensive players may take as many bases as they can. A play becomes dead when an infielder has possession of the ball in the infield area. Infielders are still encouraged to throw to the first baseman, even though the play is dead – No steal on a passed ball/wild throw. Runners will be awarded bases according to their positions relative to a line drawn midway between 1st, 2nd, 3rd, and home bases respectively. The lead runner will be the determinant if 2 or more players occupy the same base. However, if a play is made on a runner, then the ball is still live, and runners can advance until play stops – and the ball is in the possession of an infielder.
10. No game score is kept. There are no winners or losers. Both teams should line players up at the end of each game and shake hands.
11. Batting helmets must be worn by the batter and all base runners. There are no on-deck batters.

12. No metal spiked shoes allowed.
13. Ensure that batters do not "sling" the bat; the umpire will warn the player. If it happens a second time or more, the umpire will declare him out each time.
14. There is no leading off the base. Runners cannot leave the base before the ball is hit. There is no stealing. Sliding is allowed. The infield Fly rule does not apply.
15. A ball thrown to the side fence or outside the side fence becomes a "Dead Ball," and each runner is entitled to the approaching base. A ball that is thrown into the outfield is still a live ball.
16. All offensive players, except the batter, and all defensive players not on the field, must sit in a designated area (The Dug Out) away from the playing field.
17. A ball that is hit in front of home plate but not outside the circle is a dead ball.
18. The umpire is the defensive coach behind the pitcher.
19. Offensive coaches are in the 1st base and 3rd base coaches' box. There is also one at home plate to put the ball on the T.
20. Defensive coaches are in the outfield, outside right and left field foul lines - not on the field. One will also be behind the pitcher who will be the umpire.
21. All players must play at least 3 full innings in the field defensively. All players bat continuously and consecutively in the batting order rotation.
22. The MJCCA has a non-smoking policy for any coach or adult on or near the playing fields, or around or near the children.
23. Each Coach is responsible for cleaning up the dugout.
24. Each Coach is responsible for reminding parents to clean up the bleacher areas after a game.
25. **A First Aid Kit is available at field #2 and Field #3 in the sheds at Zaban.**