



## 2019 T-BALL LEAGUE RULES

### I. Roster

- A. All participants **must** be properly registered through Kent Parks, Recreation and Community Services. Rosters are limited to no more than 15 players.
- B. All participants must have turned four (4) by August 31, 2018 or be currently enrolled in kindergarten.
- C. All participants must play in the age/grade that they are in for the 2018-2019 school year and cannot play up or down an age/grade level. Any misrepresentation of grade or age will result in immediate withdrawal from the program and will require permission from Kent Parks to continue participation in any future programs.
- D. Players may be added to teams with less than 15 players on or before April 20, 2019. No player additions starting April 21, 2019.
- E. A team shall consist of ten (10) players on the field. See V R on page 3.

### II. PLAYING FIELD

- A. Distance: The distance between all bases will be 60 feet. Defensive pitcher's distance will be 35 feet. A marked off area of ten-foot radius will denote foul ball area around home plate.

### III. EQUIPMENT

- A. Each team will be supplied with 5 game balls (one of the 5 game balls is for the jamboree practice game), practice balls, batting tee, one (1) bat, catcher's mask, chest protector, shinguards and four (4) batting helmets.
- B. Bases will be brought to the game by the "home team" coach at school fields. For City of Kent fields, bases will be supplied by Kent Parks Department.
- C. Bat: Supplied by Parks Department. Players may bring their own bat. Wooden bats must have a grip (tape or rubber).
- D. Shoes: Metal cleated baseball shoes are prohibited. Soccer/baseball cleats and tennis shoes only. No metal cleats, barefeet or sandals.
- E. Batting Helmets: Batters and base runners are required to wear batting helmets at all time.
- F. Uniforms: All players are expected to wear team T-shirts and hats while participating.
- G. Gloves: No restrictions will be placed on type of glove used by any player at any position.

### IV. PRE-GAME

- A. Each game will have two (2) umpires (**one supplied by each team**). The home team will be the plate umpire.
- B. Head coaches are responsible for the conduct of their spectators. Sportsmanlike behavior should be encouraged.

IV. PRE-GAME – continued:

- C. Each coach shall provide a batting lineup. Coaches should verify batting line-up after each inning is completed. No standings will be kept and no scores will be recorded.
- D. Coaches and umpires are to meet briefly before the scheduled game time to review ground rules.
- E. Home Team Dugout: Home team always takes third base dugout area. All players must remain in the dugout area behind backstop except for the batter.

V. PLAYING RULES AND PROCEDURES

NFHS Baseball Rules will govern league play with the following exceptions:

- A. Fielding a Team: A team may start and must if they have at least eight (8) players.
- B. Although there are no scores or standings kept, please show up early and honor the game time you are scheduled.
- C. All ball players in attendance must be listed in the batting order on the roster sheet prior to the start of the game. All ball players must bat in the order as placed on the roster sheet. Any player arriving late must be added to the bottom of the batting order.
- D. No new innings are to begin if conditions are marginal (rain, darkness, etc.). Decision shall be at the discretion of the Coaches. The presence of thunder and lightning will result in an automatic postponement of the game.
- E. Each batter will have a chance to hit the ball and advance (or attempt to advance) to first base.
- F. Once play begins, a ball knocked off the "T" by the batter that does not travel outside the marked-off area that is 10 feet in front of the "T" will be ruled foul and will be replaced on the "T" by the home plate umpire.
- G. When a batter hits the ball, the home plate umpire must remove the "T" and bat from home plate until action is stopped.
- H. Baserunners have the right of way in the baselines, except when defensive player is directly involved in the fielding activity. Failure to yield right of way properly to the baserunner can result in warnings, penalty of advancing all baserunners one base, or declaring the runner interfered with, safe.
- I. Baserunner hit by a batted ball that hasn't been touched by a defensive player is out.
- J. Baserunner who is judged to be "grossly" out of baseline may be called out by umpires.
- K. **Coaches may not touch baserunners unless action is stopped. Violation may result in baserunner being called out.**

V. PLAYING RULES AND PROCEDURES – continued:

- L. An overthrow landing out of play, entitles a baserunner to the base he/she is going to plus one more base. For example: When runner is going to first base and throw gets past first base player and out of play, runner is entitled to second base without chance of being put out.
- M. **Bat Throwing: At the discretion of the home plate umpire, a batter may be called "out" if he/she throws the bat in a dangerous fashion. Each batter is allowed one (1) warning per game. The infraction may result in an "out" for that team if the plate umpire determines the bat was thrown intentionally or dangerously.**
- N. Leading off base and stealing bases is prohibited. If a runner is off base when the batter hits the ball, the runner will receive a warning. If it happens again, the runner is out.
- O. Infield fly rule is not enforced.
- P. **Action will be stopped when an infielder returns the ball to the pitcher.**

**NOTE: Outfielders, when receiving the ball, must throw the ball to an infielder who then relays it to the pitcher. Pitcher must have possession of the baseball within an imaginary 6-foot radius of the pitching rubber for play to be declared dead. Once the pitcher has the ball in his/her possession (within the 6-foot radius) and the baserunner is more than half way to the next base, the baserunner is awarded that base. A runner can be tagged out until the pitcher has the ball in his/her possession.**

Action will stop by either official calling "time" or "time-out". Action will start by home plate umpire calling "play ball".

- Q. Coaches: Two adult coaches may be used concurrently as base coaches. Please be prepared 10 minutes prior to game time.
- R. The defensive team will consist of ten (10) players: pitcher, catcher, third base, shortstop, second base, first base and four (4) outfielders. Each player in attendance must play at least one inning on defense. Coaches must have each payer sit out at least one inning, if possible.
- S. Defensive players must play in the area of the position to which they are assigned. Teams cannot overload certain areas of the field with defensive players.
- T. Unlimited substitution is allowed on defense.
- U. Infielders must play on or behind the baselines.
- V. A player may only play the position of pitcher and/or first base for a total of two (2) innings (i.e.: **player may play one inning each as pitcher and at first base for a total of two innings, OR two innings either as pitcher *or* at first base.**)

V. PLAYING RULES AND PROCEDURES - continued

- W. The pitcher must throw the ball to first base. The pitcher cannot run down the runner running to first base.
- X. Catchers must wear catcher's mask, chest protector and shinguards and remain behind and to the side of home plate.
- Y. One defensive team coach may be stationed behind second base to help players learn defense.

VI. LENGTH OF GAME (All games have a time limit of 1 hour 15 minutes)

- A. Regulation Game: Regulation games will be four innings or the 1 hour and 15 minute time limit. **An inning at bat will consist of all attending players having an at bat. Although outs will not be recorded nor used to determine the length of an inning when an offensive batter or runner is called "out " at a base, they will return to the bench and not continue running the bases.**
- B. A game called due to weather, darkness or other reasons determined by the home plate umpire, shall be considered complete if three full innings have been played.

VII. RAINOUTS / RESCHEDULED GAMES

- A. **The coaches** reschedule all rainout games. Please call Kyle Nearhood at the Kent Commons for available fields (253) 856-5000.

VIII. PHILOSOPHY

- A. **COACHES' REMINDER: You set the example and tone for players and parents. Positive and supportive cheering is encouraged. Derogatory cheering against officials or the other team is strictly prohibited.**
- B. All boys and girls will have the opportunity to practice and play in league games once they have been assigned to a team.
- C. Focus should be on all boys and girls having a FUN learning experience.
- D. Boys and girls will be provided the opportunity to improve their skills and enhance their knowledge of the sport.
- E. All participants, coaches and parents will practice good SPORTSMANSHIP.

IX. Player/Coach/Spectator Conduct:

- A. Coaches are responsible for the actions of their players and spectators. Unsportsmanlike conduct by a player(s) and or spectator(s) will result in immediate removal from the facility.
- B. Players/Coaches/Spectators are to follow all league and school rules/policies. Non-compliance can lead the individual(s) to be expelled from further participation from the league. Minors must be accompanied by an adult.

IX. [Player/Coach/Spectator Conduct - continued:](#)

- C. Any person(s) who is confrontational, threatens or is verbally/physically abusive, in any way towards an umpire, player, coach, parent, spectator, city employee or anybody before, during or after the game will be suspended for a minimum of two (2) games to a maximum expulsion from all Kent Parks programs and will require the Program Coordinator's permission for reinstatement.
- D. **Casual Profanity:** Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but is uttered by a player out of frustration. This is penalized by the player being removed from the game for the rest of the period.
- E. Any participant that is suspended from school is ineligible to partake in practices or games until their suspension has been completed.
- F. Any player/coach/spectator suspended cannot accompany the team or be on site before, during or after the game for any scheduled games during the suspension period.
- G. Players/spectators/coaches are not to cheer against the opposing team. Everybody is encouraged to cheer for the kids, regardless of which team they are on, so that their playing experience is a joyous one. **Good sportsmanship is contagious.**
- H. **Tobacco Policy:** No person's (coaches/volunteers/spectators/staff) may use tobacco (smoke, chew, etc.) on City of Kent Parks, Recreation and Community Services or Kent School District playing facilities while practice/games are in session. This applies to **everyone**, spectators, coaches and participants.
- I. After the game, congratulate the kids for playing a great game, enjoy the post game snack and the rest of your day.
- J. For all suspensions the individual(s) must have the Program Coordinator's permission for reinstatement. Penalty for non-compliance to league rules will be decided by the League Coordinator.
- K. The City of Kent Parks, Recreation and Community Services Program Coordinators have the authority to make rulings on all dealings regarding this league. All decisions are final.

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