



**EXCELSIOR SPRINGS PARKS AND RECREATION DEPARTMENT
T-BALL (AGES 5 & 6)
RULES & REGULATIONS**

ADMINISTRATION:

The T-Ball League is supervised by the Excelsior Springs Parks and Recreation Department. Decisions rendered by the Parks and Recreation Department are final. USSSA BASEBALL RULES apply except where superseded by the following T-Ball League Rules.

COACHES:

1. Shall, above all, have the welfare of each child as his/her main objective.
2. Must have a reasonable knowledge of the game.
3. Shall act as an example of good conduct and sportsmanship to his/her team in all league matters.
4. Emphasis shall be placed on learning the rules and fundamentals of the game, participation, and personal enjoyment.
5. Guidelines for selecting coaches:
 - Must be 18 years old
 - Previous years experience and good standing within ESPR programs
 - Parents of children in programs
 - Past complaints from parents, coaches, and umpires will be considered
 - If all is equal a coin toss will be used to break a tie
6. All selected coaches must be approved by office background check before able to coach

TEAMS:

1. Players must submit a player contract (registration form) with fee, properly signed by a parent or guardian, prior to participation in any game.
2. Team rosters will be as balanced as possible so each team consists of a maximum of 14 players. The Parks and Recreation Department may make exceptions.

UNIFORMS AND EQUIPMENT:

1. Required uniform consists of provided shirt with number. Player names may appear on the uniform. Uniforms shall be the same color.
2. Batters and base runners are required to wear approved head protection. Helmets worn at all times during practice and games will be required. Umpires are instructed to rigidly enforce this rule. Tennis shoes or rubber cleats only are to be worn. No street shoes or metal cleats are allowed.
3. ESPR will provide each team with a duffel bag containing bats, helmets, tee, and practice balls.
4. Each player must provide their own glove; individual bats and balls are optional.

GAME TIME:

1. Games are scheduled primarily on weeknights.
2. Games will start promptly as scheduled. A team must have seven (7) uniformed players to start or continue a game. A 5-minute grace period is allowed from the scheduled starting time. The umpire's watch is official.

HOME TEAM AND SCORE KEEPING:

1. Home team will be listed first on the schedule and shall occupy the first base dugout.
2. REMINDER: Home team will provide the official scorekeeper. The official scorekeeper is there to keep batting lineups in order. No scores or standings are kept in this recreational league.

OFFICIAL GAME:

1. There will be a 50 minute time limit on all games. A maximum of three innings will be played.
2. Decisions concerning rain cancellations will not be changed until 4:00 p.m. for weeknight games. The rain out information will be updated on the Department Facebook and Twitter pages. If decision is made early enough all coaches will be emailed. Coaches will be notified as to when games have been rescheduled.
3. One umpire will be assigned to each game

INNING REQUIREMENTS AND PLAYER SUBSTITUTION IN THE FIELD:

1. EVERY player will play one (1) inning in the outfield and one (1) inning in the infield. Due to limited space in the infield, coaches will do their best to rotate in and out throughout games. It is our hope that coaches will abide by this rule as well as try to rotate their children into more than two positions by the end of the season! Failure to abide by this rule may result in forfeiture of the game. A player may not be substituted in the field until he/she has played two full innings except in the case of injury or illness.
2. It is the decision of the umpires as to when a player is removed from the game due to injury or illness or when they will be allowed to re-enter the game. Their decision will be determined by the seriousness of the injury or illness.
3. The official scorekeeper is to be notified of all substitutions in the field.
4. It is the goal of the Parks and Recreation Department to provide as many learning experiences as possible to our youth. Therefore, try to have every child play as many different positions as possible.
5. PLEASE NOTE: OUTFIELDER POSITIONS MUST PLAY AT THE GRASS. DON'T ALLOW THE CHILDREN PLAYING IN THE OUTFIELD TO COME UP INTO THE DIRT (INFIELD).
6. OUTFIELDERS ARE PERMITTED TO WALK/RUN BALL INTO SECOND BASE ONLY TO GET PLAYERS OUT RATHER THAN THROWING BALL TO THE SECOND BASEMAN.
7. Pitcher must throw ball to a position player for an out. Pitcher may not run to a base or runner to tag them out unless pitcher is covering bag from an overthrow.

BATTING LINE-UP AND BATTING ORDER:

1. Each coach is required to submit the batting order to the official scorekeeper at least (5) minutes prior to the game time.
2. All uniformed players shall bat each inning of play. The same number of batters will bat for each team each inning.
3. If the number of players on each team is the same, both teams will bat their entire lineup each inning from batter #1 on the score sheet through the end of the lineup. All players bat each inning.
4. If one team has fewer players, that team will follow a rotating batting order so that the number of batters for each team is the same. For example, if one team has 14 players and the other team has 12 players, the team with 14 will bat their batters 1-14 in the same order every inning. For the team with 12 players, in the first inning batters 1-12 on the score sheet will bat and then batters 1 & 2 will bat again (for a total of 14 batters). In the second inning, batters 3-12 will bat, followed by batters 1, 2, 3, & 4 (for a total of 14 batters). In the third inning, the lead off batter is the next batter in rotation (batter #5) and batters follow through the order for a total of fourteen batters. This same procedure is followed for each inning. The batting order in an inning begins where it left off in the preceding inning and follows through until the correct numbers of players have batted (the same number for each team).
5. The total number of batters will be increased if additional players arrive and will be decreased should players become unable to continue to play. Late arrivals will be added to the end of the lineup. If a player should become unable to bat, his/her position is skipped in subsequent rotations.
6. When the last batter for the side comes to the plate, it is the batting team's coach's responsibility to notify the umpire and scorekeeper. The umpire will then notify the teams.
7. Two coaches are permitted per team to be in the outfield (grass area) when their team is in the outfield. Please be aware that this coach is not there to tell every kid what to do, they are to assist those needing assistance.
8. On an infield hit, runners may only advance one base.

PROTESTS:

Officials' decisions in all matters are final. There shall be NO protests.

SPORTSMANSHIP:

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- a) Player, coach or spectator ejection from the game
- b) Player, coach or spectator ejection from the league
- c) Player, coach or spectator suspension
- d) Forfeit of game

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

****COACHES THAT QUESTION THE UMPIRE IN A DISRUPTIVE MANNER WILL NOT BE TOLERATED. ESTABLISH CREDIBILITY WITH THE CHILDREN BY SETTING A GOOD EXAMPLE ON HOW TO DEAL WITH CERTAIN SITUATIONS THAT ARISE DURING THE GAME "IN THE HEAT OF THE MOMENT" SITUATIONS. IF THE UMPIRE SHOULD CALL A PLAY OR SITUATION THAT GOES AGAINST THE RULES STATED, THEN HE WILL STOP PLAY AND ACKNOWLEDGE HE MADE AN ERROR IN THE CALL, DISCUSS IT WITH THE COACHES AND CORRECT THE SITUATION IN THE BEST WAY THAT HE CAN. REMEMBER TO TEACH THE KIDS MORE THAN JUST BASEBALL, TEACH THEM SPORTSMANSHIP, TEAM SPIRIT, POSITIVE INTERACTION WITH OPPOSING TEAMS AND, MOST IMPORTANTLY, TEACH THEM TO HAVE FUN WHETHER THEY WIN OR LOSE!**

1. NO Alcohol permitted
2. No Mechanical noisemakers or bullhorns allowed at fields.
3. Any questions or issues should be directed towards the field supervisor rather than voicing opinions/complaints to umpire.
4. Umpires, coaches, parents, etc. are encouraged to inform the Parks and Recreation Department of unsportsmanlike conduct by coaches, parents, players, etc. Office phone number is 816.630.1040.
5. Only positive remarks from parents, spectators, and players will be allowed. No yelling "swing" at the batter.

GENERAL PLAYING RULES:

1. Bases are at 60 ft; pitching rubber at 35'
2. Player position: A team shall have four (4) outfielders, and six (6) infielders with the remaining players placed in the outfield. The player in the pitcher's position must keep one foot on the pitching rubber until the ball is hit. The pitcher must wear a mask.
3. Batting arc: A white chalk line will be measured 10' from home plate. The line will arc from the first base foul line to the third base foul line with all parts of the line 10' from home plate.
4. The ball is batted off a T-stand located at home plate. The umpire will use his/her judgment concerning changing the height of the batting tee due to the height difference in players.
5. In T-Ball the batter will be allowed three (3) attempts to hit the ball before they are out. A strike is called if the batter swings and misses the ball, hit foul and/or the ball rolls dead before crossing the 10' line. No coaches are allowed in the batters box while player is batting.
6. If a fielder charges a ground ball and handles it before it reaches the 10' line, the ball is dead and the play is replayed. There is no strike.
7. A fly ball may be caught anywhere for an out.
8. There is no infield-fly rule.
9. Runners have to be halfway to base before awarded that base.
10. When returning the ball to home, the infielders may not run the ball past the 10' line. They may run in as far as the 10' line, but at that point the ball must be thrown to the player in the catcher's position. The player in the pitcher's position may back up the catcher at home. If a fielder runs the ball home to tag a runner advancing from third, the runner cannot be tagged out and will score. If a fielder runs the ball home to stop play on the last batter, any runners advancing from second or third will score.
11. A runner shall touch home plate when scoring. Touching the batting tee does not score the run.
12. Runners may advance one base only on an overthrow at first or third base. The umpires are responsible for awarding the base. (Runners cannot advance on any other overthrow). COACHES NEED TO KEEP IN MIND THAT THE OBJECT OF THE

GAME IS TO NOT KEEP RUNNING YOUR RUNNERS AROUND THE BASES TO RACK UP THE SCORES, ESPECIALLY ON A SHORT HIT OR ONCE THE BALL PASSES OR IS OBVIOUSLY GOING TO PASS 20' ARC BEFORE THE RUNNER REACHES THE HALFWAY POINT TO BASE. FIELDERS NEED TO GET THE BALL INTO A TEAM MATE IN THE ARC TO STOP PLAY OR STOP THE RUNNERS FROM ADVANCING.

13. Runners are not permitted to lead off base or steal and runners shall not advance until the ball is hit off the tee. A RUNNER ILLEGALLY LEADING OFF OR ATTEMPTING TO STEAL IS OUT.
14. Our umpires may occasionally rely on "coaches' honor" regarding base running of the children. A child will (usually) go when a coach tells him/her. There are times, especially in T-Ball, when the umpire's attention is focused at one point of the baseball field. At this time it is the coaches who decide whether or not to advance a base runner while the umpire is occupied. Excelsior Springs Parks & Recreation hopes that all coaches will use fair judgment on advancement of the runners. If the umpire uses unfair judgment the runners in question will be returned to the previous bases occupied.
 - * A fair and sportsmanlike judgment by the coaches to advance runners is appreciated and makes it easier for the umpires/ coaches/parents in the long run!
15. When the last batter in an inning is up, the home (batting coach) must notify the umpire, and he/she shall announce "last batter." The last batter must reach base safely in order for any other runner to advance or score. Any legal out, including touching home plate while in possession of the ball, stops play. On the last batter, throwing the ball in past the 10' line does not stop play. SEE RULE #6 IN SECTION ON BATTING.
16. When a fly ball is caught and the runner has left base without tagging after the catch, the ball can be thrown to the base for the out. However, once the ball has been thrown past the 20' line, it is a dead ball and cannot be thrown back out to any base. The catcher may still attempt to tag out the runner at home. Once the play is dead, any runners who did not tag up before advancing are returned to their base provided they were not legally tagged out.
17. When the last batter is up, any out stops play.
18. Coaches, please go over league rules and conduct with your parents.

AWARDS: All Players in the T-Ball League will receive a participation award. Coaches will receive these awards prior to their final game.