

Inter-League A Baseball
2020 SPRING LOCAL RULES

Games involving the following leagues:

- Countryside Little League
- Oldsmar Little League
- Tarpon Springs Little League

With few exceptions, players with some previous experience and should be born between Sep 1, 2013 -- Aug 31, 2016

The purpose of the A Division is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best. Standings and scores are not recorded.

A. Code of Conduct

Coaches are responsible for their team's players and parents conduct at all times. Players or parents who are unruly will be warned by the coach and may be asked to leave the game area if necessary.

B. Mandatory Play

No minimum amount of players is required to play a game. NO Forfeits.

C. Uniform and Equipment

1. Players may not wear jewelry, rings, watches, pins, or other metallic objects.
2. Bat must be aluminum or composite and have a maximum diameter of 2.25".
3. T-ball Safety Baseballs are to be used at all times.
4. Batters/Runners must wear a helmet (face guard is optional).
5. No metal cleats are allowed.

D. Game Format

1. Time Limits: Games will have 3 innings. No new inning shall start after 1 hour from the scheduled start.
2. Standings and Score: Standings and scores are not kept.
3. Managers/Coaches: An offensive coach MUST serve as the pitcher for his or her team and base coaches are allowed at 1st and 3rd base. An offensive coach MUST serve as either back-up catcher or catcher to assist in speeding up game. Defensive coaches are allowed on the field to instruct the players. An adult coach MUST be in the bench area at all times, when players are present.
4. Defense Rules of Play
 - a. All players will play on the field when on defense. A maximum of seven infielders and the rest of the team must occupy the outfield. Rotation of the positions every inning is encouraged.
 - b. The catcher position MUST be occupied by an adult. However, adult must at least 10 feet away behind batter.
 - c. Infielders may not be more than 10 feet in front of the base path.
 - d. Outfielders may not be less than 10 feet behind the base path.
 - e. Pitcher stands on (or near) the rubber until the ball is hit.
5. Offensive Rules of Play (Batting):
 - a. No outs or runs will be recorded. (No scorebooks used)
 - b. The complete roster will be the batting order. Each team will bat through its complete roster each ½ inning regardless of the numbers of players on each roster. Any player arriving after a game has begun should be inserted in the batting order in the last batting position.

- c. All offensive players except the at-bat player and base runners must be inside the dugout. There is no on-deck circle.
- d. The coach may pitch to an individual batter based on their demonstrated ability to hit the ball at practice. Each batter will be given five pitches (full count) to hit the ball. If ball is not hit after 5 pitches, a tee is used. Children who cannot hit a pitched ball at practice should only use the tee during games.
- e. No leading off or stealing any base.
- f. Runners must stay in contact with the base until the ball is hit.
- g. Players may not advance to the next base on an overthrow.
- h. Base runners must stop when the ball reaches the infield – from a ball that was originally hit into outfield is thrown back.
- i. All base runners called out may not continue to run the bases.
- j. There are no strikeouts.
- k. A ½ inning will be considered complete when all batters in the lineup have batted and all runners have touched all the bases. The last batter will continue to run the bases until he/she touches home.