

SYC LL Baseball

2019 T-ball Division Rules



Severe Weather: If thunder or lightning occurs, the game or practice will stop immediately and all players must seek shelter. The game or practice will not be resumed until 30 minutes after the last clap of thunder is heard, or the last bolt of lightning is seen. If severe weather is forecasted, the league will make every effort to notify managers and coaches in a timely manner. Managers/coaches are empowered to make sound decisions. Safety is of utmost importance; if in doubt, suspend play.

ATTIRE:

1. SYC jersey and hat must be worn during the game.
2. Male players playing the catcher position are required to wear an athletic cup.
3. No metal cleats, open-toed shoes, or jewelry allowed.

EQUIPMENT / BATS:

1. Only Little League approved bats may be used.
2. T-ball bats must be no longer than 26" and must have the USA Baseball logo. Existing T-ball bats may have a USA Baseball sticker affixed to allow it for approved use. The stickers must have the USA Baseball logo and text which reads "ONLY FOR USE WITH APPROVED TEE BALLS". NOTE: SYC LL will provide stickers to families with existing bats.



TIME LIMIT:

1. No new inning shall be started after one (1) hour from the start of the game. On Saturdays, there will be a strict *maximum* time of 1 hour and 15 minutes in order to allow following games to start on time.

TEE USE:

1. A batting tee will be used at the beginning of the season for all three innings of each game.
2. The batter shall not strike out or walk at any time. The batter may be thrown out, tagged out, or fly out under Little League baseball rules.
3. The goal of the league is to teach players the fundamentals of hitting and to progress from the use of a tee to coach pitch over the course of the season.
4. A league official will identify dates throughout the season in which the league will transition from less innings using the tee and more innings of coach pitch.

COACH PITCH:

1. Managers and/or coaches shall pitch at approximately 25 feet from home plate. It is suggested, but not required, that coaches pitch from one knee to help develop a proper swing. During a coach pitch inning, a player shall not strike out or walk.
2. A maximum of 5 pitches will be given to each player without exception. All pitches are counted. Players should be encouraged to swing at all pitches. If a player does not put a ball in play after 5 pitches, a tee will be used.

CHANGE OF INNINGS:

1. A change of inning is made after each player from the batting team has had a turn at bat.
2. Traditionally, the last batter hits a home run, and runs all the bases.

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UMPIRES:

1. Managers and coaches will serve as the umpires. Each team shall have two (2) defensive coaches in the field. The team at bat shall have a coach behind the catcher and a coach pitcher during coach pitch innings. The coach closest to the play will make the call.
2. There must be one adult coach present any time there are players present in the dugout.

GAMEPLAY – BASERUNNING:

1. Players may only advance one base on balls hit into play. There will be no extra bases on balls hit to the outfield or balls thrown out of play. The intent of the rule is to encourage teaching the fundamental of runners running through the bag at first base and to encourage infielders to make throws.
2. A player may not leave a base until the ball is hit.
3. The last batter of each 1/2 inning clears the bases with a "home run". The defensive play should be made to 1st base, NOT home plate

DEFENSIVE PLAY:

1. Two defensive coaches are allowed on the field during play.
2. All players may play defensive positions during each inning. Only one player may occupy infield positions; four or more outfield positions will be utilized to accommodate all players.
3. Managers will ensure that all players get equal playing time at positions in the infield.
4. Infielders should not crowd the batter.
5. Infielders shall not play more than 10 feet in front of the base path.
6. Outfielders must play behind the base path.
7. The base path will be considered a direct line between bases.

CATCHER POSITION:

1. The catcher should crouch down behind the plate in proper catcher's stance.
2. The catcher must be in full equipment which includes chest protector, leg guards, and mask.
3. The catcher may use a regular glove.
4. Each coach is responsible for ensuring the catcher is in full equipment and positioned at a safe distance from the batter.

OFFENSIVE PLAY:

1. Players must wear a protective batting helmet when at bat and when running the bases. There will be no bunting, leading, or stealing in this league.