

# **JUNIOR DEPUTY 2019 T-BALL 4 RULES**

## **LEAGUE SETUP**

### Definition

The Junior Deputy T-Ball League is a purely instructional league. The four-year-old division (“T-Ball 4”) is a tee ball league.

### Eligibility

T-Ball 4 is for players four years old and younger. Age is determined by the age the player will be on April 30, 2019.

No player who will be over age 4 as of April 30, 2019 is allowed to participate in T-Ball 4. Any player requesting an exception to this rule must be recommended and approved by the T-Ball League Commissioners (Jon Piechocki, Kori Gordon, and Carter Stein) and the Junior Deputy Board of Directors President (Kori Gordon).

### Registration and Fees

Early bird registration is from October 15 to November 30, 2018. Regular registration is from December 1, 2018 to February 22, 2019.

The registration fee for T-Ball 4 is \$235. Early bird registrants save \$20.

### Team Formation

The T-Ball League Commissioners will determine how many teams can be created from the pool of available players, registered and paid, with an optimal number of players being 10 or 11 per team. The T-Ball League Commissioners will allocate players onto teams based on requests from both league coaches and parents

### Uniforms

Junior Deputy will provide each T-Ball 4 player with a hat and numbered jersey. Team sponsorships are available to provide uniform upgrades.

### Schedule

Practice begins March 5, 2019. Games will begin April 1, 2019. Games will end by May 23, 2019.

### Length of Games and Practices

No game or practice will last longer than an hour.

### Rescheduling Make-up Games and Practices

Please contact the T-Ball League Commissioners to reschedule games and practices cancelled due to bad weather.

### **FIELD SETUP**

Bases will be 45' apart.

### **GAME SETUP**

If the JD website shows the fields as open, then teams are expected to play. Only the League Commissioners may delay the start times due to rain or inclement weather.

Once a game begins, the League Commissioners and/or head coaches have sole authority to suspend or postpone play due to rain or inclement weather.

Each team will provide at least two game balls per game. T-Ball 4 will use the Easton Incrediball (9" softstich training baseball). Easton Incrediballs are sold at Sportstop.

Each team will use a batting tee.

Each batter and base runner is required to have a helmet.

Each team's batting lineup will be round-robin. All players will bat in order. A half inning is considered complete when all players have batted.

Games are intended to last 2 innings and be completed in under an hour. If you have completed two innings and both Head Coaches agree, a third inning can be played **if the game is finished within the hour time limit.**

The visiting team will sit on the third base line bench. The home team will sit on the first base line bench.

Visiting team bats first.

Scores will not be kept for individual games. Season records will not be kept.

### **SPORTSMANSHIP**

All coaches and players must be in emotional control or risk being ejected from the game at the discretion of the T-Ball League Commissioners or the Park Manager.

Junior Deputy will not tolerate unsportsmanlike conduct or abuse of coaches, parents, or players. Any ejection of a coach will require the coach to report to the Board of Directors for a Code of Conduct violation.

## **COACHES**

There is not a limitation on the number of coaches in a game. The T-Ball League Commissioners recommend a minimum of four coaches per team during a game.

Prior to the game, the Head Coach (or acting Head Coach) must declare himself to the opposing team's Head Coach.

### Umpiring / Game Officiating

There are no outs in T-Ball 4. If a player is forced out or tagged out, he will continue as a base runner.

The batting team's First Base and Third Base Coaches are responsible for signaling balls down the lines. If a batted ball lands on or inside the foul line, the coach will loudly call "Fair Ball!" and point inside the field. If the ball lands outside the line, the coach will loudly call "Foul Ball!" and hold both arms up.

Any questions or disagreements that may arise during the game will be settled by the two Head Coaches.

### In the Field

When their team is in the field, teams may have as many defensive coaches as the Head Coach feels they need. The T-Ball League Commissioners recommend beginning the season with four or five defensive coaches and scaling back to two or three defensive coaches towards the end of the season. The defensive coaches should remain in the outfield.

Players will rotate positions **every inning**. Every attempt should be made to have every player play at least one inning in the infield per game. This means in most games you will flip your infield and outfield every inning. **Prepare a fielding lineup before the game.** Every attempt should be made to have every player play every position during the season.

### At Bat

When their team is batting, a team may have a First Base Coach, Second Base Coach, Third Base Coach, Tee Coach, and Bench Coach. The T-Ball League Commissioners recommend dropping the Second Base coach towards the end of the season.

Coaches should refrain from touching players while the ball is in play.

Your batting order should be rotated every game so that every player bats last and runs all the bases. **Prepare a batting order before the game.**

Once the bases are loaded and the batter hits a fair ball, the Tee Coach should pick up and remove the tee so the runner on third can step on or slide across home plate.

There will not be an on deck circle. Any player not batting or base running should be seated on his or her team's bench and should be supervised by the Bench Coach.

## **PLAYERS AT BAT**

### Batters

All batters will wear a batting helmet when on the field of play, whether as a batter or runner.

No bat used may exceed 2 ¼" in diameter. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed. The T-Ball League Commissioners recommend 24" or 25" inch bats for most players.

Each batter will have an unlimited number of attempts to put the ball in play off the tee. If the batter hits the tee prior to hitting the ball, when the ball falls off the tee it is a foul ball regardless of whether it rolls into the field of play.

The batter must be within the batter's box when hitting.

Every player in your line up will bat every inning. The batter and all base runners will advance one base on a hit ball. The last batter in the inning will run all the bases. The batting team's Head Coach should notify the fielding team's Head Coach when the last batter is at the plate.

All batted balls are live balls unless called a foul ball by one of the coaches. This rule is in place to teach the batter to run out every contact.

No bunting is allowed.

If a batter slings his or her bat, his team's Tee Coach should warn the offending player. Player safety and proper instruction takes precedence in T-Ball 4.

### Runners

A base runner can only leave a base after the ball is hit. No leadoffs. No stealing.

Runners may advance on a batted ball unless called a foul ball by one of the coaches.

Runners should be taught to avoid a tag by sliding. A team's Head Coach should give a warning to a runner, who with no intent to harm, collides with a fielder. Player safety and proper instruction takes precedence in T-Ball 4.

### **PLAYERS IN THE FIELD**

There are no outs.

The fielding teams shall have infield players at pitcher, first base, second base, shortstop, and third base. There will be no catcher. All remaining players will be in the outfield.

Prior to the pitch, infielders may not be more than 4' in front of the basepath.

Prior to the pitch, the pitcher must have at least one foot on the painted pitcher's rubber.

Prior to the ball being hit off the tee, outfielders should be approximately 20' behind the base path.

### **DEAD BALL FOR INJURIES**

If a player is injured in the course of play, the Head Coaches will call time out immediately upon discovery of the injury and all play will cease.

### **JEWELRY**

Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body.

**REVISED: 04/05/2019**