

JUNIOR DEPUTY 2019 T-BALL 5 RULES

LEAGUE SETUP

Definition

The Junior Deputy T-Ball League is a purely instructional league. The five-year-old division (“T-Ball 5”) is a tee ball league.

Eligibility

T-Ball 5 is for players five-years-old as of April 30, 2019.

The age range is 5/1/2013 to 4/30/2014.

Any player requesting an exception to this age 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 5 is \$245. 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 11 or 12 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 5 player with a hat and numbered jersey. Team sponsorships are available to provide uniform upgrades.

Schedule

Practice begins March 4, 2019. Games will begin March 25, 2019. Games will end by May 30, 2019.

Length and Number of Practices

No practice will last longer than an hour.

Once games have started, teams are limited to two practices per week.

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 50' 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 5 will use RIF Level 1 baseballs.

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 3 outs are recorded by the team in the field or 6 runs are scored by the team at bat.

Games shall be 4 innings or 1 hour, whichever comes first. No new inning will begin after the 1 hour has been played. An inning started before this mark will be completed.

The visiting team will sit in the dugout closest to home plate. The home team will sit in the dugout furthest from home plate.

Visiting team bats first.

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

All players present for a game must play nearly equal amounts (unless discipline reasons dictate a player should not play). Players arriving late will be inserted into their regular spot in the batting order. If a player arrives late and his team is in the field, he may enter at a defensive position at the next dead ball.

A team can play with as few as 8 players. A forfeit is called if a team has less than 8 players at the beginning of a game. If a team starts with 8 or more players, but due to injury has less than 8 players during the game, the game can continue with an out given for that player's spot in the order. If a player leaves the game for any reason other than injury and causes the team to fall below 8 players, the game will end in a forfeit.

An official game is 3 complete innings.

Any unofficial game interrupted by inclement weather or by agreement between the Head Coaches and Park Manager will be considered suspended and may be rescheduled and resumed from the point of suspension. By agreement of the Head Coaches, the game may be ended and not replayed. The T-Ball League Commissioners will be responsible for rescheduling an interrupted or suspended game.

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

Four coaches are allowed per team during a game.

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

Umpiring / Game Officiating

There will be no umpires officiating T-Ball 5 games. Head Coaches are expected to amicably resolve any close calls or rules interpretations. The First Base Coach, Third Base Coach, Tee Coach, and any Defensive coaches will be responsible for making calls.

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.

There is no reason to excessively argue any particular call as it takes time away from the game and the players' opportunity to play and develop.

In the Field

When their team is in the field, teams may have three defensive coaches. Only one defensive coach may be in the field of play and must remain in the outfield. Any other defensive coach must remain in foul territory beyond the base path. If a team chooses to have three defensive coaches, one defensive coach should be in the outfield, one coach defensive coach should be in foul territory on the left side of the field, and one defensive coach should be in foul territory on the right side of the field.

Players should rotate positions **every inning**. Every attempt should be made to have every player play at least one inning in the infield per game. The T-Ball League Commissioners recommend flipping 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. However, a coach may use discretion in not playing some players in certain positions if their skill level is such that there would be high likelihood of a player getting hurt. The coaches' goal should be to ensure that all players advance their skills throughout the season; such that a player would by the end of the season be capable of playing a position he was not capable of playing upon starting the season.

At Bat

When their team is batting, a team may have a First Base Coach, Third Base Coach, Tee Coach, and Bench Coach. The base coaches must be at least 15', or two fence lengths, from the batter prior to the ball being hit.

Coaches are not allowed to touch players while the ball is in play. Physically altering or assisting a player's action will result in that player being called out.

Your batting order should be rotated every game so that every player has a chance to be the leadoff batter. **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 be an on deck circle. Any player in the on deck circle must have a helmet on and be supervised by the Bench Coach.

Any player not on deck, 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 an on deck hitter, a batter, or runner.

No bat used may exceed 28" in length and the bat barrel may not 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.

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.

A ball hit from the tee must go at least 20 feet to be considered in play.

The batter must be in the batter's box and both feet must remain in the box for a hit ball to be considered in play. If the batter does not have both feet in the batter's box then any hit ball will be considered a foul ball. Placement of batters out of alignment within the batter's box in an attempt to hit the ball down the third base line is prohibited.

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.

A batter who throws/slings his bat outside a 6-foot radius of home plate will receive a warning from the Tee Coach. Should the player throw/sling his bat again, the batter will be called out, and will be called out for each subsequent thrown bat during that game. Player safety and proper instruction takes precedence in T-Ball 5. Coaches are expected to teach all players to swing the bat with both hands and maintain both hands on the bat through completion of the swing. "Swinging through" with one hand is to be strongly discouraged.

Runners

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

Runners may not leave base until the ball has been hit by the batter. If a runner leaves his base prior to the ball passing being hit off the tee, play will be called dead and the play will be replayed as if no action had taken place. A second violation (per runner) of leaving the base early will result in an out.

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

A runner contacting a live ball before a defensive player has touched the ball will be called out.

Base runners leaving the base path attempting to avoid being tagged out will be called out.

Runners should be taught to avoid a tag by sliding. A warning will be given to a runner, who with no intent to harm, collides with a fielder. Obvious intent to collide with a fielder by not avoiding a tag will result in the runner being called out. This will be a judgment call between the Head Coaches. Player safety and proper instruction takes precedence in T-Ball 5.

Ground Rule Doubles

Any batted ball that bounces over, rolls under, or goes through the outfield fence in fair territory will be called a ground rule double.

PLAYERS IN THE FIELD

Teams have the option of playing 10 or more players defensively. Each defensive lineup should have infield players at pitcher, catcher, first base, second base, shortstop, and third base. 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 pitcher's rubber located at 46' from the back of home plate.

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

If a defensive player (not fielding a ball) impedes the progress of a base runner, the runner will be awarded the next base. This does not apply if the defensive player is fielding a batted ball.

Catcher

All catchers must wear catcher's equipment - mask with throat protector, chest protector, leg guards, and protective cup. An extended or dangling throat protector is a required part of the of the catcher's mask. Hockey-style catcher's masks with built-in extended throat protection are approved and do not require an extended or dangling throat protector.

Prior to the batter swinging, the catcher must squat near the fence in line with home plate. The catcher will not be allowed to stand or kneel.

The catcher is not allowed to talk to or chatter to the batter.

End of Play

When a ball is hit into play on the **infield**, the ball will be played as live until an infielder fields the ball and makes an attempt to throw/tag a runner out or throws the ball back to the pitcher (pitching area). At this time play will be considered dead.

When a ball is hit to the **outfield**, the ball will be played as live until the ball has been returned to the infield. At this time play will be considered dead.

When a play is called dead by the Tee Coach, any base runner (between bases) greater than half way to the next base will be allowed to take the next base at his own risk of being put out. Base runners not half way will go back to the base just passed and are not subject to being tagged out.

Infield Fly Rule

The infield fly rule is not in effect.

Substitution

Players that sit out a defensive inning must play in the field the next inning.

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. Runners will be awarded bases that in the judgment of the Head Coaches the runners would have been reasonably expected to reach had the injury not occurred. This will be a judgment call by the Head Coaches.

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.

SITUATIONS NOT COVERED BY THESE RULES

Any game situation that arises and is not covered by these rules will be decided by the Official Rules of Cal Ripken Baseball as published by Cal Ripken Baseball.

REVISED: 04/05/2019