

**Warwick LL T-Ball
Local Ground Rules
Spring 2019**

1. General Guidelines

- 1.01.** Managers and Coaches have been screened and approved by the WLL Board and are expected to set examples of good sportsmanship, build self-confidence, and make the game fun for all players.
- 1.02.** All managers are required to carry, at all times, medical release forms for all players. These forms will be provided to each manager once rosters have been filled.
- 1.03.** In the case of injury or incident, please contact the League Safety Officer immediately and assist in the preparation of an incident report.
- 1.04.** A maximum of four (4) approved adult volunteers are permitted on the "Field" during games for each team. The "Field" consists of the playing field, dugouts, and surrounding areas within the fences. The intent is to have two (2) adult base coaches, one (1) adult pitching or assisting hitters at the Tee and one (1) adult managing the dugout.

2. Ground Rules

- 2.01. Home Team.** The home team will sit in the first base dugout and is responsible for preparing the field for play (raking, lining, placing equipment, etc.) as well as picking up all trash on the first base side of the field after the game.
- 2.02. Visiting Team.** The visiting team will sit in the third base dugout and will be responsible for raking the field after the game, returning all league equipment to the storage shed, and picking up all trash left on the third base side of the field. Please leave the field in a better condition than you found it.
- 2.03. Eligibility.** League ages 4-6.
- 2.04. Batting Order.** Use a continuous batting order, allowing all players present to be in the teams batting order. Entire batting order will have one (1) at-bat per inning.
- 2.05. At-Bats.** An at-bat ends after the batted ball has been put into play, either off the Tee, or coach pitched. When coach pitched the at-bat will consist of three (3) live hittable pitches, unless the hitter continues to foul off the last pitch. If the ball has not yet been put into play the coach will utilize the Tee to complete the at-bat. At no time will a foul ball be considered playable. When coach pitched, balls and strikes will not be counted.
- 2.06. Walks.** Walks are not in effect. Also, a batter hit by a pitch will continue the at-bat.

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- 2.07. Base Running.** Stealing bases is not permitted. A base runner may not lead off and cannot leave a base until the bat makes contact with the ball. Base runners can only advance one (1) base per at-bat. The only exception will be the “Last Batter”. The last batter and all remaining base runners will continue to advance until the bases have been cleared. Base runners must remain in the natural base path at all times.
- 2.08. Coach Pitching.** **Coaches may introduce coach pitching if a player shows readiness. Players who are not ready should continue to hit off the tee.** Ideally this will be around the mid-point of the season. Coaches can pitch to the players on their team who are ready when they are at bat. It is recommended that coaches pitch overhand to the batter from either the seated or kneeling position. Coaches should position themselves at approximately the mid-point between the pitching rubber and home plate. The goal is to introduce the players to the “strike zone” and prepare them to transition to the coach pitch division.
- 2.09. Coach hit by batted ball.** A batted ball that contacts either a coach or any object a coach is using to assist in pitching (bucket, chair, etc.) in fair territory is to be considered a live ball and played accordingly.
- 2.10. Outs.** If coaches feel their teams are ready they may begin to track put outs made by defensive players beginning May 6. When a runner is tagged or forced out at any base that runner will leave the playing field just as they would in the higher divisions. The only exceptions being the “last batter” situation, all put outs should be made at home plate. The concept is to reward defensive players for plays made on the field as well as encourage “hustle” between bases by all base runners. The entire batting order will still be allowed to hit every inning regardless of the number of put outs recorded by the defense. **Most will not be emotionally able to handle the outs.**
- 2.11. Defense-Players.** All players present will play defense every inning. Every effort will be made to ensure each player plays both infield and outfield positions during each game. Players must remain in and play their position.
- 2.12. Defense-Coaches.** A maximum of three (3) coaches may coach from the field, but must be positioned beyond the base paths and cannot interfere with any play. If a batted or thrown ball hits a defensive coach the ball is considered live and should be play accordingly.
- 2.13. Play Requirements.** All players will play on the field every inning. For each game, all players must play at least one (1) inning in each the infield and outfield.
- 2.14. End of a half inning.** A half inning ends when the offensive team has batted through its order.
- 2.15. Time Limit.** No new inning will begin after 50 minutes or after 3 innings have been completed.