

Mitchell Park Sports League Rules (T-Ball)

General Information:

- Teams will be formed at the beginning of the season via a draft. Players may be frozen if parent is coaching/assistant coach. The team will skip rounds for each kid frozen.
- T-Ball is meant to teach kids the fun of playing baseball. No Scores or standings are kept.
- Any unsportsmanlike act by players, coaches, or fans shall result in dismissal from the game, removal from the field, and be reported to the MPSL Board. Repeated or serious infractions shall, at the discretion of the MPSL Board, result in suspension or dismissal from the league without refund. Examples of unsportsmanlike behavior include the following:
 - o Fighting, or otherwise attempting to intentionally inflict harm on another player, coach, umpire, fan, or other volunteers (Swearing, taunting or making other cruel remarks)
- There are no umpires at the T-Ball level. Coaches or volunteers are permitted to assist at home plate with placing the ball on the tee and helping players with batting stance.

Field

- The length between bases will be 50 feet.
- ### Equipment/Uniforms
- No metal cleats are permitted.
 - Uniforms should be worn properly during all games. All jewelry, including earrings, must be removed prior to the game.

Game Length

- Games are a maximum of 4 innings or 60 minutes (all games must be completed within 60 minutes regardless of the inning). No new inning may start after 45 minutes of game play.
- All games lasting at least one inning will be considered complete games.
- Games called due to weather or other circumstances before 1 complete inning will be replayed from the start on Saturdays. Reschedules go in order of cancellation.
- No run rule is in effect, due to all offensive players batting each half inning

Batting Rules

- Each team will use a continuous batting order with all players playing defensively. A player who arrived after the start of the game will be inserted at the bottom of the batting order. Each half inning, all offensive players will bat. After this has occurred, the teams will switch and the defensive team will take their time at bat. The batting order will begin with the #1 batter and end with the last batter. At the next at-bat, the batting order reverses giving the last batter the first at-bat in that inning.
- All players shall bat off of the tee for the first three games of the season. After the first three games, coaches are encouraged to overhand or underhand toss the ball to players with the ability to hit. If a player is unable to hit a pitch after five pitches, he/she shall hit off of the tee.
- Players must be taught the danger of throwing their bat. On the first occurrence, the manager shall stop play and instruct the player on how to properly drop the bat. On the second occurrence, the batter will be required to bat again. On the third occurrence, the batter will be declared out and must return to the dugout.
- There are no strikeouts.
- **OUTS:** Outs will be recorded. In the event 3 outs occur prior to the team getting to bat the full lineup, the bases will be emptied, and the same team continues to bat. The players will get the idea that outs have occurred, and they do mean something.

Running Rules

- If the runner is out, they return to the dugout.
- No Lead-offs or stealing is permitted.
- The ball is dead when any infielder is in possession of the ball or the ball arrives in the infield after being hit to the outfield. However, for the last batter of the inning, the ball is not dead until the last batter is tagged out or scores a home-run. Runners should only advance a single base on

an infield hit, but may continue to run as long as the ball is in the outfield or reached the halfway point when the ball entered the infield- they may advance to the next base.

- If the ball is being thrown to a base that a runner is approaching and if there is a chance for a play, the runner must avoid collision by sliding, slowing down, or running around the player catching the ball to avoid injury. Failure to avoid contact during a play will result in the runner being called out.

Fielding Rules

- All players may play the field each inning. "Extra" fielders can be spread around the field.
- 1-2 defensive coaches should position themselves in the infield to help instruct the players, but they may only provide verbal directions.
- The infield fly rule is not in effect.
- The catcher does not need catcher's equipment but must wear a helmet with facemask while the batter is batting.

Team Responsibilities

- Both teams are responsible for picking up the trash in their respective dugouts.
- Both teams are responsible for raking the infield after the last game of the evening.