



**CITY OF SUFFOLK
DEPARTMENT OF PARKS AND RECREATION
COED YOUTH T-BALL RULES & REGULATIONS
2021**

The objective of the Coed Youth Tee-Ball League is to develop character, skill, sportsmanship, and promote goodwill among the teams and individuals participating in a non-competitive environment while encouraging fun and the opportunity to play the game.

These rules shall govern all procedures in the Suffolk Coed Youth Tee-Ball League.

RULES

I. PLAYER ELIGIBILITY

- A. Eligibility as of April 3, 2021 with proof of age and residency.
- B. Boys and girls baseball ages of 4 - 7 years old are eligible to play.
- C. All participants must present a birth certificate and signed parental release form before being allowed to play.
- D. The Department will enforce all out of school suspensions. League commissioner should be notified by the coach/manager of a participant's suspension from his/her school. Failure to comply with this rule will result in forfeiture.
- E. Any player that is suspended by the Department will not be eligible to participate in any practices or games for the designated suspension.

II. PLAYING RULES

- A. A fielding team will consist of a maximum of 10 players.
- B. A team should field a minimum of 7 players to complete a game.
- C. A team that is short players on game day may borrow from players from another team.
- D. There will be no score keeping of any kind, league standings or championship game. This is a non-competitive league.
- E. No sliding or base stealing.
- F. No throwing the bat. Throwing the bat by the batter constitutes an OUT.
- G. There is no on-deck circle. The on-deck batter will wear a helmet to be ready but will not have a bat in their hands until they are at the tee.

H. Offense:

- 1. All players present will be placed in the batting line-up and will bat in the order listed.
- 2. All batters and base runners must wear helmets.
- 3. The next batter will not approach the plate until called by the batting coach or umpire.
- 4. The umpire will place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter). The batting coach may adjust and reposition the batter at any time as long as the ball is not in play.
- 5. At the discretion of the batting coach, the batter then hits the ball off the tee after the umpire calls "ball in play" and thereafter.
- 6. All batter will have 3 attempts to hit the ball on his/her own before the coach must assist on the 4th and final attempt. Batters will have no more than 4 attempts to successfully strike the ball.
- 7. The batting coach will remove the tee from the playing field after the ball is hit.
- 8. A 15 foot arc will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go outside the line. A foul ball is one hit inside the 15 foot arc line. Official baseball rules apply to a ball that stops on the line, i.e., foul

ball rule. If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.

9. At the time the ball is declared DEAD, the umpire shall award a runner the next base only if the runner is half the distance or more to that base. If the runner is not half the distance to the next base, he shall be returned to the base he had safely reached.
10. When the umpire calls the ball dead, it stays dead until the umpire calls the ball in play again.
11. Runners may advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
12. The runner may not leave the base until the ball is struck by the batter.
13. An inning will end after 6 batters have batted (an inning is not three outs). The last batter shall run the bases back to home. Upon completion of the 6th batter, the order will continue during the next inning.

I. **Defense:**

1. All players present will be placed in the batting line-up and will bat in the order listed
2. Players will be positioned at 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield area. No catcher will be used.
3. The play is considered 'over' when the ball is returned to a player at the mound or any base.
4. The pitcher shall not play closer to home plate than the 15 ft arc line running from 1st base through the middle of the pitcher's mound to 3rd base.
5. The pitcher can make unassisted outs by running the ball to the pitcher's mound or a base; he does not have to throw the ball.
6. The infielders may not play on the infield grass until the ball is hit. Once the ball is hit, the entire field is then in play, and any player may then attempt to field the ball.
7. **Force-out:** A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
8. **Runners Overrunning a Base:** First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
9. **Tagging-Up:** A base runner will be allowed to tag-up after a fly ball out (base runner leaves base after fly ball is caught) only if the ball is caught in the outfield grass. Tagging-Up is not allowed on infield fly outs.

J. No player will play the same position for more than two innings.

K. All players must remain in the designated team areas and on benches, except the batter at the plate.

L. If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.

M. **Mandatory Play Rule:** Each child must play half of each game.

N. A player may play on only one team during the season unless being used as a substitute during a game for a team that is short players.

III. **GAMETIME LENGTH**

A. Each game will consist of 6 innings or approximately 1 hour of playing time.

B. **NO GRACE PERIOD:** A team should appear at the field, ready for play, 15 minutes prior to the scheduled start of the game. Any team that does not have 7 players by the start of the game will forfeit their game.

C. Coaches or assistants will be at the batting tee instructing the children while their team is at bat.

- D. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
- E. A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.

IV. COACHES EXPECTATIONS

- A. A team may have no more than one head coach and two assistant coaches in the dugout. All coaches must be 18 years of age for T-Ball division.
- B. Coaches will ensure that all players will play at least half of each game.
- C. When you have a stronger batter up, please notify the other coach so they can protect their smaller players.
- D. Both teams are responsible for cleaning up the area after each game.

V. EQUIPMENT

- A. The Department will supply practice and game bats and balls.

VI. UNIFORMS

- A. Uniforms will be provided by the City of Suffolk, Department Parks and Recreation and may not be modified.
- B. Only department issued uniforms will be allowed except in extreme situations.
- C. All batters will wear a batting helmet while both at bat and on base.
- D. Shoes with steel spikes are prohibited.
- E. No jewelry will be worn.

VII. GENERAL UNSPORTSMANLIKE CONDUCT

- A. Any player ejected from a game by an official for unsportsmanlike conduct will be automatically suspended from play for the next two (2) games as well as all practices during the suspension.
- B. Physical Abuse – Any player or coach guilty of unsportsmanlike conduct that involves physical abuse against another player, official, supervisor, or spectator will be automatically suspended from League play pending further investigation. This violation will also cause the Department of Parks and Recreation to actively assist the person assaulted in the prosecution of the guilty party.
- C. Once a player has been ejected, he must remain with his/her coach until the parents are notified.
- D. Each coach shall be responsible for the conduct of his/her players and fans/spectators.

VIII. PROTEST PROCEDURES

- A. Protests will be accepted only for the infraction of the league rules.
- B. Protest will not be allowed. All rule disagreements will be settled on the field between coaches from each team.
- C. Judgment calls by the umpire/coach are not to be protested. Managers shall notify referee of protest at the time of the incident.
- D. Referee will then inform the scorekeeper and opposing manager of the protest and note in the scorebook time remaining, score and players on the field at the time of the protest.
- E. Protesting manager will then file a written protest within 24 hours with this to the League Commissioner.

IX. AWARDS

- All players will receive league participation trophies or medallions.

- X. Games shall be played in accordance with the rules and schedule distributed by the Department of Parks and Recreation. The Department reserves the right to modify these rules at any time it deems necessary. All coaches will be notified of changes.**