



TROY JUNIOR BASEBALL INC.

**2016 RULES AND REGULATIONS
T-BALL, J-MINOR, MINOR, AND MAJOR LEAGUES**

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Troy Junior Baseball is a recreational youth baseball league open to children from age 5 to 15 of the Troy, Ohio area. Rules specific to TJB are intended to enhance opportunities to play and develop baseball skills as a priority. All games within the first four (4) divisions (T-ball, J-ball, Minors and Majors) are played at the TJB Knoop Complex at the intersection of Eldean Road and County Road 25A north of Troy, Ohio.



Figure 1 Troy Junior Baseball Knoop Complex

The Knoop Complex is private property owned by Troy Junior Baseball Inc. (an Ohio non-profit). Rules of Miami County and City of Troy parks do not apply to the complex. The complex is a gun free zone, DO NOT BRING YOUR FIREARM TO THE COMPLEX.

1. DIVISIONS

All leagues are governed by the Ohio High School Athletic Association baseball rules with special exceptions written by Troy Junior Baseball. The team coaches are volunteers. It is the coaches' responsibility to teach each player the fundamentals of baseball, good sportsmanship and fair play.

A. T-Ball

Open to players are 5 and 6 years old as of May 1.

The T-Ball League is an instructional/non-competitive program to teach the fundamentals of baseball, not to be won or lost, but to have fun while learning. While batters use a tee, there are a set number of coach-pitched balls prior to the tee being used. Players will learn how to run, throw, hit, catch, and field. T-Ball is designed to provide maximum playing time and enjoyment for all players, not to stress winning strategy or competitiveness.

Team sizes vary from 10-14 players. Practice days vary by team, but most meet one to two times a week pre-season, then some will only meet once a week to practice, pending game schedule. Each team will usually have games one to two times per week. **No score is kept.**

TJB provides participation trophies for all T-Ball players at the end of the season. The T-Ball league does not participate in post-season All-Stars or have an end-of-season tournament.

B. J-Ball

Open to players are 7 and 8 as of May 1.

Typical velocity of thrown ball is 30 – 42 MPH at this age range.

The J-Minor League is an instructional league where skills and understanding of baseball are further developed from T-ball in preparation for the Minor League. Although winning is fun, this league is about teaching the kids all season long. It's the coaches' responsibility to accomplish this throughout the season! Hitting, throwing, fielding, and good sportsmanship should be the main goal for coaches, parents and kids. We as an organization want the kids to have fun, learn a lot and have a great experience with baseball through TJB!

Changes from T-ball include:

- Elimination of a batting tee
- Use of a hard ball rather than a safety ball
- Innings of three outs
- 10 players on the field at any one time
- Maximum of 4 outfielders
- Bunting
- Full potential advancement on a play (except on overthrows)

C. Minors

The Minor League is a league leading to the Major League. Player ages are 9 and 10 as of May 1

Typical velocity of thrown ball is 37 - 55 MPH at this age range.

Changes from J-ball include:

- Pitched balls from player of opposing team
- Base Stealing, without leading off

There are approximately 11 regular season games. In addition, all teams participate in End of Season Championship Tournament. All players receive equal playing time. Competition and playing to win is encouraged, but is secondary to teaching solid baseball skills and building character.

D. Majors

Player ages are 11 and 12 as of May 1.

Typical velocity of thrown ball is 43 -61 MPH at this age range.

Players begin to narrow their position play more at this level. Rules for advancement on the bases more closely match those of higher leagues (HS, College, etc.). The Major League is a league leading to the Teener League. If a Major League player is capable and/or eligible to play in the Teener League, that player cannot play TJB and Teener League at the same time.

Changes from Minor League include:

- Base runners may lead off
- Grass infield with raised pitching mound

A hard ball is used. Steel spikes are not allowed. The season begins in late April and the league strives to be finished before the 4th of July. Pre-season practice begins in late March. Rosters are made up of 11-13 players per team. Continuous batting orders are used and defensive substitution rules are in place to keep playing time at a maximum for all players. The season concludes with a tournament and teams will usually play a total of 17-22 games for the entire season.

E. Teener

The Teener Division is for players age 13-15.

Typical velocity of thrown ball is 55 - 73 MPH at this age range.

The player cannot turn 16 prior to May 1st of that season. *The games are played at Duke Park in Troy, Ohio.*

A hard ball is used and steel spikes are allowed. The season runs from early May to early July. Rosters are made up of 12-13 players per team. Continuous batting orders are used to keep playing time at a maximum for all players. The season consists of 12-16 regular season games plus a double elimination tournament at the end of the year. Each team will play some night games.

League	Pitching Rubber	Bases	Outfield Fences	Outfielders	Inning	Game
T-Ball	25'	45'	110' - 125'	6	½ of players present (≥ 8 players), all players (<8 players), bat no less than 4 or more than 7 batters per inning	4 innings
J-Ball	40'	60'	155'	4	Three outs, Five pitches with no walks	6 innings*
Minor	45'	60'	175'	4	Three outs	6 innings*
Majors	52'	72'	200'	3	Three outs	6 innings*
Teener	60' 6"	90'	300'	3	Three outs	7 innings
*10 run Mercy rule after 4 th inning and prior to the 6 th inning						

Table 1 Comparison of Play within the Divisions of Troy Junior Baseball

2. TEAM

A. Coaches

1. Each team will have a head coach and up to three assistant coaches (See Section C.3 below). The name and telephone number of the assistant coaches should be given to the League Representative before the season begins.
2. There will be **NO** trading of players.

B. Players

- 1 All players must be on the official roster before they will be permitted to play.
2. Teams in the T-Ball League will be made up of players assigned by the League Representative, considering school districts, neighborhoods and age.
3. League Representatives will hold a regular draft.

C. Draft Rules (for J-Minor, Minor and Major Leagues Only)

1. Teams will be made up of player's chosen by a blind draw. The order of the draft will be established by the League Representative.
2. A sponsor's son/daughter will automatically be added to that team's roster before the draft.
3. Each head coach is allowed to select ONE assistant coach for his/her team prior to the draft. All head coaches and assistants receive their sons/daughters automatically. If there are brothers/sisters in the draft, they will go to the same team (each will count as one pick). There will be no other automatic placement of players.
4. A maximum of 4 players will be automatically placed on a team by the rules above (2.C.2 & 3)
5. All players will be ranked A, B, or C according to talent. This can be done with information from the previous year's coaches or through tryouts. Pitchers will be identified in the Minor and Major leagues. All 2nd year players will then be drafted, then all 1st year players, if there are any players which have moved up early they will be drafted as the last group. Players may be ranked at the discretion of the League Representative. Players will be placed into 2nd year or 1st year based upon their age. For example, 12u, 11u, 10u, 9u, etc.

3. BEHAVIOR AND CONSEQUENCES (Coaches, Players and All Spectators)

1. Troy Junior Baseball rejects bullying, regardless of which party initiates it, players, coaches or parents, and who the target is.
 - a) Player – If parent and/or coaches are unable to bring a halt to the bullying the TJB Board may elect to suspend the player for the remainder of the year.
 - b) Coaches – Coaches exhibiting a practice of bullying will either be removed from the position or placed on probation by the TJB Board.
2. The home plate umpire will be the Umpire-in-Chief (Minors and Majors Division).
3. **The umpires will be in complete charge of the game and WILL NOT BE SUBJECT TO ABUSE of any nature from the teams, coaches, or spectators.** The Umpire-in-Chief (in J-Ball either umpire) will warn the manager/head coach of the guilty team ONCE, and if corrective action is not taken immediately, the game can be forfeited at the discretion of TJB Board Representative.
4. **Only the manager/head coach, or the assistant coach in the head coach's absence, may talk to the Umpire-in-Chief, after calling for time and going to the Umpire-in-Chief. THIS WILL BE DONE IN A SPORTSMAN-LIKE MANNER.**
5. The team members, coaches and spectators will not make any derogatory remarks at opposing teams or individual players.
6. Chatter from the field or bench will be allowed if done in a sportsman-like manner and in positive support of their teammates
 - a) Fans may cheer for their team or player(s) in a sportsman-like, non-confrontational or antagonistic manner.
 - i. Unruly fans are subject to ejection to the parking lot under the same conditions detailed below.

Coaches will be responsible for their team's conduct in this area. Umpires will issue a team warning and then eject players if there are further offenses.

7. Ejected coaches, players or fans will retire to the parking lot for the remainder of the game. If they return to their team, the game will be forfeited. **COACHES AND PLAYERS WHO ARE EJECTED FROM A GAME WILL ALSO MISS THEIR NEXT GAME.**
 - a) Ejections occurring after the start of the final scheduled inning are considered to have occurred during the first pitch of the following game, i.e. the ejected person will miss the next two games.

Umpires will report the names of ejected coaches and players to the league representative or TJB Board Member on duty. Coaches and players will be removed from the league upon their third ejection.

4. COACHES RESPONSIBILITIES

A. General

1. **The coach is a leader both on and off the field. The development of both sportsmanship and competitiveness in all your players is critical to your role.**
2. Coaches are to make rule 3 (BEHAVIOR AND CONSEQUENCES) well known to all parents and other spectators.
3. Tobacco products are to be used in the parking areas only. Coaches must refrain from their use during a game.
4. Coaches in all leagues **MUST** return equipment bags to the league representative on the same day their team is eliminated from post-season tournament. **Coaches will be responsible for any missing items.**
5. If there are any problems which you are not comfortable handling, contact the TJB Board Member on duty or your League Representative. The TJB Board is here to have the very best season for you, your players and their parents.
6. All coaches must complete a form to permit the Miami County Sheriff to perform a background check, only persons that have passed this check may be inside the fences of the playing field.
 - a. The safety and welfare of the children is utmost concern, hence this requirement.
 - b. Having passed a background check does not mean an unlimited number of people/coaches inside the fences, limits call out below remain in place.
7. Up to 4 coaches (adults) with background checks are permitted to be in each dugout at any time. (This excludes T-Ball.)
8. All discussions with respect to the play of the game with any umpire will be conducted in a sportsman like man in the presence of all umpires and an opposing coach.
 - a) Discussions or comments about umpire's calls by a coach or player without an opposing coach present will be deemed a violation of this rule. This includes discussions between individuals that are loud enough to be heard by the umpire or a board member.
 - i. The umpire will issue ONE warning to the coaches of that team.
 - ii. A second instance will result in the ejection of the coach(es) and/or player(s) involved.
9. Any coach who shows a lack of responsibility with regard to the Troy Junior Baseball rules stands to be removed at the discretion of the TJB Board.
10. **You are responsible for the actions of your players before, during and after the games. Do not leave the Complex until all your players are gone or with their parents or other supervising adult.**

B. Players

1. Each coach must list all players present to the opposing coach. All subs must be reported to the opposing coach.
2. All coaches are to keep their players on the bench while their team is at bat. Only two (2) players may be off the bench: one is the batter and the other is the batter on deck. Benched substitutes are required to remain on the bench while their team is in the field. NON-

PARTICIPATING PLAYERS (due to injury or disciplinary action) must also abide by these rules.

3. Coaches have the responsibility for every player on their team. Discipline is a must and is their responsibility. The Board will support any disciplinary measure that coaches consider appropriate, provided it is for a justifiable reason and done with logic and common sense. However, any measure, which could be considered ABUSE, will not be tolerated.
4. **This is a learning experience for players, including learning to function as part of a team. COACHES ARE EXPECTED TO TEACH THIS.** Expulsion from games and even removing a player from the roster will be accepted as necessary punishment for not following directions or continuous disruption of the team or games. If a player is removed for disciplinary reasons, it will be for the remainder of the game.

C. Game Duties

1. Games will start 6:00pm Monday through Friday and 9:00am on Saturday.
2. The Visiting team will set the bases if they are not already set. The Home team is to remove the bases, set the protective caps over the pin and return the bases to the equipment shed (Overhead door on North side of Concession stand). If the Home team set the bases (for whatever reason), the Visitors are to remove the bases.
3. The team on the scoreboard side of the field will supply a scoreboard keeper.
4. The winning team's coach will be responsible for reporting the game results to the concession stand immediately following the game using the provided score sheets.
5. The team coaches will be responsible after each game to clean up their side of the diamond in the dugout and bleacher areas.
6. Coaches must stay in the dugout or base-coaching areas; they are not allowed behind the backstops at any time during the game.

5. CONCUSSIONS

1. As required by Ohio Law (ORC 3707.52) all coaches and TJB Board Members must complete concussion management training prior to the start of practice and games.
 - a. Free training is available online at <http://www.nfhslearn.org>
 - b. Upon completion of the training print your certificate and retain it for your records.
2. If a player is believed to have sustained a concussion, they will be removed from the game and all subsequent games until a note from the player's physician is provided to the coach and a TJB Board member.
3. Players that receive a blow to the head or face should be observed for at least a full inning prior to returning to play.
 - a) If their position in the batting order comes up during that period, they are to be skipped without the normal penalty for batting out of order.
 - b) The parent or guardian of that player is to be encouraged to carefully observe the player for the next twelve (12) hours. If they exhibit any signs of a concussion, medical care is to be sought immediately.

6. EQUIPMENT

A. Bats

1. Broken or repaired bats will not be permitted.
2. Bats may not exceed 34" in length, not more than 2 5/8" in diameter, and not less than 15/16" in diameter at the smallest point.
3. Bats may be taped or fitted for a distance not exceeding 16" from the small end.
4. Umpires may reject a bat if they are thought to be unsafe or if they do not conform to the league specifications.
5. Wooden bats are permitted for all leagues. If aluminum bats are used, they must be Tee Ball, Little League, BESR, or BBCOR approved.

B. Gloves

1. A player may use any color glove in any position on the field.
2. A pitcher may use any color glove except white or grey and will not be permitted to wear any sweatband/batting glove on either hand while pitching.
3. Pitchers must not allow batting gloves to dangle from their pockets.

C. Helmets

1. All catchers in all leagues must wear protective helmets with facemasks. It is recommended that anyone warming up a pitcher wear a protective facemask for safety reasons.
2. All catcher's equipment and batting helmets must be N.O.C.S.A.E. approved.

D. General

3. **TO ALL COACHES:** Catchers are **required** to wear a metal, fiber, or plastic cup-type supporter. It is recommended that all male players wear athletic supporters.
4. Steel cleats are not allowed. Rubber or other cleats are permitted.
5. Players are not permitted to wear jewelry, including earrings. Umpires will check before the game begins.
6. **ALL EQUIPMENT MUST BE KEPT INSIDE THE DUGOUT.**

7. PRACTICE

1. Coaches must have at least three (3) hours of practice and/or games each week. Coaches should use discretion and common sense when scheduling practices. Coaches **MUST** contact parents and start practice **NO LATER** than 21 days prior to opening day.
2. The diamonds will be available for practice, **on a scheduled basis**, prior to the start of the season. Coaches must check with their League Representatives for details.
3. The Black Flag will be in effect for all practices.

8. PLAYING TIME

A. Players

1. Every player PRESENT and on the team roster will be placed in a continuous batting order. (If eleven (11) players are present, those eleven (11) players will be in the batting order; twelve (12) players present twelve (12) in the batting order and so on.)
2. If a player arrives late, ***he/she must be added to the last position of the batting order.***

3. If a player needs to leave the game early for any reason, the team will not be penalized unless the number of players falls below eight (8). The opposing team must be notified if either circumstance occurs.

B. Injuries

1. In case of injury, which will be determined by the umpire, a batter can be passed over without penalty to his/her team. Only one (1) player is allowed to be passed over per inning, all others will be declared outs.
2. If the injured player causes the number of players to fall below eight (8), then an eligible substitute may be used. If no substitute is available and the 4th inning has not been reached, the game will be rescheduled at a later date.
3. In the case of an injury to a base runner, the first player preceding him/her who made the last out may replace him/her.
 - a) If the injury occurs in the first inning prior to an out being made, then the last batter in the order will be used.

C. Bench Time

1. A player can only sit out one (1) inning before being reinserted onto the playing field when his team is in the field. The player must play defensively for at least one (1) inning before being taken out again.
 - a) J-Ball & Minors - If a team has eleven (11) players; six (6) different players must sit out defensively. If a team has twelve (12) or more players; each player must sit out at least once defensively. This will be monitored and offending coaches may be ejected for up to two (2) games.
 - b) Majors - If a team has ten (10) players; six (6) different players must sit out defensively. If a team has eleven or more players; each player must sit out at least once defensively. This will be monitored and offending coaches may be ejected for up to two (2) games.

D. Pitchers

1. Pitchers will be allowed only five (5) warm-up pitches between innings. When a new pitcher enters the game, he/she will be allowed up to ten (10) pitches in order to warm up. Umpires will be monitoring this.

E. Disciplinary Action

1. The umpire and opposing coach must be notified before the start of the game/inning of any disciplinary action for a team's player(s).

F. Special Needs Player

1. Any team that has a Special Needs player will inform the opposing team coach, so they are aware of the special circumstances that may affect the game.
 - a. Special Needs players are those with a Learning Disability, Mental or Physical Handicap, etc.

9. PLAYER SHORTAGE

1. A game may be started with eight (8) players representing a team without being assessed outs for missing players. Teams that start with eight (8) or more players will forfeit the game if the number of players falls below eight (8). (Excluding T-Ball.).
2. So that teams in the next higher league may have fill-in players in case of team shortages, every team in each league will list at least two (2) players who are willing, capable and eligible to play as a sub in a

higher league. **Coaches should give their sub lists to the league representative by the first week of the season.**

3. When a team is to be down to nine (9) players or less for a specific game, the coach may call the LEAGUE REPRESENTATIVE (*with at least a 24-hour notice*) for subs to bring its team roster to a **maximum of ten (10) players.**
4. **THE SUBSTITUTE PLAYER OR PLAYERS MUST BE PUT AT THE END OF THE BATTING ORDER. DEFENSIVELY, THE SUBSTITUTE PLAYERS WILL ALTERNATE EVERY OTHER INNING UNLESS THAT SUBSTITUTE PLAYER IS THE NINTH PLAYER IN THE MAJORS OR THE TENTH PLAYER IN THE MINORS. WHEN MORE THAN ONE SUBSTITUTE IS USED, NO REGULAR TEAM MEMBER WILL SIT (SUBS WILL ALTERNATE WITH SUBS). WHEN ONLY ONE SUBSTITUTE IS USED, NO REGULAR TEAM MEMBERS WILL SIT MORE THAN ONE INNING DURING A REGULAR SIX-INNING GAME.**
5. The substituting player will not be allowed to pitch or catch in any game. He/she cannot practice with the team he/she will play for.
6. Use of subs obtained from sources other than a TJB Board Member may result in a game forfeiture. Also, subs may not be used from within the same league.
(Example: A J-Ball player cannot sub for another J-Ball team.)

10. PROTESTS

1. The protest committee will consist of designated TJB Board Members.
2. The protest procedure will be as follows: At the time of the protested occurrence (only rule interpretations can be protested; an umpire's call cannot be protested unless it is based on a rule interpretation) the protesting coach must call for time (before the next pitch), notify the Umpire-in-Chief of the protest, write on his/her scorebook the nature of the protest, and have the umpire and opposing coach sign the scorebook, thus verifying the accuracy of the incident. Play will resume from that point. The protesting coach must then deliver, within 24 hours, a written description of the protest to their League Representative. Action will be taken following the next scheduled TJB Board Meeting.

11. SPECIAL WEATHER CONSIDERATIONS

A. Rain/Lightening/Thunder

1. At the first observation of thunder at the TJB Complex games will be halted for thirty (30) minutes.
 - a) Each additional thunder clap resets the clock for a delay.
2. Upon the first observation of lightening games will be halted There is a 30 minute wait from the last occurrence of lightning or thunder to the resumption of play.
 - a) Each additional lightning strike resets the clock for a delay.
3. The board member(s) on duty may elect to forego any delay and cancel games based on information available to them at the time.

B. Excessive High Temperatures

1. Should the Weather Channel™ broadcast a(n)
 - a) “Excessive Heat WARNING”, games will be cancelled
 - b) “Heat Advisory”, games will continue.

IT IS THE RESPONSIBILITY OF PARENTS TO MAKE THE ULTIMATE DECISION AS TO THE PARTICIPATION OF THEIR CHILD IN TJB EVENTS WHEN HEAT MAY BE A FACTOR, TAKING INTO CONSIDERATION THE AGE AND PHYSICAL CONDITION OF THEIR CHILD. PARENTS ALSO HAVE THE ULTIMATE RESPONSIBILITY TO INFORM THEIR CHILD ABOUT THE DANGERS OF HEAT.

12. CANCELLATIONS

1. Only TJB Board Members will have the authority to call off a game for any reason other than the personal safety of the players. If, during a game, the weather/field conditions become severe enough to call for a stoppage of play, (umpire in charge makes this decision in the absence of other designated authority), the game will be stopped for fifteen (15) minutes. If play cannot be resumed within this time period, the game is complete if the conditions of **15.C.2** are met. If these conditions are not met, or if they are but both teams are tied, the game will be rescheduled and continued from the point of play when the stoppage occurred.
2. **When field conditions do not permit the starting of games, a black flag will be flown from the flagpole. This indicates that *all the games are off* for that particular day/evening.** The League Representative will reschedule all rainout games. These games must be played on the rescheduled day. **If flag is half-mast on Saturday, then all scheduled 9:00am morning games will be cancelled.** The League Representative shall contact the 12:00pm or later coaches about the condition of the fields for those games.

13. TJB POST-SEASON GAMES (Excludes T-Ball & J-Ball)

1. Post-season tournament brackets will be drawn just prior to the completion of the regular season with the seeded teams to be determined by league size and team records.
2. Post-season tournaments will be held for the Major and Minor Leagues. Placement in the J-Minor League post-season tournament will be drawn by lottery.
3. Tournament games must be played to their completion. This means they must be played the full six (6) innings or to the run rule. No tournament games will be considered complete if they are rain shortened. If the umpire deems the field unplayable because of rain, then the game will continue where it left off at a later date determined by the league representatives.

14. TOURNAMENTS (TRAVELING TEAMS)

1. Priority is the TJB program, unless deemed otherwise.

15. RULES FOR ALL LEAGUES

A. General

1. Official High School Baseball rules will apply. However, each league will have special rules that have been adopted for that level of play.
2. There will be no “gentlemen” agreements between opposing coaches before the start of the game. The official rules of TJB are to be followed at all times. Umpires will report offending coaches not adhering to these rules.
3. Players are not allowed to climb or hang on any fences or trees. Stone throwing and horseplay are not allowed.

B. Game Time

1. Prior to the game’s start, the visitors will have the diamond for practice from 5:15-5:35pm; the home team will have the diamond from 5:35-5:55pm (Monday- Friday). Coaches may elect to switch the order of practice, but the times themselves cannot be altered.
THERE WILL BE NO TEAMS PERMITTED ON THE INFIELDS BEFORE 5:15pm (Monday – Friday) or BEFORE 8:15am (Saturday).
2. Games will begin at 6:00pm (Monday – Friday) and 9:00am (Saturday) with a fifteen (15) minute grace period allowed.
3. There will be a time limit of two hours and fifteen minutes for each game (Monday-Friday). No new inning may start after the time limit has expired (8:15pm). If the score is tied, or the conditions of **15.C.2** are not met, the game will be suspended and resumed from the point of suspension at a later date scheduled by the League Representative. It is at the discretion of the TJB Board Member(s) on duty as to whether a game needs to be suspended or can continue, pending conditions.
4. There will be no time limit for games on Saturday (within reason) and for all tournament games.
5. In cases of a tie at the end of a regulation game, extra innings may be played if playing conditions permit. If conditions do not permit further play, the game will be continued at a later date under the same player conditions of that inning for returning players. (Pitchers will still be limited to the number of innings/pitches determined by the date of the actual game. This applies to Majors and Minors only.)

C. Innings

1. Games will consist of six (6) complete innings. Run Rules will be in effect in the J-Minor, Minor, and Major Leagues. Earlier concession is permitted if the losing coach requests that the game be ended. Home teams must bat last if the visitors are ahead.
2. The game must go four (4) complete innings before the game can be considered an official game. If the home team is ahead at the end of 3 ½ innings, the game is official.
3. No new inning may start after 8:15p.m. (Monday-Friday). This applies to all leagues except Majors due to the field lights. If conditions permit, an extra inning may be played if approved by a TJB Board Member on duty.

D. Disqualifying Plays

1. Runners are not required to slide. A runner is out if they do not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the act of making a play. If a runner elects to slide, the slide must be legal. Jumping, hurdling and leaping are legal attempts to avoid a fielder that is lying on the ground. Diving over a fielder is illegal. It is at the discretion of the umpire as to whether or not the runner is out. (Excludes T-Ball)
2. Fake tags are not permitted. Teams will be issued a warning by the umpire (coaches for T-Ball) on the first offense. Ejection from the game (excludes T-Ball) will result from the next offense of any team member.
3. There will be no throwing of the bat; only one team warning will be given. On the next occurrence, the batter will be called out. If a batter throws or tosses the bat in anger, that batter will be automatically out. There will be no “blanket” warning to both teams before the start of the game.
4. No player may throw any equipment (batting helmet, bat, glove, etc.) in anger or frustration.
 - a. If a base runner throws his/her helmet in anger and/or frustration the runner will be automatically out, if the runner was already out then the lead runner will be called out also.
 - i. If the lead runner has scored during that play (batted ball) the run will not count.
5. Any player refusing to bat when his/her turn comes up will be declared an out by the umpire.

16. SPECIAL T-BALL LEAGUE RULES

A. General

1. T-Ball is an instructional game, not to be won or lost, but to have fun while learning.
2. Players will be taught the basics and fundamentals of baseball, while using a tee. Players will learn how to run, throw, hit, catch, and field.
3. The T-Ball rules are designed to provide maximum playing time and enjoyment for all players, not to stress winning strategy or competitiveness.
4. All bases will be 40 feet apart.
5. The pitcher's plate will be 25 feet from home plate.

B. Coaches

1. Only two (2) coaches are allowed on the field when their team is on defense. Coaches must stay in the outfield grass.
2. When playing offense, each team is allowed to have up to four (4) coaches on the infield that may consist of a pitcher, a first base coach, a third base coach, and a coach at home plate.
3. The coach is responsible for the tee at all times. The batter may ask the coach to raise or lower the tee.

C. Uniform

1. A uniform consists of a team hat, team shirt, and grey baseball pants.
2. All players must wear athletic running shoes or rubber-cleated baseball shoes.
3. A player must be in uniform in order to play.

D. Equipment

1. Bats must have the words "Little League" or "Tee Ball" on them.
2. Players outside of the dugout that are batting, on base, or practice swinging must wear a helmet.
3. Four balls will be used during the game.
4. A ball bucket behind home plate will be used for placing any ball not in play by the catcher.
5. A catcher must wear a catcher's helmet with face mask.
6. A tee will be used after a player has attempted five (5) coach pitched balls. Once a player has hit the ball off the tee, the coach is responsible for moving the tee off of home plate.

E. Games

1. NO SCORE IS KEPT.
2. Any game that is cancelled due to weather or shortage of players will be rescheduled for a later date, if possible, by the League Representative.
3. All teams must have a minimum of six (6) players show up in order to play a game. Any team needing to reschedule due to shortage of players, will need to contact the League Representative.

F. Innings

1. Each game will consist of four (4) innings of play.
2. Each player will rotate positions after every inning.
3. Each player will alternate infield and outfield every inning, which will allow players to receive two (2) innings of each.
4. No player will sit out more than one (1) inning per game, unless the player is removed from the game for their actions/behavior or an injury has occurred.

G. Batting/Runners

1. The pitching coach is to pitch a straight-line overhand pitch. Underhand and/or arched pitches are not permitted.
2. The batter will receive five (5) coach pitched balls, if the batter does not hit the fifth (5th) pitched ball, the tee will then be used.
 - a. The catcher will be responsible for taking any ball not in play out of the catcher's area and placing it in the ball bucket behind home plate.
3. A player that uses the tee will have five (5) chances to hit the ball. If the batter does not hit the ball on the fifth (5th) swing, they will go to the dugout and is considered out.
4. Players batting:
 - a) All batters (and runners) must wear a batting helmet until they've reached their dugout.
 - b) Each team will only bat half (1/2) of their players per inning, if they have eight (8) or more players present.
 - c) If a team has seven (7) to six (6) players present, that team will bat all of their players each time they're at bat.
 - d) No more than seven (7) and no less than four (4) players per inning will bat, regardless of outs made.
 - e) If there are only seven (7) players on the team present, and a player arrives late causing the number of batters to rise to eight (8), then the team will bat only half (1/2) of their players. However, if the late player is the seventh (7th) player, then all players will bat.
5. The coach must notify the opposing coach when the last batter is up to bat. This must be done before the last batter takes their first swing. The defensive team will play the last batter's ball and all those on base will run home.
6. A batted ball must travel beyond the 10-foot line to be in fair territory. The field will be lined showing the 10-foot line.
7. Players are not allowed to throw a bat. It is the coach's responsibility to teach this to players. Warning's may be issued by any coach (team or opposing), for safety reasons. If a player throws a bat out of anger, disciplinary action will be taken. ***See Consequences (XI.I).**
8. If a ball is caught before it touches the ground, the batter is out and all other runners return to their original base. If a hit ball is caught on the last batter, the batter is out and play proceeds as usual with all runners advancing to home.
9. A batter or runner called or tagged out must return to the dugout.
10. A runner may not:
 - a) Leave the base before the ball is hit. (No leading off or stealing bases.)
 - b) Overrun another runner.
 - c) Remove batting helmet while batting or running bases.
 - d) Avoid touching a base and then advance to the next base.

H. Fielding

1. A maximum of twelve (12) fielders will be used. There will be no more than six (6) outfielders and no less than four (4) infielders.
2. All fielders must wear a baseball glove.
3. Basemen must play behind the base lines, unless making a play.
4. Outfielders must play in the outfield grass and are not allowed to make a play in the infield.
5. The player pitcher will take a position to either side of the pitching coach.
6. The catcher will stand away from the back of home plate and is there only to field the ball.
7. The catcher must wear a catcher's helmet with face mask.
8. No fielder may field the ball until it passes the 10-foot line. The field will be lined showing the 10-foot line.
9. There will be no shifting of fielders during an inning except the normal "give and take" of the position during a play.
10. Fielders are not permitted to "fake tag" runners. Warnings may be issued if "fake tagging" becomes a problem. ***See Consequences (XI.I).**
11. There will be no out limit. However, any ball caught before it hits the ground, a runner tagged by an infielder with ball in glove, or base that is touched by an infielder with ball before the runner reaches base, will be considered out with the runner returning to their dugout.
12. Fielders are not to leave the field until the last runner has either been tagged out or has gotten to home plate.

I. Consequences

1. Players
 - a) Verbal warnings made to players by any coach (team or opposing) and are intended to help teach/correct player(s).
 - b) If behavior or disruption of game is an issue, the problem player(s) will sit in the dugout for one inning (or more), unless the player is Special Needs and is not causing a safety concern. This is at the discretion of the coaches.

17. SPECIAL J-BALL LEAGUE RULES

A. General

1. All bases will be 60 feet apart.
2. The pitcher's mound will be 40 feet from home plate.
3. There will be no "Time Out" rule for players. Defensive players will not be permitted to call "Time Out".

B. Coaches

1. One coach is allowed in the outfield grass when his/her team is on defense **and must remain in the grass. Only the pitching coach may be on the infield.**
2. The pitching coach is to pitch a straight line over hand pitch. Under hand and/or arched pitches are not permitted. **The pitching coach must pitch from the rubber.**

C. Innings

1. There will be a maximum of six (6) runs per inning. At the end of four (4) complete innings, if a team is ahead by ten (10) runs the game is over. However, there will be no run limit in the 6th inning or earlier inning, if that inning is declared the final inning by TJB Board Members due to "no new innings" or darkness.

D. Batting/Runners

1. Only one (1) ball will be used by the pitching coach.
2. A base runner will be called out (after one team warning per game) if he/she leaves his/her base before the batter hits the ball. (Note: This does not affect any play made on the batted ball.)
3. A batter will receive a maximum of five (5) pitches before being called out. Of these five (5) balls, he/she can hit the ball or strike out by swinging. If the fifth ball is fouled, he/she continues to bat. If the last pitch is **a foul tip that goes above the batter's head and is caught, it is an out.** There will be no walks. If the batter does not swing at the fifth and final pitch, he/she will be declared out.
4. If the ball hits the pitching coach, THIS WILL BE A "DEAD BALL." A "DEAD BALL" means No Pitch, No Strike, and No Advancement of Bases.
5. Only one (1) base will be allowed on an overthrow, and the play is over after the base has been reached. **(There can only be one (1) overthrow per play/batter)**

E. Fielding

1. No player can play the same position more than two (2) innings per game.
2. Each player will play at least half of the game defensively and at least one (1) inning in the infield (not including catcher) and one (1) inning in the outfield by the 4th inning. For games of greater than 4 innings in length each player will play at least two (2) innings in the infield (not including catcher) and two (2) innings in the outfield by the end of the game.
3. The player "pitcher" will take a position to the side of the coach pitching. The player "pitcher" must keep one foot inside the chalked area behind the pitching rubber until the ball is hit.
4. There will be no infield fly rule.
5. There will be no "Time Out" rule for players. Defensive players will not be permitted to call "Time Out". Once the lead runner has been stopped, the umpire in charge will call "Time Out" and play is stopped for all runners. Runners may not advance to the next base.
 - a. Unless the pitcher (player or coach) has control of the ball inside the pitching circle.

18. SPECIAL MINOR LEAGUE RULES

A. General

1. All bases will be 60 feet apart.
2. The pitcher's mound will be 45 feet from home plate.

B. Innings

1. There will be a maximum of six (6) runs per inning. At the end of four (4) complete innings, if a team is ahead by ten (10) runs the game is over. However, there will be no run limit in the 6th inning or earlier inning, if that inning is declared the final inning by TJB Board Members due to "no new innings" or darkness.

C. Batting/Runners

1. There will be no running on a dropped third strike.

D. Stealing Bases

1. Stealing of bases is permitted under the following circumstances:
 - a) There will be no lead off line. Players are not permitted to lead off of any base.
 - b) The base runner may only steal 2nd or 3rd base after the pitch passes home plate. A team will receive one warning per game for violation of leaving a base too soon and the runner must return back to the base. Thereafter, runners will be declared out. (Batter may not advance passed 1st base when walked on a 4th ball. Play for the batter is dead until the next pitch.)
 - c) Runners may advance **only one (1) base on any steal attempt, *even if a play is made on a runner and/or an overthrow occurs.***
 - d) **There will be no stealing of home.** The runner on 3rd can only advance home when driven in by a batted ball, a walk, a penalty, or a hit batsman.

E. Fielding

1. There will be four (4) equally spaced outfielders.
2. The infield fly rule will not be in effect.
3. Each player must play at least one inning in the infield (catcher and pitcher are infielders) and one inning in the outfield.

F. Pitchers

1. No player may pitch more than nine (9) outs per game or appear in six (6) innings per week (**Monday to Sunday**) and may be returned to the pitcher's mound ONCE after being removed during or after an inning. Pitchers names and pitching stats must be turned in with score sheet each game. If a pitcher throws one (1) pitch in an inning, then that counts as one (1) full inning for the weekly count.
2. Any pitcher hitting three (3) batters in a single game **must be removed** as pitcher for the remainder of the game. The player may take another defensive position, but may not continue pitching. **Repeated removals will be brought to the attention of the league rep. *All coaches are to make the safety of the player their highest priority.***
3. There will be no intentional walks. If it is determined to be an intentional walk by the umpire in charge, that coach will be issued **ONE (1)** warning. The second occurrence will result in the coach being ejected.

19. SPECIAL MAJOR LEAGUE RULES

A. General

1. All bases will be 72 feet apart.
2. The pitcher's mound will be a distance of 52 feet from home plate.

B. Innings

1. There will be a maximum of six (6) runs per inning. At the end of four (4) complete innings, if a team is ahead by ten (10) runs the game is over. However, there will be no run limit in the 6th inning or earlier inning, if that inning is declared the final inning by TJB Board Members due to "no new innings" or darkness.

C. Batters/Runners

1. The dropped third (3rd) strike rule will be in effect. *See 19.G Dropped Third (3rd) Strike

D. Fielding

1. The dropped third (3rd) strike rule will be in effect. *See 19.G Dropped Third (3rd) Strike.
2. The infield fly rule will be in effect. *See 19.H Infield Fly Rule
3. Major League will use three (3) outfielders.

E. Pitchers

1. Any pitcher hitting three (3) batters in a single game **must be removed** as pitcher for the remainder of the game. The player may take another defensive position, but may not continue pitching. **Repeated removals will be brought to the attention of the league rep.** All coaches are to make the safety of the players their highest priority.
2. Pitch Limits
 - a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
 - b) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted in the table below, but the pitcher may remain in the game at another position:

Pitches Thrown	Required rest between pitching appearances
20 or less	No Rest (0) Days required
21 - 35	1 Day
36 - 50	2 Days
51 - 66	3 Days

- d) If a pitcher reaches the limit imposed in this regulation for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - That batter reaches base
 - That batter is put out
 - The third out is made to complete the half-inning.

- e) Each team must designate the scorekeeper or another game official as the official pitch count recorder.

F. BALKS

1. All pitchers that appear in a game will receive one (1) warning from the Umpire if they commit a balk. This warning will be with no penalty or put-out and all runners will return to their previous base(s). After one (1) warning for a pitcher, any balk by that pitcher called by the umpire will be ruled a balk with the appropriate penalty.

G. Dropped Third (3rd) Strike

1. A called third (3rd) strike that is dropped by the catcher.
2. A pitch that is swung at and missed for strike three (3) that is either dropped by the catcher or hits the ground prior to reaching the catcher.
3. If first base is unoccupied, (outs do not matter), the batter becomes a batter/runner and may advance to first base with the liability to be played upon. If runners are on 2nd or 3rd bases, they may advance at their own risk with the liability to be played upon.
4. With less than two (2) outs and 1st base is occupied, the batter is out. Runners on 1st, 2nd or 3rd bases may advance at their own risk with the liability to be played upon.
5. With two (2) outs and 1st base is occupied, the batter becomes a batter/runner and may advance to 1st base and the runner on 1st base is forced to advance with the liability of either runner being played upon. If additional runners are on base, they have to advance if forced (2nd base) or may advance at their own risk (3rd base) with the liability to be played upon.

H. Infield Fly Rule

1. The purpose of the infield fly rule is to prevent double plays. The rule applies only when there are fewer than two (2) outs, and there is a force play at third base (i.e. there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is a hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the umpire shall call "Infield fly", and the batter will be out regardless of whether the ball is actually caught in flight. Umpires typically raise one arm straight up to signal to everyone that the rule is in effect.
2. If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, and there is no force, but the runners *are not* required to tag up. In either case, the ball is considered "live," and the runners may advance at the risk of the ball being caught.
3. Without this rule, a defense could easily turn a pop-up into a double play. If the runners all stay near their bases to tag up, the defense could let the ball drop; throw to third base and then to second, for a force-out at each base. If any of the runners fail to stay near their base, the defense could catch the pop-up, and double-off any runner that failed to tag up. With the force play removed, this tactic is not possible.