



## **ADDITIONAL RULES NOT SPECIFIED BY USSSA SPECIFIC RULES**

### **5U & 6U Boys Tee Ball Rules**

- USSSA rules will be utilized unless specifically specified as "Additional Rules"
- Coaches will be held to strict conduct standards. Coaches ejected from a game will immediately be confined to parking lot and will not be allowed to return for the current "Ejected Day" as well as the next scheduled game day for your team. Regardless of the number of games the "Next Game Day" your teams has scheduled.
- 60 minute game time limit or five (5) innings whichever comes first
- No new inning will begin with five (5) or less minutes remaining in time limit
- Run rule fifteen (15) after 3 innings or eight (8) after 4 innings
- Games can end in a tie. No "Extra Innings" will be used to break a tie
- All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
- Baseball Size - 8.5"
- Home team will be decided by coin toss during pregame umpire / coach briefing. Team dugouts not specified.
- "ALL" TEAMS "MUST" clean out their dugout and surrounding area from trash. If you inherit a dirty dugout from a team please bring this to the attention of their coaches. Coaches are responsible for cleanliness of dugouts - Set a good example
- Parents please ensure that your trash items are disposed of properly. Do not leave your trash items on bleachers or seating area. Please help us keep our park clean
- Rainouts, delays or cancellations will be announced via Our [Facebook Page](#), [Twitter Feed](#) & <http://www.BCMSports.net/> (website update could be delayed in the event computer is not available to League Director). Parents are encourage to obtain information from their Head Coach or Association (CNP, Harrah, Jones) Coordinators
- No outside food or drinks allowed in complex. Players may bring in water or Gatorade bottle on their person & teams can bring in one (1) team water container - "NO ICECHEST".
- No Sunflower Seeds or Gum Allowed On Playing Surface.

## **RULE 10.00 – T-BALL SPECIFIC RULES**

For A Complete Listing Of Playing Rules Please Refer To The 2017 USSSA Bylaws. This Is A Shorten Version That We Feel Pertain To This Particular Age Division - 2017 USSSA Bylaws & Rules

7.01.C (Chart 7.01.C-1) All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer. All bats for scholastic divisions (Class of) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

*Rule 7.01.C Penalty:* (First Offense) – If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and / or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense) – If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

Circles, lines & arcs may or may not be utilized as indicated below since all infield surfaces are turf. We are looking into other options. In the event of no lines we will utilize umpire judgment.

10.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.

10.02 Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

10.03 Pitching Plate: The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.

10.04 Ball: The ball shall measure not less than eight-one quarter (8 1/4) nor more than eight -one half (8 1/2) inches in circumference.

10.05 The catcher shall wear a dual ear-flap catcher's helmet with mask.

10.06 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

10.07 The defensive player listed as pitcher shall stay in contact with the pitchers plate until batter makes contact with the ball. In the event no pitching plate is available the designated pitcher must stay within the circle with both feet until batter contacts the ball.

Rule 10.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 10.07 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

10.08 One Defensive coaches shall be permitted on the field of play from the outfield (not on turf).

10.09 The Infield Fly Rule shall not be in effect at any time.

10.10 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. T-Ball "MUST" bat all players.

10.10.A Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat.

Rule 10.10.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

10.11 Teams may use free substitution on defense but the batting order shall remain the same.

10.12 Bunting shall not be allowed.

10.13 A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.

10.14 A player may "NOT" be Intentionally Walked.

10.15 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

10.16 A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

10.17 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 10.17 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.