



Tee Ball/BASEBALL/SOFTBALL LEAGUE

Philosophy and Objectives

Texas Kingdom Christian Sports Association is committed to creating a fun and Christ filled environment for the children of Memorial/Spring Branch area. Our goal is that kids develop friendships and develop their skills in the sports leagues we offer.

DISCIPLINARY OBJECTIVES AND PROCEDURES

Players, coaches, parents, and spectators are expected to conduct themselves in a spirit of Christian sportsmanship and fair play. Coaches are to be in the dugout, and the 1st and 3rd base coaches are to be stationed in their proper positions during play. In T-ball, one coach is allowed at the plate. The coaches should exert every effort possible to keep themselves, their team members and team parents “low key”, and to remember that the intent and purpose of this league is that children have the opportunity to have fun while playing the game.

Umpires do have the authority to remove or eject parents/coaches who have demonstrated harmful behaviors towards the children playing or to other spectators. Ejected person(s) must leave the location of the game.

EQUIPMENT

No earrings, (no exceptions for newly pierced ears/may not bandage or use tape to cover) watches, jewelry (with the exception of medical ID), or protruding objects in hair. Glasses should be secure. No metal cleats are allowed.

PLAYER ELIGIBILITY

Players participating in the TKCSA are strongly discouraged from playing in any other league during the season.

This is a recreational league for children who are developing their skill and love of the sport. It is not for players participating in highly competitive leagues or travel teams.

Any team that is found to be enrolled in another league or in tournament competition during the TKCSA season, will be removed from the TKCSA League.

COACH ELIGIBILITY

Coaches in TKCSA must be 21 years of age.

Coaches in the TKCSA must be volunteers. If a team is found to be under the direction of a “professional” coach or trainer, and/or one who is being reimbursed for his/her services, that team will be removed from the League immediately.

A professional coach will be defined as a person who has previously made or currently makes his/her living coaching the sport in question. The exception to this would be if the parent of a child on the team is a professional athlete or coach, and has volunteered to assist in coaching the team.

BATTING HELMETS

Chin Straps are recommended on all batting helmets in all divisions TKCSA recommends that batters wear face masks for safety purposes. All children must wear helmets when batting/running the bases.

BATS

Only Official Little League Baseball bats, metal or wood will be permitted for use. According to the new Little League bat standards (now governed by USA Baseball), a

metal bat shall not be more than 33 inches in length, nor more than 2-5/8 inches in diameter. Wood bats sizes: not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. Solid one-piece wood barrel bats do not require a USA Baseball logo.

BOYS TEAMS AND DIVISIONS

<u>DIVISION</u>	<u>DESCRIPTION</u>	<u>BALL TYPE</u>
Pre K	T ball	9" Incrediball/Soft Core
Kinder	Coach Pitch/T Ball	9" Incrediball/Soft Core

1 st GRADE	Coach Pitch	9" Incrediball/Soft Core
2 nd GRADE	Coach Pitch	9" Leather Hardball
3 rd GRADE	Coach Pitch	9" Leather Hardball
4 th GRADE	Kids Pitch/Coach Pitch	9" Leather Hardball
5th GRADE	Kids Pitch	9" Leather Hardball

GIRLS TEAMS AND DIVISIONS

Pre K/Kinder	T ball	9" Incrediball/Soft Core
1 st GRADE	Coach Pitch/T ball	11" Incrediball/Soft Core
2 nd GRADE	Coach Pitch	11" Leather Softball
3 rd GRADE	Coach Pitch	11" Leather Softball
4 th GRADE	Kids Pitch/Coach Pitch	11" Leather Softball
5th GRADE	Kids Pitch	11" Leather Softball

GENERAL RULES OF PLAY

Texas Christian Kingdom Sports Association will play according to the latest edition of the "LITTLE LEAGUE BASEBALL RULES" and the "AMERICAN SOFTBALL ASSOCIATION RULES". The following constitute exceptions or additions to the official rules.

PLAYING FIELD

<u>DIVISION</u>	<u>BASEPATH</u>	<u>SPECIAL FEATURES</u>
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Pre K/Kinder	45 ft	45 ft fielding pitchers plate, 15 ft. arc in front of home plate, halfway marks on base paths
1 st Gr (Boys/Girls)	60 ft	20 ft. pitcher's plate, 45 ft. fielding pitchers plate, halfway marks on base paths
2 nd Gr (Boys/Girls)	60 ft	30 ft. pitcher's plate, 45 ft. fielding pitchers plate, halfway marks on base paths
3 rd Gr (Boys)	60 ft	45 ft. pitching machine, halfway marks on base paths
3 rd Gr (Girls)	60 ft.	30 ft. pitcher's plate, 45 ft. fielding pitchers plate, halfway marks on base paths
4 th Gr (Boys)	60 ft	42 ft. pitcher's plate, 5 ft. radius circle around home plate. If no circle-when ball leaves dirt area
4 th Gr (Girls)	60 ft	32 ft. pitcher's plate
5 th / Gr (Boys)	60 ft	45 ft. pitcher's plate
5 th Gr (Girls)	60 ft	35 ft. pitcher's plate, 5 ft. radius circle around home plate. If no circle-when ball leaves dirt area

THE BALL

All hardball divisions shall use the current official leather covered "Little League" baseball. All softball divisions shall use an 11-inch leather covered official softball. Vinyl or cloth covered Incrediball/Soft Core balls will be used in the Pre K, Kindergarten and 1st Grade (Boys and Girls) divisions.

UNIFORMS

All players will wear matching shirts with numbers and must wear hats. Failure to wear a uniform shall not be a cause of exclusion of a player, forfeiture of a game, or constitute grounds for protest.

GAME PRELIMINARIES

Each team is required to provide at least one new ball to the umpire prior to the start of the game. It is advised that teams have in reserve one or more new or slightly used balls, this is particularly important in older boy's hardball leagues.

BATTING LINEUPS AND SUBSTITUTIONS

All players available for the game must bat in order. An out shall be declared for anyone batting out of order if the opposing team's coach brings this to the umpire's attention before the next batter has received a pitch. Defensive substitution is allowed. A manager is restricted to one timeout per inning other than for changing the pitcher. Players who arrive after the start of a game, may be immediately substituted. Players arriving late will be added to the end of the batting order or ahead of any batter who has not yet batted. The umpire shall be notified immediately of any substitution. All players must play at least every other inning in the field, except for injury or disciplinary reasons.

SUBSTITUTE RUNNERS

Substitute runners are permitted only when a runner is injured or physically handicapped. The opposing manager has the right to pick the runner in the case of a substitute runner for a batting batter. The substitute runner may not be chosen from the next four (4) batters in the batting order. When a substitute runner is used for a batting batter, the runner shall take up starting position well behind home plate and clear of possible interference with the catcher, etc. The umpire shall use judgment in positioning the runner in this instance

GROUND RULES

It is imperative that ground rules are established for each field and division playing on that field. Ground rules should establish out of play, home run boundaries, etc.

A live ball, usually an overthrown ball at first base coming in contact fence or obstructions of any kind will be declared a dead ball. The ball also becomes dead when it enters the other designated out-of-play areas. All runners may advance one base.

INTERFERENCE WITH PLAY

In general, players should not be penalized with ground rule doubles for balls hit into the outfield which would otherwise be home runs, but are interfered with by spectators, other nearby games or physical constraints, such as bushes. In such cases, if the ground rules have not been established, the umpire's judgment shall prevail in assigning bases to the batter.

PLAYER POSITIONS

Outfielders may not play closer than ten (10) feet from the 1st & 2nd and 2nd & 3rd base paths. Infielders other than the pitcher may not play closer than 5 feet towards the home plate from the 1st & 2nd, and 2nd & 3rd base paths.

REGULATION GAME

In the Pre K/Kindergarten Division, a regulation game is six innings or 60 minutes. Games will be called (will end) at the 60-minute mark.

In 1st – 5th grade divisions a regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

If time expires in the middle of an inning, we will revert to the last completed inning to determine the score.

The home team (listed first on the game schedule) shall occupy the first base dugout and be responsible for keeping track of runs per inning. The visiting team shall occupy the third base dugout. Coaches are to clear the dugout and the playing area of players, spectators, trash and equipment as soon as your game has ended.

RUN LIMIT

In 1st – 5th grade divisions there is a limit of 6 runs per team per inning. In the Pre K/Kindergarten division, there is no run limit.

DEAD BALL

The ball becomes dead when it enters the designated out-of-play area, established as a ground rule. Runners may advance one base.

THE BATTER

Teams playing with no less than 8 players will not have outs declared as the last batters in the lineup. Any batter throwing a bat during the game will be declared out by the umpire.

FOULS – UNLIMITED – ALL DIVISIONS

Any batter making contact and fouling off the ball whether hitting off a tee, a coach pitcher, or a player pitcher, can continue hitting an unlimited number of foul balls before either striking out, walking or hitting the ball in play.

RUNNING/REACHING BASE

- There is no dropped 3rd strike rule, if catcher fails to hold onto the ball.
- Any runner is out when the runner does not slide or attempt to get around the fielder who has the ball and is waiting to make the tag.
- Any runner who makes a head first slide will be called out unless the runner is attempting to return to the previously occupied base.
- 1st/3rd base coaches are prohibited from touching base runners as they round 1st/3rd base. The umpire will issue a warning on first violation. A second violation will result in an out.

PITCHING POSITION AND DELIVERY

- 1st – 3rd grade – Where pitching coaches are on the field, players coaches shall stand within 5 feet of the pitching rubber
- 4th/5th grade- Player pitchers shall stand within 5 feet of pitching coach who enters game to finish pitch count
- Pitchers shall not pitch or play the position more than 3 innings per game in all divisions except for the Pre K/Kindergarten division.

BALK

TKCSA does not enforce balks in our league.

PRE K - (COED/BOYS/GIRLS) – T BALL

LENGTH OF GAME

A regulation game is six innings or 60 minutes. Games will be called (will end) at the 60-minute mark.

COACHES RESPONSIBILITIES

ONLY ONE coach will be allowed on the field for the defensive team.

Coaches are asked not to abuse this privilege, as the function of this person should be to assist the children with instruction and encouragement during the game. 1st and 3rd base coaches are permitted on offense.

BATTING TEE

Teams will bring their own batting tees. The batting tee must be placed on home plate.

CATCHER

There is no catcher. The batting coach will place the ball on the tee.

SCORING

The batting tee must be removed from home plate prior to a runner touching home plate.

PUTTING THE BALL IN PLAY

The ball becomes in play when it is struck by a batter.

DEAD BALL

The ball hit to the infield becomes dead when the umpire calls time

BATTING

Each team will bat their full line up of batters per inning up to a maximum of 15. Bunting will not be permitted. There is no 3-out rule. Coaches may position batters in the box.

Coaches will assist hitter after he/she has made 3 attempts to make contact with the ball

RUNNING BASES

Runners are entitled to the next base they are attempting if they are past the base path halfway mark when umpire calls time.

LEADING AND STEALING

Runners may not attempt to steal.

THE PITCHER

Pitchers shall not play the position more than one 2 innings per game.

PLAYER POSITIONS

- Outfielders may not play closer than ten (10) feet outside of the 1st & 2nd and 2nd & 3rd base paths.
- Infielders, other than the pitcher, may not play closer than five (5) feet inside of the 1st & 2nd and 2nd & 3rd base paths.
- No more than six (6) players may play in the Infield (1st, 2nd, 3rd, Pitcher, Shortstop and One Floating Infielder).
- The balance of the team may play in any of the Outfield positions; spread evenly outside the infield.

KINDERGARTEN (COED/BOYS/GIRLS) COACH PITCH/T BALL

LENGTH OF GAME

A regulation game is six innings or 60 minutes. Games will be called (will end) at the 60-minute mark.

COACHES RESPONSIBILITIES

ONLY ONE coach will be allowed on the field for the defensive team.

Coaches are asked not to abuse this privilege, as the function of this person should be to assist the children with instruction and encouragement during the game.

1st and 3rd base coaches are permitted on offense.

BATTING TEE

Teams will bring their own batting tees. The batting tee must be placed on home plate.

CATCHER

There is no catcher. The batting coach will place the ball on the tee.

SCORING

The batting tee must be removed from home plate prior to a runner touching home plate.

PUTTING THE BALL IN PLAY

The ball becomes in play when it is struck by a batter.

DEAD BALL

The ball hit to the infield becomes dead when the umpire calls time.

BATTING

- Each team will bat twelve (12) batters per team per inning
- Bunting will not be permitted. There is no 3-out rule. Coaches may position batters in the box
- The batter will receive up to four (4) pitches from the pitching coach* for Kinder boys divisions.
- If batter fails to make contact with the ball, tee is brought in for an additional 3 attempts
- Coaches will assist hitter after he/she has made 3 attempts to make contact with the ball

***Coach pitch portion may be waived if coach determines a player is more comfortable hitting off tee only**

RUNNING BASES

Runners are entitled to the next base they are attempting if they are past the base path halfway mark when the umpire calls time.

LEADING AND STEALING

Runners may not attempt to steal.

THE PITCHER

Pitchers shall not play the position more than one 1 inning per game.

PLAYER POSITIONS

- Outfielders may not play closer than ten (10) feet outside of the 1st & 2nd and 2nd & 3rd base paths.
- Infielders, other than the pitcher, may not play closer than five (5) feet inside of the 1st & 2nd and 2nd & 3rd base paths.
- No more than six (6) players may play in the Infield (1st, 2nd, 3rd, Pitcher, Shortstop and One Floating Infielder).
- The balance of the team may play in any of the Outfield positions; spread evenly outside the infield,

1ST GRADE BOYS - COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

COACHES RESPONSIBILITIES

No defensive coach will be allowed on the field. 1st and 3rd grade coaches are permitted on offense.

PUTTING THE BALL IN PLAY

The ball is in play when struck by the batter.

DEAD BALL

The ball is dead when the umpire calls times.

CATCHER

There is no catcher. Please position a coach behind home plate to retrieve balls.

BATTING

Bunting is not permitted. There are no called strikes. A batter is out after failing to hit a fair ball after 5 pitches, or after swinging and missing a third pitch with 2 strikes. 3 outs ends the inning.

REACHING BASE

Any batted ball striking a pitching coach will result in an automatic single with all runners advancing one base. If a pitching coach catches or intentionally interferes with a hit ball, the batter shall be out and all runners shall hold their bases. This will be at the umpires discretion.

RUNNING BASES

Runners are entitled to the base they are attempting if they are past the base path halfway mark when umpire calls time.

LEADING AND STEALING

Runners may not attempt to steal.

PITCHING POSITION AND DELIVERY

The pitching coach may use any delivery, but must pitch from the pitching plate.

A pitching coach must remain on the pitchers plate at all times, except to avoid a batted or thrown ball. A thrown ball striking a pitching coach is live and in play. However, if a pitching coach catches a thrown ball, play is stopped and runners must return to the last base touched.

1ST GRADE GIRLS - COACH PITCH/T BALL

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

COACHES RESPONSIBILITIES

No defensive coach will be allowed on the field. 1st and 3rd grade coaches are permitted on offense.

PUTTING THE BALL IN PLAY

The ball is in play when it is struck by a batter.

DEAD BALL

The ball is dead when the umpire calls time.

CATCHER

There is no catcher. Please position a coach behind home plate to retrieve balls.

BATTING

Bunting is not permitted. There are no called strikes. The batter will receive up to three pitches from the pitching coach. If the batter fails to hit a fair ball, then batting tee will be placed on home plate for two additional swings of the bat in an attempt to hit a fair ball. If the batter then fails to hit a fair ball, the batter is out. 3 outs ends the inning.

REACHING BASE

Any batted ball striking a pitching coach will result in an automatic single with all runners advancing one base. If a pitching coach catches or intentionally interferes with a hit ball, the batter shall be out and all runners will hold their bases.

RUNNING BASES

Runners are entitled to the base they are attempting if they are past the base path halfway mark when the umpire calls time.

LEADING AND STEALING

Runners may not attempt to steal.

PITCHING POSITION AND DELIVERY

The pitcher shall deliver the ball underhand.

A pitching coach must remain on the pitchers plate at all times, except to avoid a batted or thrown ball. A thrown ball striking a pitching coach is live and in play. However, if a pitching coach catches a thrown ball, play is stopped and runners must return to the last base touched.

2ND GRADE BOYS & GIRLS - COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball is in play when it is struck by a batter.

DEAD BALL

The ball is dead when the umpire calls time out.

CATCHER

A catcher in gear will be used in this division. Athletic cups are recommended for boys.

BATTING

Bunting is not permitted. There are no called strikes. The batter is out after failing to hit ball after five pitches, or after swinging and missing a third pitch with two strikes. 3 outs ends the inning.

REACHING BASE

Any batted ball striking a pitching coach will result in an automatic single with all runners advancing one base. If a pitching coach catches or intentionally interferes with a hit ball, the batter shall be out and all runners will hold their bases.

REACHING BASES

Runners are entitled to the base they are attempting if they are past the base path halfway mark when umpire calls time.

LEADING AND STEALING

Runners may not attempt to steal.

PITCHING POSITION AND DELIVERY

The pitcher shall deliver the ball underhand in the GIRLS DIVISION.

The pitcher may use any delivery, but must pitch from the pitching plate in the BOYS DIVISION.

A pitching coach must remain on the pitchers plate at all times, except to avoid a batted or thrown ball. A thrown ball striking a pitching coach is live and in play. However, if a pitching coach catches a thrown ball, play is stopped and runners must return to the last base touched.

3RD GRADE BOYS - COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball becomes in play when it is struck by a batter.

DEAD BALL

The ball is dead when the umpire calls time out.

CATCHER

A catcher in gear will be used in this division. Athletic cups are recommended.

BATTING

Bunting is not permitted. There is not an infield fly rule. Balls and strikes will not be called. Each batter will receive up to 5 pitches. 3 outs ends the inning.

REACHING BASE

Any batted ball striking a pitching coach will result in an automatic single with all runners advancing one base. If a pitching coach catches or intentionally interferes with a hit ball, the batter shall be out and all runners will hold their bases.

REACHING BASES

Runners are entitled to the base they are attempting if they are past the base path halfway mark when umpire calls time.

LEADING AND STEALING

Runners may NOT attempt to steal.

PITCHING POSITION AND DELIVERY

The pitcher shall deliver the ball underhand in the GIRLS DIVISION.

The pitcher may use any delivery, but must pitch from the pitching plate in the BOYS DIVISION.

A pitching coach must remain on the pitchers plate at all times, except to avoid a batted or thrown ball. A thrown ball striking a pitching coach is live and in play. However, if a pitching coach catches a thrown ball, play is stopped and runners must return to the last base touched.

Only leather covered hard balls may be used. Rubber covered practice balls are not permitted.

3RD GRADE GIRLS - COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball becomes in play when it is struck by a batter.

DEAD BALL

The ball is dead when the umpire calls time out.

CATCHER

A catcher in gear will be used in this division.

BATTING

Bunting is not permitted.

There are no called strikes.

A batter is out after failing to hit a fair ball after FIVE pitches, or after swinging and missing a third pitch with two strikes.

REACHING BASE

Any batted ball striking the pitching coach will result in an automatic single with all runners advancing one base. If the pitching coach catches or intentionally interferes with a hit ball, the batter is out and all players hold their bases.

RUNNING BASES

Runners are entitled to the base they are attempting if they are past the base path halfway mark at the time play is stopped.

LEADING AND STEALING

Runners may not attempt to steal.

PITCHING POSITION AND DELIVERY

The pitching coach shall deliver the ball underhanded.

4TH GRADE BOYS - KIDS/COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball is in play when it is struck by a batter. Play is dead if ball is misfielded by the pitcher on a throw-back from the catcher.

DEAD BALL

The ball is dead when the umpire calls time out.

CATCHER

A catcher in gear will be used in this division. Athletic cups are recommended.

REACHING BASES ON PITCHES

Walks are not allowed. After ball four is called by the umpire, a pitching coach from the team at bat will enter the game and throw a **maximum** of 3 additional pitches. These additional pitches *do not* change the count on the hitter. For example, with two strikes on the hitter, if the first or second pitch thrown by the coach is a swinging strike, then the batter is out. The third pitch is not thrown. The batter can watch the first two pitches, but must make an attempt to hit the third.

Any batted ball striking the pitching coach will result in an automatic single with all runners advancing one base. If the pitching coach catches or intentionally interferes with a hit ball, the batter is out and all players hold their bases.

LEADING AND STEALING

The runner is out when he leaves the base before the pitched ball reaches the plate.

Runners may only attempt to advance on a wild pitch, passed ball, or direct play on a runner by a fielder (catcher, pitcher, etc.).

In an effort to speed up the game, a catcher will not be charged with a passed ball when he fails to hold or to control a legally pitched ball which travels no more than a 5 ft. radius from home plate. The umpire shall have full discretion to determine such, and in such case display the time signal to alert the base-runner not to attempt to steal. A runner on 3rd base is prohibited from stealing home on a wild pitch or passed ball that leaves the 5 ft. radius. This is to prevent injury.

BATTING

Bunting is permitted. There is an infield fly rule. Balls and strikes will be called

PITCHING

A pitcher removed from the mound may not pitch again in that game. The coach may visit the pitcher at the mound during an inning, a second trip to the pitcher in the same inning will cause the pitcher's automatic removal.

4TH GRADE GIRLS - KIDS PITCH/COACH PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING BALL INTO PLAY

The ball becomes in play when it is struck by a batter.

DEAD BALL

The ball is dead when the umpire calls time.

CATCHER

A catcher in gear will be used in this division.

BATTING

Bunting is permitted. There is an infield fly rule. Balls and strikes will be called.

REACHING BASES ON PITCHES

Walks are not allowed. After ball four is called by the umpire, a pitching coach from the team at bat will enter the game and throw a **maximum** of 3 additional pitches. These additional pitches *do not* extend the batter's limit of 3 strikes. For example, with two strikes on the hitter, if the first or second pitch thrown by the coach is a swinging strike, then the batter is out. The third pitch is not thrown. The batter can watch the first two pitches, but must make an attempt to hit the third.

REACHING BASE

Any batted ball striking a pitching coach will result in an automatic single with all runners advancing one base. If a pitching coach catches or intentionally interferes with a hit ball, the batter should be out and all runners hold their bases.

LEADING AND STEALING

The runner is out when the runner leaves the base before the pitched ball reaches the plate. Runners may not attempt to steal except they may advance on a pitch that gets away from a catcher and travels outside of a 5 ft radius from the plate. (Umpires discretion or a circle chalked) No stealing from 3rd base to home will be permitted to prevent injury.

PITCHING POSITION AND DELIVERY

The pitcher shall deliver the ball underhanded (Fast pitch)

A thrown ball striking a pitching coach is live and in play. If the pitching coach catches a thrown ball, play is stopped and runners return to their last bases.

A pitcher removed from mound may not pitch again in that game.

The coach may visit the pitcher at the mound during an inning. A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal.

5TH GRADE BOYS - KIDS PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball becomes in play when it reaches the batter

DEAD BALL

The ball is dead when the umpire calls time.

CATCHER

A catcher in gear will be used in this division. Athletic cups are recommended.

BATTING

Bunting is permitted. There is an infield fly rule. Balls and strikes are called.

LEADING AND STEALING

The runner is out when he leaves the base before the ball reaches the plate.

Runners may attempt to steal a base only after the pitch has reached the plate.

PITCHING

A pitcher removed from the mound may not pitch for the remainder of the game.

The coach may visit the pitcher at the mound during an inning. A 2nd trip in the same inning will have the pitcher immediately removed from the mound.

SUBSTITUTION OF CATCHER

At the discretion of the umpire, if the catcher is a runner with 2 outs, a runner may be substituted for the catcher. The substitute runner should be the player who has made the last out.

SLIDING INTO BASE

Runners are not forced to slide however it is recommended to avoid contact at the bag.

No player shall initiate "malicious contact". The question of "malicious contact" is the umpire's judgment. If the defensive player is obstructing the runner (judgment by umpire), contact by runner is not illegal unless "malicious". "Malicious" would be considered in the umpire's

judgment if the runner deliberately or intentionally runs into the fielder to break up play, or cause harm to the fielder.

5Th GRADE GIRLS - KIDS PITCH

LENGTH OF GAME

A regulation game is six innings or 80 minutes. Games will be called (will end) at the 80-minute mark. All games will begin at the time noted on the official schedule.

PUTTING THE BALL IN PLAY

The ball becomes in play when it is struck by a batter or when it is thrown to fielder in an attempt to put out a runner.

DEAD BALL

The ball is dead when the pitcher has control of the ball or when the umpire calls time.

CATCHER

A catcher in gear will be used in this division.

BATTING

Bunting is permitted. There is an infield fly rule. Balls and strikes are called.

LEADING AND STEALING

The runner is out when the runner leaves the base before the ball reaches the plate.

Runners may only attempt to advance on a wild pitch, passed ball, or direct play on a runner by a fielder (catcher, pitcher, etc.).

In an effort to speed up the game, a catcher will not be charged with a passed ball when he fails to hold or to control a legally pitched ball which travels no more than a 5 ft. radius from home plate. The umpire shall have full discretion to determine such, and in such case display the time signal to alert the base-runner not to attempt to steal.

A runner on 3rd base is prohibited from stealing home on a wild pitch or passed ball that leaves the 5 ft. radius. This is to prevent injury.

PITCHING POSITION AND DELIVERY

The pitcher shall deliver the ball underhanded (fast pitch)

The pitcher removed from the mound may not pitch again in that game.

The coach may visit the pitcher at the mound during the inning. A 2nd trip will have the pitcher immediately removed from the mound.

SLIDING INTO BASE

Runners are not forced to slide however it is recommended to avoid contact at the bag.

No player shall initiate "malicious contact". The question of "malicious contact" is the umpire's judgment. If the defensive player is obstructing the runner (judgment by umpire), contact by runner is not illegal unless "malicious". "Malicious" would be considered in the umpire's

judgment if the runner deliberately or intentionally runs into the fielder to break up play, or cause harm to the fielder.