

MARION COUNTY SOFTBALL ASSOCIATION

RULES FOR T-BALL LEAGUE 2019

As approved 1/6/2019

1. The age limit shall be 6 years old and younger, but not 7 before January 1.
2. All head coaches are **REQUIRED** to complete and pass a certified concussion training course.
 - A. Coaches must keep a copy of their concussion certificate on their person during all practices and games.
3. Any team using a player over the age limit shall forfeit all wins acquired while that player was on the team roster. If age is questioned, satisfactory proof shall be furnished.
4. Pitching distance shall be 35' from the front of the pitching rubber to the back point of home plate. An 8' radius shall circle around the mound.
 - A. ***When no Coach Pitcher:*** Player Pitcher shall begin play standing within the circle and have at least 1 foot in contact with the pitching rubber.
 - B. ***When a Coach Pitcher:*** Player Pitcher shall begin play standing within the circle and in-line TO THE LEFT OR RIGHT of the pitching rubber.
 - C. ***Coach Pitcher:*** Coach Pitcher must pitch with at least 1 foot in contact with the pitching rubber. Coach Pitcher must pitch underhand.
5. Base distance shall be 50' between bases.
6. Game balls shall be provided by the home team. Must use a 10" optic yellow softie softball.
7. Umpire will be used during tournament games only. Umpire will be provided by tournament host.
 - A. Coaches shall use the honor system when making out/safe calls during regular season games.

8. All umpires are **REQUIRED** to complete and pass a certified concussion training course.
 - A. Umpires must keep a copy of their concussion certificate on their person during all games.
9. The HOME scorebook is the official scorebook.
10. The HOME scorebook will be the official time keeper.
 - A. The umpire will be the official time keeper during tournament games.
11. There shall be an arc 10' out from the front edge of home plate. If a batted ball does not advance past this mark, then it is a foul ball.
12. No rolling the ball to make an out (throw the ball).
13. If a batted ball is fielded inside the pitching circle, then the defensive player must throw the ball to a base. Players are not allowed to run the ball to home plate or any other base if ball is fielded inside the pitching circle.
14. Bunting is not permitted.
15. A regulation game shall consist of 3 complete innings.
 - A. 1st two innings: A maximum of 5 runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 3 putouts or after 5 runs have scored, whichever occurs first.
 - B. 3rd inning: A maximum of 5 runs may be scored during any half inning of a game. However, everyone bats. Batters get 3 pitches from a Coach Pitcher. After 3 pitches batter then hits off a tee.
 - C. Runs will stop counting towards the final score after 3 outs or 5 runs are scored. Every player will still get to bat though.

- D. 4th inning: A maximum of 5 runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 3 putouts or after 5 runs have scored, whichever occurs first.*
- E. 5th inning: A maximum of 5 runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 2 putouts or after 5 runs have scored, whichever occurs first.*
- F. 6th inning and beyond: A maximum of 5 runs may be scored during any half inning of a game. The offensive team's turn at bat is concluded after 1 putout or after 5 runs have scored, whichever occurs first.*

16. Tied games shall end in a TIE since regular season record does not count and MCSA tournament seeding is done via a blind draw.
17. All games shall start no later than 7:00 p.m. (No lights) and no later than 9:00 p.m. (With lights).
18. All games shall have a 1:30 finish the inning time limit. No new inning can start after 1:30 from the start of the game. The game "start time" shall begin at the time of the 1st swing by the Visiting team. If the time limit is reached during an inning, then that inning shall be completed. If the home team is ahead when the time limit elapses, then the bottom half of the inning does not need to be completed or played at all. The "start time" of the new inning begins at the time of the last out of the previous inning.
 - A. P.O.I. - Game is considered complete if time limit expires no matter what inning the game is in.
 - B. P.O.I. ~ Tournament games will have a 1:30 finish the inning time limit throughout the tournament.
 - Exception ~ There will be NO time limit for the championship game.
 - C. P.O.I. ~ Tournament play will follow the same game time/score format as the regular season.
 - D. P.O.I. ~ Tournament games must have a winner. Should the game need to go to extra inning(s) to determine a winner then the extra inning(s) shall be played under the same format as the first 2 innings of the game.

19. The clock shall continue to run thru any play stoppages due to Thunder, Lightning, Injury or any unforeseen circumstance.
20. Any game suspended due to Thunder, Lightning or other weather shall be resumed at the point of interruption at an agreed upon date and time by the coaches.
21. A lineup card containing the name of players and subs must be completed by each team and exchanged with the opposing coach prior to the start of the game.
 - A. Late arriving players may be added to the bottom of the lineup and subbed into the game.
22. Free substitution shall be observed on defensive positions. All team members present at the beginning of the game shall be in the batting order.
 - A. No out will be taken in the spot of any player that was removed for whatever reason.
 - B. Any player removed from the game for any reason may re-enter the game at any time.
 - Player must re-enter into their original batting order position.
23. Subs must play 6 consecutive defensive outs.
24. A team beginning a game with 9 or more players may end a game with 8 players.
 - A. No out will be taken in the vacant spot.
 - B. A team beginning with or being reduced to 7 players shall declare a forfeit.
25. Base runners may advance only 1 base at a time.
 - A. **Exception:** When a batted ball is hit over a permanent fence. In this case the hit will be counted as a Home Run and all runners will advance to home plate. However, only the first 5 runs will be counted towards the total inning and total game score.
26. When an overthrow occurs, no advancement of runners is allowed. See Rule #25.

27. Last batter will not bat and run free around all bases. Still only advances 1 base.
28. Courtesy runner may be used for the Catcher only at any time. Must use the last out in your lineup.
29. The batter's helmet with a face protector mask is required. Player base coaches must wear a batting helmet with a face protector mask. Adult base coaches do not have to wear a helmet. The souvenir type plastic helmet is prohibited for any use.
30. Bats shall be stamped with either the 2000 or 2004 ASA certification mark and not be on the ASA non-approved list which can be found at www.asasoftball.com.
31. The penalties for using bats not approved will be as follows: 1st offense using an unapproved bat is the bat will be removed from the playing field but kept within umpire's view; the runners return to the previous base, the batter is out. 2nd offense will be the same as for 1st offense with the following addition: player using any illegal bat will be ejected from game. 3rd offense will be same as other 2 with the following addition: team using any illegal bat will forfeit the game.
32. All players must wear a uniform shirt. The remainder of the uniform shall consist of baseball pants or athletic shorts. Cleats or tennis shoes are acceptable footwear.
33. Metallic spikes on playing shoes are prohibited.
34. The catcher shall wear full catching gear consisting of a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable), chest protector and shin guards.
35. All players who warm up the pitcher at home plate must wear a catcher's helmet with throat guard (hockey style masks with elongated throat protector frame are acceptable).
36. No leadoffs and/or stealing of bases are permitted. Advancement of runner is not permitted on throwback from catcher to pitcher.

37. Runners may not leave base until a batted ball is put into play.
38. Sliding is allowed.
 - A. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Runners cannot create malicious contact. If malicious contact is created, then runner shall be declared out.
39. The infield fly rule shall not apply.
40. The defensive team shall consist of a pitcher (in addition to the coach pitching), catcher, 4 infielders and 4 outfielders. Outfielders must be a minimum of 15' behind the bases.
41. 1st and 3rd base infielders must start play behind the 25' line.
42. Players cannot play the same defensive position in consecutive innings.
43. A batted ball that touches the coach who is pitching shall be declared a dead ball. Play resumes at previous count on the batter and base runners must return to the base they were occupying prior to the dead ball.
44. Any time a thrown ball touches "coach-pitcher" the play is dead, and runners cannot advance. After batted ball is in playing field the "coach-pitcher" should exit the playing field on the opposite side of the field. The "coach pitcher" may only return to the circle after the play is called dead.
45. Players and /or spectators are prohibited from standing within a 10-foot area extending behind the backstop. People in that area must be seated. Coaches and umpires need to enforce rule.
46. Coaches may NOT borrow players laterally from another T-Ball team during regular season play.

47. During MCSA tournament play coaches may borrow players from another T-Ball team from within their own organization provided that team has not entered the tournament. Players must play for the team they are rostered on if their team has entered the tournament.
48. Team rosters complete with birth dates must be submitted to the Marion County Softball Association President a minimum of 14 days before the first game of the season.
49. Additions to rosters for new move-in residents may be made any time up to and including May 31 of the current season. Any additions MUST be approved by Marion County Softball Association.
50. Any person demonstrating unsportsmanlike conduct ~ such as throwing a bat or any equipment in anger, using abusive or profane language, or making unnecessary violent contact ~ shall be immediately ejected from the game and the confines of the ballpark.
51. Any player and/or coach ejected from a game will receive the following penalty:
 - A. Player and/or coach will be suspended for the remainder of the game ejected.
52. Smoking is not permitted on the playing field or in dugouts.
53. Designated coaches in dugout area will consist of 2 base coaches, 1 dugout coach, 1 coach pitcher and 1 scorekeeper.
54. A maximum of 2 defensive coaches shall be allowed on the field during play at any one time.
55. If a regularly scheduled game cannot be played due to special circumstances (i.e. School and/or 4-H camps and activities) and the opposing team has been contacted at least 2 weeks prior to the scheduled game and has refused to reschedule, rule #56 on forfeits will be followed.

56. There will be one week between coaches to reschedule the game. If unable to come to an agreement, each coach will call their rep to get the game rescheduled. If the reps cannot get the game rescheduled, then they shall call the MCSA President. The MCSA President shall try to resolve the conflict.
 - A. P.O.I. ~ All games must be made up before the tournament drawing.

57. A blind draw will be used to determine seeding for the MCSA tournament.
 - A. P.O.I. ~ All regular season games shall be completed by 3:00 pm on tournament draw Saturday.

58. The higher seed shall be the Home team throughout the MCSA tournament.

59. Once the tournament draw is complete; all teams will be expected to compete at their scheduled time. If a team cannot play for any reason, then it will be considered a forfeit. If both teams cannot play, then both will forfeit.

60. The host tournament site, in conjunction with the MCSA President, reserves the right to alter the tournament format due to weather and/or any unforeseeable circumstance.

61. Tournament tie-breakers:
 - A. Head to Head.
 - B. Coin flip.

62. Rules not covered herein shall be referred to the Ohio High School Athletic Association rule book.

63. There shall be NO protests during regular season games.

64. Protests allowed during the Marion County T-Ball Tournament only. Coach shall inform the umpire of intent to protest. Game and game clock shall stop immediately. The Marion County T-Ball Tournament Director (or assigned representative) shall be

summoned to hear protest. A \$25.00 protest fee shall be paid in cash before protest can be heard. Fee is refundable if protest is ruled in plaintiff's favor. Game and game clock shall resume as soon as the protest is concluded.

NOTES:

1. P.O.I. means Point Of Interest.
2. Anything in *Red* is new for 2019.