

# Liberty Youth Baseball

## Local League Rules

### T-Ball League

1. Local league rules supersede all other rules. Consult Dixie youth rule Book for rules not listed.
2. Practice time may be for a maximum of one (1) hour and thirty (30) minutes per day and may not exceed (5) five days per week and Wednesdays cannot be made a mandatory practice day.
3. Foul language, tobacco, or alcohol will **not** be allowed on the field or in the park.
4. No cell phones allowed on the playing field during a game.
5. All batters will be with a helmet, face guard and chin straps are **not** mandatory.
6. LYBA Board approved manager, coaches and players only in the dugout and on field, failure to comply with this could result in punishment for the Manager of the team as well as forfeiture of games being played.
7. Coaches control yourselves and your parents. This is supposed to be a fun game for children. If a problem arises from coaches or parents that cannot be resolved, stop the game and get a board member.
8. Each manager will have 3 copies of his line-up, one for the scorekeeper, one for the opposing manager, and one for himself.
9. Any player absent at the beginning of the game and is not there by his turn at bat and misses his turn will not be allowed to enter the ball game or dugout.
10. A team that does not have enough players 15 minutes past game time will be counted as a forfeit. If both teams do not have enough players it will be counted as a double forfeit. You can play with only 8 players. Exception: If the opposing team has enough players to allow for a pool player to avoid a forfeit.
  - In the event a team does not have enough players to field a team, pool players will be allowed to play in order to maintain the schedule and lower the possibility of a forfeit.
  - A pool player is described as an extra player on the opposing team (over the required 10) that may be placed on the opposite team in order to avoid a forfeit.

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11. Protest must be made before the next batter to the umpire or they will not be recognized. Protest on an umpire's judgment call will not be accepted.
12. Home team furnishes the scorekeeper and the batting tee. The scorebook is kept at the concession stand.
13. Base coaches may not touch a runner at any time. Umpire must make the call. The penalty is that the runner will be called out.
14. Rosters will consist of a maximum of 13 players per team.
15. A complete game will be 5 innings or 60 minutes, whichever comes first. A new inning will not start after 60 minutes. There will be a 15 minute extension to finish the current inning if needed. If you cannot complete the inning within the 15 minutes the score reverts back to the previous completed inning.
16. There is a 7 run rule in effect, this means that you can score 7 runs per inning, and there will be a 15 run rule after 3 innings. Unless the winning team is home then there is a 15 run rule after 2-1/2 innings.
17. An inning will be complete when both teams have acquired 3 offensive outs or scored a maximum of seven runs.
18. Batting order is continuous. All players will bat.
19. All players on the offense must remain in the dugout at all times unless batting, on deck, or base running. All offensive players not in the dugout must wear a batting helmet.
20. No head first sliding is permitted. Any player that slides into a base head first will automatically be declared out. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
21. Each team will be allowed a manager and 3 coaches.
22. All players will play a minimum of 2 defensive innings per game. Penalty for not doing this will be forfeiture of the game. If the bottom of the 5<sup>th</sup> inning is not required, it will not count as an inning played. The only reason a player will be excused from play will be due to illness or injury. Absent players must be reported to the other coach before the game.
23. There will be 10 defensive players with no more than 6 players on the infield including the pitcher. The position of the catcher must be occupied. The player at the catcher's position will not be down behind the plate, but will be positioned by the umpire and must wear a protective helmet with a face shield. The other 4 players will play in the outfield.

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24. Infield fly rule does not apply.
25. The league Commissioner will reschedule rainouts. A twenty-four (24) hour notice will be given to each team for the makeup game. If the rain out does not affect the determination of the first place team for any league the league Vice President has the final say as to if the rain out will be rescheduled.
26. The batter will be allowed 3 swings to hit a fair ball. A foul on the third swing will be called an out. For a ball to be fair it must travel at least 10 feet from home plate. This area will be marked with a chalk line arcing from foul line to foul line. A batter will be allowed to make only two practice swings.
27. Any regulation bat of 28 inches or less may be used.
28. Batters will not be allowed to bunt the ball. If the batter bunts in the judgment of the umpire the batter will be called out. The batter must have both feet in the batter box. The batter will be called out if he slings the bat after one warning per team is given.
29. Pitchers must wear a batting helmet with a face shield and must be in contact with the rubber when the ball is hit. If the pitcher is off the rubber when the ball is hit, the offensive team will have the option to keep or reject any part of that play.
30. Base runners must stay in contact with the base until the ball is hit. Leaving the base too soon will result in the defensive team having the option of keeping or rejecting any part of the play. (THE RUNNER IS NOT OUT)
31. The base runner must slide at any base other than first base if the defense is attempting to make a tag. The defensive player cannot block the base or the baseline without possession of the ball. Obstructing will be called and the runner will be awarded an extra base.
32. The play will end when the pitcher has the ball in his possession and is in pitcher's circle. Any runner that has reached the halfway mark prior to the pitcher having possession and at least one foot inside the pitcher's circle, is going to be awarded that base. If the pitcher has possession and has one foot inside the circle before they reach the halfway mark, the runner will stop at that base. If the pitcher makes a play on the base runner, the ball is back in play. If in the umpire's judgment the play has come to a standoff by a player holding the lead runner 3 seconds he will then call time and position the next batter.
33. No more than 3 coaches allowed on the playing field at one time. One coach at the first base coaching box, one at the 3<sup>rd</sup> base coaching box and one at home plate. The home plate coach may not instruct runners. There will be 2 defensive coaches allowed on the field during defensive play.

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34. Home plate coach will attempt to set the batter once per time at bat.
35. If a ball is thrown to first base in an attempt to force out a runner from home and the play is not successful. The runner is able to advance to second base at his own risk, but will not be able to advance further than second base. Given there is not an attempted play to put the runner advancing to second or any other base runner out. This rule is used to encourage the defense to throw the ball from the infield to first base.
36. First half of the season will be played as noncompetitive. Second half of season is competitive and the league commissioner will determine date of competitive play. This is an introductory league and should be played accordingly.
37. If the pitcher fields the ball and makes a baseball move towards first, third or home plate (fielding the ball and moving towards that direction 1st, 3rd or home) he can then tag the runner or touch the base, 2nd base is excluded from this play he must throw to 2nd base. If the ball is hit directly to him the pitcher should attempt the throw to first, second, third or home. The intent is to throw the ball and make baseball plays whenever possible. If the plate umpire determines that the "chase rule" has been violated the offensive manager has the right to decline the call and accept the outcome of the play. This rule is under the discretion of the umpire. This cannot be protested.