



CITY OF TALLAHASSEE  
PARKS, RECREATION & NEIGHBORHOOD AFFAIRS

YOUTH  
20<sup>th</sup> BASEBALL 26<sup>th</sup>  
MANUAL

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## TALLAHASSEE PARKS AND RECREATION

### YOUTH BASEBALL LEAGUE

1. **League** – The league shall consist of at least four teams.
2. **Cost** - \$44.00 (a late fee of \$10.00 will be charged after the regular registration deadline)
3. **Number of Players** – each team will consist of 11 players for Coed T-ball/Atom Leagues and 12 players for the Cub League.
4. **Player Eligibility**
  - a. Coed T-ball is for players four to six years old with April 30 being the age determining date.
  - b. Atom League is for players six to eight years old with April 30 being the age determining date.
  - c. Cub League is for players eight to ten years old with April 30 being the age determining date.
  - d. A player may only register and/or play in one City of Tallahassee endorsed baseball program during the season.
  - e. Players who are league age six or eight can choose which league best fits their skill level.
  - f. At the parent's request, players may move up a league but cannot move down a league.
5. **League Boundaries** – Players will be permitted to go to the field most convenient for the parent. Parks may be combined to form a full league. Games may be played at a field/park other than your home park.
6. **Game**
  - a. Game times will be 6:00 p.m. or 6:15 P.M. during the week. Saturday game times shall be in the morning and afternoons.
  - b. Time Limits
    - i. T-Ball – one-hour time limit – drop dead time, we will not finish the inning, game ends at time limit.
    - ii. Atom League – one-hour time limit – drop dead time, we will not finish the inning, game ends at time limit.
    - iii. Cub League – one-hour fifteen minutes – drop dead time, we will not finish the inning, game ends at time limit.
  - c. Playing Short - If needed, players from the opposing team can play for a team that is short players. Only players from that game's opposing team may be utilized when a team is short players.
7. **Playing Field**
  - a. Distances between bases range between 55-60 feet at different locations. All pitching distances will be 40 feet.
  - b. There will be coaching boxes at first and third base for use by the offensive coach and assistant. Defensive coaching should occur from near the player bench, in foul territory next to the fence, except in T-Ball where 1 defensive coach may stand in the outfield. All other assistants, parents, family members and friends should be behind the fence or in the stands.
8. **Equipment and Uniforms**
  - a. Sneakers or one-piece sole composition soccer-style shoes. No screw on or metal cleats allowed.
  - b. Team shirts and baseball hats will be supplied by the Tallahassee Parks and Recreation Department and must be visibly worn in the game. Other uniform equipment is optional but coaches should not ask players or parents to purchase additional uniforms. No decals, letters or numbers may be added to the hats. Shirts may have the first or last name of the player on the back. The shirts may not be altered in any way, including cutting off the shirts sleeves.
  - c. Batting helmets must be worn by on deck batters, batters and base runners.
  - d. Barrel Bat Rule: If the bat used is not issued by the department, the bat must be approved prior to each game by the umpire or park supervisor. The bat cannot be more than 33 inches in length.

**9. Umpires**

- a. Our goal is to have an umpire for each game. In the event that there isn't an umpire, coaches will umpire the game.
- b. The umpire will ensure each on deck batter, batter and runner shall wear their protective helmet.
- c. The umpire's decision on matters not covered by league or baseball rules shall be final, providing the league supervisor is not on hand to make a decision. No coach may unduly delay a game. Keep in mind the impression that is being made on the players at all times. Accept the judgement of the umpire and play ball. A coach may discuss a play after the ball game.

**10. Inter-league Play** - There shall be no games played outside of the schedule of games. This includes any kind of play-off.

**11. Standings and Averages** – There will be no standings, averages or official score kept. Coaches should focus on allowing players to learn multiple positions, not whether they win or lose a game.

**12. Who Plays**- All players must play in every game. See specific league rules for details. Each coach will be held responsible for enforcement of this policy. This is not the duty of the umpire.

**13. Tobacco** – Tobacco is not allowed under any circumstances by coaches or umpires anywhere near the baseball fields.

**14. Rained Out Games** – Tallahassee Parks and Recreation Department typically will not cancel games prior to game time. The umpires/supervisors will do this at the field at game time. If there is standing water on the field or slick spots, the game will be cancelled. Site and park supervisors (or coaches and umpires in their absence) are the only ones that will make this decision.

The Department will allow athletic fields to be used only when field conditions are deemed safe and when use will not create unacceptable damage to the fields and/or possible harm to the participants. Fields will be closed when one or more of the following occurs:

- Standing water is present on any portion of the grass or clay-playing surface.
- All grass including artificial or clay-playing surface is saturated and water is displaced when walking (squish method)
- Any other condition that is deemed unsafe or would create unacceptable damage to athletic fields or the safety of the users. This includes the lightning policy.

**15. Warm-Ups** – Do not hit balls into any fencing when warming up, as it will tear up the balls and the fence.

**16. Sling Bat Rule** – If any batter slings their bat, they will automatically be called out and no base runners may advance.

**17. Infield Practice** - Teams may take organized infield practice 10 minutes prior to game time. The visiting team will take infield 10 minutes prior followed by the home team five minutes before the start of the game. The home team will need to be prepared to start the game on time.

Infield practices for second and subsequent round of games will be based on time available. Both teams will have equal time of practice with the visiting team taking infield first followed by the home team. All games must start on time and can't be delayed by infield practice.

**NOTES:**

- Current Cal Ripken Baseball Organization Rules and Major League Official Baseball Rules published by the National Baseball Congress of America will be used in cases not covered in Coed T-Ball, Atom and Cub League rules and regulations. Consult the league supervisor on matters needing attention.
- The department cannot endorse or take responsibility for team activities beyond what is established as standard procedures in conducting this activity. Activities such as photography sessions, team

picnics, trophies, etc. are activities that parents must understand are their personal choice and ultimate responsibility if they choose to participate in them. Coaches are advised to refrain from actually organizing outside activities. If parents want to undertake these activities, it must be understood that mandatory donations for these events from team members is prohibited. All donations are optional and cannot affect a participant's right to any benefits afforded any other player.

- Any activities or functions taking place on sites other than those sites supervised by the City of Tallahassee will be responsibility of the individual conducting those activities.

## **T-BALL AND ATOM LEAGUE PLAYING RULES AND REGULATIONS**

1. All players must play in the field every inning. EXPLANATION: There will be five infielders. They are pitcher, first baseman, second baseman, third baseman and shortstop. There will be no catchers in t-ball but there will be catchers in Atom League. All remaining players on the roster will play in the outfield. Outfielders should be no closer than the edge of the outfield grass and must be positioned in an arc of equal depth and spacing spanning from left field to right field.
2. Players may not play in the infield more than two consecutive innings. Each player must be given the opportunity to try different infield positions in each game. For example, the same players should not always play first base and pitcher.
3. One-half inning is completed when there are three outs or ten players have batted, whichever comes first. The batting team's coach must announce when the last batter comes to the plate. Time will be called as it would with any other batter. The teams will switch sides once time is called.
4. There is no leading off or stealing. The runner cannot leave the base too soon or he must go back. If the runner is off the base and the batter gets a hit, the runner cannot advance more than one base in front of the batter.
5. The player playing the pitcher position must stand within three feet to the left, right or back of the pitching rubber.
6. The infield fly rule does not apply.
7. A fielder will not be allowed to roll the ball to the nearest base to get a base runner out. There must be a throwing attempt to get the runner out.
8. **T-Ball Only:** in order to make an out at home plate, the ball must be thrown to the batting team's coach at home plate. This will always be a force play, even if the situation dictates that it is not a force play. The player cannot run to home plate and touch home plate to get an out, they must throw the ball to home plate.
9. Time out will be called by the home plate umpire as follows:
  - a. Ball Hit to the Outfield: Time will be when the thrown ball crosses from the outfield to the infield regardless of possession of the ball by an infielder. Coaches should encourage their players to throw the ball in, not run it in. Example: The ball is hit to left field. The player fields the ball and throws it towards second base. As soon as the ball crosses from the outfield to the infield, either in the air or on the ground, time will be called. A base runner that has advanced more than halfway to the next base when time is called will be allowed to proceed to that base. If they were less than halfway to the next base when time is called, they must go back to the last base.
  - b. Ball Hit to the infield: Time will be called after one attempted play is made, whether the play results in an out or not. Base-runners may only advance one base at their own risk regardless if the fielder holds the ball or attempts a put out, this includes the batter. Example: The ball hit to the short stop who fields the ball and throws to first base. As soon as the first baseman either misses or catches the ball, time will

be called. Even if the ball is overthrown into the outfield, or out of play. The batter/base runner will remain at first base if he was safe. There are no extra bases on an overthrow to any base.

#### **10. Batting Rules for T-Ball League**

- a. The batter must stay out of the batter's box until the umpire has placed the ball on the tee. He may not swing at the ball until the umpire calls, "Play Ball".
- b. The umpire will adjust the tee if necessary to suit the height of the batter.
- c. Batters are not permitted to swing easy or bunt the ball. The penalty is that the batter is called back and charged with a strike. The batter is called out if there is a bunt or easy swing attempt on the third strike.
- d. A strike shall be called when the batter hits the tee instead of the ball. It is also a strike if the ball does not go beyond the 15-foot arc line.
- e. If the batter fouls off the third strike, the batter will get another chance and swing again, this includes if the batted ball doesn't go past the 15-foot arc line.
- f. Batters will bat off the tee for the entire season.
- g. The batting order is to be established before the game begins and includes all players present. The batting order may not be changed once the game starts. The batting order must include all players' names that are present for the game that day as all players' bat in each game. In effect, this means that if ten players bat in one inning, the eleventh player in the batting order will lead off the next inning. The batting order does not change regardless of defensive positioning.

#### **11. Atom League Batting and Coach Pitch Rules**

- a. The batting team's coach or assigned person shall be the pitcher. No players may pitch.
- b. This league will be all coach pitch, there will be no use of a tee.
- c. The batter will receive a maximum of 6 pitches. Strikes will be called on foul balls and missed swings. A batter will strike out if he gets 3 strikes, even if he has not received 6 pitches. If a batter does not put the ball in play during his 6 pitches, he will be called out regardless of the number of strike he has. If the batter fouls off the 3<sup>rd</sup> strike or 6<sup>th</sup> pitch, the batter will get another pitch. This is the only time he would get more than 6 pitches.
- d. The coach pitcher must avoid the ball after a pitch has been hit so as not to interfere with the play.
- e. If a pitcher/coach is hit or touched with the ball, the play is dead and any base runner will advance only one base. The batter will advance to first base without liability of being put out.
- f. The ball shall be pitched overhand (not lobbed gently) by the coach or assigned person.
- g. The pitcher coach will stand 10 feet in front of the 40 foot pitching rubber.
- h. There will be no walks, including the batter being hit by a ball pitched by the coach.
- i. A defensive player will play behind the pitcher coach (off the mound) but no more than three feet to the left, right or back of the mound.

## **CUB LEAGUE PLAYING RULES AND REGULATIONS**

1. One-half inning is completed when there are three outs or ten players have batted. The last batter of each inning cannot be walked. He must either strike out or hit the ball. If a pitched ball hits the 10<sup>th</sup> batter, he will have a courtesy runner or can chose to run and the 11<sup>th</sup> batter will be permitted to bat. This is the only occasion where eleven batters would be allowed. The batting team's coach must announce when the last batter comes to the plate. Time will be called as it would with any other batter. The teams will switch sides once time is called.
2. There shall be no base stealing. The runner cannot leave the base until the batter puts the ball into play. If a runner is off the base and the batter gets a hit, the runner cannot advance more than one base in front of the batter.

3. The batter is out if the catcher drops the third strike.
4. The runner may advance one base at his own risk on an over-throw to first or third base. He may attempt as many bases as he wishes on an overthrow that is within fair territory.
5. The batting order is to be established before the game begins and includes all players present. The batting order may not be changed once the game starts. The batting order must include all players' names that are present for the game that day as all players' bat in each game. In effect, this means that if ten players bat in one inning, the eleventh player in the batting order will lead off the next inning. The batting order does not change regardless of defensive positioning.
6. **Player Participation Rule** – Players cannot sit the bench defensively for consecutive innings or play the infield for more than 2 consecutive innings. Players must be given the opportunity to play different positions in each game and must be given an opportunity to play both the infield and outfield each game. A player can't repeat a position he has already played until everyone has had the opportunity to play that position. Coaches should plan their line-ups before each game and make adjustments as necessary at game. This will save time between innings and ensure each player has the chance to play different positions. Note: Pitcher/Catcher may stay in their position more than the 2 innings due to being a specialized position.
7. The infield fly rule does not apply.
8. Bunting in the Cub League is permitted. Slap bunting isn't allowed (if a player shows bunt, he or she must bunt).
9. **Time Out:** Time shall be called when an infielder has possession of the ball and the umpire calls time. If the ball is hit into the outfield, time will be called once the ball is back in an infielder's possession.
10. There will be four outfielders playing on defense at the same time. They must line up from left field right field in an arc.
11. **Catcher Speed Up Rule:** The last player who made an out will replace any catcher who is on base with two outs. This will allow the catcher to return to the dugout and get his equipment on so play will continue in a timely fashion in the next half inning. NOTE: Coaches should see that catchers have their equipment on in all other situations so play will not be delayed.
12. **Player Pitching Rules:**
  - a. A pitcher may pitch NO more than six innings per week (Monday through Saturday).
  - b. One pitch to a batter equals one full inning (per Cal Ripken Rules).
  - c. A pitcher must have 1 day of rest between pitching appearances even if he only throws 1 pitch.
  - d. Cub League will be all player pitch.
  - e. The regular number of balls (4) and strikes (3) will be called. **NOTE:** If the batter draws a walk, the batter's coach will pitch two pitches. The batter will have to put the ball in play or strike out. There will be no walks in the game. This rule is intended to advance pitching in the league, while allowing for defense and base running skills to develop.
  - f. No balks shall be called.
  - g. A pitcher cannot be returned to the mound after being removed as a pitcher even if he is placed in another position and remains in the game.
  - h. The pitcher must have one foot in contact with the pitching rubber until the ball leaves his hand.
  - i. A batter who is hit by a pitch may elect to have a courtesy runner or take his base. If a pitcher hits two batters, they must be removed from the pitching position.
  - j. Intentional walks are prohibited.