

White Marsh T-BALL League Rules

GENERAL RULES

1. This is an instructional league to educate the players in the beginning fundamentals of baseball. Emphasis shall be on the instruction of basic rules and skills of baseball and on having fun.
2. All players must be in full uniform consisting of a **team uniform shirt (tucked in)**, baseball uniform pants and **baseball team hat (in proper direction)**.
3. The home team shall occupy the third base side team bench of the baseball field. The home team is that team specified first on the schedule for that day and time, i.e., Team 2 vs. 4 implies team 2 shall be the home team. The Home Team occupies the field first to start the game.
4. Metal spikes, or any metal style cleat shoes are prohibited.
5. Batting helmets must be worn by all batters and base runners.
6. A team may field all their players. Start with the baseball positions of pitcher, first, second and third baseman, short stop, left, left center, right center and right fielder and fill in any extra players into the outfield.
7. All players must play as evenly as possible. No player is to sit out a second time until all players have sat out at least one time.
8. **THERE IS NO SMOKING ALLOWED AT ALL TIMES ON BALTIMORE COUNTY PROPERTY.**

GAME PLAY RULES

1. Games will be two innings or more during the time period allotted for the game.
2. If games are not called off by 8:30am due to inclement weather or other reasons, the teams must report to the baseball field prepared to play. The managers have the authority to cancel the game at the field if they decide that the conditions are not suitable for play.
3. At the FIRST sign of LIGHTNING or sound of THUNDER, ALL PLAY MUST CEASE and the PLAYERS MUST LEAVE THE FIELD. This rule is mandatory regardless of game situation. This is Baltimore County Policy.
4. This league is strictly instructional and no scores or standings shall be kept. Please de-emphasize scores and focus on fundamental baseball play.
5. Assistants are encouraged to be on the field with the players to help instruct and focus the players. Time out can be called at any time to instruct a fielder or batter.

PITCHING

1. After the first 2 or 3 weeks of the season (Manager's discretion), the manager and coaches shall pitch underhand toss to their team.
2. Batters having difficulty hitting pitched balls should be allowed to hit from the batting tee. Please be aware of the number of pitches to a batter. If they are having trouble hitting the ball (3-5 pitches), the tee should be used to keep the game moving!!

BATTING

1. Players may use their own bats, provided that the bat is aluminum or wood, and meets the official requirements established by Little League Baseball. The player must carry the bat to and from the field in a bat bag or have a parent carry the bat.
2. For the first 2-3 weeks of the season all batters shall bat using the batting tee. After that time, it shall be up to the manager's discretion to use the batting tee or pitch underhand to his team. The batting tee can be used at any time for the players that still need it.
3. Every player on the team will bat each inning. The batting order should be prepared from player # 1 through the remaining number of players in attendance. In the next inning, the batting order should be reversed. 4. The on-deck batter must be in the on-deck area, helmet on, ready to enter the batter's box. No on-deck swinging of the bat.
5. Batters should not throw the bat after hitting.
6. If the batter is having difficulty hitting a pitched ball he should be assisted quickly with the batting tee after 3- 5 pitches. Please keep the game moving and have assistant coaches ready to help batters. 7. The last batter to bat in an inning will hit a "Home Run" and clear all the bases. Fielders are to remain on the field until the Home Run is complete and all base runners have crossed home plate. Managers should keep track of "Home Runs" so that every player gets this opportunity over the season.

BASE RUNNERS

1. No leading off or stealing in this league. The Base runner must remain on the base until the ball is hit.
2. Base runners shall only advance one base per batter until the last batter.
3. Base runners that are thrown out; tagged out; or if the ball is caught; shall be instructed that they are out but can remain on base.
4. Sliding into the bases or home plate is prohibited.

MANAGERS AND COACHES

1. Managers and coaches are responsible for player conduct, parent conduct, and the team's equipment and uniforms.
2. Managers and coaches can instruct players at any time during the game.