

JONESBORO BASEBALL BOOSTERS
2023 PLAYING RULES
5 YEAR OLD T-BALL LEAGUE

CONCEPT OBJECTIVE

To make the game safer, more fun and interesting through hitting, fielding and running the bases from the kid's point of view.

RULES

Official Baseball Rules" as modified by "Babe Ruth League, Inc. Baseball Rules and Regulations" and further modified by these "Playing Rules" will be in effect.

BASES

Bases will be 60 feet apart with pitching rubber at 46 feet from home plate.

BATS

All non-wood bats must have the **USABat** marking and maximum barrel size of 2 5/8". No BBCOR bats are permitted in the Cal Ripken division.

INFIELD PRACTICE

There shall be NO infield practice by either team before any game.

TEE

The ball is hit off a tee located at home plate and is not pitched. **The tee will be placed directly on the center of home plate.**

SCOREKEEPING

The home team will be responsible for keeping the official book. Home team scorekeeper and umpires will communicate each half inning regarding the score and innings completed.

BATTING LINE-UPS

All players on the roster will be in the batting line-up the entire game. There will be no minimum number of players required to play. Head coaches will deliver one copy of their line-up to the opposing coach and official scorekeeper prior to the start of the game. Line-ups will include: batting order, fielding position, uniform number and substitutes. If a player arrives after the start of the game the player must be inserted at the bottom of the batting order and this addition must be communicated to umpires, opposing coach and both home and visitor scorekeepers.

GROUND RULES

The Pitcher's Circle will be a five (5) foot radius circle measured from the center of the pitching rubber. There will be a fifteen (15) foot arc, measured from the back of home plate, drawn in fair territory, from the first and third base lines. The area between home plate and this arc will be considered foul territory for the purpose of batted balls.

LENGTH OF GAMES.

Games will be 5 innings or 75 minutes in length whichever comes first. No new inning may start after this time limit. **Tie games will not be extended past the above time and innings limits.**

RUN RULE

Any team leading by 6 or more runs at any time after the completion of 4 innings (3 ½ if the home team is ahead) shall be declared the winner.

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RUNS PER INNING

Teams will be limited to 5 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

STRIKES

Batters will get 3 strikes; batter cannot be called out on a foul ball.

SLINGING A BAT

If a batter slings his bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

BUNTING

Not permitted.

INFIELD FLY RULE

The infield fly rule is not in effect at any time.

NO STEALING

Base runners are not allowed to lead off or steal bases at any time.

OVERTHROWS

When a defensive play results in an overthrow on a base runner, that base runner may NOT advance to the next base and shall be stopped at the base where the overthrow occurs. Any base runners that are in front of the overthrow may advance at the risk of being put out. The intent of this rule is to encourage the defense to attempt to make the proper defensive play.

ADVANCING

Umpire shall call "Time" **after the outfielder has possession** and declare the ball dead. Hits on the infield will be live until all runners are no longer attempting to advance. "Time" does not have to be requested by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

ON DECK BATTER

The on deck batter will remain in the dugout until ready to bat. The batter following the on deck batter may also be in the dugout. All other players will be spaced outside the sideline fence as marked for appropriate distancing.

DEFENSIVE LINE-UP

Ten (10) defensive players (**no catcher, two additional outfielders**). Infielders must remain on the designated infield area (the "dirt" of the infield) and outfielders must be completely on the outfield natural grass until the ball is hit. Teams may freely insert defensive players into their line-up. If a team has 11 players, players must play defensively at least every other inning. If a team has 12 players available, players must play at least 2 defensive innings and be in the game by the beginning of the 3rd inning. **Players on the infield should be in their "standard" positions; no shifts, extra players on or around the mound, etc.**

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PITCHER / 1ST BASE

A ground ball hit to the pitcher should be fielded and thrown to a base to result in an out (**running by the pitcher to a base or to a base runner will be discouraged**) unless the path of the ball naturally takes the pitcher toward the baseline. See Overthrows and Advancing above.

TIME-OUT AND CONFERENCES

Only 1 conference will be allowed with each batter during that batters' time at bat. Coaches may not call time out to confer with base runners.

PLAYERS ATTIRE

All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets. **Batting helmet facemasks ARE REQUIRED for this league.**

PLAYER QUITTING

In the event that a player quits a team, the head coach will notify the commissioner immediately so that the roster may be properly amended. Such players may return to their teams during the current year only with the permission of the head coach and the commissioner. They are eligible to return to the draft in subsequent years.

CONDUCT

Players, coaches, sponsors, parents, and spectators shall conduct themselves according to the JBB Code of Ethics and Conduct. Head coaches shall be held accountable for the conduct of their team's players, assistant coaches and fans. Any unbecoming behavior shall at once disqualify the offender from any participation whatsoever until reinstated by the Board of Directors of the Jonesboro Baseball Boosters.

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and shall have a minimum one game suspension imposed and will not be allowed to attend the team's next game. Failure to leave in a timely manner will result in a forfeit. Any player that is ejected from a game will be disqualified for the remainder of that game and must sit on the bench in uniform the next game that his team plays. Failure to comply with the one game suspension will disqualify the player for the remainder of the season or until the penalty is satisfied.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and may be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an appeal play.

TOBACCO USE

There will be no tobacco use inside the fenced-in area of the playing field.

Notes:

- If a defensive player would normally make a throw to attempt to put out a base runner, then a throw should be attempted (see Overthrows, Advancing and Pitcher / 1st Base above); fielders

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should not try to "run down" a base runner. Intended to help teach proper fielding, catching, throwing, and defensive execution.