

# Class A - AGE DIVISION 4-5 – T - Ball

Participating members in the midget program are South Jeffco Sports, Bear Creek, South Metro, Dakota Ridge and Green Mountain Junior Baseball.

## League

### Section 1 Age of Players

1.1 "A" is 4-5-year-old players (prior to kindergarten). No player may turn 6 before May 1<sup>st</sup> of the current season to be eligible for division 6.

### Section 2 General Rules

2.1 The hidden-ball trick shall not be allowed.

2.2 The infield-fly rule shall not be enforced.

2.3 Saying, "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.

2.4 No Balks

2.5 Base distances are 50' unless the field the teams are required to play on cannot accommodate that distance then it will be closest to that distance as can practically be done.

2.6 No Stealing of bases and no lead offs.

2.7 No running into other players.

2.8 Having fun is allowed and encouraged.

2.9 All players are to participate in the field of play when their team is on defense. There shall not be any more than 6 players on the infield. Players in the outfield are to be at least 20' behind the infielders.

### Section 3 Hitting

3.0 Field set up. A 15' arc in front of home plate determines fair/foul balls on batted balls. The ball must travel outside the arc and those inside the arc are considered foul and replayed.

3.1 Each team will have all kids in the batting order.

3.2 If a player must miss their turn in the batting order then the team will go to the next player and the batter that is missed is not out. A player is allowed to reenter the game.

3.3 Batted balls that hit a coach in the field of play are considered a dead ball and replay.

3.4 The ball will be dead when a player has control at home plate or in the pitcher's circle and play will be stopped. EXCEPT FOR THE 9<sup>TH</sup> BATTER THE BALL MUST BE KILLED AT THE HOME PLATE OR A THIRD OUT IS MADE.

3.5 Bunting is not permitted (players must take a full swing).

### Section 4 Scoring

4.1 Each team may send 9-batters to the plate or record 3-outs per at bat or half inning.

There is no run limit; the fielding team must get 3 outs to retire the side.

### Section 5 Coaches in the Field

5.1 The fielding team may have 2 coaches in the outfield to provide verbal instructions to players.

5.2 At no time may the fielding team's coaches be in the infield during play.

5.3 At no time may the fielding team's coaches touch the ball while in play.

### Section 6 Defensive Players

6.1 While in the field, a team may field 6 infielders and all extra players must play OF position.

6.2 The pitcher must stay within the pitching circle until the ball is put in play.

6.3 All outfielders must be a minimum of 20 feet behind the closest base or closest infielder.

## **Section 7 Base Running**

7.1 When a ball is hit into the outfield, the following rules shall apply:

7.1.1 Runners may advance until the pitcher controls the ball. For purposes of this rule, a ball shall be deemed controlled when it is securely in the glove or hand of the pitcher and standing inside the pitching circle (see Rule 7.2 regarding overthrows from the infield).

7.1.2 Runners who are less than halfway to the next base must return to the previous base once the pitcher controls the ball. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).

7.1.3 Runners who are at least halfway to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.

7.1.4 The decision of whether a runner is halfway to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.

7.1.5 Runners may advance on an overthrow from the outfield at their own risk.

7.2 Runners may not advance an extra base on an overthrow to any base by an infielder.

7.3 There are no lead-offs. A runner may advance only after the ball is hit.

## **Section 8 Coaching Base Runners**

8.1 A base coach who physically assists a runner while a ball is in play will be given one warning. Upon a second offense, the involved runner shall be declared out.

8.2 Only two coaches are allowed to assist the on the bases and one coach will assist with the tee.

## **Section 9 Umpires**

9.1 In the event that SJSU umpires are unavailable, the game should be played with parent volunteers as umpires.

9.2 The Board shall determine the number of paid umpires that will normally be supplied for regular season and playoff games. Games in which two umpires are scheduled may be played with only one umpire.

9.3 Umpires must be in uniform.

9.4 South Jeffco employs young teenagers to officiate games. The association will not tolerate abuse.

## **Section 10 Protests**

10.1. No Protests

## **Section 11 Mercy Rule & Tied Games**

11.1 Games will be (4) innings. No inning will start after one hour from the start of the game. Once you start an inning, you must complete it. (In other words both teams will get their at bats, unless the home team is ahead, and if there isn't any danger from lighting, in which case you would make up any portion of the un-played inning.)

11.2 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings (or time limit) the game shall be declared a tie.