

T-BALL & COACH PITCH RULES AND REGULATIONS

The rules of the Southern California Municipal Athletic Federation shall be enforced in the Hap Minor/Ponytail Leagues unless amended below. Situations not specifically covered in these league rules shall be left to the discretion of the Burbank Athletic Federation Board of Directors and the Sports Office staff.

I. PLAYER'S ELIGIBILITY

- A. All players must be in good standing with the Burbank Athletic Federation.
- B. A player is not eligible until their parent's signature appears on a team's roster. PENALTY for using a player not on a roster – Suspension of player and manager.
- C. A player can play for only one baseball or one softball team under the jurisdiction of the Burbank Athletic Federation.
 1. No additions can be made to the roster after the beginning of the second round of league play except in cases of emergency, and these must be approved by the League Director.
- D. The following standards will be applied to the T-Ball League Classification procedure:
 1. Team grouping is determined by the highest grade represented by any player on the team.
 2. A player may play above their grouping but not below.
 3. Where there is more than one league within a given grade group, leagues shall be established by ability, as accurately as possible, with the better teams in the higher leagues.
 4. **All players must be 5 years of age and currently in or completed Kindergarten.**
 - *T-Ball – Kingergarten – 1st grade*
 - *Coach Pitch – 1st – 2nd Grade Only*
- E. Waiver
 1. After the deadline for the roster, a player may be added only by waiver.
 - a. Forms may be obtained from the Sports Office and must be filled out completely. The waiver must be signed by the League Director before it is signed by the other managers.
 - b. As soon as the waiver is received and endorsed by the Sports Office, the player will be notified and immediately made eligible to play. Only members of the Sports Office staff may receive applications or waivers for transfers.
 - c. The waiver procedure is valid only through the first round of the season. No waivers will be issued during the second round.
 - d. **WARNING:** Any manager who is asked by another manager to sign a waiver is free to sign or not sign. The signature of the Sports Office staff member on the form does not constitute approval of the waiver.
- F. Release
 1. A player desiring a release must have a waiver form filled out and the signature of the releasing manager secured and is authorized by the Sports Office before signing up with another team.
 2. A manager may drop a player from his roster only by writing a letter which will be subject to the approval of the Sports Office.

II. TEAM ELIGIBILITY

No team shall bear the name of, or any trade name of, any alcoholic or tobacco products. All team names including those incorporating a sponsor name are subject to approval of the League Director.

- B. Rosters
 1. All coaches and players must register at www.burbankparks.com for current season.
 2. The roster must have a minimum of 12 players and may not contain more than 18 players unless by special arrangement with League Director.
 3. In any case where a participant has deliberately falsified his record, those games in which he participated shall be forfeited and the player suspended and their case will be reviewed by the Burbank Athletic Federation.
 4. All rostered players must live or attend school in Burbank at the start of the season.

Exception: In all divisions each team will be allowed to have **five** non-resident players provided that the players' parents/guardians actively participate in a team organizational role as approved by the Sports Office. These non-resident players must be noted as such on the roster. A player's residency will be established as of the first day of practice round for the league. Eligibility established at that date will stand for the remainder of the season. Note: Non-resident players will be eligible to play any position including pitcher in these leagues.

5. Any player that puts his signature on two different rosters shall automatically be suspended until his case is brought before the Burbank Athletic Federation.
6. All rosters and waivers are subject to approval by the Burbank Athletic Federation with intentions of maintaining the leagues on an even competitive scale.
7. Managers are responsible for the eligibility of all names of personnel on his roster.

III. MANAGER'S AND COACH'S RESPONSIBILITY

- A. All managers and coaches must be in good standing with the Burbank Athletic Federation.
- B. Manager, coaches and "bat handler" signatures must appear on the official team roster or they will not be allowed to sit on the players' bench. "Bat handlers" are not eligible to play.
- C. Managers are directly responsible to the Burbank Athletic Federation and the Parks and Recreation Department for league fees, rosters, team business and conduct of players, coaches, parents, and spectators.
- D. Managers are responsible for Players' Medical Benefit Fund forms and accident forms to be properly filled out and returned to the Sports Office.
- E. Managers are responsible for keeping unauthorized persons out of their dugout and controlling the conduct of his team at all times.
- F. It is the manager's responsibility to prevent players from leaving the field and mingling with the spectators during the game.
- G. Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
- H. Managers are responsible for the proper care and immediate return of all Parks and Recreation Department equipment and all sponsors' uniforms and equipment.
- I. Managers are responsible for the conduct of his/her team's spectators and will take all necessary steps to inform them of the rules, purpose and philosophy of the league.
- J. Managers must inform their players to report all accidents to the park supervisor at the time they occur so that a Parks and Recreation Accident Form may be completed.
- K. Managers and coaches may not smoke in the dugout or on the playing field.
- L. All coaches shall be required to comply with the requirements established by the Parks and Recreation Department for background checks, which includes livescan fingerprinting, and clearance from National Center for Safety Initiative (NCSI), which must be done every two years.
- M. If a manager or coach is going to be late to a game, arrangements should be made for another responsible adult to complete the line-up card, and secure the equipment in order to start the game on time.
- N. Coaches will refrain from verbally coaching their players in a negative manner.
- O. Spectators may not verbally coach from the bleachers, sidelines, opposite side of the field, or in any way interfere with the game.

IV. EQUIPMENT

- A. Game ball:
 - Ponytail - official leather 10" RIF optic yellow softball
 - Hap Minor - Diamond DFX-LC5
 - 1. Both teams will furnish one new ball for the game.
 - 2. If both balls are lost during the course of the game, the home team shall furnish the third suitable ball and the visiting team the fourth, etc.
 - 3. Home team shall have first choice of balls at the end of the game.
- B. Bats:
 - 1. Hap Minor: Bats shall comply with the 2018 USA Baseball Bat Standards. <https://usabat.com>
 - 2. Ponytail: Official T-Ball, Little League, or Softball BatALL BATS MUST BE EQUIPPED WITH A SAFETY GRIP 10 INCHES to 18 INCHES IN LENGTH
- C. All pitchers, batters and runners must wear complete safety helmets (NOCSAE Certified). The wrap-around headgear is unacceptable. Batting helmets with face guards are strongly recommended.

- D. Participants must wear close-toed shoes while playing. The multi-purpose rubber-cleated shoe is acceptable. Steel cleats are prohibited. Managers and coaches must also wear appropriate shoes.
- E. Catchers must wear complete protective equipment including chest protector with protective flap, one-piece helmet and mask with throat guard (NOCSAE Certified), shin guards, and use a proper glove. The complete one-piece safety helmet and face mask shall be required.

V. **GROUND RULES**

All ground rules will be explained by the umpires and/or park supervisor before game time. These will become the official ground rules for this game. Any situation not covered shall be left to the discretion of the umpire. It would be in the manager's best interest to ask pertinent questions in the pre-game meeting.

VI. **INSURANCE/PLAYERS MEDICAL BENEFIT FUND**

All teams in the Hap Minor and Ponytail Leagues have included as a part of their league fees a membership in the Players' Medical Benefit Fund.

A. Claim Procedure

- 1. Injured player or team manager must obtain a claim form from the Sports Office.
- 2. A complete City Accident form must be filled out and filed.
- 3. Team manager must sign the form and return it to the Sports Office for forwarding to the claims office within 48 hours of the accident.
- 4. Players pay their own medical expenses and are reimbursed up to \$500 per year. This is at the discretion of the SCMAF office.
- 5. Detailed instructions are available from the Sports Office.

VII. **GAME RULES**

- A. At the start of the game, each team shall designate **either** their coach **or** manager as team representative. This individual shall meet with the umpire(s) prior to game time to discuss ground rules, official starting time, etc. and shall thereafter be the **only** individual to enter the playing field for the purpose of necessary time-outs, rules interpretations by the game official(s) or player assistance (i.e.: injury, equipment repair, etc.). Abuse of this privilege by either coaches or managers may result in the possible ejection of the offending individuals.
- B. Pitcher will field his/her position at 46 feet with one foot touching the rubber (permanent mound).
- C. Bases will be set at 60 feet.
- D. **START OF GAME: Umpire and both team representatives will synchronize watches and will announce game time. Game time will begin after the pre-game ground rules.** Umpires will announce the last batter; incomplete innings will not be completed. No game will last longer than 7 innings or one hour, whichever occurs first.
- E. Game time is forfeit time. Ten players will play in the game at one time with the tenth player playing as rover. A team may start with seven players, but may not continue with less than seven.
- F. All players in attendance must be placed on the line-up and must bat in proper rotation. No change is permitted in the official batting order. If a player appears late, his/her name should be placed at the bottom of the batting order.
- G. Every player must play in every game. Players must play at least one defensive inning per game. Free substitution will be used during the games. Players may be removed and then inserted into defensive positions at will. Pinch runners may be used for sick and injured players only. Pinch runners can only be the player who made the last out.
- H. Two coaches from the defensive team may be on the field to help direct play. Coaches may not interfere or participate in any play.
- I. Base running
 - 1. Once the pitcher or catcher has control of the ball inside his/her circle, the ball becomes dead and play is stopped. Runners less than half way to the next base must return to the original base. Runners more than half way to the next base will be entitled to that base.
 - 2. No stealing of bases is allowed. A runner may not leave the base until the ball is hit or the runner will be called out. If a runner leaves too soon, the hit will not count, the batter will bat again, and the other runners will return to the bases originally occupied.
 - 3. If a ball stays in the designated live areas on an overthrow, all runners may advance **one base** at their own risk.
- J. Batting

1. The tee will be placed in front of home plate, not on it, with point of the tee facing the pitcher.
 2. Players must use a full swing in each attempt when hitting off the tee. No bunting.
 3. **A ball swung at is considered an attempt. A player will have four attempts to hit the ball. If contact does not take place during the players four attempts the next batter will hit.**
 4. If the batter strikes the tee and any portion of the ball and the ball goes fair, it is playable.
 5. If the batter strikes only the tee and no portion of the ball, a strike will be called and the ball is dead, whether it goes fair or not. Whether the batter makes contact with the ball and/or the tee is the sole judgment of the umpire.
 6. A foul ball will be called on a batted ball which:
 - a. remains in the arc area.
 - b. lands outside the fair area and remains foul.
 - c. lands fair and then rolls foul or back into the arc without being touched.
 7. The arc area shall be an 8-foot radius circle around home plate. If a player hits a fair or foul ball and his/her bat is thrown out of the arc area, he/she shall be called out and the baserunners must return to their original bases. If in the umpire's opinion, the bat is dropped in the circle and rolls out of the circle, the batter/runner is not out.
 8. **During each half of an inning, the batting team will bat until eight batters have completed their turns at bat. The umpire should announce that the eighth batter is coming up. After completing his/her at-bat, the half of the inning will be considered completed.**
 9. Catcher must be outside the circle, behind the plate, with the ball on the tee, before the batter hits.
- K. The infield fly rule is not in effect.
- L. There are no protests in T-Ball.
- M. Players should run on and off the field.
- N. Circle around pitchers mound will be 8-foot radius.
- O. No scores or standings will be kept.

VIII. SPORTSMANSHIP

- A. Good sportsmanship is expected at all times under all circumstances. Teams must participate in courtesy handshake at the end of the game. **Unsportsmanlike conduct will not be tolerated.**
- B. No derogatory yelling at the other team is permitted. The game will be forfeited if such behavior is noted.
- C. No negative yelling at the opposing team or officials. This does not teach boys and girls good sportsmanship and will not be condoned.
- D. Parents, coaches, and managers shall set the example for the players.
- E. It is mandatory for at least one manager or coach from each team to shake hands before the start of each game and at the conclusion of each game. Teams must participate in an end of game cheer for the other team. Good Sportsmanship must be kept in mind when doing the cheer.

IX. PARTICIPATION AWARDS

Each player will receive a participation award at the conclusion of the season.