



White County Parks & Recreation

T-Ball Rules:

1. Each player will have 3 pitches thrown by the coach. If the player does not hit any of the 3 pitches, he or she will get 2 swings off the tee.
2. Each player will bat every inning.
3. No score will be kept.
4. Games will consist of 2 full innings or a drop-dead time of 1 hour.
5. A line 20ft. from home plate will be drawn from foul line to foul line. A pitching line will be drawn from the 20 foot arc to the front of the 10 foot circle. The coach may pitch from any distance along this line.
6. The pitcher must remain in the pitching circle (35ft.) until the ball has been put into play.
7. A player may NOT come inside the 20ft. arc to make a play on a batted ball.
8. Base distance will be 55ft.
9. Base coaches will not be allowed to touch the base runners while play is in progress. There will be no second base coach.
10. If a player is called out they must return to the dug-out. They may not stay on the base and continue to run.
11. While on defense, there will only be one fielder on 1st, 2nd, 3rd, short stop, catcher and pitchers positions. All others are to be in the outfield grass.
12. Players who arrive after the game has begun must be added to the bottom of the line-up.
13. Each team may have one coach in the outfield and one coach behind the catcher while on defense to direct the players, not assist them.
14. All batters and base runners are required to wear a helmet with chin strap.
15. Offense may have coaches on first and third base. Do not touch runners while the ball is in play.
16. Offense may also have a coach to help with the batting tee.
17. Official ball to be used will be the RIF or Safe-T Ball.
18. All players, coaches, parents, and spectators should be familiar with the Park Rules, Playing Rules, Zero Tolerance Policy, and Parent Code of Ethics for all sports and activities in which they participate. Violations of any rules, policies, or code of ethics could result in ejection, fine, suspension, or any combination of the three.



White County Parks & Recreation
7-8 Baseball Rules:

1. Games will consist of 6 innings. No new inning may begin after 1 hour 10 minutes or a team is mathematically eliminated.
2. Three outs per inning or a five run limit per inning.
3. Coach will pitch to the batters. If pitch is illegal (per Dizzy Dean rules) it will be called a dead ball and counted against the batter as one of the five pitches.
 - a. There will be a twenty foot arc in front of home plate. The ball must be on or past this line to be a fair ball (otherwise it is considered foul).
 - b. Pitching mound will be at 46 feet with a 10 foot, in diameter, circle.
 - c. A pitching line will be drawn from the 20 foot arc to the front of the 10 foot circle. The coach may pitch from any distance along this line by either straddling or standing beside it.
 - d. One more coach will be added behind the catcher.
4. There is no infield fly rule.
5. Each batter will be allowed 5 pitches. 3 strikes will constitute an out. If the 5th pitch is fouled off, the batter will continue hitting.
6. Bat size: A USA Bat stamp/hologram MUST be affixed to the bat.
7. Each team is required to have a catcher wearing full catcher's equipment.
8. Base distance will be 60ft.
9. Base coaches will not be allowed to touch the base runners while play is in progress.
10. Base runners must stay in contact with the base until the ball is hit. Player will be called out if there is an infraction of the rule.
11. Coaches must remain in the coaches box at all times while the game is in progress.
12. Every child must play 2 innings on defense by the 4th inning. Free defensive substitution after 4th.
13. A team will be allowed to play with 10 players (4 must be positioned in the outfield). A team can play with as few as 8 players without taking an out. Seven or less players constitute a forfeit.
14. Each team will bat a continuous line-up of all players who show up for the game, with the exception of a player who cannot or will not participate because of injury or other reason.
15. A player who is not in the dugout before the 1st pitch of the 1st inning will be added to the bottom of the lineup.
16. Rule books will be provided.
17. Coaches are responsible for making sure that all rules are followed.

18. The tie breaker rule will be used if a game is tied at the end of regulation play or time limit.
 - a. Visiting team will start the new inning with a base runner on 2nd base. The base runner will be the last batter from the previous inning.
 - b. The home team will do the same in the bottom half of the inning.
 - c. After 1 extra inning, if score is still tied, the game will end in a tie.
19. Championship is determined by the following
 - a. Overall season record.
 - b. Head to head competition.
 - c. Runs/Points Allowed
 - d. Coin Flip – Both coaches must have the opportunity to be present.
20. Two unexcused absences from practice may result in the suspension of one game. Park will decide if the absence is excused or not.
21. If a youth sports player is not present before the start of his/her game, the coach will add him/her to the bottom of the lineup/roster and will only be required to play him/her one-half of the mandatory minimum for that sport. (See below)
22. All players, coaches, parents, and spectators should be familiar with the Park Rules, Playing Rules, Zero Tolerance Policy, and Parent Code of Ethics for all sports and activities in which they participate. Violations of any rules, policies, or code of ethics could result in ejection, fine, suspension, or any combination of the three.

*****RULE VIOLATIONS MAY RESULT IN FORFEIT OF GAME***
ZERO TOLERANCE POLICY WILL BE STRICTLY ENFORCED!!!**



White County Parks & Recreation
9 and Up Baseball Rules:

1. Pitching: Refer to Dizzy Dean Rule book. Pitch count will be kept each game by official scorekeeper. Each team manager should verify the pitch count after their game to know who is eligible to pitch at their team's next game.
2. No metal cleats allowed. The exception will be 13/14; however, we discourage it and recommend other alternatives.
3. Ages 9 thru 12 division – no new inning can be started after 1 hour 20 minutes or at any point in which mathematical elimination applies.
4. Ages 13 & older division – no new inning can be started after 1 hour 30 minutes or at any point in which mathematical elimination applies.
5. Bat size: Any Dizzy Dean approved bat.
6. Ages 9 thru 12 will play 6 innings and 13 & older will play 7 innings.
7. Run limit/complete game:
 - a. Ages 9 and 10-- 5 runs per inning max
 - b. Ages 11 and 12 – 15 runs after 3 innings, 10 runs after 4 innings.
 - c. Ages 13 & older – 15 runs after 4 innings, 10 runs after 5 innings.
8. Each player must have played 2 innings on defense by the end of the 4th inning. Free defensive substitution after the 4th inning.
9. Pitching distances:
 - a. 9/10 – 46ft.
 - b. 11/12 – 50ft.
 - c. 13/14 – 54ft.
 - d. 15 & up – 60 ½ft.
10. Base distances:
 - a. 9/10 – 60ft.
 - b. 11/12 – 70ft.
 - c. 13/14 – 80ft.
 - d. 15 & up – 90ft.
11. Teams may play with 8 players; however, the 9th batter will be an out.
12. Each team will bat a continuous line-up of all players who show up for the game, with the exception of a player who cannot or will not participate because of injury or other reason.
13. A player who is not in the dugout before the 1st pitch of the 1st inning will be added to the bottom of the lineup.
14. Coaches are responsible for making sure that all rules are followed.

15. Rule books will be provided.
16. The tie breaker rule will be used if a game is tied at the end of regulation play or time limit.
 - a. Visiting team will start the new inning with a base runner on 2nd base and with **2 outs**.
 - b. The base runner will be the last batter from the previous inning.
 - c. The home team will do the same in the bottom half of the inning.
 - d. After 1 inning, if score is still tied, the game will end in a tie.
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