

2009
MILPITAS NATIONAL LITTLE LEAGUE
T-BALL DIVISION BYLAWS

In addition to the rules of the International Rule Book, these rules will govern the conduct of the game.

Manager Conduct: All managers and coaches must be 18 years or older. All coaches and managers must have a volunteer form and back ground clearance on file with the respective boards. Managers must dress appropriately. No tank tops, cutoff shorts, or sandals will be worn. There shall be no use of profanity, tobacco or alcoholic beverages on park or school premises. Spectators shall not be allowed in the dugouts or on the playing field.

The manager must have a team roster for their team, which will list the manager coaches and players.

A) The Game

- 1) The managers and coaches from Home Team will be responsible for preparing the field for play. The Visiting Team will be responsible for breakdown after the game. Both teams will be responsible for cleaning up debris in their dugout and in spectator areas. (Let's keep our fields clean.)
- 2) Pitching - During the first half of of the season, the ball is not pitched but is hit off a tee which rests on home plate. The offensive manager/coach will man the tee and assist the batter. It is the responsibility of this offensive manager/coach to remove the batting tee from the plate area immediately after the ball is put into play by the batter when the play involves a runner scoring. The player who occupies the position of pitcher must stay within the pitcher's circle until the ball is hit.

Starting with the first game of the second half of the season, the offensive team's coaches will pitch four hittable pitches to each batter. If the ball is not put into play within the four pitches, the batter will complete his time at bat by hitting the ball from the tee. Foul balls will be included in the count of four pitches.

The schedule shall notate the ending of the first half and the beginning of the second half of the season.

- 3) There will be no strikeouts in T-Ball.
- 4) The minimum number of players for a game to be played is seven per team. If there are less than seven players on one team at the beginning of the game, enough players will be borrowed from the other team to bring the number up to seven. The manager of the team who is lending players selects the players to be loaned. If fourteen players are not available between the two teams, the game is not played.
- 5) Up to 10 defensive players can be placed on the field. The 10th player shall be an outfielder.
- 6) Bunting will not be allowed.
- 7) Base stealing is not allowed.
- 8) Infield flies will not be called.

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- 9) Managers and coaches may stand near the batter or defensive players to give advice but must not interfere with play. The manager or coach must request and receive “time” before attempting to demonstrate a technique or explain a play to the players during the progress of the game. The number of coaches on the field at any one time must not exceed: One in the outfield, one in the infield, one as first base coach, one as third base coach and one stationed near the batter.
- 10) Any interference by an adult on the playing field will result in a call of a dead ball.
- 11) When playing at Dixon Farm Field, the playing field is defined by the backstop and side fences parallel to the first and third base lines. Where the side fences do not extend, an imaginary straight line extension of the fence will define the playing field boundary. A foul fly ball legally caught on the field side of the imaginary extension will be an out for the batter, whether or not the defensive player’s momentum carries him out of the legal playing area. A fly ball so caught will remain live and runners may advance after tagging up. A foul fly ball caught or not caught on the spectator side of the imaginary extension will be a dead ball and all runners must return to their bases without liability to be put out.

In the outfields, cones will be placed at fifty paces (approximately 150 feet) from home plate to mark the home run and ground rule double line. Fair fly balls that pass these cones in flight will entitle the batter and all runners to advance to home after touching all intervening bases. Fair balls that bounce, roll, or are deflected past these cones will entitle the batter and all runners to advance two bases after legally touching all intervening bases.

- 13) Overthrows - A ball that is thrown and passes the outfield cones or outside the lines forming extensions of the backstop is a dead ball. Runners advance to the base they are entitled to plus one. When the overthrow going out of bounds is the first play by an infielder, the advance of the runners is determined by their positions when the ball was hit. In all other cases, the advance is determined by their position when the throw was made.

B) Players

- 1) Every player, on a team roster must participate in each game for a minimum of nine defensive outs or at total of half the defensive innings played. Continuous batting for offensive play applies. The same batting line up shall be followed throughout the game.
- 2) The half inning ends when, if 10 or more players, half of the line-up has batted if there are 9 or less players, the half inning will end when the 5th batter of the team playing defensively has batted. The batting order for next inning shall begin where the last left off (continuous batting rules). The purpose for this rule is to prevent long periods of idle time for the defensive team if the batting order takes too long.

C) Scorekeeping and Umpiring

- 1) Home and visiting Managers and coaches will jointly umpire games.
- 2) Protests are not allowed in the T-ball division.
- 3) Scorebooks do not need to be kept. However, Managers should keep track of players’ defensive playing time. Scores of the games will not be kept for win/loss record.