

2014
W.C.Y.A.A.
Spring-Summer Rules
5-6 YEAR OLD TEE-BALL LEAGUE
(Revised April 25, 2014)

Updates for 2014 Spring-Summer Season: All Coaches in the field or in the dugout during games must be certified thru the Babe Ruth Leagues, Inc. National Coaches Certification Program. A copy of the certificate must be turned into the W.C.Y.A.A. offices before the first game or the insurance for the team is no longer in force. One scorekeeper can be in the dugout that is not certified thru the Babe Ruth Program.

Bats in the 5-6 Co-ed Age Division must be marked "Tee-Ball" or they will be declared illegal by the umpires.

Coaches, players, and scorekeepers are not allowed to have any tobacco products of any type inside playing field or dugout. Coaches and scorekeepers are not allowed to go outside the field/gate to smoke between innings. Penalty: Per Babe Ruth...ejection and two game suspension.

1. The batter's box is mandatory in all ages for each 2010 W.C.Y.A.A. game from ages 3 through 18 in both softball and baseball. A copy of the batter's box will be posted on the web page for both baseball and softball. The umpires have been instructed not to start any game with batter's box being in place correctly. The third baseman, shortstop, and pitcher must throw a hit ball to first base instead of running it to first base (if play is being made at first). The only deviation would be for the pitcher. If the ball is hit to the second base side of the pitcher, he/she can still run it to first base. Example: Anything hit directly at the pitcher must be thrown to first. Penalty: The batter-runner will be called safe.
2. A 10 Foot line will be marked immediately in front of the spring loaded machine (5 feet on each side of the machine). The player pitcher cannot play in front of the machine until ball reaches the plate.
3. Coaches will not be allowed to position batters in the batter's box. Once the batter steps into the batter's box, he/she is on their own. Coach can talk to his/her players as needed. Penalty: Player may be called out!
4. The spring-loaded machine will be used for the 2014 Spring-Summer Season (Mandatory). The pitching machine will be centered at 30 feet. Each player will receive 3 hittable pitches from the machine. The speed for the machine will be at the second hole on the machine which should be approximately 19 miles per hour. If the last pitch is fouled off, another pitch will be thrown from the machine. This will continue if the last pitch keeps being fouled off. If and when the last pitch is not hit, then the batter will hit off the tee. Please note that the adult pitcher will be required to either squat or kneel down on one knee if the batter hits the ball pitched from the machine. If a batter hits a ball that

touches the machine or adult pitcher, the ball will be dead immediately and the batter-runner will advance to

first base. All other runners on base at that time will advance only if they are forced to advance.

5. All players are required to play at least one inning of defense (3 outs or five runs) as an infielder. Please note that the catcher position is not a infield position for this purpose. Each player must play one inning of defensive at one of the following positions: 1B, 2B, 3B, SS, or pitcher. Penalty: Game must be protested before umpire leaves playing field. Please note that this rule was changed on Wednesday, May 21. Each player must play at least one inning of defense no matter how long the game is or how many innings are played!

6. Any throw from the third baseman, short stop, or the pitcher (If the ball is hit directly at the pitcher or to the third base side), must throw the ball over-handed to first base (if thrown). Penalty: Batter-Runner will be safe. Runners will advance one base if forced to advance.

7. Each player must be five (5) years old on or before April 30th. A player cannot become seven (7) years old before April 30th.

8. A paid umpire, no younger than fifteen (15) years old will be furnished by the W.C.Y.A.A.

9. Only five (5) runs can be scored per inning, including any extra innings. Play continues until three (3) outs have been made or five (5) runs have scored in an inning, whichever comes first.

10. Score will be kept for T-Ball. The winning team is responsible for turning in the score sheets by Monday at lunch after a weekend game. If you play during the week, you must run in your score sheets by lunch the following day. All score sheets must be faxed to Mickey Davis at 239-1840.

11. When hitting off the tee, the ball may be pitched over or underhanded depending on the individual player. On the third (3rd) pitch, if contact is made then there will be another pitch.

12. If the bat hits the tee and the ball, it is a judgment call by the umpire. If the bat only hits the tee, then the batter gets to hit again. If the bat hits the tee and the ball at the same time, then the play stands.

13. Bases will be located @ fifty (50) feet.

14. Once the ball is in possession of any defensive player, no runner can advance past the base he/she is advancing to. The runner must return to third base if they are not past the half-way mark when the ball is in possession of a defensive player. (Mark the half way mark between third and home plate).

15. No advancing on an overthrow.

16. It is mandatory that each team use a continuous batting order. It is also mandatory that each team place all extra defensive players (over 10) in the outfield. Coaches are not allowed to touch players when the ball is in play. RULE: AUTOMATIC OUT!

17. All games have an hour and 30 minute (1 hour 30 Min) time limit, meaning no inning may start after the time limit has expired. Umpire is to notify both teams of the exact starting time.
18. A far, batted ball must travel five (5) feet before being a legal hit. Make a semi-circle from the front of home plate reflecting the five (5) foot mark. If a ball lands on the chalk line, it is a fair ball.
19. There will be five (5) infielders (1B, 2B, 3B, SS, P) and five (5) outfielders. Player cannot play more than five (5) feet from the baseline. You cannot have more than two (2) infielders on each side of 2nd base.
20. A 10 foot line must be marked in front of the machine (5 feet on each side of machine).
21. Outfields play within sixty (60) feet in the outfield by using semi-circle marking around the outfield. Outfielders are to play no closer than ten (10) feet behind the bases or behind the chalk line.
22. Two (2) defensive coaches will be allowed on the field during the game. Coaches must be behind the outfield line at all times during a live ball.
23. One (1) extra inning will be played in case of ties. Each inning will be a five (5) run inning.
24. Defensive players cannot be moved during any one (1) inning. You must play your position the entire inning. (Except in the case of an injury or sickness).
25. On infield popup or line drive, if the runner runs and the ball is caught, the runner will return to the base they left and the batter is out. (No infield fly rule will apply).
26. The catcher position is optional for each team. If used, the catcher's position will not be considered as an infield position.
27. Leaving the bases early: Warn each team one (1) time and then the runner will be called out.
28. Each team gets one (1) warning not to throw the bat. If any player throws a bat a second (2nd) time, then the player is out and ejected from the game. (If the game is being played with seven (7) players and one (1) ejected, then the game is over and will be counted as a forfeit). If the spot in the batting order has no legal player, then that player is skipped and that spot will be an automatic out each time. This occurs only if a player is ejected. (NEW RULE: You must have at least seven (7) players left to do this.)
29. When the player is batting off of the tee, the adult pitcher must go into foul ball territory until the next batter hits.
30. If the batted ball hits the adult pitcher or the machine, then the play will be dead and the batter-runner will get first base.
31. All coaches must be certified to help coach including those in the dugout area. The scorekeeper does not have to be certified.

32. For games that are rained out, call the opposing team at least an hour and a half (1 ½) hours before game time if at all possible. Then call Mickey Davis (252) 230-2467 so he can notify the umpires and make arrangements to reschedule the game.

33. There must be a minimum of seven (7) players to start the game and you must finish with seven (7) players.

34. The penalty for not wearing a batting helmet is the same as throwing the bat. Both teams will be warned in the same manner.

35. The player-pitcher must stay behind the 10 foot in front of the machine until the ball is hit.

36. Rule Clarification-3/29: If there is a runner on third base when the ball is hit (and he/she is not forced to advance) and the runner is not advancing to home

plate when the fielder makes his/her throw to first base then he/she will not get home.

COUNTY RULE ON PLAYING PLAYERS WHO MISS PRACTICE. THIS RULE HAS BEEN USED FOR YEARS IN ALL SPORTS BUT HAS NOT BEEN OFFICIALY INCLUDED IN THE RULES UNTIL THIS POINT.

If a team has a rule stating that players must come to practice or they cannot play in games and the payer misses a practice, you may sit this payer out but you must notify the opposing team. The opposing team can request that player not be allowed to “sit out” of the game in the dugout.

PLEASE REMEMBER: Do not treat one player differently than another player because of his/her talent. If you do not have a team rule, you cannot use this rule. Please encourage all players to come to practice.

Also encourage each coach to use common sense when putting this rule in force.

Notes on new rules:

Please note that the reason for the new rules in the 5-6 Co-ed Division is to better promote the fundamentals of the game. Infielders trying to out run the batter-runner on plays to first base, coaches positioning batters to hit the ball down the third base line, throwing the three pitches so they cannot be hit by the batter, and making the younger players and young ladies play a whole season in the outfield is not what we are trying to accomplish. We are trying to make the game fun again, not just about winning at all costs.