

Town & Country Baseball Association League Rules for Ages 5 – 14

Play for Town & Country (“T&C”) Baseball (hereinafter, “League”) is governed by National Federation of State High School Associations (NFHS) Rules except as modified by these T&C League Rules as listed below. The League Rules contained herein are modifications to the NFHS Rules, deemed appropriate by the Town & Country Baseball Board, and are subject to change by the T&C Baseball Board and League Coordinators. In those instances where the NFHS have been modified, the order of precedence will be this document, then the NFHS Rules.

1. TEAMS

- a. Each team in the league will have a maximum of twelve (12) players.
 - i. Exceptions can be made on a case-by-case basis if approved by the T&C Baseball Executive Board.

2. COACHES

- a. A team may have a maximum of three (3) coaches on the playing field during a game.
 - i. Exception is the 5&6 and 7&8 year old divisions, where the maximum number will be four (4) coaches.
- b. Two (2) base coaches are permitted while at bat and a third coach will be either in the dugout or in the on-deck area to assist with getting bats, the batting order and assisting players in or out of the dugout.
 - i. In the 5&6 year old division, one (1) additional coach shall be at home base area to assist batters.
 - ii. In the 7&8 year old division, there will be one (1) coach pitching to his team.
- c. One (1) coach must be in the dugout area at all times.
- d. While on defense, coaches must remain either in the dugout or may be allowed to be in front of the dugout. Coaches outside the dugout on defense will be allowed at the Umpire’s discretion.
 - i. Exception is the 5&6 year old divisions where while on defense, there can be two (2) coaches on the field in the outfield and one (1) outside the dugout. Coaches on the field may not touch any player or the ball while it is in play. If the coach does touch the player or ball, the ball is dead and base runners advance two bases.
- e. The designated Head Coach is the only person authorized to handle discussions with the Umpire regarding Umpire rulings, rule interpretations, etc.
- f. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half inning while the same player is pitching without making a pitching change.
- g. More than one (1) trip onto the playing field per half inning will require a pitching change regardless of which player the manager or coach visits.
 - i. The only exception to this rule is for injury or if time is called by the opposing team or by an Umpire.
- h. Switching coaches in the first and third base coaching boxes during an inning is prohibited.
- i. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.
- j. Self-Umpire Requirements
 - i. In the 5&6 year old division, coaches will be required to umpire games in their league. One team will provide 1 coach to umpire the game either immediately before or after their scheduled game. This will be shown on the schedule.
 - ii. In the 7&8 year old division (First Half of Fall Only), the home team will be required to provide two (2) coaches to umpire the game either before or after their game. This will be shown on the schedule, and they will provide a home plate Umpire and one or more base Umpires.
- k. Coaches must be a minimum of eighteen (18) years of age to be eligible to coach.

Town & Country Baseball Association
League Rules for Ages 5 – 14

3. GAME RULES

- a. Starting of games
 - i. Game #1 will begin at the scheduled time.
 - ii. Game #2 will begin 15 minutes after the completion of game #1.
 1. If games get behind, the Umpire or COD may elect to shorten this time between games in an effort to keep the games on schedule.
 - iii. If a game is terminated early due to run limit rules, the next game will start at its scheduled start time unless both coaches and the Umpire agree to start at an earlier time.
 - iv. Each team will be allowed five (5) minutes of warm up between games if time permits and if games are not running behind schedule. All warm-ups must be completed prior to the scheduled game times.
- b. There is no infield fly rule in effect for the 5-8 year old divisions. The infield fly rule is in effect for the 9-14 year old divisions.
- c. In the 5&6 year old division and the 7&8 year old AA division, ten (10) defensive players may be on the field. The extra player is an outfielder and needs to play a position as deep as the other outfielders and not as a rover.
- d. In the 5&6 year old division and the 7&8 year old AA division, the outfielders must remain in a position at least 15 feet behind the baseline until the ball is put in play. Once the ball is put in play, they may come in to cover a base, make a tag or field a ball. Coaches should not encourage or make plays where the outfielder replaces the duties for an infielder.
- e. Field size and dimensions will be determined by the league coordinator.
 - i. 5&6 year old division: 55' bases and 40' to the pitching rubber
 - ii. 7&8 year old division: 60' bases and 42' to the pitching rubber
 - iii. 9&10 year old division: 65' bases and 46' to the pitching rubber
 - iv. 11&12 year old division: 70' bases, 50' to the pitching rubber
 - v. 13&14 year old division: 80' bases, 54' to the pitching rubber
- f. The home team shall supply one new game ball at each game. The visiting team shall provide one new or close to new ball at each game. In all divisions, this should be a league-issued regular baseball or similar baseball or RIF-10 baseball or similar baseball for the 5&6 year old division.

4. FORFEITS

- a. A forfeit will result if a team fails to field at least eight (8) players from their roster at ten (10) minutes past the scheduled game time.
- b. If both teams fail to have the required number of players from their roster at ten (10) minutes past the scheduled game time, the game will be declared a forfeit by both teams and will be recorded as a loss for both teams.
- c. The Umpire will wait ten (10) minutes past the scheduled game time, no more, no less, before declaring a game forfeit.

5. LENGTH OF GAMES

- a. In the 5&6 year old division, game lengths will be a maximum of six (6) innings with no new inning to start after 1 hour.
- b. In the 7&8 year old division, game lengths will be a maximum of six (6) innings with no new inning to start after 1 hour and 10 minutes.
- c. In the 9&10 year old division, game lengths will be a maximum of six (6) innings with no new inning to start after 1 hour and 25 minutes.
- d. In the 11&12 year old division, game lengths will be a maximum of six (6) innings with no new inning to start after 1 hour and 35 minutes.
- e. In the 13&14 year old division, game lengths will be a maximum of six (7) innings with no new inning to start after 1 hour and 45 minutes.

Town & Country Baseball Association
League Rules for Ages 5 – 14

- f. In the 5-12 year old divisions, if a team is leading its opponent by at least eleven (11) runs after four (4) or more completed innings or if the home team has at least an eleven (11) run lead in the bottom of the fourth inning, the game shall be terminated and the team in front declared the winner.
 - g. In the 13&14 year old division, if a team is leading its opponent by at least eleven (11) runs after five (5) or more completed innings or if the home team has at least an eleven (11) run lead in the bottom of the fifth inning, the game shall be terminated and the team in front declared the winner.
 - h. A new inning begins immediately after the previous inning ends. Once an inning has started it should be completed; however, in an effort to keep the games on schedule, if after the no new inning time limit the home team has no chance of catching up and getting a win or to tie the game, the game will be called when the batter that is up completes his at bat.
 - i. In the 5-8 year old divisions, if a game is called for any reason during play, it is considered a complete game if three (3) innings have been completed or if the home team is ahead in the bottom of the third inning. However, if the game is called in an uncompleted inning after having exceeded the three (3) inning minimum where the score is tied or the home team is behind, the game will be considered a suspended game and the inning shall be completed if possible at a later date or time. The game will resume from the point it stopped with the same batter, same count, same outs, etc., as where it was suspended.
 - j. In the 9-14 year old divisions, if a game is called for any reason during play, it is considered a complete game if four (4) innings have been completed, or if the home team is ahead in the bottom of the fourth inning. However, if the game is called in an uncompleted inning after having exceeded the four (4) inning minimum where the score is tied or the home team is behind, the game will be considered a suspended game and the inning shall be completed if possible at a later date or time. The game will resume from the point it stopped, with the same batter, same count, same outs, etc., as where it was suspended.
 - k. If a game is called after one (1) complete inning but before it could be considered a complete game as described above, it will be considered a suspended game and will resume from the point it was stopped at a later date, if possible. The game will resume from the point it stopped, with the same batter, same count, same outs, etc., as where it was suspended.
 - l. If a game is called before the end of the 1st inning, it will be rescheduled as a new game, starting over from the beginning, at a later date if possible.
 - m. If a game is called that is not considered a complete game or a game is rained out and cannot be rescheduled, the game will be considered a tie.
 - n. The Umpire in charge will keep the official time and will also have the authority to call the game due to unsafe conditions or in compliance with the T&C Lightning Policy in his sole judgment. All coaches and board members should be aware and respect the T&C Lightning policy: If thunder is heard or lightning seen, then the field must be cleared and remain clear for 30 minutes after the last occurrence of either thunder or lightning.
6. RUN RULE
- a. Each team will be allowed to score a maximum of five (5) runs per inning, with the following exceptions:
 - i. 9&10 AA, where the maximum is three (3) runs per inning
 - ii. 13&14, where the maximum is eight (8) runs per inning.

Town & Country Baseball Association
League Rules for Ages 5 – 14

7. SUBSTITUTIONS

- a. With the exception of the pitcher, there is unlimited substitution between innings. Once a player begins the inning in a defensive position, that player must complete the inning, barring illness or injury. Pitchers may not re-enter a game in a pitching position (see section 9 - Pitching).
- b. If a player is ill or injured, a substitution may be made for that player. Since our rules require that all players bat, there are technically no substitute players if a batter is injured and cannot finish their at-bat. Rather than the player being called out, the next batter can assume the injured player's at-bat; however, the injured player cannot return to the game at a later time.
- c. Each player on the team roster must play every other defensive inning in the field unless sick, injured, or for disciplinary purposes.
- d. Players may not be sidelined for disciplinary reasons without the prior consent of the league coordinator or at the parent's request. The league coordinator must be informed within 5 calendar days prior to a game of all parental requests for disciplinary action that would cause a player to not play at least every other inning. Prior to the start of the game, the designated Head Coach should notify the opposing coach of any players who will not be meeting the inning minimum due to any reason.
- e. Failure to comply with Substitutions Rule #7C will result in an automatic suspension of the designated Head Coach for one (1) game. The second violation of Substitutions Rule #7C will result in an automatic suspension of the designated Head Coach for the remainder of season. NOTE: The only permissible exception to Substitutions #7C is if the player is sick, injured, or being disciplined.
- f. Prior to the start of each game, both teams are to provide the Official Scorekeeper (provided by the home team) with lineups that include last names and jersey numbers of all players and identify the starting pitcher.

8. BATTING

- a. The batting lineup will consist of the entire team roster. Each player bats in their designated position whether or not they are in the defensive lineup.
- b. Each game will start with the top of the batting order.
- c. The team batting order may change from one game to another, but not during the course of the game.
 - i. Exception: the batting order in the 5&6 and 7&8 year old divisions is continuous from game to game, meaning that wherever you end up in the batting lineup at the end of a game is where you start with the next batter at the next game, not at the top of your batting lineup. For example, if the #6 batter is the last batter of game one, then the #7 batter will be the first batter of game two. The batting order for the first game will determine the batting order for the first five (5) games. The lineup may be revised starting with game six (6) and used in that order for the remainder of the season.
- d. Bunting is allowed only in divisions where players are the pitcher.
- e. No slashing is allowed. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
- f. A batted ball that hits the yellow topper on the outfield fence that bounces back into the field of play is not a home run. The ball must pass over the fence to be counted as a home run.
- g. If there are fewer than nine (9) players participating on a team, an automatic out will be recorded when the missing player's turn at-bat occurs.
- h. Players who arrive after the game has started may be added to the end of the lineup if the team has not completed one time through the entire line up. The designated Head Coach must notify the Official Scorekeeper of the arrival and addition of the player(s). In the divisions where the order must remain the same for game to game, the batter will be inserted in his normal position in the batting order.

**Town & Country Baseball Association
League Rules for Ages 5 – 14**

- i. A player who leaves the game early will be removed from the batting order with no penalty unless that causes the team to have only eight (8) remaining players, in which case an automatic out shall be recorded when that player's scheduled at-bat occurs. The designated Head Coach must inform the Official Scorekeeper of the departure of the player(s).
- j. In the 5&6 year old division, the batter will be allowed five (5) swings at the ball.
- k. In the 7&8 year old division, the batter will be allowed 3 strikes or 5 pitches. If the third strike is fouled off, the batter will continue the at-bat until a fifth pitch passes.
- l. Thrown bats are a judgment call for the Umpire. If the batter releases the bat during or after their swing causing it to be thrown, in the judgment of the Umpire, the batter will be issued a warning. If it happens again during the same game, the batter will be called out by the Umpire.
- m. The T&C Legal bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed two and three fourths (2 ¾) inches. The maximum length shall not exceed thirty-six (36) inches. All bats larger in diameter than two and one quarter (2 ¼) inches must have a clearly visible manufacturer's stamp with a Bat Performance Factor (BPF) rating of 1.15 or less. The bat shall be constructed of wood, aluminum, or any other material or combination of materials as defined for baseball bats by ASTM standards. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. All bats must be commercially manufactured for baseball play. Softball bats or bats altered after manufacture to reduce or add weight will not be allowed. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. All bats must be commercially manufactured for baseball play. Softball bats or bats altered after manufacture to reduce or add weight will not be allowed. Penalty: First Offense - If the umpire discovers that the bat does not conform to the T&C bat rule stated above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. Second Offense – If a team is found in violation of this rule a second time, then the manager will be ejected in addition to the First Offense penalty.

9. PITCHING

- a. Pitchers are limited to the number of pitches they can pitch in a day and week; these rules are for the player's safety and apply to all league play at T&C

Pitch Counts

We are adopting the UIL/Little League pitch counts and days of rest.

League Age:

14U	95 pitches per day
12U	85 pitches per day
10U	75 pitches per day

Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Town & Country Baseball Association League Rules for Ages 5 – 14

Rest Days

0-20	0 days rest
21-35	1 days rest
36-50	2 days rest
51-65	3 days rest
66-85	4 days rest

General Expectations

- During regular season, pitch count limit is determined after each single game appearance.
- Only official game pitches will count. (Does not include warm up pitches)
- Rest is defined as not pitching in a contest.

Rest days are counted for the full day regardless of appearance start time. (ex: Pitcher throws 51 pitches on Wednesday. Rest days are Thu, Fri, Sat. He is eligible to pitch on Sunday, not Saturday night.

A pitcher will be allowed to complete current at-bat even if they hit pitch count max during the at-bat, but must exit as a pitcher after that hitter regardless of recording an out or number of outs in an inning.

There are no restrictions on allowing any game day pitcher from resuming play in the field after being removed as a pitcher, regardless of pitch count.

Tournaments or Series

In multi game series or tournaments, pitch count can be divided into separate appearances as long as combined total does not exceed appropriate pitch count max. Days of rest will be determined by final pitch count of all the series or tournament.

(ex: In tournament or series, 14U pitcher goes for a total of 45 pitches in first game of 3 game series. That same pitcher can pitch in either/both of the next 2 games of the series, up to the combined total pitch count max (95). At conclusion of tournament or series, combined total number of pitches will determine days of rest required based on the chart.)

Pitch Count Collection/Reporting

Each game will need an official pitch count recorder provided by the Home Team. The official pitch count recorder will not be allowed to be in the dugout for games. Coaches/Team representative should meet between innings to verify counts. Pitch counts will be verified at the conclusion of the game with a signature on the umpire card.

Should any dispute arise, the primary source for final pitch count will be the official scorebook/count of the home team.

Town & Country Baseball Association League Rules for Ages 5 – 14

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

Violation of any section of this regulation can result in protest of the game in which it occurs.

Pitches thrown in a suspended game will be charged against a pitcher's eligibility the same as a completed game. (ex: a pitcher delivers 36 pitches in a game on Monday. That pitcher must rest 2 days (Tue, Wed). The next day that pitcher is available to pitch is Thursday.)

Penalties

Player: If a pitcher is found to be in violation of the pitch count limits or the days of rest required, that pitcher is suspended from pitching for the maximum days of rest (4 days) or the next game whichever is the latter.

Coach: If a pitcher is found to be in violation of the pitch count limits or the days of rest required, the Head Coach will be suspended for the next game and not allowed to attend practices or the game until the next game is complete.

Team: If a pitcher is found to be in violation of the pitch count limits or the days of rest required, the game(s) the pitcher pitched in violation will be forfeited.

10. BASE RUNNING

- a. In the 5&6 and 7&8 year old divisions, the base runner/s must remain in contact with the base until the ball has been hit by the batter. If the base runner leaves the base before the pitched ball crosses home plate, the umpire calls a dead ball and the base runner is out. One-time warnings for this infraction are at the discretion of the head umpire.
- b. In the 9&10 year old AA division (10U AA), the base runner/s must remain in contact with the base until the ball has crossed the front of home plate. If the base runner leaves the base before the pitched ball crosses home plate, the umpire calls a dead ball and the base runner is out. One-time warnings for this infraction are at the discretion of the head umpire.
- c. In the 9&10 year old AAA (10U AAA) and 11-14 year old divisions, the base runner/s may lead off and steal bases.
- d. No suicide steals of home. The base runner will be called out and the 3rd base coach will be ejected from the game. This is an Umpire judgment call based on their perception of the runner's intent.
- e. On a passed ball if the base runner is trying to score, the batter needs to get out of the batter's box or else the base runner may be called out for interference by the batter, if interference has occurred.

Town & Country Baseball Association
League Rules for Ages 5 – 14

- f. The batter must wear a batting helmet while batting and running the bases. In the judgment of the Umpire, if a player intentionally removes their helmet while running the bases, that player will be called out. Helmets should not be removed until that player is inside the dugout.
- g. The T&C Slide Rule is in effect for all games. This means it is the base runner's responsibility to avoid any contact with the fielder. The base runner should make an honest attempt to avoid contact and should slide. There are no "take-out" slides to break up a double play. If there is a double play attempt at any base, the base runner should slide directly to the bag. If there is a play at home plate, the base runner should slide. A base runner is out when, in the judgment of the Umpire, the base runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The base runner must attempt to avoid contact at home plate or any base. If, in the judgment of the Umpire, contact is made maliciously, the base runner is to be called out, the player should be ejected from the game, and the player is ineligible to participate in the team's next scheduled game. On a passed ball where there is a play at the plate, the base runner should slide. If the catcher still has the ball and has not thrown it yet, the base runner may come up standing, but this is a judgment call from the Umpire. Coaches may not challenge any of these Umpire judgment calls.
- h. There are no head first slides allowed when advancing to another base or else the base runner will be called out. Diving back into a bag is allowable.
- i. If a double safety base is in use at first base, the defense must use the white part of the base in fair territory. The other base outside the foul line is for the base runner. If a fielder throws to first base and the first baseman has his foot on the base outside the foul line, the base runner is safe.
- j. If a coach physically touches or assists a base runner in any way during the course of play, the base runner is automatically out.

11. PROTESTS

- a. Protests based on plays involving an Umpire's judgment are not permitted. When protests are based on an interpretation of the rules, the objecting Head Coach shall at the time the play occurs notify the head Umpire, the opposing Head Coach and the Official Scorekeeper that the game is being played under protest. Then the objecting Head Coach should submit the protest in writing to the league coordinator or league Vice President within 48 hours of the completion of the game.
- b. The Umpire may or may not make a public announcement to the crowd when a game is being played under protest.
- c. Protests will be reviewed by the league coordinator and the T&C Baseball Executive Board. Their decision of what should be done will be final. In the event the game must be replayed, it will start where the protest occurred and not at the beginning of the game.
- d. Any designated Head Coach who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as described in this section.

12. GENERAL INFORMATION

- a. Players must wear their uniform, cap and jersey, at all times while on playing field. If a player has lost or misplaced his cap, they may be allowed to wear a similar cap at the Umpire's discretion.
- b. Every effort must be made to ensure the jersey is tucked in while on the field.
- c. No metal cleats are permitted except in the 13&14 year old division.

Town & Country Baseball Association
League Rules for Ages 5 – 14

- d. T&C Baseball prohibits jewelry of any kind to be worn by any player except for a medical ID tag. This includes watches, rings, bracelets, earrings, etc.
- e. T&C has a zero tolerance policy for unsportsmanlike behavior, the use of offensive language, the use of tobacco, the use of alcohol or any verbal or physical intimidation. These behaviors as well as other acts of unsportsmanlike behavior will be grounds for immediate ejection from the game.
- f. **MANAGERS AND/OR DESIGNATED HEAD COACHES ARE RESPONSIBLE FOR THE SPORTSMANSHIP OF THEIR PARENTS, PLAYERS, AND ASSISTANT COACHES, AS WELL AS THEMSELVES** Any player, coach or fan ejected from a game by the Umpire will be out for that game and at least the next game. It will be the decision of the Umpire in charge and/or the T&C Baseball Commissioner-on-Duty as to whether that person must remain in the dugout, leave the complex, or leave the game area. If the decision is they must leave the game area, that will mean in the parking lot or beyond the outfield fence. For the next game suspension, it will mean not being at the complex.
- g. Warming up teams.
 - i. Batting practice is allowed only in the batting cages. Batting helmets must be worn by players in or around the batting cage area. **COACHES MUST SUPERVISE THEIR PLAYERS.**
 - ii. Throwing is permitted away from crowds. Warm-up on the soccer or football fields is not allowed when soccer or football players are on the field.
- h. Every effort shall be made to keep games moving thereby ensuring the maximum number of innings are played.
- i. Each team should hustle on and off the field.
- j. No more than three (3) players may huddle on the field at once.
- k. Only one (1) offensive time-out is allowed per inning, except for injury.
- l. Pitchers have a maximum of two (2) minutes or 8 pitches (8) for a new pitcher and 5 pitches (5) for a returning pitcher to warm-up between innings.
- m. The catcher for the next inning should have shin guards on, unless that player is on-deck to bat.
- n. In divisions where the players pitch, a courtesy base runner may be substituted for the catcher if there are two outs. Courtesy base runner will be the player making the last batted out.
- o. Attempts to delay are unsportsmanlike and will subject the designated Head Coach and/or team to penalty by the Umpires and/or disciplinary action by the League. If in the judgment of the Umpire, an intentional delay has occurred, the Umpire may add additional time to the official game time to make up for the delay.
- p. Use of noise-making items such as cowbells, plastic bottles filled with rocks, mega phones or other items used to distract the players is not permitted.
- q. No pets are allowed at the T&C complex.

13. ADDITIONAL RULES FOR THE 5&6 YEAR OLD DIVISION (also known as “Tee Ball”)

- a. The ball is not pitched, but is hit from a batting tee located at home plate.
- b. The batter may not swing at the ball until the pitcher has made a pitching motion from the pitcher's rubber. **PENALTY:** A strike is called on the batter.
- c. The batter may not address the ball after the pitcher has made his motion. **PENALTY:** A strike is called on the batter.

Town & Country Baseball Association
League Rules for Ages 5 – 14

- d. The batter must watch the pitcher's throwing motion before starting his swing. PENALTY: A strike is called on the batter.
- e. The pitcher may not make his pitching motion to the plate until directed to do so by the Umpire. PENALTY: After one (1) warning per game, the batter will be awarded first base and all other runners affected by that award will advance one (1) base.
- f. A coach may be at home plate to assist the batter in getting set up at the tee, but the coach may not physically position the batter in such a manner as to direct the hit in a particular direction. The coach cannot physically set the batter to "pull" the ball, etc. The coach may tell the batter where he wants the ball to go and if the batter can position himself to hit there it is acceptable. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet in order to hit the ball in a particular direction. The batters' feet must be completely within the batters' box at the time the ball is contacted.
- g. The coach assisting at home plate is responsible for removing the tee from the plate after each hit. The tee and the bat must be removed to the outside of the circle drawn around home plate. The coach removing the tee should do so in a manner so as not to enhance the batter's progress toward first base or impede any defensive player's attempt to field the ball. PENALTY: If the tee becomes involved batter running to first base the batter will be called out, the play will be called dead, and all runners return to their original bases. PENALTY: If the tee becomes involved with a runner coming to home plate from third base the runner will be called out and the play will be called dead.
- h. Batters are not allowed to bunt or half swing at the ball. PENALTY: The ball is dead and the batter is called back to the plate and charged with a strike.
- i. A strike shall be called if the batter hits the tee, regardless of where the ball goes. If the batter strikes the ball and the tee simultaneously, and the ball goes outside of the circle into fair territory, the ball is in play. A ball resting on the circle between the foul lines and in fair territory is considered a fair ball.
- j. The batter is allowed a maximum of five swings, i.e. should the batter have two strikes and then foul three consecutive pitches on the fifth swing if the ball is foul, the batter will be called out.
- k. Base runners are not allowed to lead off or to steal. The base runner cannot leave the base until the ball has been hit or an attempt at hitting has been made. PENALTY: The base runner is out and the ball is dead. No strike is charged to the batter. If the runner is off the base when a strike is made, the base runner is out.
- l. The ball will automatically be called dead when an infielder has gained control **of the ball** and the lead base runner has stopped at which time the umpire will call time and the play is dead. However, the Umpire may not call time and stop play until the base runner is safe or out and the ball remains in the infielder's control if he feels the fielders are attempting to make a play on a base runner not yet safe on a base. Standing or moving off the base will not constitute attempting the next base and the play will be stopped. If the trailing base runner is more than half way to the next base, that base runner is awarded that base. These are strictly judgment calls by the Umpire.
Holding the ball up in the air does not automatically stop play.
- m. Only managers, coaches, scorekeepers, and players are permitted in the dugout. There will be a maximum of five adults permitted in the dugout at any given time. Players must remain in the dugout during the game unless they are injured, ill or must make a trip to the restroom. Players are not permitted to wander in and out of the dugout or to sit in the stands during the game.
- n. The catcher must stand opposite the batter and outside the circle. The catcher will wear a batting helmet or catcher's helmet while playing this position. The Umpire is responsible for positioning the catcher prior to the pitch.

Town & Country Baseball Association
League Rules for Ages 5 – 14

- o. A consecutive batting order will be used throughout the season. All batters attending the game will bat in rotation, whether playing in the field or not. A player arriving after the game has started will bat in his regular position on the roster, no matter where the batting order is at that point.
- p. In League Play, if a team cannot field ten (10) defensive players, it is permissible to “borrow” players from the other team or from another T&C 5&6 year old division team in order to get the game played. In Tournament Play, a team will forfeit the game if they are unable to field at least eight (8) players at the scheduled starting time. A short grace period may be allowed by officials.
- q. NO APPEALS OF PLAYS ARE ALLOWED.
- r. It is the coaches' responsibility to position players so that they do not interfere with the base runners in the base paths or on the bases. Interference will be determined by the Umpire and the penalty established as to out, safe, or base advancement will be made at the Umpire's discretion.
- s. Infielders will be positioned within ten (10) feet of what is considered to be “normal” playing position. The Umpire's judgment as to positioning is final. The first and third basemen may be no further than five (5) feet in front of the base.
- t. After making a pitching motion, the pitcher may not break to either side of the pitching rubber until after the batter hits or attempts to hit the ball. PENALTY: The runner is awarded first base and all runners affected by that award will advance one (1) base.
- u. Pitchers will not be allowed to deliberately roll the ball to first base in lieu of attempting to make a throw. Every attempt should be made to throw the ball. If a thrown ball does not go all the way to first base and the ball subsequently bounces or rolls to the first basemen **and is successfully fielded** ahead of the runner, the runner is out and no penalty will be assessed. PENALTY: The base runner is awarded first base and all base runners affected by that award will advance one base.
- v. An overthrow is defined as any ball thrown into foul territory. An errant throw into the field of play at first base, which is not in possession of the first baseman, will also be considered an overthrow. Base runners may not advance to the next base on an overthrow. The purpose of this is to encourage the coaches to teach the fielders to make an attempt on the base runner.
- w. On throws to 2nd base, if the throw goes into the outfield, the runner must stay at 2nd base. The purpose of this rule is to encourage the fielders to make an attempt on the base runner.
- x. A batter or base runner may advance a maximum of 2 bases per ball hit into fair territory. Outfielders are not allowed to field balls and run in and tag runner or bases. Outfielder must throw the ball in.
- y. Players will not be allowed to play the same position for more than two (2) innings per game. This rule is in place to promote the rotation of players to different fielding positions.
- z. ******The league will consider modifying rules 13(v) and 13(w) to allow for base runners to advance 1 base on an overthrow. This change may be implemented half way through the regular season. Should this rule be implemented the maximum number of bases a batter or base runner can advance or attempt to advance would be 2 bases whether or not an overthrow is made.

Town & Country Baseball Association
League Rules for Ages 5 – 14

14. ADDITIONAL RULES FOR THE 7&8 YEAR OLD DIVISION (also known as “Coach Pitch”)

- a. Each batter will receive a maximum of five (5) pitches unless the fifth pitch is fouled off. There is no limit to the number of pitches if the batter continues to foul off the last pitch. If the batter does not swing at the fifth pitch, he is out.
- b. Each team will have a pitcher's helper or defensive pitcher who must be positioned within the six-foot semicircle, but not forward of this position with one foot inside the circle. The defensive pitcher should react to the ball as they would in a real pitching situation and not anticipate the swing in order to break sooner than they would ordinarily be able to in a real pitching situation. **Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game**
- c. A player MUST be placed at the catcher position if you have less than 10 players. Other positions may be left open but the Umpire is not responsible for returning each pitch to the pitcher.
- d. Each coach will pitch to his own team. Pitching will be done overhand from a distance of 42 feet the entire season.
- e. The coach pitcher's delivery must begin with his foot on the rubber. In no case may the coach pitcher pitch in front of, or behind this zone.
- f. When the ball is hit, the coach pitcher must squat down as low as possible or get off the field by moving immediately behind home plate to avoid interference with the defensive team's play. If the ball is hit directly at the coach pitcher, every effort must be made to get out of the way of the ball.
 - i. If a batted ball hits the coach pitcher, it will be declared a dead ball and the pitch will count as a foul ball.
- g. The coach pitcher may not coach or assist in any way the base runners, batter or other coaches at any time, except from behind home plate on whether the player should slide at home or not.
- h. The Umpire will not call balls, only strikes where the batter swings. The batter will be out after three strikes swinging the bat. The last strike must be a missed swing. The batting lineup counts even if you continue to play after a forfeit or run rule. If you put a batter up to the plate to bat and they finish the at-bat, the at-bat counts, no matter what.
- i. There will be no bunting allowed, A bunt, in the judgment of the Umpire, will be considered a foul ball and count as one of the five (5) pitches.
- j. There will be no stealing.
- k. If a base runner is off the base before the ball is hit, the base runner will be called out and the pitch will be considered a dead ball. The pitch does not count.
- l. The Umpire shall call time, when in his judgment the ball is under control by an infielder in the infield and the lead base runner has stopped or hesitated forward progress, at which time the play is dead. The Umpire may however not call time and stop play until the base runner is safe or out and the ball remains in the infielder's control if he feels the fielders are attempting to make a play on a base runner not yet safe on a base. If there is another base runner behind the lead base runner who is between bases when the Umpire calls time, the Umpire may return the base runner to the previous base if he feels the base runner had not advanced at least half way to the next base when time was called. These are strictly judgment calls by the Umpire.

Holding the ball up in the air does not stop play.

**Town & Country Baseball Association
League Rules for Ages 5 – 14**

- m. Batters and base runners can advance as far as possible on overthrows that remain inside the fences. If an overthrow goes into the dugout, under or over the fence, then one of the two following rules apply:
 - i. If the batter has not reached 1st base at the time of the overthrow, then the batter and base runners get two bases from where they were when the ball was pitched.
 - ii. If the batter is past 1st base, then the batter and base runners get two bases from where they were at the time of the overthrow.
- n. Players will not be allowed to play the same position for more than two (2) innings per game. This rule is in place to promote the rotation of players to different fielding positions.

15. Additional Rules for the 9&10 year old division

- a. In the 9&10 year old AA division (10U AA), the batter cannot advance to first base on a dropped third strike, regardless of whether first base is occupied or the number outs in the inning.
- b. In the 9&10 year old AA division (10U AA), the base runner(s) must remain in contact with the base until the ball has crossed the front of home plate.
- c. In the 9&10 year old AA division (10U AA), the bases close when the pitcher has the ball and is on the pitcher's mound, provided a base-runner is not currently trying to advance.

16. Additional Rules for Fall Season Play

- a. There is no separation of AA and AAA during fall play, with the exception of the 7&8 and 9&10 year old divisions where there may be AA and AAA divisions provided there are at least 50 players registered for AAA.
- b. No protests are permitted during the fall season.

THANK YOU FOR YOUR COOPERATION IN HELPING US TO ENFORCE THESE RULES FOR THE SAFETY AND ENJOYMENT OF THE PLAYERS. IF YOU HAVE ANY QUESTIONS ABOUT THESE RULES, PLEASE CONTACT THE APPROPRIATE AGE DIVISION COORDINATOR.