

BRANLYN NEIGHBOURHOOD ASSOCIATION

T-BALL RULES 2017

PLEASE REMEMBER THIS LEAGUE IS A NEIGHBOURHOOD LEAGUE WITH PLAYERS OF VARYING ABILITIES TRYING TO ENJOY AN EVENING OF ACTIVITY. PLEASE CONDUCT YOURSELVES ACCORDINGLY. PLAYERS PARTICIPATING IN THIS LEAGUE DO SO AT THEIR OWN RISK. ZERO TOLERANCE.

CODE OF CONDUCT

Any player, coach, parent or spectator who harasses or attempts to intimidate an Umpire or an Executive Member of the Branlyn Neighbourhood Association, or who conduct themselves in a manner which is contrary to the basic principle of the association to make the league both fun and or recreational, or who is ejected from the game by either an Umpire, any League Executive Member or League Convener shall receive an Immediate Suspension from the league. In order to return, such person will be required to file an appeal, in writing to the League Convener or his/her designate, within 48 hours of the incident and appear before the sports committee at a mutually agreeable time and location. The sports committee shall have final authority for any re-instatement.

GAME TIMES, DURATION

This is the first stage in the learning of baseball

All games will start at 6:30 or 7:15 pm as per handed out schedules.

15 minute practice followed by a 1/2 hour game.

Each player will bat through the line up order.

The last batter prior to hitting must announce that he/she is the last batter. Play ends when the catcher, with the ball in their possession, places the ball back on the tee.

During the season, a tie will remain a tie. No extra innings will be played. The home team listed on the schedule will be responsible for field set up and take down.

Both teams are responsible to make sure that they pick up all the garbage in their benches and surrounding area.

EQUIPMENT

Proper footwear *and baseball attire* must be worn. Sandals and metal cleats are not acceptable. The BNA will supply some bats to be shared by both teams. **Personal bats do not have to be shared.**

All equipment provided by the BNA must be worn which includes Shirts and Baseball caps. Any player who fails to do so will not be allowed to play until such time he or she properly attired.

There will be no altering or modifying of baseball shirts and hats.

JEWELLERY RULE

Exposed jewellery *of any kind (including, but not limited to, earrings, bracelets, watches, studs, arm bands, etc.)* will not be allowed.

BLOOD RULE

Any player who is injured and is bleeding during a game must be removed from the game until bleeding is under control. His or her place in the batting order will simply be missed until the player is ready to resume play.

FIELDING

A maximum of 10 defensive players on the field per inning

Each team will have a set batting order, batting all batters.

Late players will be added to the bottom of the batting order.

Players must be rotated through all positions throughout the season.

PLAYING PROCEDURES

1. Each defensive pitcher, batter and base runners must wear regulation-batting helmet with chin strap attached.
2. **All catchers must wear all of the protective equipment provided.**
3. Each batter will be allowed up to 5 tries to hit from the tee before they will be called out. There are no exemptions to this rule.
4. Pitcher must be in the designated position until the ball is hit.
5. The coach must call **“Batter Up”** then **“Play Ball”** before the batter can hit the ball.
6. Dead hit balls are to be called immediately by the coach.
7. A thrown bat results as an automatic out. One warning per team.
8. The coach must call play before the next batter can bat. **BATTER UP!**
9. Time will be called by the coach when the ball has returned to the pitcher and held over the pitcher’s head with no attempt to make a play, while standing in the designated pitchers circle.
10. When time is called, base runners will be directed at the discretion of the coach, to the closest base.
11. Base runners must cross the line drawn between the fence and the plate to score a run. Touching the plate will result in an out. Run does not count.
12. The catcher shall only have to touch the plate to register an out at the plate. Tagging the runner is forbidden.
13. If a base runner passes another base runner and touches a base before time is called, the offending runner is out and the other runner returns to the last base touched before being overrun.
14. When the ball leaves the playing area on an overthrown ball, time is called and the runners will be given one base.
15. On the last out the ball must be thrown to the catcher where he/she will place it on the tee to end the inning.
16. Fighting results in the immediate expulsion from the league.
17. **No alcoholic** beverages or **ILLEGAL DRUGS** allowed within any area of the park.
18. **Smoking is no longer allowed at publicly-owned outdoor sporting areas, spectator areas, sporting areas and public areas within 20 metres of any point of the edge of the sporting or spectator areas.**
19. Games may be cancelled due to inclement weather, by the League Convener, or any member of the sports committee up to thirty (30) minutes prior to the start of the game.
20. Any Coach, Player or Spectator engaging in or persisting in conduct contrary to the spirit, principals and objectives of good sportsmanship will receive no warning, and the offender will be ejected from the park. Failure to leave when asked would result in the end of the game, forfeiture by the offender’s team and suspension from the league.
21. Please have your “stars of the game” sheet handed in at the concession booth after your game is completed.