

**MOBILE PARKS & RECREATION
YOUTH T-BALL, SOFTBALL AND BASEBALL RULES, 2020**

GENERAL PURPOSE

The youth sports program is open to all youth in the Mobile area who meet the requirements as stated herein. Its purpose is to provide activities whereby participants may learn and practice basic skills and techniques common to the game, with emphasis on sportsmanship and physical fitness. Coaches are expected to know the rules, lead by example, and serve as good role models.

REGISTRATION INFORMATION

1. Each player is required to have a properly completed waiver, and furnish proof of age record. A certified birth certificate is the only acceptable proof. Once recorded, proof of age document is returned to the team coach, and they should be given back to player.
2. All players must have a completed waiver form, with a recent individual snapshot attached. Snapshot should be no more than two years old. The player's name must be written, in ink, on back of picture.
3. All entry forms, waivers, rosters, etc., must be properly filled out, and rosters must have each category completed with all names listed in alphabetical order when turned in. Waivers must be legible and signed. They will not be accepted otherwise.
4. It is the responsibility of the coach at each level of competition to check all entry forms before and/or at the time, they are turned in. Incomplete information on any participant will eliminate that player from further competition. Falsifying any document by a coach, or knowingly using an ineligible player will result in suspension and will be strictly enforced.
5. The deadline for accepting teams shall be set by the Coordinator and must be adhered to by all (normally a week before the season starts), no excuses and no exceptions.
6. Entry fees, when required must accompany registration forms. No personal checks accepted.
Only those players eligible, by the Wednesday, prior to the start of the season, will be allowed to participate in games played the first week. Teams must have 12 eligible players on their day to register. No players added after this time, unless additions as needed to prevent a team from dropping out.
7. Any player found guilty of the eligibility rule will cause all games he played in, to be forfeited to the opposing team.
8. Coaching Card and picture I. D. required at all times and no exceptions.

TEAM COMPOSITION

Team rosters must have a minimum of 12 players and a maximum of 18 players. Team entry fee is \$200.00. Six teams will make a division.

All teams must have a team Mom or Dad listed on the team roster. All host teams will be responsible for game balls for boys & girls.

NUMBER OF GAMES

Eight regular season games, not including playoffs. The first place and second place teams in each division will compete for the championship. There will be a \$5.00 entry fee for all playoff and championship teams.

AGE AND DIVISION REQUIREMENTS

All age determination date is as of April 30th, of the current year

Peanut	6 & Under	(T-Ball Only)
PeeWees	8 & Under	(Coach Pitch)
TinyMites	10 & Under	(Baseball)
Midgets	12 & Under	(Baseball Only)
15 & under	(Boys Baseball)	
12 & Under	(Girls Slow-Pitch)	
15 & Under	(Girls Fast-Pitch)	(optional)
15-18	Boys Baseball Seniors	
	Girls Fast-Pitch Seniors	

PLAYING RULES

All games will be played under the rules of the ASA, Little League and Alabama State High School Association, except as noted in the general rules and herein.

1. General

A. Walks allowed in all divisions except Peanuts (6 & Under) and PeeWees (8 & Under). EXCEPTION: The first batter gets an automatic walk (at the start of the game or when noticed) if all coaches do not wear NYSCA card in official holder around the neck. The game is forfeited if coach is not certified (Also a \$50.00 fine and one-year probation).

B. No infield warm-ups after scheduled game time. Ten minutes prior to game time is reserved for infield warm-up (five minutes each team).

C. All tie games will continue playing until tie is broken.

D. School players will be allowed to play softball or baseball in the 14-18 division only, provided the current school season has ended. These players must be listed on rosters at the start of the season.

E. Uniforms must be similar and jersey must be numbered. Players' jersey number must remain the same throughout the season.

When listing name in the scorebook, print last name and first name of starting players. Also, list jersey number and defensive positions.

G. In the regular season and during playoffs all players must play in every game (take a turn at bat and play three outs on defense). Starters may be taken out of the game, and re-enter in the same place in the batting order. Substitutes, once taken out of the game, cannot re-enter. In the Peanut and Peewee Divisions, all players on the team must be listed in the line-up and will bat. On defense, starters may re-enter but substitutes must enter the game on defense for at least 3 outs. The coach will receive a one-game suspension for failing to play all players on defense.

H. Any strategy or action by a coach or team that creates an unfair advantage shall be rectified immediately, as judged by any MPRD official.

I. Team folders must be given to scorekeepers before game starts. Folder will be returned to coach after 3rd inning. Teams without folders must take a team photo or play a practice game lasting 3 innings. The book must be turned in before the end of the game or the game will be a forfeit.

J. During the playoffs, no time limit will apply. The maximum number of innings will be played. The 10 run rule, however, is still in effect, and all players must participate.

A child cannot be denied the opportunity to participate in any program sponsored by the City of Mobile as long as he/she meets the requirements established by the MPRD.

Players and/or coaches ejected during games will be suspended the next game. Anyone receiving two ejections during the season will be suspended the remainder of the season. Teams that forfeit games will not have to pay the \$50.00 forfeit fee if they play a practice game of three innings. Teams must pay \$50.00 if they drop out. Teams will be dropped after two forfeits.

Parks or teams will be charged fines ranging from \$50.00 to \$300.00 for players, coaches or spectators that display unsportsmanlike conduct before, during or after games. The amount of the fine depends upon the severity of offense, such as, the use of profanity, threats, cheating, fighting and damage or destruction of property. All teams or parks must have several mandatory parents' meetings. Coaches, players, and spectators will be ejected from games for making negative comments about game officials and opposing team members. The coach is to be automatically ejected if he/she enters the playing field to dispute a call by officials without permission. Time out must be called and granted by the umpire. Also, no spectators will be allowed in the dugout or on the playing field during games.

K. Any team found to have an ineligible player will not be considered a playoff team.

2. FOR BASEBALL ONLY

A. Length of Games: 10 & Under and ages 14-18 will play 5 innings maximum; 12 & Under will play 5 innings maximum. No inning starts after one hour of play. For 12 & Under and 14-18 the time limit is one hour and 15 minutes. A 10 run rule is in effect after three innings for 10 & Under and 14-18, four innings for 12 & Under.

B. Pitchers: Must have at least two days' rest between assignments. No more than seven innings a week (Monday through Sunday). He may not return to pitch in a game, once removed. One pitch constitutes one inning. Pitch count for ages 13 to 16 yrs, 95, 11 to 12, 85, 9 to 10, 75 pitches per day.

- C. Playing Fields: A regulation baseball field may be used for 14-18 year olds. 10 and 12 & Under will play on a regulation softball field (bases 60 ft. and mound 46 ft.).
- D. Stealing bases is permitted, however, in 10 and 12 & Under, pitched ball must pass the batter. A runner cannot slide head first to any base is “automatically out”.
- E. Mandatory Play rule is in effect; all players must bat and play in the field for 3 outs.

3. FOR PEANUTS AND PEE WEES ONLY (Tee-Ball & Coach-Pitch)

- A. Peanuts (Ages 6 & Under) will play Tee-Ball only.
- B. Pee Wees (Ages 8 & Under) will play Coach Pitch.

All games last a minimum of three innings. A one-hour time limit is in effect after 3 innings. A 10-run rule is in effect after 3 innings.

All players on the team must be listed in the line-up and will bat. On defense, starters may be taken out and return but substitutes must enter the game on defense for 3 outs. In the “last innings”, the one-time at bat rule is waived and teams may score as many runs as possible, until 3 outs. In the 5th inning, both teams may score as much as possible, until 3 outs.

Tee-Ball - Special ball is placed on a tee at home plate. Batter hits ball and runs bases as usual. Defensive players must be placed in normal positions and make put outs. Batted balls must be fielded outside a circle 15 feet from home plate. The batter receives a strike (but not a third strike) if ball does not travel beyond the circle. Batter is out if he misses the ball on third strike and/or hits tee only. The batter must use a bat that reads T-Ball bat USA certified.

- C. Coach – Pitch: Coach, will pitch ball [Coaches Preferences] to his own players. Batted ball must travel beyond 15-foot circle. Batter is out if batted ball touches the coach. Batter is not out on foul balls after 2 strikes. Batters have five pitch limit, and are out if last pitch is hit foul. Catcher must wear a helmet with facemask.
- D. The infield fly rule does not apply.
- E. Any infielder or outfielder who runs to the infield, with the ball in his possession may call “time” to award the base-runner the next base he is advancing.
- F. The inning is over after a team has scored six runs or 3 outs are made. The scorer will notify the umpire “Last Batter”. The inning can end by applying the rule “H”. A base runner cannot score if the last batter does not reach first base.
- G. Length of games: All tee ball, coach-pitch, Girls 12 & Under, and Girls 14 & Under softball games last a maximum of five and a minimum of three innings. A 10-run rule is in effect after three innings for tee ball, coach-pitch, Girls 12 & Under, and Girls 14 & Under softball. No time limit during playoffs, maximum number of innings will be played. The scorekeeper must record the game starting time in the scorebook when first pitch is made. No inning will start after an hour of play.
- H. Batter is out when foul ball is hit after two strikes in 14-18 softball only, not Tee-Ball and Coach-Pitch.
- I. No walks permitted in 6 & Under and 8 & Under Tee-Ball and Coach-Pitch.
- J. Starters must re-enter in same batting order.
- K. Pitching Distances: Ages 14-18 is 46-feet (Regulation), 8, 10 and 12 & Under is 35-feet.
- L. Bat size Little League 2.25” Barrel, Juniors 2.625” Barrel
- M. Two umpires for Peanuts & Peewees.
- N. Officials are to check bat sizes before the game begins.

4. Special Rules for Girls Softball

A. 14 - 18 & Under, Fast-Pitch

1. Games must start with 9 players and no more than 9 must bat and play in the field.
2. The official game ball is a 12-inch softball.
3. The batter can attempt to reach first base when the catcher fails to catch a swinging third strike.
4. The batter is not out on foul balls after 2 strikes.
5. Stealing bases will be allowed after the ball leaves the pitcher's hand.
6. Starters may be taken out of the game and re-enter in the same batting order.
7. The mandatory play rule is in effect. All players must bat and play in the field for 3 outs.
8. Games will last a maximum of 5 innings with a one-hour-fifteen-minute time limit. Minimum of 3 innings.
9. The 10-Run Rule is in effect after 3 innings.
10. The pitcher must have one or both feet on the pitching mound while pitching.

B. 12 & Under, Slow Pitch

1. Games may start with 9 or 10 players and have an extra hitter. Games that start with 9 players only, cannot increase to 10 at any time.
2. The official game ball is an 11-inch softball.
3. Starters may be taken out of the game and re-enter in the same batting order.
4. The mandatory play rules is in effect which means all players must bat and play in the field for 3 outs, except the extra hitter.
5. The batter is out on foul balls after 2 strikes.
6. Base-runners cannot steal bases and batters can't reach base after a swinging third strike.
7. The 10-Run Rule is in effect after 3 innings and a one-hour time limit for games.
8. Games will last a maximum of 5 innings, minimum of 3 innings, with a one-hour time limit.
9. The pitcher must have one or both feet on the pitcher's mound while pitching.

Both Age Groups:

List player's last name and first name with jersey number in scorebook.

LIABILITY AND INSURANCE

1. The City of Mobile and The Touchdown Club are not responsible for injuries to participants or damage to property.
2. Each player is required to turn in an official waiver of liability, signed by parent or guardian, at a pre-determined time.
3. The Department offers an inexpensive SUPPLEMENTAL policy for all sports for one year for players, coaches, cheerleaders, etc.

COACHES INFORMATION

Volunteer coaches must be certified members of the National Youth Sports Coaches Association. All coaches must attend a clinic (times and dates will be announced) with \$20 liability insurance fee payable upon arrival. Coaches are then eligible to coach any MPRD sponsored activity for one year. Coaches must wear NYSCA card in official holder around the neck. Leadoff batter receives a walk for violation. The penalty for having an uncertified coach is \$50.00 and a year's probation. Coaches are to refrain from unsportsmanlike conduct or the use of profane language toward players and official. Coaches are to stay in coaches' box or dugout during the game. The coach determines the emotions of the game by his/her behavior. Coaches must not question judgment calls, but to receive an explanation, the coach must call time out that must be acknowledged by the umpire. The coach is to be automatically ejected if he/she enters the field without permission. No spectators or anyone other than players and coaches will be allowed in the dugout or on the playing field. Coaches are to use no physical abuse toward players. Infractions may result in fines, suspension or dismissal. Coaches will receive sportsmanship awards for the team and coach showing good sportsmanship during the season. Any coach who intentionally plays an ineligible player(s) or gambles on the outcome of games will receive a lifetime suspension from the youth sports programs.

PRACTICE SESSIONS AND PRACTICE GAMES

1. There shall be no more than three (3) practice sessions per week. Each practice session shall not exceed two (2) hours duration.
2. Practice sessions should be conducted during the early evening hours and shall not exceed 8:30 PM before a school day.
3. All practice or non-scheduled games must be reported to the Coordinator and approved at least one week prior to the event. Baseball has a maximum of six practice games during the regular season and at least two days between games, unless in tournament play.

INELIGIBLE PLAYER AND PLAYER INFORMATION

1. Any player is ineligible who (1) fails to complete proper registration forms; (2) played under an assumed name; (3) is absent for three (3) consecutive games, unless approved by Coordinator (coach should remove players name from his roster).
2. A player is bound to the team in which he first participates in a regular scheduled game. However, a player may be moved up to a high division from the same park, if for

some valid reason the player cannot play, and has never played, in the division originally assigned (with the approval of the Coordinator).

3. Improper behavior by players may result in suspension or dismissal from the program.

INJURED PLAYERS

1. Any player injured in practice or an official game will be taken out of such game when, in the judgment of the coach or official, player's condition may jeopardize his safety. An accident report form should be completed in and turned in to the MPRD Athletic Office within 24 hours, if the injury is serious or requires hospitalization. Indicate insurance coverage if provided by MPRD.

2. Any player with a serious injury or one that requires hospitalization must present a written statement to the coach who turns it in to the Coordinator for reinstatement before he can return to practice or games.

LEAGUE SCHEDULES AND CANCELLATION OF GAMES

1. League schedules are carefully prepared to avoid conflicts in sites, teams and travel. However, at times, changes are necessary, and must be made at least 48 hours before regular scheduled games.

2. The coach of the Host Park or center is expected to notify the Athletic Office for games if canceled due to weather, or any other cause. This should be done at least one hour prior to the start of first games. After this time, the official scorer has the authority to cancel or reschedule games, unless notified by this office or coach at game site. Once the game has started, only the official may cancel games. Cancellations will be rescheduled as needed.

UNIFORMS AND PLAYING EQUIPMENT

1. All teams should make every effort to wear identically colored uniforms; and shirts or jerseys must be numbered for baseball and softball.

2. All players are required to have the proper equipment to provide maximum safety. No metal cleats are to be worn at any time. All age divisions must wear a baseball cap as part of the uniform "NO EXCEPTIONS".

OFFICIALS

The Department will make every effort to secure the most qualified and reliable officials possible. Two officials will be assigned for all games. If only one of two officials reports, the games should be played as usual. However, if neither official reports, both coaches may agree on substitutes (they cannot be changed during the game). If no agreement is reached, the game will be rescheduled.

FORFEITS AND PROTESTS

1. Any team that forfeits must pay a forfeit fee of \$50.00 at least 48 hours before the next scheduled game. If fee is not paid before the next game, the team will not be allowed to play an official game. Team will play a practice game consisting of three innings. Team will be dropped after second forfeit, if fees are not paid. Forfeit time for all first games will be 15 minutes after the scheduled starting time. No grace period is allowed for second or more games, and the scheduled time is forfeit time. Two opposing teams without enough players will result in a double forfeit. Players from these teams will not be allowed to join other teams in the program. However, players may be added to teams after the original deadline to prevent forfeits. These teams will not make the playoffs, and the name of players not participating must be removed from the roster.
2. Any error on the roster or any facts that substantiate an ineligible player participating in an official game (before the season ends) will result in those games forfeited when discovered and verified by the Coordinator or designee.
3. Protests will not be accepted on judgment calls or rules of play. Officials' decision is final; however, disagreements should be settled calmly before play is resumed.

SUSPENSION

One game suspension - Any player or coach disqualified for unsportsmanlike conduct. Any coach unintentionally playing an ineligible player, or violating the mandatory play rule.

Two games suspension or dismissal - Fighting, and any second offense of violations stated above, except playing an ineligible player (lifetime ban will result).

PHOTOGRAPH

Each player must have a recent (no more than two years old) snapshot attached to the waiver. The player's name must be written in ink on back of picture.

CHAMPIONSHIP GAMES Top Two Teams in each division. TROPHIES

Individual trophies will be awarded to champions and runner-up.

IMPORTANT NUMBERS

NAME	PARK	NUMBER
Anthony Lang	Aaron	470-5762 cell 581-4613
Charly Jones	Crawford	786-0208/Thearon Watson 458-0273
Albert Lowery	Hillsdale	377-0557
Alice Thompson	Peters	605-9514
Sylvester Bush	Springhill	581-1154
Michael Garbutt	TrinityGardens	452-9856 cell 605-8683/Kent Morrissette 232-6653

“NO UMPIRE OR SCOREKEEPER”, call Re-Re 490-4342