

Please give this to your T-ball coaches

## MCRA T Ball Rules

revised 2009

1. Rosters should be limited to 18 players so all players get plenty of playing time and all players must bat through the line up - too many players limits the number of bats per game - 3 outs or 6 runs constitutes a half inning.
2. T Ball is for junior and senior kindergarten children and can be co-ed teams.
3. The infield must contain the compliment of players in proper infield positions - no more than 3 feet from the base path. All other legal players must play in the outfield and at least 12 feet behind the base path. Please remind players to back up in the outfield - they tend to creep in as the inning goes on.
4. Inning: 5 innings constitute a game or an hour and 15 minutes time limit. If the 5:15 PM game does not start on time you must deduct the time from the time limit so the second game (6:30 PM) can start on time. Again - 3 outs or 6 runs constitute a half inning.
5. Batting order: All players must bat during the game in the batting order established prior to the start of the game.
6. Time limit: 1 hour and 15 minutes - see rule number 4. No new inning may begin after 1 hour and 10 minutes from start time. Coaches please count 5:15 PM as start time for the first game and 6:30 PM as start time for the second game.
7. Bases should be 45 feet apart. Pitchers stand 35 feet from home plate.
8. The T shall be placed on the home plate , and all batters MUST bast off the T. Do not pitch to any players - this season is to have fun and teach the players how to field the ball and get outs - defense. Coach pitch, (1st and 2nd grade) takes the next step with focus on batting.
9. Semi-circle or diagonal line should be marked on the field in front of the home plate at a distance of 10 feet - the ball when batted must pass this line to be considered a fair ball. There are no strike outs (swing and misses) in T Ball.
10. Time out: A coach can call time outs at any time as long as the privilege is not abused and game time wasted.
11. Home team is determined by the toss of a coin. Home team keeps up with the innings. No score is kept in T ball so please discourage parents and players from keeping up with it or repeating the score to others as the game ends.
12. Officials: Each team must provide a parent or other adult to umpire the game. Usually the coach helping the batters (offense) can call from the plate and the coach in the outfield (defensive coach) can call the bases.
13. Coaches - the offensive team may provide a coach at first and third base and the defensive team may have ONE coach in the outfield and this coach must remain behind the outfielders - not next to or in front of the outfielders. No coach is allowed on the field while his team is at bat.

This is a league for the children to begin the love for the sport - to develop interest and begin learning the basic fundamentals - there is nothing wrong with parents and coaches helping all the children during the game regardless of the uniform they wear or team they represent - let's all work together!

14. There are no forfeits - play the game regardless of number of players on each team and borrow players from the other team if necessary.

15. Catchers must wear helmets and base runners and batters must wear helmets.

16. Equipment: T Ball bats must be used and the balls are rag balls; Incrediballs or Cooper soft touch.

17. One extra base is awarded on an overthrown ball that goes out of bounds. Runner is awarded the base he/she is going to plus one.

18. The ball is dead when the ball passes the plane of the infield from a ball thrown from the outfield (as it crosses the plane over second base or short stop going back to the pitcher. If the runner on third has left the base the ball may be played on the runner and the ball is not dead.

19. Batters should not sling the bat - allow them to carry it to first base if it is a problem.

20. Coaches may not touch, grab, hold, or push their players while ball is in play.

At the end of the game encourage both teams to come together in fellowship and prayer.

**MEMPHIS CHRISTIAN RECREATION ASSOCIATION**

**Boys COACH PITCH RULES**

**(Revised 4-20-2009)**

Official baseball rules will apply on any matter not covered in the special rules outlined below.

1. **Rosters:** Rosters should be limited to 18 players. Girls may play on Boys Coach Pitch teams if the institution they play for does not have a girl's team in the same age bracket.
2. **Grade:** Current 1<sup>st</sup> and 2<sup>nd</sup> graders.
3. **Number of players on the field:** The infield must contain no more than the compliment of players in proper infield positions (no more than 3 feet from base path.) Players can be taken out and re-entered defensive positions freely (this does not affect the batting order). All players must participate defensively 2 full innings. Only 9 players in the field at a time, and no less than 8 players to start or finish the game. Less than 8 players is a forfeit, but playing a practice game is encouraged.
4. **Innings:** Five innings constitute a game. Three outs or six runs scored constitute a half-inning.
5. **Batting Order:** All legal players must bat during the game in batting order established prior to the game. Each batter will be allowed five pitches per bat. No walks are allowed. The batter is out if she has not hit a fair ball at the end of five pitches or if he strikes out. A strike is called for each pitched ball struck at and missed by the batter and for each foul ball when the batter has fewer than 2 strikes. The batter is out even if the catcher drops the third strike.
6. If a game must be stopped due to inclement weather or darkness, three completed innings (2 ½ if home team is ahead) shall constitute a complete game.
7. **Time Limit:** One hour and 15 minutes. No new inning may begin after the time has expired, but any inning in progress may be completed. If score is tied at the end of five innings of the time limit, one extra inning may be played. If still tied, the game shall remain a tie.
8. **Bases:** shall be 60 feet apart.  
  
**PITCHER:** Pitcher shall be 42 feet from home plate. Pitches must be delivered in an overhand motion (flat baseball style pitch), but may vary in speed.  
  
**BALL:** RIF #5. Each team must furnish 1 game ball.
9. **UNIFORMS:** Full uniforms are not necessary. Jerseys must be identical.

10. Catcher should assume a normal position behind the batter. Catchers must wear helmets, face masks with throat protectors, shin guards, and chest protectors.
11. Time Out: A coach may call time out to instruct ball players as long as the privilege is not abused. Ball must be dead.
12. Home Team: Coaches flip coin to determine home team. Home team provides official book and scorekeeper. Each team should keep their own score and each coach should check the score at the end of each inning.
13. Officials: An umpire will be assigned to each game. In the event the umpire does not show up each team must provide a parent or other adult to umpire game. One adult should position him/herself behind home plate and call home plate and first base; the second adult should position him/herself behind second base and call second and third base. Umpires should swap out positions each half inning. This will provide an opportunity for the umpire to also coach his/her team. Umpire in the field behind 2<sup>nd</sup> base will be with the team playing in the field and call 2<sup>nd</sup> and 3<sup>rd</sup> base. The umpire at home plate will be with team batting and call home and 1<sup>st</sup> base. No other adults are allowed on the field-with the exception of the coach pitching to his/her team.
14. Coaches: Should not grab, push, hold or otherwise touch runners while ball is in play. May be placed in the first base coaches box and the third base coaches box while his/her team is at bat.
15. Runners: cannot leave a base until the ball is hit by the batter. Runners leaving too soon will be called out. Exception: Player leaning in anticipation as the batter swings will not be called out if the batter and the runner comes off the base.
16. If a batter slings a bat, he will be cautioned on the first offense. Each time thereafter he will be called out.
17. Rosters must be turned in as specified with all information included.
18. Ball returned or an attempt to return the ball to the pitcher will stop all base runner from advancing. Time should be called by the pitcher and all runners will advance to the nearest base.
19. The ball is dead when the team in the field attempts to throw the ball back to the pitcher. As the ball crosses the plane of the infield the ball is dead. If a runner is off the base allow the runner to go to the next base and stop.
20. Balls overthrown at 1<sup>st</sup> and 3<sup>rd</sup>: the runner and batter are allowed to take the base they were going to plus one. Example: Runner on 1<sup>st</sup> gets 2<sup>nd</sup> and goes to 3<sup>rd</sup>.

**MEMPHIS CHRISTIAN RECREATION ASSOCIATION  
GIRLS COACH PITCH RULES  
(Revised 4-20-2009)**

Official slow pitch rules will apply on any matter not covered in the special rules outlined below.

1. **Rosters:** Rosters should be limited to 18 players.
2. **Grade:** Current 1<sup>st</sup> and 2<sup>nd</sup> graders.
3. **Number of players on the field:** The infield must contain no more than the compliment of players in proper infield positions (no more than 3 feet from base path.) The outfield positions include a 4<sup>th</sup> fielder, short or left center fielder. Players can be taken out and re-enter defensively one full inning. Only 10 players in the field at a time, and no less than 9 players to start or finish the game. Less than 9 players is a forfeit, but playing a practice game is encouraged.
4. **Innings:** Five innings constitute a game. Three outs or six runs scored constitute a half-inning.
5. **Batting Order:** All legal players must bat during the game in batting order established prior to the game. Each batter will be allowed five pitches per bat. No walks are allowed. The batter is out if she has not hit a fair ball at the end of five pitches or if she strikes out. A strike is called for each pitched ball struck at and missed by the batter and for each foul ball when the batter has fewer than 2 strikes. The batter is out even if the catcher drops the third strike.
6. **If a game must be stopped due to inclement weather or darkness,** three completed innings (2 ½ if home team is ahead) shall constitute a complete game.
7. **Time Limit:** One hour and 15 minutes. No new inning may begin after the time has expired, but any inning in progress may be completed. If score is tied at the end of five innings of the time limit, one extra inning may be played. If still tied, the game shall remain a tie.
8. **Bases:** shall be 55 feet apart.

**PITCHER:** Pitcher shall not be closer t the batter than 30 feet. Pitches must be delivered in an underhand motion with an arch, but may vary in speed.

**BALL:** 11 inch green dot softball. Each team must furnish 1 game ball.
9. **UNIFORMS:** Full uniforms are not necessary. Jerseys must be identical.
10. **Catcher should assume a normal position behind the batter. Catchers must wear helmets, face masks with throat protectors, Shin Guards and chest protectors.**

11. **Time Out:** A coach may call time outs as long as the privilege is not abused. Ball must be dead.
12. **Home Team:** Coaches flip coin to determine home team. Home team provides official book and scorekeeper. Each team should keep their own score and each coach should check the score at the end of each inning.
13. **Officials:** An umpire will be assigned to each game. In the event the umpire does not show up each team must provide a parent or other adult to umpire game. One adult should position him/herself behind home plate and call home plate and first base; the second adult should position him/herself behind second base and call second and third base. Umpires should swap out positions each half inning. This will provide an opportunity for the umpire to also coach his/her team. Umpire in the field behind 2<sup>nd</sup> base will be with the team playing in the field and call 2<sup>nd</sup> and 3<sup>rd</sup> base. The umpire at home plate will be with team batting and call home and 1<sup>st</sup> base. No other adults are allowed on the field-with the exception of the coach pitching to his/her team.
14. **Coaches:** Should not grab, push, hold or otherwise touch runners while ball is in play. May be placed in the first base coaches box and the third base coaches box while his/her team is at bat. No coach allowed in the outfield
15. **Runners:** cannot leave a base until the ball is hit by the batter. Runners leaving too soon will be called out. Exception: Player leaning in anticipation as the batter swings will not be called out if the batter and the runner comes off the base.
16. If a batter slings a bat, she will be cautioned on the first offense. Each time thereafter she will be called out.
17. Rosters must be turned in as specified with all information included.
18. Ball returned or an attempt to return the ball to the pitcher will stop all base runners from advancing. Time should be called by the pitcher and all runners will advance to the nearest base.
19. The ball is dead when the team in the field attempts to throw the ball back to the pitcher. As the ball crosses the plane of the infield the ball is dead. If a runner is off the base allow the runner to go to the next base and stop.
20. Balls overthrown at 1<sup>st</sup> and 3<sup>rd</sup>: the runner and batter are allowed to take the base they were going to plus one. Example: Runner on 1<sup>st</sup> gets 2<sup>nd</sup> and goes to 3<sup>rd</sup>.

MCRA does not apply the infield fly rule in this league.

**MEMPHIS CHRISTIAN RECREATION ASSOCIATION**

**Midget/Pee Wee Rules**

**Grades: 3<sup>rd</sup> and 4<sup>th</sup>**

AA-BC rules will apply for all games unless there is a special rule stated below.

Special Rule 1.

Substitutions:

All players shall be placed in the batting order. Each player present must play at least two innings defensively. Players arriving late shall be added to the bottom of the batting order.

Special Rule 2.

Run Rule:

A team may score a maximum of 6 runs per inning. This rule will apply for the entire game.

Special Rule 3.

- A. Base distance shall be 60 ft.
- B. Base runners may not leave the base until the ball is hit by the batter (no stealing). If a base runner leaves a base prior to the ball being hit, the runner shall be called out and the ball will be declared "dead", (this is a judgment call by the umpire).

Special Rule 4.

Time Limit:

The time limit shall be 1 hour 15 minutes. A new inning may not be started with less than 5 minutes remaining in the time limit.

Clarification: A new inning begins with the 3' out of the previous inning. If the time expires during an inning in progress, that inning should be completed unless the home team is ahead and at bat.

Special Rule 5.

- A. The pitching distance shall be 46 ft.
- B. Pitching: Any player on the roster may pitch. A player may pitch in a maximum of 8 innings per calendar week (Sunday-Saturday).  
Delivery of a single pitch constitutes having pitched in an inning.

Special Rule 6.

A batter is always out on a dropped third strike.

**Memphis Church Recreation Association  
Lassie Girls Slow Pitch Softball  
(Revised 2009)**

Official girls ASA slow pitch rules will apply on any matter not covered in the special rules outlined below.

**Age Limitations:** Age will be determined by the age the player is on August 1 of current year. The Lassie league is for 9 and 10 year old girls, current 3<sup>rd</sup> and 4<sup>th</sup> graders, 2007.

1. Pitcher shall be no closer than 30 feet from home plate. The pitcher shall take a position with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must remain in contact with the pitcher's plate throughout the delivery. Preliminary to pitching, the pitcher must come to a complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery. The pivot foot must remain in contact with the pitcher's plate until the ball leaves the hand. If a step is taken it may be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
2. The ball shall be pitched with a slow pitch delivery, (no windmill or sling shot delivery). As long as the pitcher is not gaining an advantage, but just attempting to pitch strikes, the umpire will call any pitch which crosses the plate and passes between the batter's shoulders and knees a strike. This call will be up to the interpretation of the individual umpires.

**Ball:** 11 inch green dot.

**Bats:** Official softball bats only

3. This league does not employ "no foul ball on third strike batter's out". We do encourage the coaches to teach the players how to hit fair balls. Adjust the stance of batters who have a problem with this. We also encourage players to hit the ball, and not take a walk.
4. Bases shall be 55 feet.
5. No base stealing, a player cannot leave the base until the ball is hit. A player leaving in anticipation, as the batter swings will not be called out if the batter misses the ball and the runner comes off the base.
6. All players present shall be placed in batting order. All players must play a minimum of 3 outs on the defense. Coaches may use free substitution.
7. Catchers must wear a mask, helmet, throat protector, shin guards, and chest protector.
8. Innings: 5 innings constitute a game. Three outs or six runs constitute a half-inning.
9. Time Limit: One hour and fifteen minutes. No new inning may begin after the time has expired, but any inning in progress may be completed. If score is tied

at the end of the time limit, one extra inning may be played. If still tied after the extra inning the game shall end in a tie.

10. Rosters must be filed with the commissioner of this league. All rosters are due 1 week before the first game. Rosters must include players' name, address, phone, and date of birth, school, and parents' name.
11. Helmets are required by players while batting and running the bases.
12. Coaches: Should not grab, push, hold or otherwise touch runners while ball is in play. May be placed in the first base coaches box and the third base coaches box while his/her team is at bat.
13. Runners: cannot leave a base until the ball is hit by the batter. Runners leaving too soon will be called out. Exception: Player leaning in anticipation as the batter swings will not be called out if the batter and the runner comes off the base.
14. If a batter slings a bat, she will be cautioned on the first offense. Each time thereafter she will be called out.
15. Rosters must be turned in as specified with all information included.
16. Ball returned or an attempt to return the ball to the pitcher will stop all base runners from advancing. Time should be called by the umpire and all runners will advance to the nearest base. The ball is dead when the team in the field attempts to throw the ball back to the pitcher. As the ball crosses the plane of the infield the ball is dead. If a runner is off the base allow the runner to go to the next base and stop.
17. Ball overthrown at 1<sup>st</sup> and 3<sup>rd</sup> the runner and batter are allowed to take the base they were going to plus one. Example: Runner on 1<sup>st</sup> gets 2<sup>nd</sup> and goes to 3<sup>rd</sup>.

MCRA does not apply the infield fly rule in this league.