

RULES and REGULATIONS
for
4 to 8 YEAR OLD
MINI TEE BALL, TEE BALL, & MACHINE PITCH PROGRAM
of
ARVADA JUNIOR BASEBALL CORPORATION

(Revised April 2009)

REGULATIONS GENERAL

1. The President of the Corporation shall appoint a member of the Corporation who shall act as the Director of the Mini Tee Ball, Tee Ball and Machine Pitch Program (hereafter referred to as The Program.) prior to the start of each season.
2. The Director will, with the help of Board of Directors of the Corporation, be in charge of The Program.
3. The purpose of The Program is to teach the basics of the sport of baseball, sportsmanship and team play, without the stress of hard competition. Every player should have a good time and play in every game.
4. The Board of Directors of the Corporation must approve any publicity or contact with the newspapers regarding The Program or any team in The Program. Any contact with the media without prior approval of the Board of Directors shall be cause for immediate removal of that individual's membership in the Corporation.
5. Rules of play shall be those as outlined in Rules of Play in these RULES AND REGULATIONS.

AGE AND ELIGIBILITY

1. Players must live within the boundaries of Arvada Junior Baseball Corporation, unless approved by the Board of Directors. At this time Arvada Junior Baseball Corp does not have "boundaries".
2. Mini Tee Ball players should be not more than three (3) years of age as of April 30th of the current year.
3. Tee Ball players should be at least five (5) years of age by April 30th of the previous year and not more than five (5) years of age as of May 1st of the current year.
4. Machine Pitch players should be at least six (6) years of age by April 30th of the previous year and not more than eight (8) years of age as of May 1st of the current year.

TEAM FORMATION AND PLAYER SELECTION

1. Teams will be made up of players, as close as possible, by neighborhood and home school area by the Director, President and the Registrar.
2. Players returning to this Instructional Program may request to return to the same team as last year if they desire.
3. If desired, players age four (4) through eight (8) from the same family will be assigned to the same team provided they comply with the above stated Age and Eligibility requirements.
4. Teams will be made up of an equal number of players, as much as is possible, from nine (9) to twelve(12) in number.

5. The Director may, at any time, with approval of the President, move players from one team to another in order to form a new team and to keep the number of players on each team equal.

6. All players age four (4) through eight (8) are eligible to register from the first set date of registration and continue until the first week of play. After this date the President will put additional players on a waiting list and assign them to a team at their discretion, keeping the above guidelines in mind.

COACHES

1. Each team shall be assigned a head coach who may have as many as two assistant coaches.

2. All coaches must complete a Coach Application. The Board of Directors must approve all head coaches and assistant coaches.

3. All Head Coaches will be voting members of the Corporation as outlined in the Corporation By Laws and are expected to attend required membership and coaches meetings.

4. Coaches are expected to abide by the Rules of Play and the decision of the umpire at all games. While some of these umpires will be young members of AJBC who are trying to further their knowledge of the game, they shall still be accorded the respect due them as the official in charge of the game.

5. Coaches are expected to attend the mandatory coaches clinic that is put on by AJBC each year. At least one member of each team is required to attend.

UMPIRES

1. The Board of Directors will attempt to make arrangements for a pool of umpires to be available and will try to provide one umpire for each Machine Pitch game. Umpires will not be provided for any other games in The Program. The coaches for the other age groups will be expected to abide by the applicable Rules of Play in a sportsmanlike manner without the benefit of an umpire.

2. The duties of the umpire will be not only to officiate the game according to the Rules of Play but to be in charge of the entire game situation including players, coaches, assistant coaches and spectators.

3. Protests will not be accorded as such, but complaints about any umpire should be directed to the Director or the President.

4. In the event an umpire is not available for a Machine Pitch game, one parent (mutually acceptable to both head coaches) will be selected to officiate the game. The head coach of the home team shall notify the Director when this occurs.

PLAYING AND PRACTICE FIELDS

1. A practice field shall be assigned to each team ages 6-8. The field and time available will be dependent upon the fields assigned to AJBC by the organization responsible for that duty. Coaches are to make the best use of what is assigned.

2. AJBC shall endeavor to schedule all games at one field location for a specific age group. This field will be dependent upon the availability made to AJBC by the assigning organization.

SCHEDULING

1. The Board of Directors will assign the scheduling of games and practices upon recommendation of the Director.

EQUIPMENT

1. No bat longer than 25" in length may be used during a Mini Tee Ball game. Tee Ball and Machine Pitch teams may not use bats longer than 28" in any game.
2. All players, who are either batting or running bases, at games or at practices, will wear a batting helmet with double earflaps.
3. Full catcher's gear shall be provided by the Corporation and shall be worn by any player who is positioned as a catcher during game play. Mini Tee Ball and Tee Ball teams will not be issued catcher's helmets, masks or gloves as players will not be catching live pitches. These catchers shall be required to wear a double earflap batting helmet at all times on the field. All others will wear a double earflap helmet and mask with a throat protector.
4. Baseballs will be assigned to each team for practice and games. Mini Tee Ball and Tee Ball teams will be issued 9" cloth Incredi-Balls or equivalent. Machine Pitch teams will be issued RIF (Reduced Injury Factor) balls.

STANDINGS and SCORES

1. Scores for games played between all teams in The Program are not to be reported. These games are to be played for fun and enjoyment of the players and to reinforce the teachings received in practice.

RULES OF PLAY

1. Games shall be:
 - a. Mini Tee Ball . sixty (60) minutes. No limit on innings.
 - b. Tee Ball - five (5) innings or sixty (60) minutes, whichever occurs first. No game will continue past the sixty-minute time limit, regardless of number of innings played by either team.
 - c. Machine Pitch instructional- five (5) innings or ninety (90) minutes, whichever occurs first. No game will continue past the ninety (90) minute time limit, regardless of number of innings played by either team.
 - d. Machine Pitch Intermediate- five (5) innings or ninety (90) minutes, whichever occurs first. No new inning will begin after 85 minutes. Any inning started will be completed. No tie games.
2. No game will be forfeited. If a team is unable to field nine players the other team will provide a player or players to the other team so the game can be played. Players can bat with opposing team if desired.
3. No game will be started if thirty (30) minutes or more have elapsed past the scheduled start time of that game. Coaches will notify the Director, or President, of the situation and the game will be rescheduled if possible.
4. The baselines shall be:
 - a. Mini Tee Ball, Tee Ball, MP Instructional- Sixty (60) feet in length. The pitcher's rubber shall be forty-two (42) feet from home plate for Machine Pitch Instructional.
 - b. Machine Pitch Intermediate – Sixty (60)
5. The pitcher's rubber shall be forty-two (42) feet from home plate for Machine Pitch Intermediate. A five (5) foot radius circle may be made around the pitcher's rubber, and the pitcher will not leave this area until the batter hits the ball.
6. An on deck circle shall be provided for the next batter. All other players will remain in the area designated as the dug out or bench area until they become the next batter.

7. For Mini Tee Ball and Tee Ball games a batting tee will be placed on home plate by the coach for the batter. A coach may assist the batter in adjusting the tee to the proper height. The coach will place the ball on the tee. After the ball has been hit into play the coach will immediately remove the tee from home plate until it is time for the next batter. This will allow for unobstructed plays at home plate.

8. For Machine Pitch games AJBC shall provide a machine that will be used to deliver pitched baseballs to the batter. A coach from the team batting will operate the machine for their batters. Only swinging strikes will be called unless the batter has already accumulated a count of four balls. For the Machine Pitch Instructional batters, after four balls have been pitched, all pitches, whether swung at or not, will be counted as strikes. After three (3) strikes the batter is out. Foul balls count as strikes only when the batter has a count of less than two strikes; however the batter cannot be called out on a foul ball. Bunts will not be allowed. Any ball that is bunted will be considered to be a strike. There are no walks.

- a. The home team is responsible to furnish the machine to be used in the game; however, it is recommended that each team bring their own machine to games in case of damage to a machine.
- b. If desired, each team may use their machine to pitch to their players.

9. Mini Tee Ball and Tee Ball batters will get five (5) attempts to put the ball into play. Any batter not able to put the ball into play after five (5) attempts:

- a. Mini Tee Ball: will be placed on first base with all other runners advancing accordingly. This is specifically designed to give all players base running experience regardless of their batting ability.
- b. Tee Ball: will be considered a strike out and not be allowed on base.
- c. NOTE: If 4 year and 5 year olds have to play against each other, they follow the guideline for their age group.

10. For all 4-8 year old teams, no more than two coaches may be present on the field when their team is on defense to provide instructions to their players. These coaches must position themselves in the outfield before each batter hits the ball. No coach will be allowed in the field during play in the Machine Pitch Intermediate Program unless both coaches agree otherwise. **ANY BALL TOUCHING A DEFENSIVE COACH IN THE FIELD OF PLAY OR THE PITCHING MACHINE SHALL BE RULED DEAD. ALL RUNNERS WILL RETURN TO THEIR ORIGINAL BASES AND THE BATTER'S TURN REPEATED.**

11. All players present for a game shall play unless prevented from doing so by injury or illness. There shall be no substitution during play except for injury, illness or discipline.

12. All 6-8 year old players shall play a minimum of two (2) innings and no player will be benched for more than two (2) innings. Every effort should be made to ensure all players participate in every game. At the 45 minute mark of the game (half the game time), coaches should insert substitutes to ensure playing time.

13. For Mini Tee Ball and Tee Ball games the entire team shall be present on the field in defensive positions during any half inning. The players shall be positioned as follows: Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Short Stop, Balance of the Players distributed evenly across the outfield

14. For Machine Pitch games no more than nine (9) players shall be present on the field in defensive positions during any half inning. The players shall be positioned as follows: Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Short Stop, Three Outfielders.

15. All teams shall bat their roster (i.e. all players present will bat). If any player shows up late for the game they shall be placed at the end of the line up. Players who become injured during a game will be scratched from the line up with no penalty imposed. If the opposing teams have different numbers of players in

their respective line ups, the team with the fewer players will continue to bat until the same number of batters have batted as the number of players on the team with the greater number of players.

a. In any half inning, a team shall remain at bat until:

i. Mini Tee Ball and Tee Ball: All players have batted once. There is no run or out limit. Any player put out by their own actions, or by the actions of the defensive team, shall be removed from the field.

ii. Machine Pitch Instructional: All players have batted once or three (3) outs are made, whichever occurs first. There is no run limit.

iii. Machine Pitch Intermediate: 3 outs are made or 8 runs have scored in any half inning.

16. If a player is injured during play, stop play immediately and award any base a runner was advancing to at the time of injury

17. If a player is forced to leave the game due to illness or injury, that player may re-enter the game at any time, but must occupy their original place in the line up.

18. An over throw at either first base or third base shall be ruled a dead ball. Each base runner will receive the base they were advancing to at the time of the over throw plus one (1) additional base.

19. The infield fly rule does not apply in any game.

20. For Mini T-Ball, T-Ball, and Machine Pitch Instructional. Play shall be stopped when any thrown ball is controlled by a player who is within the infield and is not trying to throw the ball or tag a runner. Runners shall be awarded the base they were closest to at the time play stopped.

21. Runners may not leave a base until the batter strikes the ball. Any runner leaving a base before the ball has been put into play will be returned to their original base and play will be resumed. Runners are NOT allowed to lead off or steal bases.

22. If a base runner fails to touch any base in a Machine Pitch game, the umpire will call out that runner immediately after play has stopped. No appeals may be made to this call. The umpire must see the runner miss the base before calling the runner out. For all other age groups, the coaches should warn and instruct the runners in proper base running techniques.

23. Players who throw the bat after hitting the ball will be given one warning by the umpire (or by the batter's coach in other age groups) to stop. Players who continue to throw the bat will be called out for each successive action.