

WOODCROFT ATHLETIC ASSOCIATION
CITY OF DURHAM PARKS & RECREATION DEPARTMENT
BASEBALL/T-BALL RULES (updated 5/29/10)

ALL LEAGUES

1. Official rules of play will be Major League Baseball Rules with the exception of specific league rules which will take precedence.
2. Any rule or situation not specifically covered in the major league rules will be left to the interpretation and application of the WAA and/or DP&R.
3. Each head coach is responsible for the direction of his/her team on the field as well as any other related matters pertaining to his/her team which must be coordinated or executed off the field.
4. Coaches are responsible for their rosters and ensuring that only those players properly registered and assigned participate in any practice or game. Using illegal players will result in disciplinary action against the head coach.
5. All eligible players present must play both offense and defense. In the event a coach is having disciplinary problems with a player and will not be playing him/her during a particular game, the opposing coach, facility supervisor, and parent must be notified prior to the start of the game of your intention not to play a player. It is strongly recommended that parent be notified and any problems discussed prior to coming to the field.
6. If during the course of a game, disciplinary action must be taken toward a player resulting in his/her removal from the game, the opposing coach and facility supervisor must be notified.
7. Coaches failing to comply with these rules are subject to their actions being reviewed by the WAA board and possible disciplinary action taken. This includes removal as a coach and not being allowed to coach in the future.
8. Team standings will not be kept except in the 9-11 and 11-14 age groups. These age groups will have a tournament following the regular season. No awards for team records will be provided.
9. Protests will not be allowed. The decision of the umpires will be final.
10. Violations of proper conduct and sportsmanship as it relates to all aspects of the league (practice, games, relations with participants, etc.) are subject to review by the WAA board and all disciplinary actions taken will be binding. Violations of complete team participation in regular season or tournament games may result in forfeit of the games upon review by the WAA board.
11. Game Cancellations:
 - a) Rainouts will be communicated by email the day of the game. Rainout information will also be posted on the WAA voicemail (419-0833) as well but due to numbers of parents calling we encourage coaches to communicate by email.
 - b) Each team must check at the field if there has not been a definite cancellation made.
 - c) If the first game of the weekday is cancelled due to poor conditions, all games for that league will be cancelled.

See the WAA Weather Policy document for more information.
12. Players must wear team shirt, cap, and shoes which cover the entire foot. No metal cleats will be allowed. Long baseball pants are recommended for all age groups.
13. The facility supervisor's timepiece will be official. If both coaches agree, teams can play with less than the minimum number of players. Once play has begun a team may continue to play with any number of players.

14. A half inning will be complete after the offensive team has 3 players commit outs or scores 5 runs, whichever comes first.

15. Lineup:

a. Each coach must submit the lineup in writing to the league supervisor or scorekeeper prior to the game. Batting order shall be continuous, listing all team members present. Team members who arrive after the beginning of the game will immediately be added to the end of the batting order. A player will retain his/her batting position for the entire game.

b. If during the course of a game, a player must be removed from the game (injury or leaves the field), his/her position in the lineup is skipped with no penalty. Any player bleeding shall be removed from the game until the wound is covered.

c. The scorekeeper and umpire will enforce batting order. Batting out of order will result in an out for that team at the umpire's discretion. This rule will be enforced more tightly for the older age groups.

16. All batters and base runners must wear batting helmets. If the helmet falls off while in the course of play, a baserunner may advance until the play stops. Intentionally removing the helmet, in the umpire's judgment, will result in the player being declared out. Umpires will give one warning to each team prior to declaring an out.

17. Every player must play at least one half of the game in the field. No exceptions!!!

18. Bats must be Little League approved, 2 1/4 inch diameter bats and not "big barrel" bats.

19. Throwing the bat. The umpire will decide if a player throws or slings the bat in a dangerous way after hitting. The first infraction results in a warning. The second infraction for that player results in an out.

20. Pitching machines can be adjusted between 1/2 innings and should not be adjusted once the 1/2 inning starts. If the pitches are unhittable, with the permission of the Umpire, the coach may adjust the machine.

21. Players who have not played at least 1/3 of the regular season games are not eligible to play in the end of season tournament.

22. Rules concerning the pitching machines: a) chalk circle 6 foot in diameter around it; b) if the ball hits the machine the ball is dead and pitch replayed; c) ball hits coach the ball is dead and pitch replayed; d) fielder should not go into circle to field the ball for safety reasons; e) ball coming to rest in circle after a throw is dead and Umpire determines runners position based on where they were when ball came to rest.

Special Rules for the 5-6 Year Old T-Ball League:

1. The base distances will be 50 feet apart (with halfway markers). The pitcher's circle will have a 6-foot radius. The foul ball arc will have a 6-foot radius from home plate, and the first base circle will have a 3-foot radius. The game will be played with an Incrediball or other league-approved safety baseball.

2. An official game will be 6 complete innings or 1 hour and 5 minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour of play. All incomplete innings must be played if the home team is behind by 5 or less runs after the time limit has expired. Games that are tied at the end of play will remain a tie.

3. All players present will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during their team's 1/2 inning unless injury occurs.

4. Batting:

a. All batters will hit from the tee. The offensive coach is responsible for setting up the tee, positioning the tee and positioning the batter in the batter's box.

- b. All batters will have 5 swings to hit a fair ball. If the ball is fouled on the final swing, the batter can continue until he/she hits a fair ball or misses.
- c. A ball that leaves the tee either by clear contact with the bat or by the bat making contact with the tee must travel past the 6-foot foul ball arc. Balls that rest on or travel beyond the arc line will be considered fair balls. Balls that do not meet this condition will be considered foul balls.
- d. Batted balls declared as foul will count as a swing. Runners cannot advance on a foul ball.
- e. Bunting is not permitted. The batter must take a reasonable full cut at the ball. If, in the judgment of the umpire, the batter bunted, tapped, or chopped at the ball, the umpire will call dead ball or foul ball.
- f. If, in the umpire's judgment, the batter slings the bat, the batter will be declared out and the ball will be declared dead. Each team will be given one warning before this rule is enforced.
- g. The batter must be in the batter's box when the ball is successfully hit fair or the batter will be declared out and the ball is dead.
- h. The infield fly rule WILL NOT be in effect.
- i. No on-deck circle will be used.

5. Base Running:

- a. If the batter and catcher collide after the ball has been hit, the umpire will call "no play" and the swing will be replayed.
- b. Base stealing is not permitted.
- c. The runner must be in contact with the base until the ball is contacted. A base runner detected off the base in violation of this rule will be removed from the base but an out will not be declared.
- d. Coaches will not physically assist the base runner while the ball is in play. If detected, the appropriate major league rules will apply.
- e. A base runner may turn either way after crossing first base and cannot be tagged out unless he/she makes a distinct move towards second base.
- f. Play ceases once the defensive coach has control of the ball within the 6-foot pitcher's circle. The umpire shall then stop the play by calling "time." The umpires then determine the position of any base runners. A runner who is more than halfway to the next base will be allowed to take that base provided it is unoccupied. A runner who is less than halfway is returned to the last base passed.
- g. In the event that the ball is fielded and thrown to the defensive coach without a play being attempted to put out a runner, all base runners will advance one base.
- h. Should a base runner become ill or injured, a courtesy runner will be allowed.
- i. A 3-foot circle will be marked around first base. A put out will be declared at first base if the defensive player has one foot on or within the circle and the thrown ball touches his/her glove.
- j. There is a limit of one base on an overthrow at first or third base.

6. Pitching Circle:

- a. The defensive coach must remain in the 6-foot diameter of the pitcher's circle. He/she may reach out over the plane of the circle but contact with the ground must be on or within the lines of the circle.
- b. If the defensive coach unintentionally (umpire's judgment) interferes with the defensive fielder's attempt to field a batted or thrown ball, the ball is dead, and any base runners will advance one base.
- c. If the batted ball is caught by or strikes the defensive coach, the ball is dead. The batter is

awarded first base and all forced runners advance one base.

7. Defense:

a. All players in attendance will participate in the field as defensive players, regardless of whether or not the teams have equal or unequal numbers of players.

b. One player will be positioned within 3 feet of the pitching circle. One player will be positioned in the catcher's box, and the remaining players will be positioned anywhere in fair territory, provided they are not closer to the batter than the pitcher.

Special Rules for the 7-8 Year Old League

1. The base distances will be 50 feet apart (with halfway markers) and the pitcher's circle will have a 6-foot radius.

The pitching machine will be set at 35 MPH; this may be adjusted if necessary prior to the game. The pitching rubber will be 35 feet from home plate. The game will be played with an Incrediball or other league-approved safety baseball.

2. An official game will be 6 complete innings or 1 hour and 5 minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour of play. All incomplete innings must be played if the home team is behind by 5 or less runs after the time limit has expired. Games that are tied at the end of play will remain a tie.

3. Ten players present will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during the team's 1/2 inning unless injury occurs.

4. Batting:

a. All batters will hit from a coach pitching for the team. Batters will have 5 pitches to hit a fair ball. A player is out if he has three swinging strikes. If the ball is fouled on the final swing, the batter can continue until he hits a fair ball or misses.

b. Batted balls declared dead will count as a swing when appropriate. If the swing would be the last, a foul ball will be declared. Runners cannot advance on a dead ball.

c. Bunting is not permitted. The batter must take a reasonably full cut at the ball. If, in the judgment of the umpire, the batter bunted, tapped, or chopped at the ball, the umpire will call dead ball or foul ball if it is the batter's last swing.

d. If, in the umpire's judgment, the batter slings the bat, the batter will be declared out and the ball declared dead. Each team will be given one warning before this rule is enforced.

e. The batter must be in the batter's box when the ball is successfully hit fair or the batter will be declared out and the ball is dead.

f. No on-deck circle will be used.

5. Base Running:

a. If the batter and catcher collide after the ball has been hit, the umpire will call "no play" and the swing will be replayed.

b. Base stealing is not permitted.

c. The runner must be in contact with the base until the ball is contacted. A base runner detected off the base in violation of the rule will be removed from the base but an out will not be declared.

d. Coaches will not physically assist the base runner while the ball is in play. If detected, the appropriate major league rules will apply.

e. A base runner may turn either way after crossing first base and cannot be tagged out unless

he/she makes a distinct move toward second base.

f. Play ceases once the defensive team has control of the ball within the square formed by the base paths and calls for time out. The umpire shall then stop play by calling "time." The umpires then determine the position of any base runners. A runner who is more than halfway to the next base will be allowed to take that base, provided it is unoccupied. A runner who is less than half way is returned to the last base passed.

g. In the event that the ball is fielded and time out is called without a play being attempted to put out a runner, all base runners advancing to a base will be allowed to take that base.

h. Mandatory speed up rule will be in effect for the catcher with two outs (courtesy runner will replace catcher, who will go to the bench to put on catching gear).

i. Should a base runner become ill or injured, a courtesy runner will be allowed.

j. The infield fly rule WILL NOT be in effect.

k. There is a limit of one base on an overthrow at first or third base.

6. Pitching Circle:

a. The (offensive coach) or someone designated by him shall "feed" the pitching machine. He must present the ball to the batter prior to feeding it to the machine. Failure to do so will result in a "no pitch" call.

b. The adult pitcher must remain in the 6-foot diameter pitcher's circle. He/she may reach out over the plane of the circle but contact with the ground must be on or within the lines of the circle.

c. If the offensive coach unintentionally (umpire's judgment) interferes with the defensive fielder's attempt to field a batted or thrown ball, the ball is dead, and any base runners will return to the base they occupied prior to the ball being played.

d. In the event of a malfunction of the pitching machine, the offensive coach or his designee will pitch. He may pitch overhand or underhand.

e. If both coaches agree that the pitching machine needs adjustment (for example, if the ball gets wet during the course of the game), they may appeal to the umpire to do so during the course of the game.

7. Defense:

a. Ten players will be used if in attendance.

b. One player will be positioned within 3 feet of the pitching circle, one player will be positioned in the catcher's box, and the remaining players will be positioned anywhere in fair territory, provided they are no closer to the batter than the pitcher.

c. No defensive player other than the catcher may position himself closer to the batter than the pitcher.

d. All players present must play two defensive half innings if the game is over three innings of play.

e. Defensive players are not to enter the circle surrounding the pitching machine. Balls that come to rest on the line or within the pitching circle or fielded within the area will be declared dead and the appropriate major league rule would apply.

f. There will be no infield fly rule called in this league.

Special Rules for the 9-11 Year Old League

1. The base distances will be 60 feet apart; the pitcher's circle will have a 6-foot radius. The pitching machine will be set at 50 MPH; this may be adjusted if necessary prior to the game. The

pitching rubber will be 46 feet from home plate. The game will be played with the league-approved baseball.

2. An official game will be 6 complete innings or 1 hour and thirty minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new inning will begin after 1 hour and twenty minutes of play. All incomplete innings must be played if the home team is behind.

3. Ten players will play in the field when the team is on defense. Players assigned a defensive position will remain in that position during their team's 1/2 inning unless injury occurs.

4. Batting:

a. All batters will hit from a pitching machine. Batters will have 5 pitches to hit a fair ball. A player is out if he has three swinging strikes. If the ball is fouled on the final swing, the batter can continue until he hits a fair ball or misses.

b. Batted balls declared dead will count as a swing when appropriate. If the swing would be the last, a foul ball will be declared. Runners cannot advance on a dead ball.

c. Bunting is permitted.

d. If, in the umpire's judgment, the batter slings the bat, the batter will be declared out and the ball declared dead. Each team will be given one warning before this rule is enforced.

e. The batter must be in the batter's box when the ball is successfully hit fair or the batter will be declared out and the ball is dead.

5. Base Running:

a. If the batter and catcher collide after the ball has been hit, the umpire will call "no play" and the swing will be replayed.

b. Base stealing is not permitted.

c. The runner must be in contact with the base until the ball is contacted. A base runner detected off the base in violation of this rule will be removed from the base but an out will not be declared.

d. Coaches will not physically assist the base runner while the ball is in play. If detected, the appropriate major league rules will apply.

e. Play ceases once the defensive team has control of the ball within the square formed by the base paths and calls for time out. The umpire shall then stop play by calling "time." The umpires then determine the position of any base runners. A runner who is more than halfway to the next base will be allowed to take that base, if it is unoccupied. A runner who is less than half way is returned to the last base passed.

f. In the event that the ball is fielded and time out is called without a play being attempted to put out a runner, all base runners advancing to a base will be allowed to take that base.

g. Mandatory speed up rule will be in effect for the catcher with two outs (courtesy runner will replace catcher, who will go to the bench to put on catching gear).

h. Should a base runner become ill or injured, a courtesy runner will be allowed.

i. The infield fly rule WILL NOT be in effect.

6. Pitching Circle:

a. The offensive coach or someone designated by him shall "feed" the pitching machine. He must present the ball to the batter prior to feeding it to the machine. Failure to do so will result in a "no pitch" call.

b. The adult pitcher must remain in the 6 foot diameter pitcher's circle.

c. If the offensive coach unintentionally (umpire's judgment) interferes with the defensive fielder's

attempt to field a batted or thrown ball, the ball is dead, and any base runners will return to the base they occupied prior to the ball being played.

d. If the batted ball is caught by or strikes the adult pitcher or strikes the pitching machine, the ball is dead and will be replayed. Balls passing through the plane of the pitching machine but not touching the machine or adult pitcher will be live and play will continue.

e. In the event of a malfunction of the pitching machine, the offensive coach of his designee will pitch. He may pitch overhand or underhand.

7. Defense:

a. Ten players will be used if in attendance.

b. One player will be positioned within 3 feet of the pitching circle, one player will be positioned in the catcher's box, and the remaining eight players will be positioned in 4 infield positions and 4 outfield positions.

c. All players present must play two defensive half innings if the game is over three innings of play.

d. Appeal plays will be executed by the defensive pitcher who will stand to either side of the pitching circle to begin the appeal. Runners may not advance on an appeal play.

e. Players must throw the ball back to the player in the pitching circle, not the coach.

f. Time must be granted by the umpire before a play stops.

Special Rules for the 11-14 Year Old League

1. The base distances are 65 feet apart. The pitching rubber will be 46 feet from home plate. 2 1/4 inch Little League approved bats only. The game will be played with the league-approved baseball.

2. An official game will be 6 complete innings or 1 hour and thirty minutes of play, whichever comes first. In the event an official game cannot be declared, the rescheduled game will be played over from the start. No new innings will begin after 1 hour and twenty minutes of play. All incomplete innings must be played if the home team is behind.

3. Nine players will play in the field when the team is on defense. Players assigned a defensive position will remain

in that position during their team's 1/2 inning unless injury occurs.

4. Batting:

a. Bunting is permitted.

b. Base stealing is allowed when ball crosses the plate on a pitched ball.

c. Balks will only be called if there is an advantage gained by the pitcher during a balk (for example, if he/she stops during his/her motion to home).

d. Mandatory speed up rule will be in effect for the catcher with 2 outs (courtesy runner will replace the catcher, who will go to the bench to put on catching gear).

e. Should a base runner become ill or injured, a courtesy runner will be allowed.

f. The infield fly rule WILL be in effect.

g. For all plays at home plate where the base runner comes into play with a defensive player, the runner must slide. Failure to do so will result in the runner being called out.

5. Pitching:

a. No pitcher may pitch in more than six innings in one calendar week (Monday through Sunday).

- b. One pitch constitutes an inning pitched.
 - c. If a player pitches at least two innings, that player must have 24 hours rest before pitching again.
 - d. Once removed from the pitching mound, a pitcher will not return to the mound in that game.
 - e. If a game is not official, innings pitched in that game do not count.
 - f. It is the responsibility of the coach to make sure that pitchers are legal. If this is abused, a game may be played under protest by the opposing team. The records of the official scorekeeper are the official record.
6. Defense:
- a. Free defensive substitution is allowed.