



2021 Boomer Summer Coaches Pitch/T-Ball Rules



1. **LEAGUE PURPOSE:** Coaches and parents please remember that this is an instructional league that teaches the most basic fundamentals of baseball. The goal is to have fun, develop basic skills and build a passion for baseball/softball. The rules have been developed by the Jay Community Center and the Portland Junior League and must be followed. The rules have been created to encourage all players to develop the basic fundamentals needed to advance to Junior League Softball/Baseball.

WINNING IS NOT THE PURPOSE AT THIS LEVEL

2. **CONDUCT:**

- a. Coaches are to follow and encourage the rules
- b. Players will show respect for coaches, parents and all participants
- c. Parents/Guardians will be supportive of all players and show respect for volunteers. Degrading comments and foul language will not be tolerated.
- d. Any displays of disrespect toward JCC staff, facilities, and/or volunteers is unacceptable
- e. Using or possessing alcohol or illegal chemicals during JCC sponsored programming is not permitted
- f. Physical contact with another person in an angry, aggressive or threatening way and/or being verbally abusive to players, spectators or volunteers will not be permitted
- g. All rules and decisions made by the league director or commissioner are final. The league commissioner will have the final say on all decisions. JCC staff and representatives from the Portland Junior League reserve the right to remove unruly visitors at any time.

1. **GAMEPLAY**

- h. **Warm Ups:** Players/Teams should arrive at least 15 minutes before game time. Games will start promptly at the scheduled time.
- i. **Time Limit:** 3-4 will play 2 innings or 45 minute games. 5-6 will play 3 innings or 1 hour games. Game will continue to play until the time frame is up. If the game is in the middle of the inning it will be stopped and the game will be decided by the last full inning. If it is tied the teams will simply have a tie on their record (e.g., 1-0-1) Teams can decide to not start an inning if only 5-10 minutes remain.
- j. **Playing Time:** Each player is able to play the entire game
- k. **Home/Away:** Home team shall be determined by a coin flip or coaches agreeing on which team bats first, etc.
- l. **Outs:**
 - i. **Ages 5-6:** Innings will be finished if a team makes 3 outs or if a team bats through the entire order. If a player is out they are to return to the dugout.
 - ii. **Ages 3-4:** If a player gets out they will return to the bench. After three outs the runners will clear the bases and the offense will continue to bat until all of the batters have hit. The only runs that will count are the runs that score before the first set of 3 outs. Coaches are encouraged to change the batting lineup each game during league play as much as they can to make it fair for everyone.
- m. **Batting:**
 - i. **Ages 5-6:** Batters will hit a pitch thrown from their coach. They can have 3 swings to hit the ball. If after 3 swings the player has not hit the ball into play they **MUST** set the ball up on the tee. All players must try to hit a pitch thrown from coach.
 - ii. **Ages 3-4:** Coaches can pitch to children that they feel are capable of hitting a pitch. Same rules apply as 5-6. Otherwise, the coach can set the ball on the tee to start the at bat.



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- iii. If a team does not get 3 outs, the last batter in the inning must be identified with that player running until they are put out or the lead runner is prevented from advancing to the next base. The inning shall end at that point. Defensive players can run directly home which will stop play as well.
 - iv. If a team has less players than the other team and they do not get all 3 outs in an inning, they can continue to bat until they either make 3 outs or bat the same amount of players as the other team. However, the same player(s) can't bat every inning for that team with fewer players. For example: if Team A has 9 players and Team B has 11. Team A can bat 2 extra hitters as long as 3 outs have not been made. In the first inning batter 1 and 2 would hit 2 times. In the second inning batters 3 and 4 and so on.
- n. **Overthrows:**
- i. **Ages 5-6:** Runners may advance only one base on the 5-6 year olds (e.g., the runner is running to 1st base and the ball is overthrown, the runner may then advance to 2nd base but not 3rd base).
 - ii. **Ages 3-4:** Baserunners can't advance on over throws.
- o. **Safety:**
- i. Please stress the importance of holding on to the bat to your players. If a player throws the bat they will be warned. If they do it again, they will be called out.
 - ii. Hit Line – There will also be a chalk line that the ball must go past in order for the hit to count. If the ball doesn't go past that line, the batter must hit the ball again.
 - iii. Infield Line - Indicates where a player must play behind before the ball is put into play. Players will not be allowed to play in front of the line. (If a player starts in front of the line and makes an out the umpire will grant the base to the batter.)
- p. **Equipment:**
- i. Rubber cleats may be worn, but are not required. For safety reasons, open-toed shoes (e.g., sandals, etc.) shall not be permitted.
 - ii. **LONG PANTS ARE REQUIRED** (e.g., baseball/softball pants, jeans, sweatpants, etc.)! Players will be encouraged to "slide" on close plays, thus the need for long pants.
 - iii. Batting helmets must be worn by the batter and by each player on base.
 - iv. Caps / hats are required in the field and players shall be encouraged to wear their caps under the batting helmets
- q. **Line-Ups:** Coaches are strongly encouraged to switch defensive and batting lineups each game
- r. **Coaches on field:** Defense may have up to three (3) coaches on the field to help instruct the players.
- s. **Umpires:** All coaches will help make calls during league play. Please follow the rules that are set in place.

	3-4 T-Ball	5-6 Coach's Pitch
Base Length	50 ft	55 ft
Hit Line	10 ft	15 ft
Safety Line Arc	45 ft	45 ft



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