



TSA Policy and Procedures Manual	Policy #	3.05
Section 3 – Programs	Effective Date:	4.4.2018
Recreational Program – Local Rules	Supersedes:	7.14.2017

I. GENERAL RULES:

- A. The official game time will kept by **EITHER** the head umpire or the official scorekeeper. This applies to Coach Pitch –13U age divisions. Home team in T-ball.
- B. A new inning can not be started if there are ten (10) minutes or less remaining in the official game time limit. The official starting time will be announced to each head coach prior to the start of each game. This applies to all age divisions. If the third out is recorded with less than 10 minutes left then the game is over.
- C. All substitutions must be made by the beginning of the third inning to insure that each player plays a minimum of two (2) consecutive innings. This applies to Coach Pitch – 13U age divisions.
- D. All substitutions must be communicated to the head umpire. The head umpire will then be responsible to communicate all changes to the official scorekeeper for Coach Pitch – 13U age divisions.
- E. Home team will be decided by a coin toss prior to each game. This applies to all age divisions.
- F. Teams will be expected to warm up outside the fence before the game. Please move your players far enough away from any spectators that no one will be injured by an overthrown ball.
- G. No METAL SPIKES will be allowed
- H. Practice times and fields can be reserved for each team on the Appointment Plus website. If a coach cannot practice at the time allotted for the, they should consult another coach or inform TPRD member. Once the season begins, the coaches can reserve practice slots at the TPRD office. (3 practices in 2 weeks)

II. FORFEITS:

- A. Game time is forfeit time.
- B. A game shall be forfeited to the opposing team when a team is unable or refuses to place at least seven players on the field. Playing with 7 players will result in an automatic out recorded in the place of an 8th player in the lineup.
- C. If a team starts with 8 players, there will not be an out recorded in the position vacated for the remaining player.



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- D. If the 8th or 9th player for a team that started short-handed, shows up after the game begins (first pitch), that coach may enter the player. The player must report it to the umpire and official scorekeeper before entering the game.

III. LINEUPS AND SUBSTITUTIONS:

- A. Every player must play at least two complete consecutive innings (6 outs on offense and 6 outs on defense) in a complete game. Failure to do so will result in the forfeit of the game by the offending team.
- B. A coach must notify the home plate umpire and opposing coach if he has a uniformed player(s) that will not play in the game due to illness, injury or discipline. This must be accomplished prior to the start of the game.
- C. Every player must start a minimum of 5 regular season league games. Exception: A player must report for at least 85% of the teams scheduled games and scheduled practices to qualify to start the 5 regular season games.
- D. All changes, defensive and offensive (especially a pitching change) must take place through the official scorekeeper, and the umpire, in order to be a legal substitution.
- E. Everybody hits in league play.
- F. If there is no scorekeeper at the game, the home team will keep the official book. Please report score and substitutions to the umpire every half inning. The two teams should confirm the score every half inning. The UMPIRE shall record the score in the press box.

IV. COACHES:

- A. Only 3 uniformed coaches from each team will be allowed inside the fences and dugout during the ball game.
- B. Please, remain in the dugout or designated dugout area if not coaching 1st or 3rd base.
- C. Base coaches must be in uniform to coach the bases. A “uniformed coach” is a coach who is wearing their team jersey or color coordinated jersey, t-shirt or collard shirt. NOTE: A coach who is not in uniform cannot protest any call made by the umpire.



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- D. If a player is coaching 1st or 3rd base, the player must wear a batters or catchers helmet.
- E. The coach will be held accountable for the actions of the players, assistant coaches and spectators that support your team. Upon request of an umpire or TPRD staff member to control these parties, the coach will do so to the best of the coach’s ability. Continued disruption may result in suspension from the facility for a length of time determined by TPRD.

V. EJECTIONS AND SUSPENSIONS:

- A. Any player, coach or spectator who is ejected from a game or facility will receive an automatic one game suspension or suspension determined by TPRD and must meet with the Sports Director to discuss his/her conduct.
- B. The offending player shall be uniformed and remain in the dugout for the entirety of the next regular season game. Failure to accomplish this will result in an additional suspension.
- C. Any coach ejected from a game shall not appear at the ballpark or facility for the next regular season game or length or time determined by TPRD. Failure to do so will result in the immediate forfeit of the game and additional suspension for the coach determined by TPRD.

VI. PROTESTS:

- A. The head umpire on the field will settle all protest concerning rule violations on the field of play. (if the Sports Director is at the field at that time, he/she can be asked for assistance. Otherwise, the umpire shall rule on the call at that time and the protest is over.)
- B. No protests will be allowed on any judgment calls.

VII. SPEED UP RULES:

- A. There will be 2 minutes given between each half innings. At 1 minute and 30 seconds, the umpire shall call “BALLS IN” and at 2 minutes the first pitch shall be thrown. If in the umpires judgment:
 - 1. If the pitcher is stalling, the umpire will then call “BALL ONE” and a BALL for every 5 seconds following.
 - 2. A batter considered stalling will receive a strike every 5 seconds.

