

**THREE VILLAGE BASEBALL & SOFTBALL LEAGUE
PLAYING RULES
BASEBALL
TYKES DIVISION
PK & K GRADES
(Must reach age 5 by end of calendar year)**

Addendum to the Official Baseball Rules

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Providing quality organized baseball and softball to children in the Three Village area since 1969

PLAYING RULES
BASEBALL: TYKES DIVISION
PK & K GRADES

We shall conform to the rules and regulations of the Official Baseball Rules, with the following exceptions and clarifications:

General Rules

- 1.1 A regulation game will consist of a maximum of 1 1/2 hours of play or 3 innings; whichever comes first. The 1 1/2 hours is inclusive of the 1/2 hour practice time designated in 1.8 below. An inning at curfew time will be completed if possible. A half-inning shall consist of the offensive team batting all of its players. Players who make out shall remain on the base as base runners to gain experience in that aspect of the game.
- 1.2 No teams shall play more than three (3) games in a week. No team shall play 2 games on consecutive days unless approved by the Commissioner.
- 1.3 Reserved
- 1.4 Reserved
- 1.4a Fields – If fields are deemed to be unplayable by the league, that decision cannot be overridden by managers or coaches. In the event that fields are deemed playable and conditions worsen Managers are required to make actual contact either by phone or in person at the scheduled playing field in order to arrive at a decision about playing the game. Should they be unable to concur, the final decision shall rest with the commissioner or league. If a game is canceled by managers/coaches, the home team management must notify the Commissioner of Umpires at least 1 hour before scheduled start time.
- 1.5 Parents/spectators are to be restricted to the dead ball area and shall **not be permitted behind the backstop or in the dugout**. Players are to be restricted to the bench or dugout area. Should any of the players' parents make nuisance of him/her, the opposing team manager will first inform the manager of the other team. The manager should then advise the parents that the continued abuse by parents or lack of parents/team control by a manager would be reported to league officials for appropriate action.
- 1.6 There are no standings or playoffs.
- 1.7 All games are to begin within 15 minutes of game time. Managers are expected to make every effort to get games started on time and to cooperate with each other in this regard. Should one team not have its full squad, play may begin immediately so long as each team has a minimum of 8 players. If, after 15 minutes, either or both teams still have less than 8 players, the teams must then share players so a game is still played. Both teams must share the field for a 30-minute practice session before each game.
- 1.8 Reserved
- 1.9a Reserved
- 1.9 Deleted
- 1.1 If any Manager, Coach or Umpire observes a Bolt of Lightning, play shall cease immediately and the game is over.
- 1.2 There are no make-ups unless specifically directed by the Commissioner – all games are treated as rainouts if the game is not official.

- 1.3 Curfew – No inning shall start after 7:30pm. (This provision applies to games started at 6pm. See rule #1.1 for all other games). Regardless of the time or game situation, no inning or part thereof shall be played while darkness makes play unsafe.
- 1.4 Reserved
- 1.5 Managers for the defensive team are encouraged to take the field with their teams to instruct and encourage the players.
- 1.6 Deleted
- 1.7 TYKES Division League field dimensions are as follows:

40' between bases.

Equipment

- 2.1 Only bats that meet Little League Approved specifications will be permitted to be used in this Division. The diameter of the bat cannot be greater than 2 ¼. The bats should be T-ball bats.
- 2.2 No metal spikes will be allowed.
- 2.3 **Players** on the coaching lines, on the basepaths, and in the batter's box **must wear helmets – THERE ARE NO EXCEPTIONS TO THIS RULE.**
- 2.4 All catchers must wear protective equipment while catching. Protective equipment includes shin guards (buckle on outside of leg), chest protector, and mask with hard hat or helmet. The mask should cover the neck of the catcher.
- 2.5 Only balls approved by the league for each division are permitted.

Pitching

- 3.1 **Pre-K: The batting tee will be used for the entire season.**
- 3.2 **Kindergarten: The batting tee will be used for the first half of the season.** Coaches will begin pitching the week of May 22nd and be employed for the balance of the season. The coach of the team will pitch to his/her own team. The coach/pitcher will use any motion (underhand/overhand-pitch from one knee to approximate the appropriate height and trajectory of the pitch.) The official pitcher shall pitch from a distance of at least 30 feet from homeplate. Both managers should agree on the pitching spot before the game starts. The batter will be permitted a maximum of 5 pitches after which the batting tee will be re-employed. The coach/pitcher shall not take part in any fielding plays unless the play would be dangerous to the fielder next to him/her.

Batting

- 4.1 No bunting is allowed. The batter must take a full swing. An obvious attempt to bunt will be called a strike.
- 4.2 If the batter makes contact with the ball, and the ball goes into fair play, the ball will be in play. There is no minimum distance the ball must travel.

- 4.3 If the pitch from a coach hits the batter, it shall be considered “no pitch.”
- 4.4 When a fair ball is hit safely into the playing area, the ball is in play and the runners may advance at their own risk until the manager declares the play dead. The manager will declare the play dead when:
- a) A ball is overthrown into dead ball area beyond the first or third base line. All runners will be awarded the base they were advancing to at the time of the overthrow.
 - b) The manager calls time. Players must request this of either manager.
- 4.5 The batting order must include all players and be in continuous rotation. Players arriving late for a game after line-ups are exchanged shall be added to the bottom of the existing batting order. Players leaving before the game ends shall be skipped in the batting order without penalty.
- 4.6 Reserved
- 4.7 Foul balls hit into dead ball area are out of play.
- 4.8 Reserved
- 4.9 At the coaches discretion, a player experiencing a consistently difficult time at bat may be instructed and assisted in an appropriate manner provided such instruction/assistance does not:
- Unduly add to the time of the game, and/or
 - Result in an overpowering hit against the defensive team.

Fielding

- 5.1 Any players of age to participate legally in the league may play any position. Without jeopardizing a player’s safety, managers are encouraged to have players experience a variety of positions by rotating them in the field during the season.
- 5.2 Each team must field all available players. The infield defensive alignment shall consist of a first baseman, second baseman, shortstop, third baseman, *short-centerfielder near second base* and two players positioned on either side of the pitcher. All other players are positioned in the outfield. Outfielders must be on the outfield grass.
- 5.3 On an overthrow of 1st and 3rd base where the balls goes into dead ball area, each runner shall be allowed only the base the player was advancing to at the time of the overthrow. No additional bases will be awarded as a result of this type of overthrow.
- 5.4 The infield fly rule does not apply.
- 5.5 There are no pickoff throws by the catcher or the pitcher.

Running

- 6.1 Sliding is permitted and is to be encouraged. Runners may only slide feet first into a base unless returning to the base they just came from. Batter/Runner must utilize runners base (First base) if available.
- 6.2 There will be **no stealing of bases** nor may any runner advance on the pitched balls not hit by the batter.

- 6.3 The base-runner is allowed to leave the base after the pitched ball crosses the plate. If a base runner leaves the base before the ball crosses the plate, the runner is to be instructed by the manager and returned to the base.
- 6.4 Any runner that fails to slide or attempt to get around a fielder who is in possession of the ball or is in the act of fielding the ball should be instructed on the proper rule. If contact is flagrant or malicious, the player shall be removed from the bases. If there is no play on the runner: (a) the fielder has the responsibility to get out of the way; and (b) the runner need not slide and must avoid a collision.
- 6.5 Fielders are not permitted to fake tags without the ball on runners. When a runner is obstructed while advancing or returning to a base by a fielder who, without the ball fakes a tag, the runner shall be awarded (along with all other runners affected by the obstruction) the bases they would have been entitled to in the event there would have been no obstruction.
- 6.6 Reserved
- 6.7 Should it become necessary to replace an injured baserunner with a pinch runner, any player shall be used to pinch run.

Conduct During the Game

- 7.1 Managers will be held responsible for their team and parent's conduct both on and near the field. Use of foul language by a parent will result in a warning to the team. Any further foul language by any parent will result in immediate removal of that parent's child from the game and the parent will be asked to leave the field. The matter will also be referred to the Board of Directors for the consideration of additional penalties.
- 7.2 Managers shall not argue with each other under any circumstances.
- 7.3 No manager is to remove a player during an inning because of an error or a misplay by that player. No player or team is to be embarrassed by a manager through public criticism or ridicule. Managers are also to refrain from "jockeying" the players of the opposing team. Any manager who violates this rule will be brought before the Ethics Committee.
- 7.4 A manager may exclude a player entirely from the line-up as a penalty for excessive absences from practices or games if the manager deems this course of action necessary after consultation with the Commissioner and the player's parents.
- 7.5 Spectators, managers, and players should root FOR a player or a team only, never against a player or a team.
- 7.6 Unsportmanlike conduct by a player (e.g., throwing of equipment) will result in a warning from that player's manager upon the first occurrence. Any further unsportmanlike behavior by that player will result in the player's ejection. Use of foul language will result in the immediate ejection (no warning).



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