## 2017 T-BALL PLAYING RULES CV SOFTBALL ASSOCITION

## CODE OF CONDUCT

CV Softball Associations Code of Conduct pertains to all Parents, Family Members, Volunteers and players and shall be enforced at each practice and game. It is the Head Coaches responsibility to police acts that are not in the best interest of the players or their activity. Severe acts or continuous acts by any person(s) shall be reported to the Association President or any Board Member immediately. All reports violating the Code of Conduct will be treated confidentially and adjudicated by a selected group of Association staff. CV Softballs Association's Code of Conduct was part of player registration and can be found on www.CVSoftball.com for your review.

## 1. GAME TIMES, INNINGS \& RESPONSIBILITIES -

1) T-Ball games will start at 5:30 PM and 6:45 PM.
a) In the case of multiple games scheduled every effort shall be made to ensure that the teams of the first game are done with their game and out of the dugout by 6:35 PM to allow the second game to start and finish on time.
b) When one game is scheduled on a field the start time may be adjusted to 6:15. Any adjustments to scheduled start time should be scheduled by the association for record keeping.
2) T-Ball games will play for one hour with unlimited innings. All games will be considered official regardless of the number of innings played
3) Home team is the first team listed on the schedule.
4) Home team of the 5:30 PM game is responsible for lining the fields and setting up the bases prior to the game. Field set up should be completed 15 minutes prior to game time.
a) Batters boxes and foul lines shall be marked for each game.
b) 6 Foot Hitting Arch shall be marked in front of home plate to utilize as a "HIT" for the batter. If a hit ball doesn't cross the "HITTING ARCH" another pitch/swing shall be taken by the batter. 6 feet shall be measured from the back of home plate.
5) Visiting team of the 6:45 PM game is responsible for raking the fields and putting away the bases after the game.
6) In the case of just one game at a field the Home and Visiting team responsibilities apply to that game.

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## 2. RUNS, BATTING, BASE RUNNING \& SCORE -

1) T-Ball inning will be completed when achieving three (3) outs, five (5) runs or batting entire line up, whichever comes first will determine the length of an inning.
a) The first 4 games of the season each inning will bat the entire line up regardless of runs or outs made in an inning. Runner will be removed when outs are made.
b) In the first 4 games all batters will use a T at all times.
2) A player may use either a T or have a coach pitch to them. Each player should be allowed to utilize which ever provides highest comfort and confidence level. This will change as the season progresses so please be aware of each of your player's needs.
a) Coach Pitch - A player may take 4 pitches to hit the ball then Hitting T will be used.
b) Hitting T - A player will be allowed unlimited swings on the T in order to hit the ball. Hitting T should be placed in front of home plate.
c) Hitting Arch - A hit passed the 6 foot arch in front of the plate shall constitute a hit by the batter and the defense may make a defensive play on the ball. If a ball is inside or on the hitting arch another attempt by the batter will be made to hit the ball. Coaches please use best judgement for each situation on marginal hit.
d) Batting team shall provide a coach pitcher to their team. Batting team shall also provide a coach catcher for their team. In the case where batting team cannot provide the catcher the fielding team will provide the catcher.
3) Coaches are encouraged to not bat the players in the same order to start each game.
a) Start next game with the player on deck when the last at bat of the previous game.
b) Write a new line up that provides balance and fairness to each player regardless of players batting (or fielding) ability.
4) Association Line-Up sheets should be used for batting order and defensive positioning and posted in the dugout. It is the responsibility of our coaches to teach the players to understand where they are up in the batting order and play in the field.
5) Base Running - T-Ball base runner may ONLY TAKE ONE (1) base on a batted ball unless the ball travels to the outfield grass then they can advance two (2) bases.
a) No advancing on over throws. Every attempt should be made to encourage the players to throw to bases in an attempt to get an out or learn where to throw the ball.
b) Baserunners may only advance one base at a time or two if the ball travels to outfield grass
c) Sliding is permitted.
6) Scorebooks - Scorebooks maybe used to keep track of outs and or runs per inning.
a) No final scores will be recorded for game results. Scores may be kept but should not in any way be used to measure a team's success or standings.

## 4. DEFENSIVE POSITIONS -

1) Players shall be rotated between infield and outfield positions each inning.
a) No player shall play an outfield position 2 consecutive innings.
b) No player shall play the same infield position 2 consecutive innings.
2) No player shall play $1^{\text {st }}$ base $\mathbf{O r}$ the Pitchers position more than twice during a game or 2 consecutive innings.
a) Example - Player A may play either $1^{\text {st }}$ base or Pitcher during a game but not 2 consecutive innings.
3) No player shall play $1^{\text {st }}$ base and Pitcher combined twice during a game.
a) Example - Player A plays pitcher for one inning, player A shall not play $1^{\text {st }}$ base during that game. Reverse applies if A plays $1^{\text {st }}$ for one inning, A shall not play pitcher during that game.
4) No player will field a catcher's defensive position.
5) Defensive outfielders shall start with two feet at the outfield grass.
6) Defensive outfielders shall not be positioned behind $2^{\text {nd }}$ base in a manner that allows that outfielder to cover $2^{\text {nd }}$ base defensively.
7) The defensive team is allowed to have 2 coaches in the field to assist with their players.

## 3. EQUIPMENT -

1) Batting helmets with face masks and chin straps must be worn when on the bases and batting. Players may provide personal helmets if they meet this standard.
2) Players MAY NOT wear jewelry (except medical bracelets) during games or practices.
3) Bats may be provided by the player as long as they are labeled "OFFICIAL SOFTBALL" or "T-BALL" on the bat.
4) Mouth guards or fielding face masks are recommended for all players to use. This equipment is a parental decision.
5) Footwear by a player must either be a sneaker or a rubber molded cleat. No metal cleats are allowed to be worn by players or coaches.
6) Jersey's - Players are expected to wear a team jersey for each game, however participation in a game is not restricted if a player does not have a game jersey for a game.

## 5. INCLEMENT WEATHER PROCEDURE -

CV Softball has a field status procedure that relies on the use of our web site for notification of field conditions. Below are the guidelines that we use on days where it is raining, calling for rain or has rained and made the fields unplayable.

1) We will post a message on www.CVSoftball.com by $3: 30 \mathrm{PM}$ each day if the weather is in question.
2) This message will be located in the "FIELD STATUS"
3) The townships where the fields are located have the final say as to the fields being "OPEN" or "CLOSED" for play.
4) If the fields are "CLOSED" then they are closed for the day regardless if the field condition and weather is playable after 3:30 PM. No teams or activities are permitted to play.

It is the coaches and parents responsibility to check the web site for FIELD STATUS for any practices or games. CV Softball will utilize email messages as a secondary means of notification when possible.
6. THUNDER \& LIGHTENING GUIDELINES -

## CV Softball Thunder \& Lightening Guidelines for Safe Play.

We follow guidelines established by both ASA softball and the PIAA for both junior high and high school sports. In summary, If you hear thunder the game is suspended. If you see lightening, the game is suspended. The suspension is for 30 minutes after the last sight of lightening or sound of thunder. Below is an excerpt from the ASA rule Book.

If activity has been suspended due to lightning or thunder, the designated weather watcher should wait at least $\mathbf{3 0}$ minutes after the last lightning flash or sound of thunder prior to resuming activity. Each time additional lightning is observed or thunder is heard, the minimum 30-minute waiting period should be reset. A clear sky or lack of rainfall are not adequate indicators for resuming play. The minimum 30-minute return-to-play waiting period should not be shortened. Play should not be resumed even after the 30 minute waiting period if any signs of thunderstorm activity remain in the area or if the weather forecast indicates the threat is not over.

If you have any questions please contact your division coordinator or a board member. When it comes to player safety the HEAD COACH needs to make sure the inclement weather guideline is ALWAYS followed.

