



**Murray County Recreation Department
Farm League & T-Ball
Rules & Regulations
2022**

I. PURPOSE

The Murray County Farm and **T-Ball** Baseball program is organized to provide a Recreational activity for boys and girls ages 5-8. The program is designed for the following purposes:

1. To aid in the physical development through fun and exercise.
2. To teach the basic fundamental skills of the game of baseball and softball
3. To aid in the social development through good sportsmanship and moral character with adult guidance.
4. To teach good attitudes and discipline to the youth participants.

II. GOVERNING RULES

1. The Murray County Recreation Department Farm League will be governed by the rules of the National Federation of State High School Association (NFSHSA), with the exception of the local league rules contained in this document which supersede any rules in the current NFSHSA rules.
2. The League Rules will be developed by the Murray County Recreation Board and the Murray County Recreation Department.

III. COACHING REQUIREMENTS

1. A person of high moral character who is a respected member of the community.
2. A coach should have a basic knowledge and understanding of the fundamentals of baseball & fast pitch.
3. A coach should never incite players or parents by criticizing and official.
4. A coach should never use profanity, drink alcoholic beverages or use tobacco in any form during any activities.
5. A coach should not be overly concerned with winning but more concerned that each child has fun and learns the fundamentals while participating.
6. A coach is expected to be present at all practice sessions, games and meetings, or have an approved coach present.
7. A coach should put the program first, and not focus on situations that could harm the program and participants involved.
8. A coach should try as hard as possible to keep each player interested and participating through-out the season.
9. It is the responsibility of each coach to be knowledgeable of all rules governing the Murray County Farm and **T-Ball** Baseball.
10. In Farm League each coach is responsible for having a scorekeeper at each game.
11. Each coach should attend the National Youth Sports Coaches online @ www.nays.org.

IV. PLAYER ELIGIBILITY

1. Participants must attend school in the Murray County School System, or be a resident of Murray County. Participant's parents may own property in Murray County to be eligible.
2. A Birth Certificate must be on file at the Recreation Department.

V. GENERAL RULES

1. The Recreation Department will determine the number of players on a team roster
2. Each team will be allowed three adults in the dug-outs, one manager and two coaches. Two adults may coach the bases at the first and third base coach's box. A defensive coach may also be placed in the outfield area to help instruct the fielders.
T-Ball – A coach may assist the batter and remove the bat from the hitting area. An offensive coach may be placed around the second base area, but must not interfere with any action of the defensive team.
3. The recommended uniform shall include baseball cap, jersey numbered on back and rubber spiked shoes. No metal cleats allowed.
4. A team failing to field at least seven players within fifteen minutes after the scheduled game time shall forfeit the game.
5. The infield fly rule will not be in effect.
6. Prior to the start of each game, a meeting will take place at home plate between Head Coach and umpires for explanation of special ground rules, pertaining to that particular field or any specials rules they want to go over.

VI. EQUIPMENT

1. Any unaltered baseball bat, wood or aluminum not to exceed 2 ¾ inches in diameter, must have USA BASEBALL or USSSA 1.15 stamp on the bat.
(Illegal bat – player will be called out)
2. All batters and runners must wear batting helmets with a chin strap. Any players running the base and deliberately removes his headgear is out.
3. All equipment must be kept in the dugout when not in use.
4. No outside uniforms. Must use Rec. furnished uniforms.

VII. PLAYING FIELD

1. Forty foot lines will be drawn on the foul lines between home and first and between home and third. Infielders must stay behind these lines until the ball is hit. (Penalty): Offensive team gets a choice of play or re-pitch.
2. The batters box shall be drawn 3 ft. wide and 6 ft. long and positioned 4 inches from the center of the plate. There should be 3 ft. in front and 3 ft. in back of home plate.
3. The pitching circle will be 10 ft. in diameter and the front end will be 46 ft. from back of home plate.
4. The base paths shall be 60ft.
5. There will be a 15ft. arc from the first base line to the third base line drawn from the back point of home plate. The ball must travel past this line or lay on the line to be fair, if not it will be a foul ball.

VIII. OFFENSE

1. Each team must list and bat all players in the batting order. All extra-players must play three outs in the field. Players will bat in order as listed on the line-up card until three outs are recorded or 5 runs are scored. The batting team will then rotate at the field and the batting order will begin with the next batter listed in the line-up when that team returns to bat. **T-Ball – All players will bat each inning. After all players have batted they will then rotate to defense.**
2. An offensive batter will receive six pitches before being declared out. The batter may be called out on three swinging strikes. If the sixth pitch is fouled and caught it is an out. There is no limit on fouls and no walking. An offensive coach will pitch to the players on that team and may pitch from anywhere between the 46ft. pitching rubber and the foul arc directly in line with home plate. **T-ball – Each batter will receive four pitches, if the ball is not hit, it will be placed on the tee.**
3. A batter cannot be out of the batter's box when the ball is hit. The defensive manager has choice of accepting the play or a re-pitch.
4. After one warning per game per player for slinging his bat, the batter will be out, a dead ball called, no runners advance.
5. If a base runner leaves their base before the ball is hit, the umpire shall signal delayed dead ball and when the play is over the defensive coach will have the option of the play or re-pitch.

6. Any offensive coach physically helping a base runner while the ball is in play will result in the runner being called out.
7. The offensive team may have one time out per half inning.
8. The pitching coach must attempt to leave the field of play and pick up the batter's bat. If the coach is struck by the ball unintentionally the play shall be ruled dead and a no pitch shall be called. If the coach interferes with play or the ball strikes him intentionally (umpires judgment), the batter shall be ruled out. No runners advance in any case. If the pitching coach continues to stay on the field after two warnings he or she must be replaced.
9. Any base runner wearing a batter's helmet with a facemask will be called out for sliding head first.

IX. DEFENSE

1. There will only be ten players fielded, 6 infielders and 4 outfielders. The defensive player listed or used as the pitcher must keep one foot inside the pitcher's circle until the ball is hit. The outfielders must remain twenty feet behind the baselines. Lines will be drawn if the grass line is farther than twenty foot. A team may start with 7 players, but must be added to the end of the batting order as players arrive. **T-Ball – All players listed on the line-up must play in the field every inning. A maximum of six players, are allowed in the infield until the ball is hit.**
2. Each team must use a catcher and pitcher. The catcher must wear face mask and helmet, chest protectors are recommended but optional.
T-Ball – No catcher is used.
3. Play shall only be stopped by the defensive team heading off or stopping the front runner. Any other runner may continue at their own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue.
T-Ball – in the 4 and 5yr. old base runners advance just one base at a time. In the 6yr. old base runner may advance until the ball is returned to the infield. Also in 6yr. old if a batter or baserunner is ruled out then that player must return to the dugout.
4. There will be one time out per half inning for the defensive team.

5. Time will be called if an injury occurs with runners advancing one base.

X. MISCELLANEOUS

1. A game will be five innings. There is a 1 hour time limit. **T-Ball – Each game will last two innings. If you finish early you may continue to play until your time is up(45min).**
2. Each team will furnish their own scorekeeper. At the end of the game the scorekeepers must agree on the score and fill out and sign the sheet provided by the rec. dept. for the game to be official.
3. The pitcher/coach may pitch over or under-handed and may pitch anywhere between the pitcher's circle and 15 ft. arc.
4. There shall be no protest.
5. An appeal play must be made by the manager before the next pitch is thrown to the batter.
6. Farm League: The Recreation Department will furnish one umpire per game.

XI. CONDUCT

A. A coach may be limited to the dugout for the remainder of a game by an umpire for excessive arguing of a call. The coach may only come out of the dugout to attend to an injured player.

B. No profanity or abusive language is allowed. Offenders are subject to ejection from the game or the program.

C. There shall be no smoking, use of tobacco products, or alcoholic beverages permitted.

D. All coaches or managers will be held responsible for their team and spectators conduct.

E. The penalty for fighting, or flagrant conduct such as profanity is ejection from the present game and the following game. On the second offense the coach will be suspended from the program. Coaches suspended will not be allowed to attend games in any capacity, this also includes a (Parent or Spectator). Players that are ejected will be suspended from the rest of that game and the following game.

XII. RAIN OUTS

1. Games that are rained out will be rescheduled by the Recreation Department.

XIII. ACTIVITIES

1. There will be three activities allowed per week, including games and practices, plus one activity on the weekend. Practice sessions should be limited to ninety minutes and finished by 9:00 pm.
2. There will be no practice on Wednesday's after 5:00 pm and no games will be scheduled on Wednesdays except during tournaments.

XIV ALL-STAR SELECTION

A. All-Star Coaches

1. All- Star coaches are determined by a set of rules followed by the recreation staff.
2. The All-Star coaches will pick the participants with help from the Recreation Department and all other coaches. Each coach will submit a list to the Recreation Department of who they consider to be the top 10 players in the league. If a coach does not turn in their all-star ballot they will be banned from coaching the next sport they coach.
3. The All-Star coach will be required to pick a percentage of the players that receive the most votes.
4. No more than 5 players can be picked off a regular season team for any one All-Star team.