



DELHI TOWNSHIP PARKS & RECREATION

T-BALL (Age 5 & Kindergarten)

LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis in a low competitive atmosphere. The primary focus should be on individual development (learning all the positions), FUNDamentals and teamwork. The main emphasis is on having fun, involving the family and developing a positive self-image. Good sportsmanship is expected at all times from the players, coaches and parents.

The Delhi youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players and wishes to play, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded. Coaches are responsible for their own conduct as well as the conduct of their players and spectators. Any coach who is ejected by a volunteer umpire for misconduct shall be ineligible for the next game. The Delhi Parks & Recreation office retains the right to further disciplinary action if the infraction warrants it. All ejections need to be reported to the Parks & Recreation office the next day after the incident.

SPORTSMANSHIP

In order to keep up with our recreation philosophy and sportsmanship, remember to shake hands with your opponents at the conclusion of the game.

EQUIPMENT

The Delhi Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. The team equipment will need to be returned promptly at the conclusion of the season so we can keep our inventory updated.

PLAYING THE GAME

PITCHING/BASE DISTANCE: Pitcher's mound to home plate = 35 feet
Base distance = 50 feet

T-BALL ARC: There will be an arc from the first base line to the third base line 10 feet in front of home plate. A batted ball must pass this arc to be fair.

HOME TEAM RESPONSIBILITIES: The home team shall be responsible for keeping score and providing a volunteer home plate umpire. The home plate umpire will serve as the official timekeeper. The home team will use the first base bench.

VISITING TEAM RESPONSIBILITIES: The visiting team shall be responsible for providing a volunteer base umpire. The visiting team will use the third base bench.

GAME TIMES: Game times will be 6:00 p.m. and 7:15 p.m.

TIME LIMIT: Teams will play for one hour. No new inning shall start after 7:00 p.m. for the first game regardless of starting time. The first game shall terminate at 7:15 p.m. regardless of score or inning.

FOR THE 7:15 GAME - No new inning shall start one hour after the actual starting time of the second game.

DARKNESS: If an umpire calls a game due to darkness or inclement weather, it shall be a legal game.

DEFENSIVE PLAYERS: T-ball teams shall field 10 players with the extra player being used in the outfield.

OUTFIELDER POSITIONS: All outfielders must position themselves at least 10 feet beyond the base paths.

SUBSTITUTIONS: Free substitution of players and positions.

KEEPING SCORE: Home team is official scorekeeper. Coaches please confirm the score after each inning.

BATTING ORDER/LINE-UP CARDS: A batting order comprised of all players present will be exchanged by the coaches prior to the start of the game. This order shall not be altered during the game. ALL PLAYERS PRESENT AT THE GAME WILL BAT.

PLAYING TIME REQUIREMENT: Equal playtime is required. All coaches must play all players at least two innings in the field, one of which shall be the infield unless sought otherwise by the player or parent. All coaches are strongly encouraged to have players play several positions.

No coach is obligated to play a player who does not appear for practices or a new player that has not made at least two practices. Coaches that implement this rule must notify the opposing coach, umpires and parents of the player.

BATTING ORDER: FOR EVERY INNING - Each team will bat completely through their batting order regardless of outs. If a player is out they may not remain on the base.

EXAMPLE: Team #1 has 15 players. Team #2 has 13 players. Team #1 bats all 15 players each inning and Team #2 would bat all 13 players then 2 more each inning to equal the 15 total batters team #1 has. If a team makes three outs, the baserunners clear the bases.

PROTESTS: There will be no protests allowed. The home plate umpire will settle all disputes. Coaches, players and spectators are reminded that this is a recreation league and should conduct themselves accordingly.

RUN AHEAD RULE: None.

PITCHING: A tee is used.

HELMETS: Helmets are not worn until 1-2 grade softball & baseball.

LEADING OFF: There is no leading off in T-ball. Players must remain on the base until the ball is hit.

OVERTHROWN BALLS: When the ball is returned to the infield whether fielded cleanly or not, baserunners may not advance past the base in which they were heading.

STEALING: Base stealing is not allowed in T-ball.

WALKS: There are no walks in T-ball.

SLIDING: Sliding is allowed.

BUNTING: Bunting is not allowed since the ball must pass the 10-foot arc in front of home plate.

INFIELD FLY RULE: Does not apply.

CATCHER MISSING A THIRD STRIKE: Not applicable in T-ball.

BACKSTOP: No parents, spectators or coaches allowed behind backstop.

UMPIRES

- A) The volunteer umpires have the authority to eject any player, coach, or spectator from the playing area. If the umpire encounters a lack of cooperation after an ejection, they have the authority to award the victory to the appropriate team.
- B) The home plate umpire will keep the official time of the start of the game and determine ground rules (out of play lines).
- C) The home plate umpire will be encouraged to warn batters about throwing their bats and take disciplinary action when necessary. Disciplinary action will include calling the batter out after the first warning.

INCLEMENT WEATHER / RAINOUTS

All games must be played on their scheduled dates unless weather or conditions of the playing field warrant postponement. If the Parks & Recreation Department cancel games, teams will not be allowed to play anyway, regardless if the weather changes.

Coaches call Delhi Township Parks & Recreation Sports Info. Number 694-3433 at 4:30 p.m. or visit www.cancellations.com to find out status of games.

RESCHEDULING

The Parks & Recreation Department may reschedule all postponed games based on availability. The Parks & Recreation Department will notify coaches regarding the make-up date.

UNIFORMS/ATTIRE

Home team listed first on schedule wears the white jersey and visiting team wears green jersey. Shorts are permitted, however the Delhi Parks & Recreation Department strongly encourage long pants as a safety precaution.

FOOTWEAR

Players will be allowed to wear rubber cleats only. Steel cleats / metal spikes are not permitted.