

JOHNS CREEK UNITED METHODIST CHURCH SUMMER BASEBALL RULES

Length of Game

The time allotted for games is one hour and thirty minutes. No inning may start within 15 minutes of the time limit.

Forfeits

Teams will not forfeit games based on the number of players attending. Teams will share players in order to make sides as equal as possible. No “unregistered” players should be allowed to play in any league games.

LEAGUE POLICIES

- Teams must meet for a prayer before all games.
- The league will not keep official scores or team records.
- All batters, base runners, and the “on deck” batter must wear approved headgear. Safety gear and catchers equipment must be worn at appropriate times.
- Metal cleats are prohibited.
- No player may wear jewelry of any kind. It is the coaches’ responsibility to check each player before the start of each game.
- Only unaltered approved baseball and softball bats may be used.
- If catchers are used, they must be in full gear facing the batter before the ball is put into play. Baseball catchers must use a cup.
- Batters will be given one warning for slinging the bat. A second violation will cause the batter to be called out. Warnings will be given to the coach, who must immediately inform his player.
- Outfielders must be “**behind the line**” prior to the ball being hit.(Coach Pitch & T-Ball)
- The defensive teams pitcher must be at the pitcher’s mound before the ball is put into play.
- Batted balls that do not cross the 15’ line are considered foul balls. (T-Ball & Coach Pitch only)
- Defensive positioning of all players must be done on a rotating basis. Players may not play more than two consecutive innings in the infield, nor can they return to the infield until all of their teammates have had a turn. (T-Ball and Coach Pitch only)
- An “on the field” coach is considered part of the playing field. Balls that touch them are in play.

Base running & Stoppage of Play

T-Ball—Coaches should call time as soon as the ball is returned to the general area around the pitchers mound. It is the intent of the league to reward fielders who return the ball to the pitcher’s mound area and not to penalize them by allowing a “merry-go-round” base-running strategy.

Coach Pitch—Umpires will be instructed to call time when he/she feels that the play is dead. Again, we will not allow a cat and mouse game or overly aggressive base-running. As a rule, if the runner wants to go, then they need to go, if they show any hesitation, the umpire will call time.

Batting Order (All Ages)

The batting order will consist of all players present, and that order will remain constant throughout the game. Each player will bat at his/her turn, regardless of whether he/she played in the field that inning. No substitutions in the batting lineup are permitted.

The batting order is frozen after the first batter. Late arriving players will be inserted at the bottom of the batting order.

Unsportsmanlike Conduct

Any coach or parent displaying “unsportsmanlike conduct” will be ejected from the playing area and may not return for the duration of the game. **Head coaches are responsible for notifying parents and assistant coaches of this rule and are expected to keep the adults under control.**

Any player displaying “unsportsmanlike conduct” will be removed from the game and not allowed to re-enter. Any player removed, while a base runner, will be called out.

Unsportsmanlike conduct includes, but is not limited to:

- Intentionally running into or over another player to dislodge the ball or for any other reason
- Intentionally blocking the path of a runner
- Profanity
- Abuse of equipment
- Disrespectful behavior

Flexibility of Officials

Lenient enforcement of some rules is permissible on occasion during the first few games at the discretion of the umpire. This is done to ensure that the JCUMC philosophy of learning fundamental athletic skills in an environment that emphasizes teamwork, sportsmanship, and fun while promoting a Christian attitude is intact.

Pre-K T-Ball

Ball to be used is a RIF 1 or Rawlings TVB official T-ball

Goal of the League

The intent of this league is to teach participants the fundamentals of the game, including the swing, fielding, throwing, and running. Participants are required to hit exclusively from the tee.

Rules of Play

- Base paths are 60 ft.
- Batters are not allowed to bunt or take a half-swing or swinging-bunt. The batter will be called out if the batter does not put the ball into fair territory after the fifth swing.
- Coaches are responsible for removing the batting tee from the plate area should the play involve a base runner attempting to score.
- The infield fly rule will not be in effect.
- No advancement allowed for runners on an overthrown ball to any base.
- We ask that all coaches have each player **learn and play** all of the positions on the field throughout the season.

Lineups & Positioning

- All players will bat each inning, regardless of how many outs are recorded or runs are scored. After the last player in the batting order has his/her at bat, the side will be retired and teams will change sides.
- Nine children will be allowed to play the field at one time (five infielders and four outfielders). Players must be rotated every inning. **(We will not use a catcher in T-Ball.)**
- T-Ball teams will need one coach behind home plate to assist batters and handle the tee, as well as a first base coach and a third base coach.
- Two coaches may stand in the field (one infield/one outfield) to position players and facilitate teaching of the game. No coach standing in the field may touch the ball while the ball is in play.

Coach Pitch

Ball to be used is an official RIF #5 baseball.

Goal of the League

The intent of the league is to reiterate the fundamentals of the game including the swing, fielding, throwing, running, as well as good sportsmanship.

Rules of Play

- Each batter will be given seven pitches. Three missed swings will result in an out. Unlimited foul tips will be granted until a miss or fair ball takes place.
- Batters are not allowed to bunt or take a half-swing or swing-bunt. If in the umpire's judgment the batter was not taking a full swing, the batter will be called back and a strike called.
- The infield fly rule will not be in effect.
- Base runners may advance no more than one base on an overthrown ball. Umpires will be encouraged to call time as long as a player is making an attempt to get the ball back to the pitcher.
- Base runners cannot "leadoff" or leave to advance to the next base until the batter has hit the ball. Base runners who leave early will be called out.
- All coaches shall remain in the dugout area when the ball is in play, except that the team at bat may have a first base coach and a third base coach. Base coaches may not touch a base runner except during a stoppage of play.
- We ask that all coaches have each player **learn and play** all of the positions on the field throughout the season.
- The standard six infield positions along with four outfielders will be used on defense.
- Players may be substituted freely from inning to inning on defense, **but the batting order must remain the same throughout the game.**
- If catchers are used, they must be in full gear (including a cup) before the ball is put in play.

Lineups & Positioning

- All players will be in the batting line-up, but when a team scores 5 runs or has 3 outs, whichever occurs first, the side is retired and teams will change sides.
- Coaches can pitch from anywhere between the pitching rubber and the 15' line.
- One coach may stand in the outfield during the first two games of the season to position players and facilitate teaching of the game. No coach standing in the outfield may touch the ball while the ball is in play.
- Coaches may choose to pitch either over or underhand to the batter, keeping in mind that the batter may only receive 7 pitches.
- Base paths are 60'.

3rd/4th Grade Boys Modified Coach Pitch

Ball to be used is a RIF 5 ball or a little league baseball.

Goal of the League

The intent of the league is to provide participants with a smooth transition from coach pitch to kid pitch by allowing participants to hit from a real windup and pitch. Batters will be forced to learn to make the following choices: get out of the way, swing, or don't swing.

Rules of Play

- Each batter will be given seven pitches. Three missed swings will result in an out. Unlimited foul tips will be granted until a miss or fair ball takes place.
- Batters are not allowed to bunt or take a half-swing or swing-bunt. If in the umpire's judgment the batter was not taking a full swing, the batter will be called back and a strike called.
- The infield fly rule will not be in effect.
- Base runners may advance no more than one base on an overthrown ball. Umpires will be encouraged to call time as long as a player is making an attempt to get the ball back to the pitcher.
- Base runners cannot "leadoff" or leave to advance to the next base until the batter has hit the ball. Base runners who leave early will be called out.
- All coaches shall remain in the dugout area when the ball is in play, except that the team at bat may have a first base coach and a third base coach. Base coaches may not touch a base runner except during a stoppage of play.
- We ask that all coaches have each player **learn and play** all of the positions on the field throughout the season.
- The standard six infield positions along with four outfielders will be used on defense.
- Players may be substituted freely from inning to inning on defense, **but the batting order must remain the same throughout the game.**
- Catchers must be in full gear (including a cup) before the ball is put in play.

Lineups & Positioning

- All players will be in the batting line-up, but when a team scores 5 runs or has 3 outs, whichever occurs first, the side is retired and teams will change sides.
- Base paths are 60' and the pitcher's rubber is 46' from home plate.
- Coaches will pitch to their own team.