

PLAYER ELIGIBILITY

- Players must be age 4 by the season start date or in Kindergarten for the current school year.
- At any time during the season, Kids, Incorporated may request proof of eligibility.

EQUIPMENT

- Kids, Incorporated will furnish the following equipment for teams:
 - a. Two T-Ball bats
 - b. Three 8" T-Ball's
 - c. One batting tee
 - d. One set of bases
- Please return all equipment immediately following the season.
- Players must wear their assigned Kids, Incorporated t-shirt.
- Tennis shoes or rubber cleats are required. Steel cleats are not permitted.
- Jewelry is not permitted.
- Hard or plaster casts are not permitted.

GAME RULES

- Games will consist of 5 innings or a 75-minute time limit, whichever occurs first.
 - a. No inning is to begin after time has expired.
 - b. Starting time will need to be established on both score sheets.
- If time expires and the game is tied, it will remain a tie.
- You will be allowed 10 position players on defense. No game will start with less than eight players.
- Only six infielders (including the catcher) may be positioned in the infield.
- The outfielders must be 5-feet or more behind the baseline.
- Each player will play at least two defensive innings.
- In case of unforeseen circumstances, the umpire may terminate play. In this case, three complete innings will be considered an official game.
- Both teams need to bring their tee and bases to every game. Home team should provide equipment for the game.
- The home team is listed first on the schedule.
- All games will be played at the AISD middle school football fields.
- Field dimensions are as follows:
 - a. 45-feet base paths.
 - b. 30-feet from home plate to the pitcher's rubber.
 - c. 63-feet and 7 1/4-inch from home plate to 2nd base.
 - d. Home plate should be a minimum of 15-feet from the backstop.
- The baseline is 3-feet on either side of a direct line drawn between the bases.
- An imaginary arc is to be placed 15-feet in front of home plate between the 1st and 3rd base foul lines to designate a "dead ball area". A batted ball must go beyond this area to be a fair ball. No infielder will be positioned between this line and home plate.
- Bookkeepers for each team must sit together.
 - a. The umpire should check at the end of each inning to confirm the bookkeepers agree on what inning the game is in and the batting order for the upcoming inning.

GAME RULES CONT.

- b. In case of a dispute, the umpire will make the final decision.
- A timeout will occur when:
 - a. The home plate umpire calls “time”.
 - i. The umpire will award runners the base they are closest to or have them go back to the last base touched.
 - b. An infielder has control of the ball and the action stops.
 - c. The ball enters dead ball territory.
- If weather becomes a concern at a game please use common sense.
- T-Ball games will be played on Mondays and Thursdays.
- The Coach Pitch league plays on Tuesdays and Fridays. Therefore, if you need to reschedule a game, please try to schedule it for a Saturday or Sunday.

GAME PLAY

- Batters must drop the bat before reaching first base.
 - a. A slung bat that is perceived by the umpire as an act of poor sportsmanship, will result in the batter being called out.
- Pitchers must be in contact with the pitcher’s rubber as the ball is placed on the tee and must maintain contact until the ball is hit.
- There will be no base stealing. Base runners are to stay on their base until the ball is hit.
- A base coach cannot physically touch a base runner while the ball is in play. If they do so, the runner will be called out.
 - a. The team batting may have a 1st base and 3rd base coach.
 - b. The defensive team may have one coach standing behind the infield if necessary.
- The infield fly rule, due to the difficulty of interpretation, does not apply to T-Ball.
 - a. Try and work on the infield fly rule during practice.
 - b. The infield fly rule involves runners on 1st and 2nd base or bases loaded with less than 2 outs when a fly ball is hit in the infield only. The ball does not have to be caught, as long as it is in the infield. The batter is out and the base runners may advance at their own risk.
- There will be no appeal plays in T-Ball. However, please teach players what an appeal play is.
 - a. Appeal play: a play upon which an umpire cannot make a decision until requested to do so by a player or coach. The appeal must be made before the next batter swings at the ball.
 - b. Examples of appeal plays include:
 - i. Missing a base.
 - ii. Leaving the base too soon.
 - iii. Batting out of order.
- A base runner is not called out for running out of the baseline unless they are trying to avoid being tagged by a defensive player and are outside the 3-foot area of the baseline.
- Overthrows into dead ball territory will result in runners advancing two bases from the last base they touched at the time the ball was thrown by the infielder or outfielder, not two bases from when the ball actually leaves the playing field.
 - a. Dead ball territory will be determined by the umpire and the coaches before the game begins.
- Obstructing a runner will result in the umpire awarding the runner the number of bases they would have obtained had they not been obstructed.

BATTING

- All players present will be in the batting order and 10 players will bat each inning.
 - a. Example: if there are 14 players present on a team, 1-10 will bat the first inning, 11-14 and 1-6 will bat the second inning, 7-14 and 1-2 will bat the third inning, and so forth.
- When only 10 players are present, the batting order will rotate each inning as follows to prevent the same batter from batting first and last each inning.
 - a. 1st inning batting order: 1-10
 - b. 2nd inning batting order: 2-10 + 1
 - c. 3rd inning batting order: 3-10 + 1-2
 - d. 4th inning batting order: 4-10 + 1-3
 - e. 5th inning batting order: 5-10 + 1-4
- At the conclusion of the 10th batters at bat, sides will change regardless of the number of outs.
- The ball should be placed on the batting tee by the umpire or the catcher.
- The batter is not out if they pick up the ball when it comes off the tee and does not go beyond the 15-foot arc.
- There are no strikeouts. The batter must hit a fair ball.
- The umpire must remove the tee when the ball is hit.
 - a. If the umpire fails to remove the tee, a runner coming home may touch the tee with their hand to be considered safe.

10TH BATTER RULE

- The 10th batter will be the last batter in each inning. When this batter hits, the action should take place as if there are 2 outs. This means that all third out rules will apply.
- Any runner may be called out or the 10th batter must be tagged or touch home plate.
- The 10th batter does not have to be putout.
- The 10th batter may not be walked.
- An overthrow will not stop the action. Only an out or a home run ends the inning.
- When a ground ball that is fielded in the infield area results in a force out at any base, no runs shall score.
- Some examples of what runs would count and which would not include:
 - a. Runner is on 3rd, 10th batter is out in a routine play at 1st: no runs scored.
 - b. Runner is on 3rd, 10th batter hits a safety but gets tagged out at 2nd, 3rd, or home plate: run scored.
 - c. Bases loaded, defensive player fields the ball, runs home to tag the 3rd base runner, but the runner on 3rd scores before the defensive player arrives at home plate: that run scores.
 - i. The defensive player who fields the ball may also touch any base or tag the runner because this is a force out.
 - d. Defensive player touches any base ahead of the batter or any runner (only after the 10th batter has hit the ball): final out occurs immediately and no runs may score after that moment.

UMPIRES

- Coaches are encouraged to have two to three dependable and knowledgeable adults who can umpire the game.
 - a. Umpires must be 18 years or older.
 - b. Umpires must submit a background check with our office prior to season start date.
- The home team will provide the home plate umpire and the visiting team will provide the base umpire.
- The umpire's judgement prevails and is not subject to further discussion.
 - a. Umpires are authorized to suspend play and/or call a forfeit if necessary.
- The umpires shall not call a runner out for missing a base.
 - a. Please remind the runner to touch every base.
- Only the two umpires should be on the playing field.

COACHES

- When a team is in the field, one coach may stand behind the infield to help.
- The head coach is responsible for:
 - a. The physical and mental well-being of all children while entrusted to their care.
 - b. Maintaining an adequate level of discipline on his or her team.
 - c. The conduct and control of their team's fans and spectators.
- All assistant coaches must be listed on the roster and have a background check on file. If no background check is on file, the coach will be removed from the sideline.
- Should head coaches or their assistant coaches violate any Kids, Incorporated playing rules or directives, they may be subject to disciplinary actions.

CODE OF CONDUCT

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.

CONCUSSION PROTOCOL

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our Director of Programs, Jerry Branch, should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact Jerry Branch at 806-376-5936.