

## 2007 Hoover East Tee Ball All Stars Tournament

### 1. General Rules Amplification

- a. Maximum roster size of 12 players – all 6u as of April 30, 2007
- b. 8.5” hard baseball (game balls will be provided)
- c. Maximum 10 players on defense
- d. Catcher is required – must wear helmet (other equipment at coach’s discretion)
- e. Outfielders must be in outfield grass when ball is hit – recognize that the field dimensions are slightly different
- f. Infielders must be in infield dirt when ball is hit and all positions must be played
- g. When ball is hit, pitcher must have one foot on rubber, or both feet directly behind the rubber and within the dirt of the Picher’s circle (protective equipment required – helmet with chin strap and chest “heart” guard)
- h. Free substitutions on defense
- i. Batting order to consist of not more than 12 players – batting in consecutive order
- j. Batting coach shall remove tee and bat once ball is hit
- k. Maximum 10 batters per inning or 3 outs. Play as though there are 2 outs per regular baseball rules when the 10<sup>th</sup> batter comes to the plate. The offensive head coach must inform the defensive head coach when the last batter comes to the plate. Penalty: Defensive coach has the option of the play or re-bat.
- l. Batting coaches should refrain from positioning the batter and adjusting the tee more than one time per batter. The batter is “out” if, in the judgment of the umpire, the batting coach excessively positions the batter or adjusts the tee.
- m. Ball hit in fair territory past the grass arc in front of home plate is considered fair ball. Disregard any painted or chalked line.
- n. Regular rules of baseball apply to player-requested time outs. Umpires have complete authority in determining when play should be stopped with runners on base. In judgment of umpire(s), play shall be stopped by the umpire(s) once the defensive team heads off or stops the front runner and all runners are contained.
- o. Maximum game of 4 innings or 75 minutes – no new inning shall begin after the time limit (championship games will not be timed).
- p. Pool play games may end in a tie. Elimination games go extra innings
- q. Maximum of 4 coaches inside the fence
- r. In addition to right field and left field foul territory defensive coaches, one defensive coach may be in center field grass. All should avoid interfering with any play.
- s. Permanent replacement rule not in effect. Teams may have substitute players from home park and not on any other all star team
- t. Any number of players less than 10 will result in an “out” unless the player(s) cannot play due to illness, injury, or circumstances that would be deemed “an excused absence” at school. This is subject to approval of Tournament Director prior to the game
- u. Before play begins each team must designate an adult who is not a coach to represent the team on The Protest Committee. Protest fee of \$100.
- v. Tournament will be single elimination
- w. There will be a maximum of 1 offensive and 1 defensive time out per inning with each time out being no more than one minute in length.

2. Pool Play tiebreakers for setting the Pool Play crossover games:
  1. Head to head
  2. Total runs allowed
  3. Total runs scored
  4. Blind draw
3. The official score is determined when the game is completed or when mathematically over. The press box announcer will announce that the official game is over and will announce the final score. The score will then be reset to 0-0. Provided the time limit has not expired, the teams may continue to play at their discretion. If continuing, the scoreboard clock will continue to run. No inning shall begin after the time limit. Umpires will stay at their discretion
4. There shall be a coin toss with head coaches or their designees 30 minutes prior to all Pool Play games with the winner selecting Home or Away. Higher seeded teams in the single elimination tournament will have the choice of being Home or Away. Teams with the same seed shall determine Home/Away via coin toss.
5. Each team to submit a batting order to official scorekeeper and opposing team 15 minutes prior to game time. Each team to receive 5 minutes infield time.

## T-BALL - 5 & 6 YEAR OLDS

The 5 & 6 year old league division of Metro Sports Baseball, Inc. is organized as a baseball tournament program for youth ages 5 & 6. Rules set forth in this book shall govern all tournament play.

### PLAYER'S AGE

Metro Sports Baseball T-Ball ages 5 or 6 shall be open to any approved youth whose playing age is his or her actual age on July 31 of the current year.

### 100. EQUIPMENT

101. The officially adopted ball for the 5-6 age group shall be a safety ball approved by Metro Sports Baseball Board of Directors.

> 8.5" hard ball

102. NO METAL CLEATS SHALL BE ALLOWED.

103. There is no bat size restriction for the 12 year old and younger leagues, except that all bats must be unaltered regulation baseball (not softball) bats. For the 13 year old and older leagues, bat restrictions shall be the same as those adopted by the AHSSA (Alabama High School Athletic Association), currently meaning the bats cannot be larger than 2-5/8" in diameter and have no more than a -3 drop in weight to length ratio. Bats that are broken, cracked or dented shall be removed upon discovery without penalty.

104. All batters and runners must wear batting helmets with full ear flaps. Chin straps must be worn with all types of helmets. Any player running the bases and deliberately removing his headgear in the umpire's judgment should be given a warning and on any subsequent offense the player will be called out.

105. Catcher must wear a helmet, catchers mask, and full catchers equipment.

optional

106. Equipment must be kept in the dugout when not in use.

107. Approved batting tees will be provided by each team.

108. A first baseman's mitt may be used by the first baseman and catcher only.

### 200. THE PLAYING FIELD

201. The coaches box is a minimum of three (3) feet wide and six (6) feet long and no closer than six (6) feet to the base path.

202. There will be a twenty (20) foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair, if not it will be a foul ball. The ball is fair if it hits inside the arc and travels

grass  
arc

No lines drawn.  
 outfielders must  
 be in grass and  
 infielders must  
 be in dirt when  
 ball is hit.

**T-BALL - 5 & 6 YEAR OLDS**

beyond the arc line. HITTING OF THE TEE WILL IN NO WAY BE A DETERMINING FACTOR AS TO WHETHER THE BALL IS FAIR OR FOUL (ONLY THE 20 FOOT ARC) IF THE BALL IS STRUCK. If the ball is missed completely, but still comes past the arc because of the striking of the tee, it will be a strike.

203. Forty (40) ft. lines will be drawn on the foul lines between home and first (1st) and between home and third (3rd). Infielders must stay behind these lines until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.

204. Batters boxes will be drawn 3ft. wide and 6 ft. long and positioned 4 inches from the outside edge (white) portion of the plate (not the center). There should be 3 feet in front and 3 feet in back of the middle of home plate.

205. The pitching rubber is thirty-nine (39) ft. from the back point of home plate to the front of the pitching rubber.

206. The base paths will be fifty (50) ft.

207. The playing fields should be a minimum of 120 ft. and a maximum of 140 ft.

208. There will be a four (4) ft. line drawn ten (10) ft. on the second (2nd) base side of first (1st) base, third (3rd) base side of second (2nd), and home plate side of third (3rd) base to be used by the umpires in determining when time should be called.

No lines  
 will be  
 drawn - or  
 disregard any  
 lines

min 10  
 max 12

**300. OFFENSE (10)-min**

301. The batting order shall consist of all twelve (12) batters on each team. All players will bat in continuous order. The offense will have three (3) outs or bat twelve (12) batters per inning. No batter shall bat twice in one inning. (Unless a batting out of order occurs).

302. If one team is unable to field the appropriate number of players (12) for the scheduled game, that team will not be forced to forfeit a game solely because it cannot provide the appropriate number of players for a game. However, the following action will be taken: The game shall be played with the deficient team fielding all members possible. A team with less than the required number of players (12) shall submit a blank in its batting order for each player less than the appropriate number in a place selected by the team Head Coach and that team shall be charged with an out at each occurrence where each blank comes up in the batting order; except no out shall be charged if a player cannot play due to illness, injury, or circumstances that would be deemed "an excused absence" at school. The Tournament Director shall have the final discretion to determine "an excused absence." An out will be charged for an "unexcused absence" or for an ejected player. If a player is injured or becomes sick during the game and is unable to continue to play in the game in the judgment of the home plate umpire no out shall be charged to that team.

303. Base coaches shall remain in their coaching boxes at all times, unless play dictates otherwise. There may be a batting coach behind home plate in the designated

offensive  
coach

### T-BALL - 5 & 6 YEAR OLDS

- area. Batting coaches may position the batter and adjust the tee one (1) time for each batter. PENALTY: Batter is out if the coach resets the tee or batter more than one time.
304. The tee will be removed by the umpire after each fair batted ball.
305. Four (4) innings is a complete game, unless tied or mathematically impossible for one team to catch up. In case the score is tied at the end of four (4) innings, the game shall go into extra innings until a winner is established. A team may concede without penalty. In order for a game to be a complete game, it must be a full four (4) inning contest regardless of any delay due to rain, darkness, protest, tie, or any other cause no other tournament game may be started until the completion of the interrupted game. In the event a game is halted or delayed before completion due to rain, darkness, protest, tie, or any other cause, it must be resumed from the point of termination when the game is rescheduled by Metro Sports Baseball officials with as nearly the same lineup as possible.
306. After one (1) warning per game per player for slinging his bat, the batter will be called out for each additional time that he slings his bat.
307. Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the home plate umpire.
308. The batter will receive three (3) strikes before being called out. Any of the following will result in a strike being called on the batter:
- A. In the judgment of the umpire the batter misses the ball completely.
  - B. The batter fails to hit the ball past the 20 ft. arc on the 1st and 2nd hit resulting in the ball being called foul.
  - C. Any foul ball before the third strike.
309. Any ball struck and traveling on or past the 20 ft. arc shall be a fair ball, if the ball is touched in fair territory or passes first or third before going foul, even though part of the tee may have been struck. NOTE: Any ball in the judgment of the umpire that carries past the 20 ft. arc, but was not touched by the batter's bat will be called a strike.
310. NO BUNTING will be allowed, half-swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.
311. A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. PENALTY: Batter is out.
312. If a base runner leaves his base before the ball is hit by the batter, the base umpire shall drop a signal flag to indicate the violation at the time it occurs. PENALTY: The defensive team shall have the choice of the play or re-bat.
313. Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.
314. Offensive team may have one (1) time out per batter, but cannot reset the batter or the tee during this time out.
315. The batter may adjust his tee himself, if he so decides or the batting coach may

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adjusts the tee.

← grass arc  
←

**T-BALL - 5 & 6 YEAR OLDS**

ask the home plate umpire to adjust the tee for the batter with no penalty.  
316. There will be automatically two (2) outs when the twelfth (12th) batter comes to the plate, any out made including touching home plate will be considered the third (3rd) Out of the inning. NOTE: The offensive team or scorekeeper must notify the umpire when the twelfth (12th) batter comes to bat and the umpire shall notify the defensive team. PENALTY: The defensive team gets the choice of the play or re-bal.

10<sup>th</sup>

10<sup>th</sup>

**TEN 10 400. DEFENSE**

401. There will be twelve (12) players on defense. There will be five (5) set infielders that must remain in the infield until the ball is hit. Outfielders must remain twenty (20) feet behind the base lines until the ball is hit. PENALTY: The offensive team gets a choice of the play or re-bal.

Six 6

with catcher

regular baseball re: time

402. The pitcher must have one (1) foot in contact with the rubber when the ball is hit, Penalty: The offensive team gets a choice of the play or re-bal.

403. Time is automatically called by the umpire when the lead runner is faced off and/or forced into the ten (10) ft. designated line at the base. NOTE: The umpire should not be too quick to call time, if the lead runner is not faced off the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.

or both feet directly behind the rubber and within the dirt of the pitcher's circle.

404. NO ROLLING of the ball underhanded on the ground will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if defensive team rolls the ball.

405. Appeals will be made by the head coach after time has been called and before the ball is returned to the tee by the home plate umpire. The coach will notify the umpire involved of his appeal of what runner and what base. NOTE: For the purpose of the appeal play, returning the ball to the tee by the home plate umpire will be the same result as the next pitch being thrown.

406. Overthrows inside the fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the field of play will be declared a dead ball and bases awarded under the rules of regular baseball.

catcher is required

407. If a catcher is not used, he can be used as an additional outfielder. If a catcher is used, he must wear a protective helmet, catcher's mask, and full catcher's equipment.

optional

408. A caught fly ball will be played the same as regular baseball and play is not dead unless the ball is hit by the twelfth (12th) batter of the inning.

10<sup>th</sup>

409. The defensive team may have a defensive coach out of the dugout on the first (1st) base foul line and third (3rd) base foul line thirty (30 ft.) from the base path and 6 feet off the foul line.

also one coach in center field grass.

410. The infield fly rule will not be in effect.

## **T-BALL - 5 & 6 YEAR OLDS**

### **500. MISCELLANEOUS**

501. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue the play TIME WILL BE CALLED IMMEDIATELY and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. NOTE: This is a judgment call and cannot be appealed.

### **600. APPEALS AND PROTESTS**

601. If a question should arise as to the interpretation of the playing rules, only the head coach may appeal.

602. An appeal play will be handled in this manner. The head coach will make his/her appeal to the plate umpire, who will consult the base umpire. The head coach must identify the correct player by name or number and also the correct base involved in the play, no second chance if he/she names the wrong player or base. If he/she is correct, the baserunner is out.

603. If any coach should protest the game he/she should make this known to the umpire in chief and scorekeeper. Protest must be settled before the next pitch.

604. Protest may be made only on a misinterpretation of a rule and ineligibility of a player or players and must be in writing specifically identifying the rule/misapplication of a rule that is the basis for the protest. A protest which involves an umpire's judgment may not be made. The only legal protest is one in which violation of playing rules or the use of an illegal, ineligible player or an ineligible substitute is protested. A protest fee of \$100 shall be submitted with any protest to the Protest Committee. The protest fee shall be returned if the protest is upheld and shall be forfeited to Metro Baseball if the Protest Committee denies the protest.

605. A Protest Committee shall be identified prior to each game and their names documented in the official scorebook. Protests shall be made to the umpire in chief who shall refer the protest to the Metro Tournament Director who shall immediately assemble the Protest Committee. The Protest Committee shall consist of three (3) members as follows: A) The head coach of each team shall designate an adult who is not a coach to represent his team. B) The Tournament Director or his designee (must be a neutral adult not affiliated with either team's park) will be the third member.

### **700. ALLSTAR TEAMS**

701. A player must be a member of an affiliated Metro Sports Baseball team and participate in at least four (4) of that team's scheduled games to be eligible for the allstar team. Violation of this rule will make such allstar team ineligible. Head coaches are requested to double check player eligibility. EXCEPTION: A player, injured in play after

## T-BALL - 5 & 6 YEAR OLDS

becoming a member of the team, that is forced to miss more than half of the games, will be eligible for the allstar team, provided it is agreeable with all the head coaches, involved in the selection of the team.

702. Leagues are encouraged to have at least one player on the allstar team from each team in the league.

703. Each team shall consist of ~~twelve (12)~~ <sup>ten (10), eleven (11), or</sup> ~~twelve (12)~~ uniformed players who meet all the eligibility requirements. If a player becomes injured or sick and cannot participate, the Coach has the option to replace that player or wait for the injured/sick player to return with no penalty. If the Coach chooses to replace the injured/sick player, the replacement shall be for the remainder of the Tournament (it is a permanent replacement for the remainder of the tournament). The replacement player must meet all the eligibility requirements and must not be on any other Metro all-star team roster. If a player moves away, is "unexcused absent" or otherwise quits the team, that player must either be replaced prior to the next game or the team must take an out each time that empty spot comes up in the batting order. The replacement player must meet all the eligibility requirements, must not be on any other Metro all-star team roster, and becomes a permanent replacement for the remainder of the tournament.

704. Each age division league with fewer than eight teams may have two (2) allstar teams with the approval of the Metro Sports Baseball Board of Directors or tournament director. An age division league with more than eight teams must have two (2) or more allstar teams.

705. An age division league may enter an allstar team or a league winner in tournament play.

706. No player may be selected for more than one Metro Sports tournament team.

## **800. TOURNAMENTS**

801. Separate Metro Sports Baseball Tournaments will be held each year for 5 year olds only and 6 year olds and under only.

802. Players may participate up in an older age group, but will not be allowed to participate in a lower age group.

803. A player must be a member of an affiliated Metro Sports Baseball team and participate in at least four (4) of his/her teams scheduled league games to be eligible for the at allstar team.

803(a.) All Metro Sports Baseball pool play and double elimination tournaments shall begin play on a date to be determined by Metro Sports Baseballs Board of Directors.

804. Age verification shall be shown at the credentials meeting prior to all tournaments. Dates of birth shall be certified by a copy of the player's birth certificate or, if requested by Metro Sports Baseball, a certified birth certificate or the original birth certificate. These records must remain with the head coach throughout the tournament.

twelve (12)

Permanent replacement rule not in effect.

Team may substitute player from home park and not on any other all star team.

## T-BALL - 5 & 6 YEAR OLDS

805. All teams travelling to a tournament shall be required to present proof of the following types of insurance: (1) Excess Accident Insurance that has a Maximum Medical Limit of at least \$50,000. (2) General Liability Insurance on an Occurrence Form (not claims made) that has a Per Occurrence Limit of at least \$1,000,000 combined single limits and that does not exclude 'participant liability'. Each team's General Liability policy must name Metro Sports Baseball, Inc. and its Board of Directors as an "Additional Insured" under the policy.

806. The TOURNAMENT HOST will furnish the trophies for the Metro Sports Baseball Tournament CHAMPIONSHIPS. Trophy sizes will be: 1st Place (24-32"); 2nd Place (20"). Tournament hosts will furnish the Metro Sports Baseball Champions with T-shirts for each player on the championship team in addition to the trophies.

807. You must replace a player on the allstar team if a player quits.

808. Metro Sports Baseball allstar tournament team roster forms must be completed and signed by the affiliated park president of all allstar teams participating in Metro Sports Baseball tournaments. These allstar team roster forms must include each player's name, date of birth, age, address of player, name of player's team, and the name and addresses of the coaches. This form along with a copy of each player's birth certificate and evidence of insurance (See Rule 805.) must be presented at the tournament credentials meeting. These records are to be inspected by the tournament credentials committee prior to the beginning of each tournament. The tournament director will appoint the credentials committee to inspect these records. These records are to be presented at all tournaments at the request of the tournament director.

809. Allstar teams must have twelve (12) players, one (1) head coach, and three (3) coaches on the team. *tenio*

*3 10 min  
12 max*

810. Once a team has been certified as being eligible for tournament play the eligibility of the team cannot be questioned; however, the individual player can be disqualified if proven ineligible by violation of any rule governing Metro Sports Baseball players.

811. No team will be required to play more than two (2) games in the same day during the same tournament.

812. Tournaments may be single or double elimination. This is left up to the Board of Directors of Metro Sports Baseball.

813. All teams will draw for position in tournament play. The host team will have the choice of the game time on opening day only, thereafter they will revert to the position draw.

## 900. ADMISSION TO GAMES

901. Admission fees for pool play and double elimination tournament games shall be determined and set by Metro Sports Baseball's Board of Directors.