



Little League Baseball

Program Organization and Administrative Personnel

The SASA Rec. Baseball Program shall be operated under the direction and supervision of the SASA Directors and their staff, all of whom are employed by SASA. **The final decision(s) on anything covered or not covered in this rule book will be made by the SASA Board of Directors and/or its representatives. Be it understood that by registering for this program, you accept the purpose, direction and philosophy of the program.**

Purpose

The general purpose of the SASA Rec. Baseball Program is to provide a common interest in sportsmanship, fellowship, skill improvement and physical fitness: to bring area youth closer together through the means of recreational competition: and to keep the welfare of the youth first and foremost.

Specific purposes are:

1. To promote safety first by encouraging only programs with strict controls over ages and equipment.
2. **To acquaint each and every player with such baseball fundamentals as hitting, fielding, running bases, throwing mechanics and physical fitness.**
3. To inspire players in good habits such as sportsmanship, fellowship and respect for coaches and umpires.

Philosophy

The established philosophy of the SASA Board of Directors is that all participants enrolled in youth sports have the guaranteed right to play in every game regardless of skill level. As a result of this guiding philosophy, rules and regulations governing play, eligibility, and sportsmanship have been developed. It is always the duty of the coach to inform SASA of adverse conduct or situations.

It has been the philosophy of SASA to provide a recreational based youth league program for the players of all age groups. SASA will provide this recreation program under the following guidelines:

1. That every participant is able to play and will be allowed to have fun.
2. SASA will provide a recreational program for which the main concern is fun for all players.
3. SASA will make every attempt to provide equity of play by dividing ability levels into multiple classifications when possible.



T-Ball Specific Rules

Participation

10 players are allowed to take the field in defensive positions. Only 6 players are allowed inside of the baseline (on the infield) prior to each attempted swing. Should a defensive team choose to not play a catcher behind the plate, only 5 players are allowed inside of baseline (on the infield).

Length of Games

T-Ball 55Mins or 4 innings

*Games can end in a tie; no extra innings will be played.

**Umpires will keep official game time.

***A new inning begins as soon as the 3rd out is called on the bottom half of the previous inning.

****There will be a 10-minute grace period given to a team that is waiting on players to arrive to complete their line-up. Each team must have a minimum of 8 players to start a game.

Per Inning Run Limits

T-Ball – 7 Runs per offensive inning.

Base Distances and Field Markings

65ft bases.

A batted ball must travel outside of the Homeplate dirt area to be a fair ball.

No defensive player may begin a swing within the 30ft safety arc.

Official Baseball

Game balls will be provided by SASA. The following baseballs or equivalent will be provided:

- ~ K & TBall will use a 9" safety ball or equivalent. (Rawlings TVB)

Uniforms

Color coordinated T-Shirt jerseys with numbers on back will be provided to T-Ball players. Baseball pants or shorts are allowed. Cleats are preferred but not mandatory.

Home Team

The home team shall be designated by a coin flip before each game.

Helmet Rule(s)

-Hitters - Helmets are to stay on at all times while an offensive player (hitter or runner) is outside of his/her respective dugout.

-Catchers –T-Ball catcher shall wear a catcher's helmet with facemask or a batting helmet with an affixed facemask (softball helmet).

Cancellations

A game is considered final if 2 or more innings have been completed before it is called due to weather. If less than 2 full innings have been completed before the postponement the game will be resumed at a later date.

Practice

1. All practice times on fields/facility(s) owned by the City of Stillwater are to be coordinated through SASA officials.
2. **Helmets at Practices... If bats are being swung all kids in the area must have a helmet on. Ie if bats are taken out of bags put helmets on kids.**

T-Ball

Offensive Rules

1. A batting order is to be established prior to the start of each game. The offensive team is to bat in order until either 3 outs are recorded or 7 runs are scored per half inning.
2. ~~Each batter will be allowed only 3 strikes.~~
3. The coach is responsible for positioning the tee height according to each of his/her batters. The coach is also responsible for placing the ball on the T for his/her batters. The coach assisting the hitters at the plate may **not** reposition the T around the plate to effect where the ball is hit. The T must remain in the center of the plate.
4. Once the ball is placed on the T and the defense is ready for play the umpire will call "Play Ball" and the batter can proceed to strike the ball.
5. The ball will be considered live if any part of the hitter's bat strikes the ball causing it to go further than the painted line marking the dead ball zone (5ft). In the absence of a painted line dead ball zone will be denoted by the grass line outside of the dirt Homeplate circle in fair ground. Striking the T causing the ball to fall off does not constitute a live ball but will be counted as a strike.
6. **Bunting is not allowed.**
7. The coach assisting his/her players in batting is responsible for removing the T from the home plate area when a play at home plate is possible.
8. All runners including the batter may advance a max of 1 base (regardless of overthrows) on batted balls that do not go further than the back lip of the infield prior to being touched. Runners may advance a max of 2 bases (regardless of overthrows) on batted balls that travel past the back lip of the infield prior to being touched. This will be denoted by the umpire as soon as the ball leaves the dirt infield.
9. Base runners are not allowed to lead off or steal bases.

Defensive Rules

10. Only 10 players will be allowed to play defense at the same time. 2 defensive coaches are allowed in the field to assist players with defensive placement and attention. (1 coach on the right side of the infield and 1 on the left).
11. Only 6 players will be allowed on the infield (in front of base lines) all other players must play behind the baselines as outfielders. Should a defensive team choose to not play a catcher behind the plate, only 5 players are allowed inside of baseline (on the infield).
12. Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. In the absence of a painted line defensive players must stay the same distance away as the dirt area in front of the pitcher's rubber before the ball is hit.
13. Pitchers must have 1 foot in contact with the dirt area around the pitcher's mound before each attempt to strike the ball by the batter.
14. Outfielders must begin each attempted swing behind the baselines.
15. Defensive players may not interfere with baserunners attempting to advance to the next base. When interference is called the runner will be awarded the base they are attempting to advance to.