



**RULES
&
REGULATIONS**

Jack 'n' Jill

Kindergarten (Co-ed)

T-Ball

"The Bethel Recreation Association – (1) providing opportunity, facilities and leadership for the youth of the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and (2) promoting safety, good sportsmanship and fair play".

Jack 'n' Jill

Kindergarten Co-ed Rules

RULE 1: PLAYERS, FIELD, EQUIPMENT, THE GAME

1. Team rosters will be composed of boys & girls enrolled in kindergarten.
2. When available, a team must field twelve players. No more than seven infielders. Additional players may be placed in the outfield.
3. Fifty-foot (50) base line.
4. The T-ball arc line will be twenty-feet (20).
5. No metal cleats.
6. Nine-inch (9) SAFETY # 1 will be used.
7. Pitching rubber will be thirty-two (32) feet.
8. There shall be an unlimited substitution rule for defensive players. A substitution may be made for any player at any time during a time-out. The substitution player must stay at that position for at least one official at bat. A player re-entering the game does not have to assume his/her former position and/or replace a player that may have replaced him earlier in the game.
9. Coaches may be on the field of play when their team is on defense. Coaches may instruct, but they may not touch the ball or hold up a play.
10. Four innings or one hour completes a game.
11. T-ball, Official Softball, or Little League bats, only, may be used.
12. Any matter not covered in these rules and regulations shall be left to the discretion of the baseball commissioner.
13. The National Federation of State High School Association Baseball Rules shall be used as a guideline for all other rules concerning how baseball is to be played.

RULE 2: BATTING & OFFENSE

1. All players will bat in turn throughout the game. At no time will the batting order change. Ten (10) players will bat each inning. A team's turn at bat is over when each of the ten (10) players have batted NOT when there are three outs.
2. The batter is up until he/she hits the ball in fair territory. No strike-outs.
3. A swing is the forward movement of the bat toward the ball, which clearly reaches the point of the tee.
4. Following a pitcher's throwing motion a strike may be called if in the batter's box, a coach may enter the batter's box to assist his player.
5. A batter who holds up, or stops the bat before it reached the tee will not be charged with a strike.
6. When a batter is having obvious difficulty positioning himself/herself in the batter's box a coach may enter the batter's box to assist his/her player.
7. No lead-off or stealing. A base runner must remain in contact with the base until the ball is hit. Runners leaving early will be called out.
8. A player gets the base he/she was running to on an overthrow, which goes out of the playing field. Runners on a base move up one base. The playing field should be agreed upon prior to the start of the game.
9. A ball that is not hit hard enough to cross the arc and touches the ground is considered a strike and is not playable. The umpire may at his/her discretion call a slow rolling ball as dead. This would be a strike.
10. A playable ball will remain playable until it has been returned to the pitcher or has crossed the arc in front of home plate. Runners must be advanced halfway to a base before the ball crosses the arc to get to the base. Runners can be tagged out at home.
11. A player who throws his/her bat or other equipment in a manner that might cause injury will cause his/her team to be charged with an out. This will be the umpire's decision – he/she may choose to issue a warning.
12. No sliding. Runner will be called out.

13. Offensive players on the field must wear batting helmets.
14. The batter may adjust the tee if necessary.

RULE 3: PITCHING & DEFENSE

1. A maximum of seven (7) players, and no less than six (6), may be positioned in the infield. The infield is defined as that fair territory which lies inside the perimeter of first, second, and third base, plus fifteen (15) feet behind the base line. In parks with dirt infields, outfielders must be on the outfield grass. When playing on regulation size baseball diamonds, three steps in from the outfield grass will be allowed.
2. An outfielder may come in close once the ball is hit, in order to back up a ground ball, or catch a fly ball.
3. Infielders, (including pitcher and catcher) must start each play in a normal infield position. Infield positions are: First base, second base, third base, shortstop, pitcher and catcher. A seventh infielder may be positioned between first and second baseline no closer to home plate than five feet inside the baseline.
4. Catching position – at the kindergarten level, no equipment is issued for the catcher. The catcher stands behind the backstop until after the ball has been put into play, then the catcher moves to the position near or around home plate.
5. No player may play the same defensive position more than two (2) consecutive innings.
6. Exaggerated shifts or flooding of one area of the infield is not allowed before the ball is hit.
7. Play will begin with all players in position (including batter) and a forward motion by the pitcher signifying that the ball has been pitched and the batter may swing.
8. There must be a pitching motion from the pitcher before each swing.
9. An infielder may not field the ball before it crosses the twenty-foot (20) arc in front of home plate unless it is a fly ball. If a ground ball is fielded before it crosses the arc or before the umpire has called a dead ball, the batter will receive first base.
10. The infield fly rule will not be in effect.