

All Age Group Rules

Number One Rule, Safe Environment Policy: Parents are responsible for their child at all times during Parish Athletics activities;

Parents cannot leave kids with coaches. We sometimes have 2 to 4 parents per team helping out and each week different parents may be volunteering to help. If a coach brings a neighborhood player/relative/etc. to practice that is an arrangement between the coach and the parent, Parish Athletics is not responsible for carpooling. At practice, if a parent wants to leave their child during an activity with another parent then that is an arrangement between the parents. Bottom line, parents can not leave their child with a coach at a Parish Athletics activity for any reason!

We want all children to have fun playing in Parish Athletics. We welcome children of all skill levels into our baseball league. The coaches are asked to meet prior to each game to discuss these rules and determine if any adjustments are to be made for that week's game. If both coaches agree to modify a rule, then the change can be implemented. If one coach does not agree, then we ask that all teams follow these procedures below.

All outs and close calls should be initially decided by the batting team's head coach. If there is disagreement on a call, the head coaches should use an alternating policy (like a basketball possession arrow) where the team batting first gets the first tiebreaker decision, and then the other team would get the tiebreaking decision on the next call.

We ask that both coaches and parents only provide direction to their own team players during the game (ie no coaching the other team).

Coaches or parents can contact me if there are any issues during the season that need to be reviewed.

T-Ball Rules (Pre-k & K)

A brief summary of the rules and equipment specifications are listed below:

- Before the each game, coaches must discuss rules and game plan.
- Any player misbehaving or not following coach's instruction must sit out an inning.
- Players on a team: 7 – 12
- Pre-k teams have team practice for ~30 minutes and then a ~30 minute game
- K teams have a ~60 minute game
- Each team player should have their own glove, all other equipment is provided
- Fielding team: Only two coaches on the field at one time.
- Batting team: One coach (batting team) helping the batter, one at 1st base, and one at 3rd base.
- On deck circle can be used all other players should sit with parents
- Fifty feet between the bases.
- Game ball shall be the soft t-ball style TAG ball (yellow or white)
- An invisible line between first base and third base marks the closest a fielder should stand. No fielder may cross the playing line until the ball is hit.
- If a batter hits the ball into the infield they can only go to 1st base.
- If a batter hits the ball into the outfield they can only advance to 2nd base.
- Every player plays in the field each inning.
- Every player bats each inning.
- No catcher position should be played
- Batters and base runners must wear safety helmets.
- The ball is hit off a batting tee; there is no pitching
- Coaches must place the ball on the tee
- There are no walks or strikeouts.
- No stealing. Player stays on the base until the ball is hit.

- An inning is over when all the players have batted once.
- If a player is out, the player should still remain on base.
- The ball must cross the designated foul circle (at the edge of the dirt of the batters box), otherwise the player may hit again.
- All players should play in the field on defensive. Coaches should arraign the field such that there are no more than 2 players as "pitchers", with the remaining players split between the infield and outfield.
- Baserunners shall not advance on an overthrow.
- Standard game is 2-4 innings or until time runs out.
- Scores are not kept or displayed.
- No Sliding into a base
- Bats - Metal
- Tee - adjustable, flexible tube on a moveable base.
- Last game or practice of the day, coaches put equipment away in shed.

Machine-Pitch (1st/2nd grade) Rules

A brief summary of the rules and equipment specifications are listed below:

- Before the each game, coaches must discuss rules and game plan.
- A player misbehaving or not following coach's instruction must sit out an inning.
- Players' Grades: 1st – 2nd
- Players on a team: 7 – 12.
- Teams have a one hour and 15 minute time period to play the game
- No batting practice is permitted prior to the game start. This is for the safety of all parents and children leaving/entering the field before the start of a game. You may use a tee against the outfield fence to have a brief warmup before the game.
- Teams should not begin warmups until the prior game has ended, all players should not enter the field of play until the prior game ends.

- Each team player should have their own glove, all other equipment is provided.
- Game ball will be the Slider style ball
- Coin flip shall determine who bats first.
- All team members will have a turn at bat. Each 1/2 inning will end after all batters have hit
- No walks or strikeouts
- Each player has a maximum of 7 chances to hit the ball and then the player must hit off the tee. Player may request tee at anytime.
- Pitch speed should be between 28-32 MPH
- Outs should be called by the coach for the hitting team (tie goes to the runner)
- Kids who are out should return to the bench
- An on-deck circle can be used, but no tees or other hitting equipment can be used in the on-deck circle (just a bat for warmup)
- Scores are not kept.
- Maximum base hit is a double. If a hit clears the fence, then that is a homerun.
- One bounce over the fence is a double.
- Game should have a minimum of 3 inn. played, can be longer if time permits.
- Any hit that contacts the pitching machine, ball bucket, or pitching coach is a dead ball and an automatic single. Baserunners advance one base.
- All players should play the field.
- Batting team: One coach operating the pitching machine, one at 1st base, and one at 3rd base.
- The ball must cross the designated foul circle (at the edge of the dirt of the batters box), otherwise the player may hit again.
- Sliding into a base can be permitted if the action does not interfere with the defensive player. If the sliding does, then it is an out.
- No stealing. Player stays on the base until the ball is hit.

- Safety helmets must be worn by all batters and base runners.
- Bats - Metal
- Pitching machine provided and positioned in front of pitching mound.

Machine-Pitch (3rd/4th grade) Rules

A brief summary of the rules and equipment specifications are listed below:

- Before the each game, coaches must discuss rules and game plan.
- Any player misbehaving or not following coach's instruction must sit out an inning.
- Players on a team: 7 – 11
- Teams have a one hour and 15 minute time period to play the game
- No batting practice is permitted prior to the game start. This is for the safety of all parents and children leaving/entering the field before the start of a game. You may use a tee against the outfield fence to have a brief warmup before the game.
- Teams should not begin warmups until the prior game has ended, all players should not enter the field of play until the prior game ends.
- Teams have a one hour and 15 minute time period to play the game
- Game ball will be the RIF (Reduced injury factor) style ball
- Coin flip shall determine who bats first.
- 1/2 inning will end after three outs or 5 runs, whichever occurs first
- 3 swinging strikes will count as an out.
- Foul balls count as strike, but third strike must be a swinging miss
- Pitch speed should be between 28-32 MPH
- Batting order should not change during game. The next inning should begin with the next kid in the batting order.
- An on-deck circle can be used, but no tees or other hitting equipment can be used in the on-deck circle (just a bat for warmup)

- Close outs will be called by the umpire
- Scores are not kept. Runs during an inning are kept to limit max runs to 7.
- Overthrow rules –
 - For a hit in the infield, no baserunners should advance on an overthrow
 - For a hit to the outfield, baserunners can advance until an infielder has possession of the ball (any infielder).
 - Baserunners can advance on an overthrow from the outfield to the infield, but once a player anywhere in the infield has possession, the runner cannot advance
- Sliding into a base can be permitted if the action does not interfere with the defensive player. If the sliding does, then it is an out
- Maximum base hit is a triple (no inside the park homeruns).
- Game should have a minimum of 3 innings played, but can be longer if many outs are occurring.
- Any hit that contacts the pitching machine or ball bucket is a live ball unless it is unsafe for a player to retrieve the ball. A single is the maximum that a player can achieve if the ball hits the pitching machine or ball bucket (no double or triple)
- Any hit that contacts pitching coach is a foul ball
- Batting team: One coach operating the pitching machine, one at 1st base, and one at 3rd base.
- Hitting team: A maximum of 2 coaches should be in the field. During the tournament no coaches will be permitted in the field, so it is recommended that you begin trying to coach from the bench later in the season.
- No stealing. Player stays on the base until the ball is hit.
- Scores are not officially displayed or kept.
- Safety helmets must be worn by all batters and base runners.
- Last game or practice of the day, coaches put equipment away in shed