

Jamestown Youth League Specific Rules

Shetland T-Ball Division



Play in the T-Ball division will be governed by the Official Pony Rule Book, except for the division specific JYL rules detailed below which supersede Pony Rules. Any agreement changing JYL or Pony Rules will not be allowed.

Equipment

1. Bats may not be larger than 2 $\frac{5}{8}$ " diameter.
2. All 2 $\frac{1}{4}$ " and 2 $\frac{5}{8}$ " diameter bats must be certified with the USABat licensing stamp on the bat in order to be used for league and tournament play.
3. The following equipment is STRONGLY ENCOURAGED TO BE USED BY ALL PLAYERS:
 - a. Helmets with Facemasks
 - b. Mouth Guards
 - c. Heart Guards
 - d. Athletic Supporters

Offense

1. The entire roster present in the game shall bat in rotation; referred to as a "continuous batting order".
2. Coaches will begin pitching to the players in the first game. Each batter will get a maximum of 5 pitched balls. If the 5th pitch is a foul ball, the batter will continue the at bat. If the batter does not hit the 5th pitched ball, the batter will then hit off the tee until they hit the ball into play.
3. An inning will end when all players have batted.
4. The on-deck batter must stand by the fence next to their respective dugouts. No other player is to be handling a bat except the batter and the player on deck.
5. No on-deck batters may swing a bat unless in proper position as stated above.
6. No bunting.
7. No leading off base or base stealing.
8. No sliding. Player will receive one warning and then will be called out on 2nd offense.
9. Balls hitting the Coach Pitcher will be "dead balls" and the batter will remain at bat without losing a pitch.

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10. A 5' arc will be drawn in front of home plate. Batted balls not crossing this line will be deemed DEAD balls and the batter will continue the at bat. The foul ball counts toward the total pitch count BUT DOES NOT COUNT AS A STRIKE.

Defense

1. All of a team's players take the field each inning, with a maximum of 5 in the infield, 1 at the pitcher's circle and the remainder spread in the outfield.
2. Outfielders must remain 5 ft. behind the infield dirt prior to the ball being hit.
3. Pitcher player must wear a batting helmet WITH FACE MASK at all times and stand even with, or behind, the pitcher's rubber at 35'.
4. Players who play 1st base or the pitcher's area must rotate every inning and can only play that position 1 inning per game.

On Field Coaches & Coach Pitchers

1. A maximum of 3 coaches are allowed on the outfield grass in FAIR TERRITORY during defense to give instruction.
2. Coaches cannot physically touch players to move them; they can only give verbal guidance.
3. Base coaches should be fielded at 1st and 3rd base.
4. Coach pitchers MAY move forward from the rubber to deliver pitches, as necessary, to promote hitting and putting the ball in play.
5. The coach pitcher must deliver the pitch overhand.
6. The coach may pitch at any speed desired.
7. A total of four (4) coaches may be on the field of play while their team is at bat. One (1) coach is to pitch to their team, one (1) coach positioned as a catcher, one (1) coach at 1st base and one (1) coach at 3rd base.

Stoppage of Play

1. If the ball is hit and does not go into the outfield, the play is dead once a fielder gets the ball to the 1st base or the base where the lead runner is at. Runners will not advance beyond the next base once the ball is stopped by the infielder.
2. Coaches will act in lieu of the umpire, stopping his own runners and advancing the pace of the game.

Overthrows At First Base & Advancing to Second

1. If a batter reaches 1st base on an overthrow at 1st, runners may not advance another base.

Playing Games With Less Than 9 Players

1. A game can start with as few as 8 players.

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2. Any game beginning with fewer than 8 players will be recorded as a forfeit. The forfeit time is 10 minutes after scheduled start time. If the player arrives within the 10 minute window, the official game time will then start at the point your player arrives.
3. Pool players (players from another team's roster) are not allowed.

Game Length and "Flip Flop"

1. The 3rd inning, or any inning starting after 1 hour and 30 minutes, will be the final inning.
2. The home team will bat through their lineup prior to the inning being considered over.
3. No pitch will be thrown after 2 hours from the start of the game. Games will end at the 2 hour mark regardless if there are batters who are still haven't batted yet.
4. The coaches maintain official time of the game.

General

1. Any player, coach or fan that is ejected from a game will receive an automatic 1 game suspension.
2. The HOME team will occupy the 3rd base dugout for all games.
3. Teams are not allowed to throw balls, play catch or swing bats outside of any fenced field. Stretching and other non-throwing activities are allowed.
4. All players must remain in the dugout area during the game. Only players and certified coaches are permitted in the dugout area and playing field.
5. Coach's buckets must remain inside the dugout or touching the fence right outside of the dugout.
6. No food in the dugout; drinks only. PLEASE CLEAN UP AFTER YOUR TEAM.