

JCPRD Baseball Rules

JCPRD rules apply first, then USSSA rules.

T-Ball

Game Play

- 45-minute time limit.
- Once the time limit has expired, teams will finish out the inning. Both teams will have the same opportunities to bat.
- Game ball will be provided by league.
- Base distance of 45'
- Two defensive coaches will be allowed on the field. A defensive coach will be allowed to assist the catcher. An offensive coach will be allowed to assist the batter.

Batting

- 4U – All batters will hit off the tee and will advance one base at a time. When the last batter in the lineup hits, all remaining players on base will continue baserunning to home plate.
- 6U – Batter will be allowed 4 pitches to put the ball in play. If ball is not put in play, tee will be set out. Batter will be allowed 2 swings off tee.
- Every player must be included in the batting order the entire game. Late arrivals may be added.
- If a batted ball strikes the pitching coach it becomes a dead ball, the batter advances to 1st base and all other base runners advance one base if forced.

Pitching (6U)

- Distance of 35'
- Each coach will pitch to their own team. No walks and no strikeouts allowed.

Baserunning

- No lead-offs or stealing will be allowed.
- No bases on overthrow.

Machine Pitch

Game Play

- **Complete game:** 6 innings or 1:10 time limit.
- **Complete inning:** 3 outs or 5 runs.
- Called games due to weather are official after 3 innings (2 1/2 if home team is ahead).
- The beginning of the next inning will be at the immediate end of the previous inning.

Batting

- The batter receives 6 pitches to hit or 3 swinging strikes. If the batter has a 2-strike count, he shall have his turn at bat extended on foul balls. If batter fouls off 6th pitch, he will continue to bat until he misses it or hits it. The batter is not out on a foul ball unless it is caught.
- The batter is out on a dropped third strike.
- Bunting is allowed – 2 bunts per inning are allowed.

Pitching

- Player (pitcher) must stay behind the front of the machine until the ball is hit.
- Coaches operate the machine. Umpire makes calls at home plate and watches base runners.
- **Speed may vary between 36-42 MPH, depending on coach preference. Standard is 38 MPH.**
- When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first base and all runners shall advance one base. If a coach gets hit by the ball, all players go back to original base and batter returns to the plate. Pitch counts, but is not a strike.
- Thrown ball hitting the machine is dead; all runners advance to base they were approaching.
- Umpire may choose to call dead ball if player attempts to make dangerous play near machine.
- There are no walks and a batter does not get to take first base if a pitched ball hits them.

Base Running

- No leading off or stealing is allowed.
- TIME will be called by umpire as soon as play has ceased and runners are not advancing.
- Ball will be called dead once controlled inside baselines by an infielder. If runner is past halfway to the next base, he is granted that base.

Equipment / Uniforms

- Metal cleats are not allowed in this league.
- Game balls will be provided.
- Team shirts will be provided by the league.

Rosters / Lineups

- On defense, teams may play a 10th player in the outfield. The outfield begins 5 feet beyond the baseline.