

STATESBORO-BULLOCH COUNTY PARKS AND RECREATION DEPARTMENT

TINY MITE BASEBALL RULES & TINY MINOR FAST-PITCH SOFTBALL RULES (INSTRUCTIONAL LEAGUES)

The Statesboro-Bulloch County Parks and Recreation Department offers instructional level leagues for boys age five through eight and girls ages five through nine. *****Please remember that these are instructional leagues and are designed to teach the fundamentals of baseball/softball in a non-competitive environment.** This handout contains only those rules specific to the Tiny Mite Baseball and Tiny Minor Softball leagues.

These rules are divided into the following sections: Game/Field Provisions, Equipment, Conduct, Coaches Responsibilities, Participation and Game Rules.

Section A- ELIGIBILITY

1. The age of the participant on August 31st will determine which age division he/she will participate in.
2. Age Classification for Tiny Mite is 8 & under prior to September 1st & Tiny Minor is 9 & under prior to September 1st.
3. A participant is only allowed to participate in only one age division

Section B - GAME/FIELD PROVISIONS

1. A regulation game shall consist of:
 - (a) Tiny Mites & Tiny Minors - six (6) innings or a one (1) hour and 15 minute time limit (75 minutes).
2. Score is kept in Tiny Mite and Tiny Minors, but no standings are kept. No forfeits will exist in these leagues. In addition, no season ending tournament will be played.
3. Pitching Distance will be 40 feet For **Softball**
 - Pitching machine will be set up by the Recreation Department
 - Pitching machine speed will be set at 35 mph.Pitching Distance will be 46 feet for **Baseball**
 - Pitching machine will be set up by the Recreation Department
 - Pitching machine speed will be set at 37 mph.
4. Base distance is sixty feet (60').
5. The team on the right side of the schedule will be the home team and will sit on the first base side.

Section C - EQUIPMENT

1. The official bat shall be round, and made of wood, metal, or other material acceptable for batting as approved by rules governing play in the Georgia High School Association. Bats must not exceed thirty-three (33") in length, and two and one-quarter inches (2 1/4") in

diameter. The bat must be measured by an official bat ring.

2. All players should be in full uniform issued by the Statesboro-Bulloch County Parks and Recreation Department. It includes a cap, team shirt, socks and gray pants.
*If a player does not have a part of his full uniform, they will still be allowed to participate in the game.
3. Shoes are mandatory. Steel spikes are not allowed. Cleats optional.
4. No jewelry may be worn. Braces must be wrapped with an ace bandage so that no metal parts are exposed.

Section D - CONDUCT

1. There will be no hollering or harassing the players on the opposing team by parents, spectators, managers, players, or coaches. The person(s) violating this rule shall be suspended from the following game. (This is determined by the judgment of the officials and/or the recreation field supervisor).
2. Any player, coach, or spectator acting in an unsportsmanlike manner, or in any way that could prove detrimental to the league players, umpires, staff, or spectators will be subject to disciplinary action by the Recreation Department and will be asked to leave the facility.
3. **No use of any tobacco products is allowed on the premises of any Statesboro – Bulloch County Parks & Recreation Department Facility.**

Section E - COACHES RESPONSIBILITIES

1. Only certified coaches designated by the Recreation Department will be allowed in the dugout. All persons entering the dugout shall be players or a designated & certified coach. Head coaches will be responsible for their assistant coach's actions. Only head coaches shall confer with the umpire.
2. Coaches must notify the Recreation Department office in the event of an injury to any player, whether the accident occurs during practice or during a game. If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the Athletic Supervisor first, the field supervisor second, then the opposing coach and the umpire at the game.
3. No infield practice will be allowed before or in between games.
4. Unless contacted by the Recreation Department, all teams must show up at the field for games. If halted by inclement weather, teams must stay until a staff person releases them.
5. **There will be no intentionally hitting balls against any facility fencing.**

Section F – PARTICIPATION

1. It is recommended that each player play at least three innings on defense per game, and recommended that all substitutes (who have not been in the game) enter the game at or before the fourth inning or after thirty (30) minutes of time has expired, whichever occurs first.
2. If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play

half of a match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:

1st offense: Verbal warning

2nd offense: Written warning

3rd offense: Suspension of coaching duties

***Any confirmed violations may result in immediate dismissal.

3. A team may start with seven players.
4. All players present must be listed in the batting order. If a player is late, he/she must be placed in the last space in the batting order.
5. All players will play defense (there may be two (2) pitchers if no catcher is used, and four (4) players in the infield). Outfielders must be positioned behind the painted outfield line.
6. There will be only 10 (ten) players in the field on defense for Tiny Mites and Tiny Minor (NO EXCEPTIONS).
7. Practice Sessions - If a player has attended or missed practice with a valid excuse, he should play a minimum of three innings. If a player misses practice without a valid excuse, he must not start the next game and may not play more than three (3) innings on defense.

Section G - GAME RULES

1. The position of catcher is optional. The coach may or may not choose to use a catcher. However, if a child wants to play catcher, he/she will be able to. If a team chooses not to use a catcher, they **must** use two (2) defensive pitchers. One of these pitchers will be responsible for covering home plate. Pitcher(s) must keep one foot inside the pitching mound cut out or within the chalked circle around the pitching machine until the ball is hit. Pitcher(s) must also remain even with or behind the pitching machine until the ball is hit.
2. If no catches is used, a coach must be present behind the plate to retrieve missed balls.
3. All batters and base runners must wear the helmet with the facemask attached unless in the dugout. If the helmet is removed, the player is out. If the helmet falls off, there is no penalty, but a smaller helmet will be required before the next pitch.
4. The infield fly rule is **not** in effect.
5. **There will be no head first sliding.** A player may dive back to a base if he/she has over run that base and is attempting to return to that base.
6. Ten batters (10) or three outs (3) will constitute an inning. When the tenth batter comes to the plate, the official scorekeeper will tell the plate umpire, who will notify both teams. The inning will end by:
 - (1) When the tenth batter comes to the plate, this will be treated as if there are two outs.
 - (2) Any forced out or caught fly ball.
 - (3) The ball is in front of the runner closest to home plate so that no one can score.
 - (4) Retrieving the ball and touching home plate (on the tenth batter).
7. (A) For Tiny Mite/Tiny Minor, each batter will be given six (6) pitches or three (3) strikes to put the ball in play. A batter may continue to foul off the last pitch until he/she puts the ball in play or strikes out.

(1) We will allow a child to strike out his or her first time at bat. This will still count as an out.

(2) If the player strikes out a second time during any point in the game and any time after for the remainder of the game, the coach will have two options:

1. The coach may make three good tosses (over hand or under hand) to the batter from twenty feet (20') or more

OR

2. Have the player receive three (3) more pitches from the machine.

****Neither the coach nor player can choose the other option once the first pitch is thrown.***

(3) The scorekeeper will be responsible for notifying both teams if the batter strikes out a second time during the game.

8. Time will be granted under the following condition: The ball is in possession of a player **inside the baseline** and no runner is advancing to the next base. You cannot yell "time" while standing with the ball in the outfield.
9. No bunting will be allowed. Players must take a full swing at the ball. If a player bunts, in the judgment of the umpire, the player will be brought back to the plate to hit again and any runners on base must return to the original base that they were on before the bunt took place.
10. In Tiny Mite/Tiny Minor, if a batted ball hits the pitching machine or cord or hits the coach after the delivery of a coach pitch, the ball is dead and the batter is awarded first base and all other base runners advance one base, if they are forced.
11. In Tiny Mites and Tiny Minors, Any overthrow at first base will be considered a "ground rule double". Time will be called and all runners will advance two bases. The following will take place:
 - batter goes to second
 - runner on first goes to third
 - runner on second goes home
 - runner on third goes home
12. There will be no base stealing in these leagues. All runners must remain in contact with the base until the ball is hit or it crosses the plate.
13. Scoreboards will be reset when a team is fifteen (15) runs ahead.