

THIBODAUX RECREATION DEPARTMENT

BOYS & GIRLS TEEBALL RULES

EQUIPMENT:

- The officially adopted ball for the 4 and 5 year old group will be the Easton Incrediball (Soft-Touch) synthetic cover 9" training ball.
- Tennis shoes or baseball shoes with rubberized cleats may be worn. No metal or plastic cleats.
- Approved (unaltered) baseball bats are wood or aluminum with 2" barrel diameter closed ends, 25" and 26" lengths only. No big barrel bats allowed. Any challenge to this rule should be made to the Director.
- Approved batting tees (unaltered) will be provided by the Thibodaux Recreation Department.

THE PLAYING FIELD:

- Forty (40') foot lines will be drawn on the foul lines between home and first (1st) and between home and third (3rd).
- The pitcher's position will be circled on the field, and the player playing that position will remain in that position until the ball is hit.

OFFENSE:

- The game will be five (5) innings, or a 45 minute time limit.
- The umpire will place the ball on a tee.
- Game scores will not count, and record of wins and losses will not be maintained.
- The batting order shall consist of all players. The offense will each have a time at bat per inning. No batter shall bat twice in one inning.

DEFENSE:

- All players will play defense in the field.
- All players must remain in the vicinity of the normal position designated. (Ex: a third baseman cannot play halfway up the line.)
- All coaches are allowed on the field at any time on defense. No parents are allowed on field.



THIBODAUX RECREATION DEPARTMENT
BOYS & GIRLS COACH PITCH RULES
AGES 6 & 7

PLAYERS MUST WEAR HELTMETS WITH FACEMASK AT ALL TIMES

1. Bases are fifty (50) feet long with an open field.
2. The coach or umpire will pitch to the batters. Defensive coaches are allowed to help their players in the field for the first 4 games. After the first 4 games are played no other defensive coaches are allowed on the field for the remainder of the season.
3. The batter will have five (5) pitches (max). If the 5th pitch is not put in play, a tee will be put in place in which the batter will be allowed to use.
4. If the ball hits the umpire or the pitcher, it becomes a dead ball, all runners will advance one base.
5. No team will bat more than ten (10) players per inning or three (3) outs, whichever occurs first.
6. Games are five (5) innings or one hour.
7. The fifteen-run rule will be in effect after three (3) innings.
8. There are ten (10) defensive players on the field. A minimum of eight (8) players is required to start a game.
9. Runners may not leave until the ball is hit. No stealing is allowed. It is a judgment call by the umpire to determine if the runner left too soon.
10. Players may not advance on an overthrown ball to first or third base.
11. No bunts are allowed.
12. Throwing the bat is counted as an "out." The umpire will allow only one (1) warning *per team*.
13. **NO iron spikes are allowed.**
14. **NO big barrel bats allowed.** Any challenge to this rule must be made to the Director.
15. The infield fly rule is in effect.
16. When an infield player controls the ball or attempts to control the ball, the **umpire** will yell, "**time!**" Runners may proceed to the base they are running toward if the umpire has deemed the runner is more than halfway to the base he is headed to. If played upon, the ball is still alive. This interpretation is solely based on the umpire's discretion.

TREC INJURY POLICY

- For safety precautions, if a player is injured or becomes ill during the course of a game and is unable to bat, that player will be skipped without being called out. The umpires and scorekeepers will be notified and the player will be removed from the line-up, in doing so the player becomes ineligible to re-enter the current game.



THIBODAUX RECREATION DEPARTMENT

BOYS & GIRLS MACHINE PITCH RULES

AGES 7 to 8

ALL TEAMS MUST WEAR HELMETS WITH FACEMASK

1. Bases are fifty (50) feet long with an open field.
2. The umpire will pitch to the batters. No other defensive coaches are allowed on the field.
3. The batter will have five (5) pitches. A **5th pitch that is fouled is not considered an out. He will continue the at bat.**
4. An umpire is the only person that can call "No Pitch." A "No Pitch" is only called if the pitch is unhittable (In the dirt or over the batter's head).
5. Machine pitch umpires are not there to call balls and strikes. Machines are adjusted at the best level possible to be consistent for players of different sizes. **A coach should not argue balls and strikes!**
6. If the ball hits the pitching machine or the umpire, it is counted becomes dead and each player will advance one base.
7. No team will bat more than ten (10) players per inning or three (3) outs, whichever occurs first.
8. Games are five (5) innings or one hour.
9. The fifteen-run rule will be in effect after three (3) innings.
10. There are ten (10) defensive players on the field. A minimum of eight (8) players is required to start a game.
11. Runners may not leave until the ball is hit. No stealing is allowed. It is a judgment call by the umpire to determine if the runner left too soon.
12. Players cannot come home on an overthrown ball at third base.
13. No bunts are allowed.
14. Throwing the bat is counted as an "out." The umpire will allow only one (1) warning **per team.**
15. **No metal spikes are allowed.**
16. **No big barrel bats allowed.** Any challenge to this ruling shall be made to the Director.
17. The infield fly rule is in effect.
18. When an infield player controls the ball, the **umpire** will yell, "time!" Runners may proceed to the base they are running toward if they are at least halfway to the next base. If played upon, the ball is still alive.

TREC INJURY POLICY

- For safety precautions, if a player is injured or becomes ill during the course of a game and is unable to bat, that player will be skipped without being called out. The umpires and scorekeepers will be notified and the player will be removed from the line-up, in doing so the player becomes ineligible to re-enter the current game.



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GIRL 10-11

FAST PITCH RULES:

- The pitching rubber will be 35 feet from the front of the pitching rubber to the rear of home plate.
- The base will be placed 60 feet apart.

EQUIPMENT:

- All bats must be marked "official Softball" by manufacturer, or otherwise be approved by the official.
- The catcher must wear equipment at all times behind the plate and while warming up must wear a facemask.
- All batters and base runners must wear approved batting helmets. The helmets must fit below the ear.
- All players must be in proper uniform shirts provided by the league.
- No metal spikes.
- No big barrel bats allowed. Any challenge to this rule must be made to the Director.
- No jewelry will be worn. **A warning will be given, then an out will be issued.**

PLAYERS:

- Each team is allowed a maximum of nine players on defense.
- Each team must have at least 8 players on defense to start a game. Each team will have 10 minutes after scheduled game time to have 8 players or the game will be a forfeit.
- A line up will be given to the scorekeeper before every game. Each player must bat in order or an out will be given.
- All substitutions must be reported to the scorekeeper and the umpire.

PITCHING:

- The pitcher must begin with one foot on the rubber.
- Once the pitcher starts her wind up, there cannot be a pause.
- The pivot foot must stay on the rubber until the ball is released from the pitcher's hand.
- The pitcher must stay between widths of the rubber until the ball is released.

BASIC RULES:

- An infield fly rule will be in effect. This is called by the umpire when there are runners on first and second, or bases loaded with less than two counts and a fly ball is playable by an infielder. **The base runners are allowed to advance at their own risk.** This may be a judgment call by the umpire.
- Maximum of 5 runs per inning. No more and no exceptions!
- Only 1 run allowed to score on a passed ball to catcher, per half inning.
- Stealing is allowed. The base runners are allowed to take leads **after the ball leaves the pitcher's hand.**
- No delay steal of home at any time.
- When strike three is called and the catcher drops the ball, the ball is live. The batter is allowed to run to first base **if it is not occupied.**
- On a strike three foul tip caught by the catcher, the batter is out.
- Bunting is allowed.

GIRL 12-17

FAST PITCH RULES:

- The pitching rubber will be 40 feet from the front of the pitching rubber to the rear of home plate.
- The base will be placed 60 feet apart.

EQUIPMENT:

- All bats must be marked "official Softball" by manufacturer, or otherwise be approved by the official.
- The catcher must wear equipment at all times behind the plate and while warming up must wear a facemask.
- All batters and base runners must wear approved batting helmets. The helmets must first below the ear.
- All players must be in proper uniform shirts provided by the league.
- No metal spikes.
- No big barrel bats allowed.
- No jewelry will be worn. **A warning will be given, then an out will be issued.**

PLAYERS:

- Each team is allowed a maximum of nine players on defense.
- Each team must have at least 8 players on defense to start a game. Each team will have 10 minutes after scheduled game time to have 8 players or the game will be a forfeit.
- A line up will be given to the scorekeeper before every game. Each player must bat in order or an out will be given.
- All substitutions must be reported to the scorekeeper and the umpire.

PITCHING:

- The pitcher must begin with one foot on the rubber.
- Once the pitcher starts her wind up, there cannot be a pause.
- The pivot foot must stay on the rubber until the ball is released from the pitcher's hand.
- The pitcher must stay between widths of the rubber until the ball is released.

BASIC RULES:

- An infield fly rule will be in effect. This is called by the umpire when there are runners on first and second, or bases loaded with less than two counts and a fly ball is playable by an infielder. **The base runners are allowed to advance at their own risk.** This may be a judgment call by the umpire.
- **(Girls 12-13 ONLY** - Maximum of 5 runs per inning. No more and no exceptions!)
- **(Girls 12-13 ONLY** - Only 1 run allowed to score on a passed ball to catcher, per half inning.)
- Stealing is allowed. The base runners are allowed to take leads **after the ball leaves the pitcher's hand.**
- No delay steal of home at any time.
- When strike three is called and the catcher drops the ball, the ball is live. The batter is allowed to run to first base **if it is not occupied.**
- On a strike three foul tip caught by the catcher, the batter is out.
- Bunting is allowed.

THIBODAUX RECREATION DEPARTMENT
BOYS BASEBALL (AGES 9-12)

HELMETS WITH FACEMASKS MUST BE WORN AT ALL TIMES

EQUIPMENT:

- The official adopted ball for the Baseball will be the Dixie Youth Baseball throughout the season.
- Tennis shoes or baseball shoes with rubberized cleats may be worn. **NO metal cleats allowed.**
- We will allow bats with a barrel size of 2 ¾ and less will be allowed this year. This rule has changed to accommodate different barrel size. If you are uncertain, please check with field supervisor before game.
- The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box.
- The catcher must wear a full set of catcher's equipment, such as catcher's mask, shin guards, chest protector, at all times while on defense.

THE PLAYING FIELD:

- Sixty-foot line will be drawn on the foul lines between home and first and between home and third.
- The distance from the front side of the pitching slab to the point of home shall be forty-six feet.

OFFENSE

- The game will be five innings, or one and fifteen minute's time limit.
- The batting order shall consist of ALL players or three outs. In the fifth (5th) inning the batting order will consist of 10 players or three outs.
- A player shall not remove his helmet while at bat or while running the bases.
- Once the ball enters the infield from an outfield throw, runner may not advance home.
- Maximum of 5 runs per inning. No more and no exceptions!
- Only 1 run allowed to score on passed ball to catcher, per half inning.
- No delay steal at any time.
- Ten run rule is in effect after 3 complete innings.
- No new inning will begin with 10 or less minutes left in the game.
- Free substitute rule is in effect.
- After third strike, if catcher misses the ball, catcher must throw runner out if first base is not occupied. (NOT IN EFFECT FOR 9/10 BOYS)
- A correct Lineup must be handed to the scorekeeper at least 5 minutes before the start of a game.
- No head first slides into any base. Runner will be called out if attempting to do so.

PITCHING:

- A pitcher shall not pitch more than 75 pitches in one week.
- If a pitcher pitches 50 pitches in the 1st game of the week, he will not be able to start the next game.

DEFENSE

- A maximum of 10 players will constitute a defense; however 4 must play in an outfield position. An outfielder cannot assume the role of an infielder, specifically; an outfielder cannot cover or occupy a base. In order to retire a batter/base-runner, the outfielder must throw the ball to an infielder.

TIME:

- A 5 minute allotted time will be allowed from the scheduled game time in order to acquire an 8th player at the start of the game. A team without a minimum of 8 players will result in a forfeit. Teams can pick up an extra player from another team in the same age group, but still considered a forfeit.
- Only championship games will be 5 complete innings. NO TIME LIMIT!
- A coin flip will determine home/visitor. (except in tournament play)
- Coaches: A coach, player, attendant, or bench personnel shall not use tobacco products in any form in the confines of the playing field.
- Players: If bleeding occurs, it must be stopped and the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the player participates.

TREC INJURY POLICY

For safety precautions, if a player is injured or becomes ill during the course of a game and is unable to bat, that player will be skipped without being called out. The umpires and scorekeepers will be notified and the player will be removed from the line-up, in doing so the player becomes ineligible to re-enter.

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THIBODAUX RECREATION DEPARTMENT
BOYS BASEBALL (AGES 13-17)

HELMETS WITH FACEMASKS MUST BE WORN AT ALL TIMES

EQUIPMENT:

- The official adopted ball for the Baseball will be the Dixie Youth Baseball throughout the season.
- Tennis shoes or baseball shoes with rubberized cleats may be worn. **No metal cleats allowed.**
- Approved (unaltered) Dixie Youth Baseball bat such as "Approv. DYB, Inc." the barrel 2-1/4" plus/minus 1/32" in diameter.
 - All challenges to this must be made to the Director.
- The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box.
- The catcher must wear a full set of catcher's equipment, such as catcher's mask, shin guards, chest protector, at all times while on defense.

THE PLAYING FIELD:

- A 90 ft line will be drawn on the foul lines between home and first and between home and third.
- The distance from the front side of the pitching slab to the point of home shall be 60.5 feet.

OFFENSE

- The game will be five innings, or one and fifteen minute's time limit.
- The batting order shall consist of 10 players or three outs, whichever comes first.
- A player shall not remove his helmet while at bat or while running the bases.
- Ten run rule is in effect after 3 complete innings.
- No new inning will begin with 10 or less minutes left in the game.
- Free substitute rule is in effect.
- After third strike, if catcher misses the ball, catcher must throw runner out if first base is not occupied.
- A correct Lineup must be handed to the scorekeeper at least 5 minutes before the start of a game.
- No head first slides into any base. Runner will be called out if attempting to do so.

PITCHING:

- A pitcher shall not pitch more than 100 pitches in one week.
- If a pitcher pitches 75 pitches in the 1st game of the week, he will not be able to start the next game.

DEFENSE

- A maximum of 9 players will constitute a defense.

TIME:

- A 5 minute allotted time will be allowed from the scheduled game time in order to acquire an 8th player at the start of the game. A team without a minimum of 8 players will result in a forfeit. Teams can pick up an extra player from another team in the same age group, but still considered a forfeit.
- Only championship games will be 5 complete innings. **NO TIME LIMIT!**
- A coin flip will determine home/visitor. (except in tournament play)
- Coaches: A coach, player, attendant, or bench personnel shall not use tobacco products in any form in the confines of the playing field.
- Players: If bleeding occurs, it must be stopped and the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the player participates.

TREC INJURY POLICY

- For safety precautions, if a player is injured or becomes ill during the course of a game and is unable to bat, that player will be skipped without being called out. The umpires and scorekeepers will be notified and the player will be removed from the lineup, in doing so the player becomes ineligible to re-enter the current game.

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