

Jr. T-Ball – 2nd Grade PSA Baseball



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I. General Rules

- A. Game Rules:** The playing rules of the PSA Baseball program shall be the Major League Baseball Official Rules as published on the MLB.com website, except as modified herein.

Link: http://mlb.mlb.com/mlb/official_info/official_rules/foreword.jsp

- B. Code of Conduct:** Coaches are responsible for the conduct of their team's coaches, players, parents, and spectators at all times. For issues involving unruly parents or spectators, the umpire shall coordinate warnings and ejections through the head coach or acting head coach of the associated team.

Umpires may issue a warning for coaches, players, parents and/or spectators who are unruly, however, PSA shall support a zero tolerance policy with respect to unruly or otherwise disrespectful behavior and an umpire may elect to eject a player and/or head coach without warning should the behavior so warrant. Coaches, players, parents, or spectators may be asked to leave the game area if necessary. Upon ejection, a coach or player must leave the game area. In addition, if a PSA Baseball Board Member is in attendance of a baseball game they may enforce the code of conduct if necessary.

If the unruly behavior continues or the coach, player, parent or spectator refuses to leave the game area, the umpire shall stop the game and the offending team or team(s) shall forfeit the game. If necessary local authorities may be called to address excessively unruly or threatening behavior or to address refusal to leave the game area. Based on the umpire's judgment, it is possible in this instance for the umpire to declare a forfeit for both teams.

Penalties below represent penalties for violations for a team in separate games:

- 1st Violation = Ejection of head coach from current game, plus head coach suspension of one additional game.
- 2nd Violation = Ejection of head coach or acting head coach from current game, plus regular head coach banned for the remainder of the season.
- 3rd Violation = Ejection of head coach or acting head coach from current game, plus team suspension for remainder of the season.

Umpires shall document all incidents resulting in coach and/or player ejections to the corresponding PSA Baseball League director within 24 hours of the completion of the game.

II. Levels of Competition

A. Levels Offered: In keeping with PSA’s “Rec to Select” slogan, PSA Baseball will offer up to three levels of competition to meet to needs of our youth baseball community: Recreational – Beginner, Recreational – Intermediate and Competitive - Advanced.

B. Comparison Chart:

<i>Description</i>	<i>Recreational</i>		<i>Competitive</i>
	<i>Beginner</i>	<i>Intermediate</i>	<i>Advanced</i>
<i>League Levels</i>	<i>Grade / Age Based</i>	<i>Grade / Age Based</i>	<i>Age Based</i>
<i>Levels offered</i>	<i>*Junior T-Ball through 8th Grade</i>	<i>CP1 through 8th Grade</i>	<i>7U through 14U</i>
<i>Applicable Rules</i>	<i>PSA Rules</i>	<i>PSA Rules</i>	<i>PSA Rules / Advanced Rules</i>
<i>Rosters</i>	<i>May be Open or Closed</i>	<i>May be Open or Closed</i>	<i>Closed Only</i>
<i>Individual Registration Accepted</i>	<i>Yes</i>	<i>Yes</i>	<i>No</i>
<i>Game Locations</i>	<i>Plano Only</i>	<i>Plano Only</i>	<i>Plano Only</i>
<i>Dropped 3rd Strike</i>	<i>5th Grade and older</i>	<i>5th Grade and older</i>	<i>9U and Older</i>
<i>Leading Off (loose bases)</i>	<i>4th Grade and older</i>	<i>4th Grade and older</i>	<i>9U and Older</i>
<i>Base Stealing</i>	<i>3rd Grade and older</i>	<i>3rd Grade and older</i>	<i>9U and Older</i>
<i>Mandatory (Fair) Play Rules</i>	<i>All League Levels</i>	<i>All League Levels</i>	<i>None</i>
<i>Inning Run Rules</i>	<i>7 Runs for 7th / 8th Grade</i> <i>5 Runs for T-Ball – 6th Grade</i>	<i>7 Runs for 7th / 8th Grade</i> <i>5 Runs for T-Ball – 6th Grade</i>	<i>PSA Rules / Advanced Rules</i>
<i>Game Run Rules</i>	<i>All League Levels</i>	<i>All League Levels</i>	<i>PSA Rules / Advanced Rules</i>

- Junior T-Ball through Modified T-Ball leagues are not divided into beginner / intermediate leagues.

C. Competitive - Advanced Program:

Description: The *Competitive - Advanced Program* (7U-14U) leagues are designed specifically for skilled players and teams who previously played in recreational leagues looking for more competition or select/club teams looking for a competitive league play to help develop their teams for tournament play. Rosters are closed and may require a tryout at the coach's discretion. PSA will not move players from the recreational league onto a competitive team.

League Levels: League levels for the *Competitive - Advanced Programs* are set by PSA and are currently established by player age (e.g. 9U, 10U, etc.). Prior to each season, PSA shall determine and publish the league levels at which the PSA shall participate.

Playing Rules: The playing rules for Advanced shall be PSA Baseball Rules and Advanced Modifications.

Corresponding League Levels:

Recreational League Level	Competitive - Advanced Program
1st Grade Coach Pitch 1 (CP1)	7U
2 nd Grade Coach Pitch 2 (CP2) or MKP	8U Coach Pitch or MKP

D. Recreational – Intermediate Program:

Description: For players/teams starting in 1st Grade that have a mix of skill levels, rosters may be open or closed. Teams are generally mature teams comprised of players with multiple years of experience but want to remain in recreational baseball. Typically, this is the upper division of recreational baseball offered at PSA.

League Levels: League levels for the Recreational – Intermediate Program shall be established by player grade allowing for players to participate with classmates. Player grade level must be at or below the league grade level (examples – 2nd Grade, 3rd Grade, etc.). PSA may establish age restrictions to grade level leagues as well. If the Board is informed of special circumstances prior to registration, it will evaluate each case individually.

Playing Rules: The Recreational – Intermediate leagues shall comply with the PSA Baseball Rules contained herein this document.

E. Recreational - Beginner Program:

Description: For players/teams that are new to baseball or are in interested in a developmental league. Rosters may be open or closed and may have a mix of skill levels within a team. PSA realizes that players of all ages may want to try baseball for the first time without being in a competitive environment with players that have played for numerous years. Typically, this is the lower division of recreational baseball and will help player's/team's develop their baseball skills in a recreational environment.

*Junior T-Ball through Modified T-Ball are general considered developmental leagues and only one level of competition is offered.

League Levels: League levels for the Recreational program shall be established by player grade allowing for players to participate with classmates. Player grade level must be at or below the league grade level (examples – 2nd Grade, 3rd Grade, etc.). PSA may establish age restrictions to grade level leagues as well. If the Board is informed of special circumstances prior to registration, it will evaluate each case individually.

Playing Rules: Recreation Program leagues shall comply with the PSA Baseball Rules contained herein this document.

III. Teams

- A. Rosters:** Each team in 1st and 2nd Grade is recommended to have a minimum of 13 players and a maximum of 15 players. Coaches may exceed 15 players with Board approval. Closed rosters with less than 13 players must pay for 13 roster spots; each additional spot over 13 must be paid for. For all TBall divisions, it is recommended to have a minimum of 10 players and a maximum of 13 players. Closed rosters with less than 10 players in TBall divisions must pay for the 10 roster spots; each additional spot over 10 must be paid for. Plano Sports Authority (PSA) may add players to open rosters with less than 13 players for 1st and 2nd grade and less than 10 players for TBall teams.

In order to be eligible to participate in an official PSA game, all players must be listed on the team's official PSA roster, have paid their registration fees either individually or via team registration fee, and have an electronic or paper waiver on file with PSA. Each season, the PSA Baseball Board will set a date for final rosters, any changes to an official team roster after this date will require Board approval.

B. League Levels:

League
Pre-K Jr. T-Ball*
Pre-K Regular T-Ball*
Kindergarten - Modified T-Ball
1 st Grade - Coach Pitch 1 (CP1)
2 nd Grade - Coach Pitch 2 (CP2), Modified Kid Pitch (MKP)

**See PSA Baseball current season information for age / expected kindergarten start restrictions at <http://psaplano.org>*

- Highest Grade for any player on a roster determines the League level for a team. An exception may be requested if a player is age appropriate for a grade but is in the next highest grade level (**Requires Board Approval**).
- PSA reserves the decision to apply additional restrictions based on age (minimum / maximum).
- Players may play up one level with parent / guardian approval.
- Players may play up two levels only with PSA Baseball Board – League Director Approval.
- No player may play down a league level.
- No player may play on two teams **at the same league level**.
- Players may play both PSA Recreational and Advanced at the corresponding league level, but a player who has pitched even a single pitch at the PSA Advanced level is ineligible to pitch at the

Recreational level in the same season, including post-season tournament.

- PSA does not track players outside of PSA Baseball; this rule only applies to pitchers within PSA.
- Pitching limits shall apply to an individual pitcher, a pitcher pitching on multiple teams within PSA do not receive pitching limits per team.
- If the Board is informed of special circumstances prior to registration, it will evaluate each case individually.

C. Managers/Coaches:

League	Managers/Coaches
Jr. T-Ball	<ul style="list-style-type: none"> ▪ Offensive coach is allowed at home plate to help the batter. ▪ Offensive base coaches are allowed at 1st and 3rd base. ▪ Defensive coaches are allowed on the field to instruct the players. ▪ An adult coach must be in the dugout at all times when players are present.
Reg. T-Ball	<ul style="list-style-type: none"> ▪ Offensive coach is allowed at home plate to help the batter and place the ball in play. ▪ Offensive base coaches are allowed at 1st and 3rd base. ▪ 2 Defensive coaches (one on each side of the infield) are allowed on the playing field. Defensive coaches can set up the defense prior to each play and shall act as umpires. ▪ Other defensive coaches shall remain in the dugout or on the field within reach of the dugout entrance. ▪ An adult coach must be in the dugout at all times when players are present.
Modified T-Ball	<ul style="list-style-type: none"> ▪ Only the Coach Pitcher is allowed on the playing field and only when pitching. The Coach Pitcher must make his/her way off the field as quickly as possible and in a direction that will not affect the play if the ball is put into play. ▪ The Coach Pitcher may instruct the batter/runner(s) prior to throwing the pitch, however he cannot instruct the batter or runners once the ball leaves his hand including when the ball is put into play by the batter. An offending Coach Pitcher will be given one warning, and then removed after a repeated infraction. ▪ Offensive base coaches are allowed at 1st and 3rd base ▪ One defensive coach must remain behind home plate at the backstop to retrieve pitched balls and throw them back to the coach pitcher. ▪ Defensive coaches are not allowed on the playing field in fair territory. One defensive coach on each side of the field is allowed in the outfield foul territory. ▪ Other defensive coaches shall remain in the dugout or on the field within reach of the dugout entrance. ▪ An adult coach must be in the dugout when players are present. If a team does not have enough coaches for all available positions, then they lose their outfield defensive coach or offensive base coach before the dugout coach.

C. Managers/Coaches (continued):

League	Managers/Coaches
CP1, CP2, MKP	<ul style="list-style-type: none"> ▪ Team(s) are required to designate (1) Head Coach prior to the start of the game that will represent the team for all rule conflict issue(s) with the umpire(s). ▪ Only the Coach Pitcher is allowed on the playing field and only when pitching. The Coach Pitcher must make his/her way off the field as quickly as possible and in a direction that will not affect the play once the ball is put into play by the batter. If the Coach Pitcher violates this rule, obstruction will be called. An offending Coach Pitcher will be given one warning, and then removed after a repeated infraction. ▪ If a batted ball hits the Coach Pitcher, the following shall apply: <ul style="list-style-type: none"> ○ If in the umpire’s judgment, the Coach Pitcher did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. ○ If in the umpire’s judgment, the Coach Pitcher did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. ▪ The Coach Pitcher may instruct the batter and/or runner(s) prior to throwing a pitch, however he may not instruct the batter or runners once the ball leaves his hand including when the ball is put into play by the batter. An offending Coach Pitcher will be given one warning, and then removed after a repeated infraction. ▪ Offensive base coaches are allowed at 1st and 3rd base. ▪ For CP1, a defensive coach shall remain behind home plate at the backstop to retrieve pitched balls and throw them back to the Coach Pitcher. This defensive coach may not instruct the defensive players. ▪ For CP2 and MKP, the player catcher will attempt to receive pitches and may throw caught / stopped pitches back to the Coach Pitcher. ▪ Other defensive coaches shall remain in the dugout or on the field within arms-length of the dugout entrance. ▪ An adult coach must be in the dugout when players are present. If a team does not have enough coaches for all available positions, then they lose their defensive backstop coach or offensive base coach before the dugout coach.

All coaches must have a PSA certification badge. If a coach does not have a valid badge they will not be allowed on the field.

IV. Games – General Rules of Play

A. Warming Up:

- Neither team can warm up on the infield before a game. This includes taking infield or pitching practice.
- No batting practice with baseballs (RIF or otherwise) is allowed on or off the field. The only acceptable form of pre-game hitting practice involving baseballs is soft toss or tee work into a net. A portable net must be used by the team in these instances. Hitting into a fence is not permissible.
- Prior to the game, batting practice in the grass with plastic or foam balls is allowed so long as it does not interfere with ongoing games.
- Weighted balls may also be used at your own risk, but shall not be hit towards any fence on any playing field.

B. Field Dimensions:

League	Base Paths	Pitching Distance
Jr. T-Ball	40 feet	n/a
Reg. T-Ball	50 feet	n/a
Modified T-Ball	50 feet	35 feet
CP1, CP2, MKP	60 feet	42 feet

Note: If league levels are combined where there is a conflict in field dimensions, the smaller dimensions shall apply (e.g. if CP1 and Mod-TBall levels are combined to form one league for a season, the 50 foot base paths and 35 foot pitching distance shall apply)

- C. Game Duration:** Games will have a time limit by age group according to the chart below. If the time limit has not yet expired at the time the final out of the bottom ½ inning has occurred, AND the game has not ended by the per game run rule AND the inning limit has not been reached, then the next inning shall be played.

League	Time Limit	Inning Limit	Extra Innings
Jr. T-Ball	50 Minutes	3	No
Reg. T-Ball	50 Minutes	4	No
Modified T-Ball	60 Minutes	5	No
CP1, CP2, MKP	80 Minutes	6	No

- Jr. T-Ball – Modified T-Ball: If the time limit is reached prior to completing the inning limit, the game shall end after the current batter completes his/her at-bat.
- For CP1 – MKP: If an inning is started prior to the expiration of regulation time the home team will be allowed to complete their at-bat until they score enough runs to win the game or three outs are recorded, whichever comes first.
 - No new inning will be started after the end of regulation time (measured exactly from start time to 80 minutes for CP1, CP2 & MKP).
 - Ties are allowed during the regular season.

D. Official Game: There are no requirements for a minimum number of innings. For games shortened by inclement weather or other unforeseen event that cannot be resumed, the following chart shall be used to determine whether the game has met the criteria for an official game. Games not meeting the criteria for an official game shall be re-scheduled and shall resume where the game was halted. All pitching records and game time played shall remain in effect for halted games once resumed.

League	Visiting Team is Ahead or Game is Tied	Home Team is Leading
Jr. T-Ball – Reg. T-Ball	2 Full Innings OR (25 Minutes and 1 Full Inning)	
Modified T-Ball	2 Full Innings OR (30 Minutes and 1 Full Inning)	
CP1, CP2, MKP	3 Full Innings OR (40 Minutes and 1 full inning)	2 ½ Innings OR (40 Minutes and 1 Full Inning)

E. Inning / Game Run Rules: The following rules apply per inning and per game:

League	Inning Rule	Game Run Rule
Jr. T-Ball	No outs recorded – ½ inning complete once all batters have hit	None
Reg. T-Ball	5 runs or 3 outs	None
Modified T-Ball	5 runs or 3 outs	None
CP1, CP2, MKP	5 runs or 3 outs	11 run lead after 3, 6 run lead after 4

F. No Catch Up Rule:

- If at any point during the game, either team cannot catch up based on the runs available to score (based on innings remaining and inning run rule), the game shall be declared over.
- In addition to the Run Rules listed in the PSA rules, an umpire may also call the game if regulation time has expired and the home team is losing by more than 5 runs – regardless of inning.
- If a game is called due to the No Catch-Up Rule the final score reported will be from the last full inning completed.
- Example – after 4 complete innings the Visiting team is winning by 4 runs (4 – 0). In the top of the 5th inning, the Visiting team scores 3 more runs to make the score 7 – 0 and regulation time expires. The umpire may call the game before the home team bats since time has expired and the home team is losing by more than 5 runs. The final score will reflect 4-0.

G. Extra Innings: There is no extra innings at these levels.

H. Minimum Players and Forfeits:

- **Jr. T-Ball or Regular T-Ball**, no minimum number of players is required, although at least 6 players are recommended.
- **For Modified T-Ball - MKP**, a minimum of 8 players are required to start and finish a game. If a team cannot field at least 8 players within 10 minutes after the scheduled start time (or actual start time should an allowable delay occur), the game shall be declared a forfeit by the umpire-in-chief. If at any time during the game a team cannot field at least 8 players, the game shall be declared a forfeit by the umpire-in-chief.
- **For Regular T-Ball and older leagues:** All standard infield positions, including catcher, are mandatory positions. A team must position players at the six infield positions (P, C, 1B, 2B, SS, 3B) and then position 2-4 players in the outfield (as allowed by League).
 - For Regular T-Ball, if a team elects to not play a catcher, the team shall NOT be able to record an out at home. A team must decide prior to the start of an inning whether they will field a catcher or not.
 - For Modified T-Ball through MKP, failure to fill the 6 infield positions, including failure to properly equip a player to play the catcher position will result in a forfeit.
- **For Coach Pitch 1 - MKP**, if at any point in the game (even due to injury or sickness) a team plays with only 8 players then the missing spot in the batting order will be recorded as an out each time through the batting order.
- If a player arrives late to the game, he can assume the 9th position in the order the next time the 9th position is due to bat and it will not be recorded as an automatic out.
- Also, a **forfeit** occurs when it is declared as such by the umpire-in-chief for any applicable violation of the rules.
- For forfeited games, the winning team coach shall report the game score as: Winning Team runs = League Inning Limit (*see Section IV.C. Game Duration*), Losing Team runs = 0. If both teams are required to forfeit, the score shall be recorded as a 0-0 tie.
- If a coach fails to provide a completed Line-Up Card and/or Pitching Certificate (for applicable leagues) at the plate meeting prior to a game, his/her team will forfeit the game. The score will be recorded as 6-0 against the offending coach.
- If both coaches fail to provide a completed Line-Up Card and/or Pitching Certificate at the plate meeting the game will be recorded as a 0-0 tie.
- In either case, the PSA Board encourages the game be played as scrimmage for the sake of the kids.

- I. Dugout:** The home team shall occupy the first base dugout. Batboys and/or batgirls are not permitted. The only exception is if the visiting team is completing the back end of a doubleheader and they were the home team in the first game.
- J. Infield Fly Rule:** Infield fly rule is not in effect for Jr. T-Ball – CP2. It is in effect for MKP.
- K. Scoreboard Operator:** For fields with an electronic scoreboard, either team may volunteer a scoreboard operator. In the event both teams volunteer a scoreboard operator, the team occupying the dugout closest to the scoreboard connection shall have priority in providing a scoreboard operator.
- L. Game Score, Standings, and Official Scorekeeper:**
- Standings and score are not kept for Jr. T-Ball, Regular T-Ball, and Modified T-Ball.
 - No outs are recorded for Jr. T-Ball. A maximum of 5 runs or 3 outs will be tallied for each ½ inning for Regular T-Ball and Modified T-Ball.
 - For Coach Pitch 1- MKP, standings and scores will be kept. Both teams shall provide an official scorekeeper for each game. The two head coaches and the umpire-in-chief shall confirm the score after each full inning.
 - The winning head coach shall be responsible for communicating the game score to the PSA via Coaches Tools in the PSA website within 24 hours after the game ends. Failure to report winning scores can and will affect post season seeding as well as league champions.
 - League champions will be decided by total wins before win percentage in the event of unreported games. Rainouts that do not get made up will not factor negatively in the event they have a better winning percentage. Ex: 10-1 record with one rainout would beat a team with a 10-0 record that had two unreported scores that were not rainouts.

M. Umpires / Officials:

League	Umpire(s)
Jr. T-Ball Reg. T-Ball Modified T-Ball	No umpires will be provided to officiate the game(s). Team coaches are responsible for understanding the rules and officiating the games. For Regular T-Ball, 2 defensive coaches shall remain in the infield and shall make safe / out calls. Any questions about game play should be referred to the League Director.
CP1 - MKP	At least two (2) umpires should be provided by the league to officiate each game. Protest procedures are outlined in Section X. Game Protests.

- Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, a pitch is a strike or ball, or a runner is safe or out, is final. No player, coach or manager shall object to any such judgment call. Arguing balls and strikes is grounds for being thrown out of the game and will not be tolerated.
- If there is reasonable doubt that any umpire's call conflicts with the rules, the designated head coach may appeal the decision and ask that a correct ruling be made. Such appeal shall be made by the head coach only and directly to the umpire who made the protested call. The umpire who made the protested call may then ask the other umpire for information before making a final decision.
- **For CP1 - MKP** - Games are to be played and counted as official if only one umpire is available for the game. If no umpires are available 5 minutes prior to the start of a game, an umpire can be pulled from a nearby game at which two umpires are available. If no umpires continue to be available within 5 minutes after the scheduled start time, the coaches can either agree to umpire the game themselves and count the game as official or request the game to be rescheduled. If coaches agree to play and count the game as official, the coaches must notify the appropriate League Director of the decision before starting the game.
- The League Director's can be emailed at baseball@psaplano.org

V. Equipment / Apparel

- A. Jewelry / Apparel:** Players may not wear jewelry, rings, watches, pins, or other metallic objects, except that players MAY WEAR ONE fabric, or other non-metallic, covered titanium necklace. Non-metallic and non-white wrist/arm (below the elbow) adornments are allowed. Additionally, for MKP leagues, pitchers shall not wear white sleeves below the elbow, or batting gloves and must remove their necklace if wearing one. Sunglasses (unless prescription), are not allowed for pitchers at any league level, and strongly discouraged for all other players.
- B. Baseballs:** Each team is responsible for supplying $\frac{1}{2}$ of the necessary game balls. Game balls will be distributed by the League at the beginning of the season. Game ball may be used for more than 1 game. Coaches are expected to provide their own practice balls.

League	Game Balls Required	Baseballs used
Jr. T-Ball	2 Total	Reduced Injury Factor Level 1 (RIF-1).
Reg. T-Ball	2 Total	Reduced Injury Factor Level 5 (RIF-5) Baseballs will be used.
Modified T-Ball	4 Total	Reduced Injury Factor Level 5 (RIF-5) Baseballs will be used.
CP1 - MKP	4 Total	No Reduced Injury Factor (RIF) Baseballs. PSA will specify Baseballs to be used for each League Level.

- C. Metal Spikes:** Metal spikes are not allowed for Jr. T-Ball – MKP. A player wearing metal spikes will be immediately removed from the game so long as the player does not have non-metal spikes to wear. Should the team not be able to field 8 players when such player is removed, the action will result in a forfeit.
- D. Helmets:** All batters, runners, and player base coaches (where allowed) must wear protective helmet that meet National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards - <http://nocsa.org/>.

E. Bat Eligibility:

- All bats (2 $\frac{1}{4}$, 2 $\frac{5}{8}$, 2 $\frac{3}{4}$) must be permanently stamped with the 1.15 BPF Mark, or
- BBCOR.50 Certified Mark or
- Made of wood

- **Jr T-Ball – Modified T-Ball Bat Diameter Restriction:**
 - **Small Barrel Only (2 ¼).**
- **CP1, CP2 and MKP:**
 - **Small Barrel / Big Barrel Allowed (2 ¼, 2 5/8, 2 ¾)**

F. Bat Donut: Bat Donuts are not allowed.

G. Catcher's Equipment:

- **For Regular T-Ball through Coach Pitch 2:** The catcher must wear a hockey style mask with a dangling type throat guard during the game and pitcher warm-ups.
- **For Modified Kid Pitch -** The catcher must wear a hockey style mask with a dangling type throat guard during the game and pitcher warm-ups.
- Male catchers must wear the metal, fiber or plastic type cup and a long model chest protector.
- Female catchers must wear long or short model chest protectors.
- All catchers must wear shin guards.
- Catcher's mitt:
 - Regular T-Ball – Coach Pitch 2 / Modified Kid Pitch catchers may use a regular fielder's or 1st baseman's mitt instead of a catcher's mitt.

H. Protective Cup: Regardless of position played, a metal, fiber, or plastic type cup is required for male players.

VI. Batters

A. Batting Order: All leagues shall follow a continuous batting order. Any player arriving after a game has begun shall be inserted in the batting order in the last batting position. If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up, **without penalty**. However, Section IV.H - Minimum Players and Forfeits applies. If the injured, ill or absent player returns to the game, he/she is merely inserted into their original spot in the batting order and the game continues.

B. On-Deck Batter(s):

League	Rule
Jr. T-Ball – MKP	Not allowed. No on-deck batter shall be outside the dugout. All batters must remain completely inside the dugout until their turn at bat. They are not to stand in the dugout opening.

C. Dropped 3rd Strike:

League	Rule
Jr. T-Ball – CP2	Not Applicable
MKP	Batter is out and cannot attempt to advance to 1 st base.

D. Bunting:

League	Bunting	Fake / Slap Bunting
Jr. T-Ball – CP2	Not allowed.	Not Allowed
MKP	Allowed only against kid pitcher (not allowed against coach-pitcher)	Not Allowed

- Fake or slap bunting, defined as a batter who squares to bunt and then swings or slashes at the pitch is not allowed. The batter will be called out and all runners will return to their original base, unless otherwise tagged out.

E. Hitting Off a Tee: This rule only applies for balls hit off the Tee only. Coached pitched balls hit in Modified T-ball have no minimum distance requirement.

- The coach or umpire shall validate the defense is set prior to placing the ball on the tee and shall yell (or otherwise indicate) “Ball in play” when placing the ball on the tee.
- The ball is considered in play once the ball has been placed on the tee.
- If the tee is struck instead of the ball, it will be considered a foul ball.

- The ball must travel in fair territory the following minimum distances, or will otherwise be considered a foul ball (does not apply to coached pitched balls):

League	Minimum Distance
Jr. T-Ball	4 feet
Reg. T-Ball	8 feet
Modified. T-Ball	8 feet

F. Pitches / Swings:

League	Pitches / Swings
Jr. T-Ball	<ul style="list-style-type: none"> ▪ If the batter does not put the ball fairly in play after 8 swings, the batter will advance to first base and all other runners will advance 1 base. No additional attempts will be granted for a foul ball on the last attempt.
Regular T-Ball	<ul style="list-style-type: none"> ▪ If the batter does not put the ball in to play after 8 swings, the batter is out (strikeout). ▪ There are no walks.
Modified T-Ball	<ul style="list-style-type: none"> ▪ Coach Pitcher may throw up to 4 pitches to the batter. ▪ Coach Pitcher pitching positions: <ul style="list-style-type: none"> ○ Behind or even with the pitcher's rubber, all pitches are to be thrown overhand; no underhand pitches allowed. ○ From a kneeling position, up to three (3) feet in front or even with the pitcher's rubber, all pitches are to be thrown overhand; no underhand pitches allowed. ▪ As described in Section III.Teams – C) Managers/Coaches, "The Coach Pitchers must make his/her way off the field as quickly as possible and in a direction that will not affect the play." ▪ If, in the umpire's decision, a coach-pitcher makes contact with a batted ball <i>unintentionally</i>, the play will be declared a foul ball. ▪ If the Coach Pitcher <i>intentionally</i> makes contact with a batted ball, or obstructs the defensive player from making a play, the batter will be called out, and no runners may advance. ▪ The batter will maintain his/her at bat as long as he/she fouls off the last thrown pitch and it is not legally caught. ▪ If the batter does not put the ball in play after 4 or more pitches, the umpire will put the ball in play by placing it on the tee. If the batter does not put the ball in play after four attempts/swings off the tee, the batter is out (strikeout). ▪ There are no walks.

Coach Pitch 1	<ul style="list-style-type: none"> ▪ Coach Pitcher may throw up to 6 pitches to the batter overhand from the standing position only and must start behind or even with pitcher's rubber. ▪ If the batter does not put the ball in play after 6 pitches, it is recorded as a strikeout. ▪ The batter will maintain his/her at bat as long as he/she fouls off the last thrown pitch and it is not legally caught. ▪ There are no walks.
Coach Pitch 2	<ul style="list-style-type: none"> ▪ Coach Pitcher may throw up to 6 pitches to the batter overhand from the standing position only and must start behind or even with pitcher's rubber. ▪ A batter will be out if there are 3 swings and misses unless the last o ▪ If the batter does not put the ball in play after 6 pitches, it is recorded as a strikeout. ▪ The batter will maintain his/her at bat as long as he/she fouls off the last thrown pitch and it is not legally caught. ▪ There are no walks.
Modified Kid Pitch	<ul style="list-style-type: none"> ▪ Player will pitch to the batter until 4 balls (or 3 strikes) are called by the umpire. ▪ If a 4th ball is thrown by the player pitcher, the Offensive Coach Pitcher will be allowed on the field and will continue the pitch count. If the count is 4-0, the coach will throw up to three pitches; if the count is 4-1 the coach will throw up to two pitches; if the count is 4-2 the coach will throw one pitch. ▪ If the batter does not put the ball in play within the remaining Coach Pitches, it is recorded as a strikeout. ▪ The batter will maintain his/her at bat as long as he/she fouls off the last thrown pitch and it is not legally caught. ▪ There are no walks. ▪ Batter hit by pitch from player pitcher is awarded 1st base.

G. Thrown Bats: The batter is responsible for ensuring that he/she releases the bat in a safe manner after swinging. If, in the umpire's judgment, the batter releases the bat in a reckless or dangerous manner, the batter may be warned, called out, and/or ejected, at the discretion of the umpire. If the bat is released and makes contact with a player (and it is not catcher's interference), spectator, coach, or umpire, the batter shall be called out without prior warning. In the event the batter is called out, the ball is dead and no runners may advance or score.

A player that throws their bat and or helmet in frustration may be Immediately ejected from the game at the discretion of the umpire.

VII. Runners

A. Advancing Bases, Overthrows, Completion of Plays:

League	Advancing Bases
Jr. T-Ball	<ul style="list-style-type: none"> ▪ Each runner will advance 1 base on a fairly hit ball. If the defense puts out a batter / runner, the batter / runner will be allowed to remain on base. With the last batter of an inning, all runners shall continue around the bases until they all touch home.
Reg. T-Ball – Mod T-Ball	<ul style="list-style-type: none"> ▪ Runner(s) may advance at their own risk an unlimited number of bases on a fairly hit ball. ▪ Once the ball is controlled by any defensive player in the infield, runners may only advance to the current base to which they are running. The umpire shall call “time” and play is stopped. ▪ On an overthrow that hits the fence or otherwise goes out of play, the umpire shall call “time” and all runners will be awarded 1 base. ▪ For overthrows remaining in play and not controlled by a defensive player, runners may advance <i>one and only one</i> base at their own risk <i>on the first overthrow of a play</i>. Runners may not advance on subsequent overthrows on the same play. If a runner attempts to advance on a subsequent overthrow and is put out, the out will stand; if said runner reaches base safely, the runner must return to the last legally occupied base. Once all runners have advanced one base and have stopped trying to advance the umpire shall call time.
Coach Pitch 1 – Coach Pitch 2	<ul style="list-style-type: none"> ▪ Runner(s) may only advance up to 2 bases (at their own risk) on a fairly hit ball in the in-field. <ul style="list-style-type: none"> ○ Once the runner(s) stop or reaches the maximum allowed bases for an in-field hit, the umpire shall call “time” ▪ Runner(s) may advance at their own risk an unlimited number of bases on a fairly hit ball to the outfield. <ul style="list-style-type: none"> ○ As long as the ball remains in the field of play and runners are trying to advance time will not be called. ▪ Play will stop and the umpire shall call time if the ball leaves the playing area (an overthrow over the fence, ball rolls into the dugout, ball rolls under the fence, through an open gate) or the runners have stopped trying to advance.
Modified Kid Pitch	<ul style="list-style-type: none"> ▪ Runners may advance at their own risk an unlimited number of bases on a fairly hit ball. ▪ As long as the ball remains in the field of play and runners are trying to advance time will not be called. ▪ Play will stop and the umpire shall call time if the ball leaves the playing area (an overthrow over the fence, ball rolls into the dugout, ball rolls under the fence, through an open gate) or the runners have stopped trying to advance.

B. Leading-off and Stealing Bases:

League	Leading-Off	Stealing
Jr. T-Ball – MKP	Not allowed. Runners must stay in contact with the base until the ball is hit.	Not Allowed

- CP1 – MKP violations for leaving base early / stealing. Violations by one base runner shall affect all other base runners:
 - When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches base safely to the base to which the runner is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.
 - When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner(s) are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must be returned to the base occupied before the pitch was made or to the nearest base to which the batter advanced.

In no event shall the batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball

 - Where bunting is allowed (MKP leagues only when kid is pitching), when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored and no out charged.

C. Sliding / Avoiding Contact:

League	Head First Slide	Contact at Base / Home
Jr. T-Ball	Not allowed. No out recorded, but player will be instructed.	Not Allowed. No out recorded, but player will be instructed.
Regular T-Ball - MKP	Not allowed – the runner will be called out	Players are encouraged and recommended to slide feet first on any close play and will be called out for attempting to hurdle or maliciously run into a defensive player.

- D. Pinch Runners:** When the pitcher, catcher, or both, occupy a base, the team at bat may substitute a runner for those players. The substitute runner shall be the last player who made an out in the inning.

VIII. Fielding

A. Fair Play Rules:

Applies to	Rule
All Leagues	<ul style="list-style-type: none"> ▪ Mandatory Play: Players must participate on the field defensively for a complete inning at least every other inning. If a player arrives after a game has begun, any defensive innings that have been played by the team shall be counted as if the player had played defensively in those innings. Player refusal to participate, injury, and discipline (so far as the players' parents are notified) are exceptions to the alternate inning mandatory play rule described above.
Regular T-Ball - MKP	<ul style="list-style-type: none"> ▪ No player may sit out two defensive innings in a game until all players have sat out at least one inning. For MKP exception - Pitcher of record completing the prior inning may remain at pitcher, however, if all other players have sat out an inning, then the pitcher must sit out the next inning once removed from the pitcher position.
Jr. T-Ball – CP2	<ul style="list-style-type: none"> ▪ No player can play the pitcher position in two consecutive innings in an individual game. ▪ All players must play in the infield at least 1 inning per game, by the end of the third inning.
CP1 – MKP	<ul style="list-style-type: none"> ▪ Coaches will exchange lineup cards ▪ Lineup cards must have batting order, players first name, players jersey number, and scheduled fielding positions (5 innings).

B. Developmental Fielding Rules:

Applies to	Rule
Jr. T-Ball	<ul style="list-style-type: none"> ▪ While no outs are recorded, fielders are encouraged and instructed to play the field and make the proper play on the field. Runners remain on base, even when an “out” is recorded.
Regular T-Ball – CP2	<ul style="list-style-type: none"> ▪ The pitcher may record an out by receiving a throw at first base from another fielder. ▪ 1B, 2B, SS, and 3B may not be more than 10 feet in front of the base path. ▪ Any balls hit onto the outfield, must be thrown back to the infield and secured by a player in order to stop the play (Reg T-Ball – Mod T-Ball).

C. Players and Alignment:

League	# of Players	Alignment
Jr. T-Ball	All players play on the field when on defense	<ul style="list-style-type: none"> ▪ ½ Players in infield, ½ players in outfield. ▪ Catcher position is not used. ▪ 1 Pitcher positioned within one foot on the pitching rubber. ▪ Infielders may not be more than 10 feet in front of the base path. ▪ Outfielders may not be less than 10 feet behind the base path.
Reg. T-Ball	Min of 8 and Max of 10	<ul style="list-style-type: none"> ▪ Infielders must play in standard positions only (P, C, 1B, 2B, SS, 3B). 1 Player per Position. ▪ If a Team elects to not play a catcher, the team shall NOT be able to record an out at home. A team must decide prior to the start of an inning whether or not to field a catcher. ▪ Pitcher must be positioned with one foot on the pitching rubber. ▪ Catcher must be positioned at least 10 feet behind the batter (see Section V. G. for Required Equipment). ▪ Teams may field up to 4 outfielders, who must be positioned at least 10 feet behind the base path.
Modified T-Ball	Min of 8 and Max of 10	<ul style="list-style-type: none"> ▪ Infielders must play in standard positions only (P, C, 1B, 2B, SS, 3B). 1 Player per position. ▪ When Coach Pitcher is pitching, pitcher must within 6 feet of pitching rubber and no closer to home plate than the pitching rubber; otherwise pitcher must be positioned with one foot on the pitching rubber. ▪ See Section V. G. for required catcher equipment. ▪ Teams may field up to 4 outfielders, who must be positioned at least 10 feet behind the base path.
Coach Pitch 1 – Coach Pitch 2	Min of 8 and Max of 10	<ul style="list-style-type: none"> ▪ Infielders must play in standard positions only (P, C, 1B, 2B, SS, 3B). 1 Player per position. ▪ Pitcher must within 6 feet of pitching rubber and no closer to home plate than the pitching rubber. ▪ See Section V. G. for required catcher equipment. ▪ Teams may field up to 4 outfielders, who must be positioned at least 15 feet behind the base path.

C. Players and Alignment (continued):

League	# of Players	Alignment
Modified Kid Pitch	Min of 8 and Max of 9	<ul style="list-style-type: none"> ▪ Infielders must play in standard positions only (P, C, 1B, 2B, SS, 3B). 1 Player per position. ▪ When Coach Pitcher is on the field, pitcher must within 6 feet of pitching rubber and no closer to home plate than the pitching rubber. ▪ See Section V. G. for Required Catcher Equipment. ▪ Teams may field up to 3 outfielders, who must be positioned at least 15 feet behind the base path.

IX. Pitchers

A. Pitching Limits:

League	Max Pitches Per Day	Can pitch on consecutive days?	Requires 3 full calendar days off after pitching appearance	Max Pitches per 7 Day Period
MKP	50*	Never	35	75*

- *If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the at bat is completed or the half inning is ended by recording the 3rd out. The pitcher will only be required to observe the days of rest required during that at bat as long as it is the last batter faced for the game.
- Each team should designate a scorekeeper as the pitch count recorder for each game. The VISITING team's pitch count recorder will be the official pitch count recorder for the game.
- The official pitch count recorder shall provide the count whenever requested by any Umpire or Coach, however each coach is responsible for tracking the pitch count of their players.
- The official pitch count recorder shall notify the Plate Umpire whenever a pitcher has reached the maximum pitch number for the day.
- Pitching limits shall apply to an individual pitcher, a pitcher pitching on multiple teams within PSA do not receive pitching limits per team.
- At no time may a pitcher pitch more than two (2) consecutive days.
- Penalty for illegal pitches:
 - Pitching limits are for the safety of out players. It is important that every coach respect the pitching limits.
 - Immediate Removal from the Pitcher Position once it has been identified that an illegal pitch has been thrown.
 - If the pitch has not resulted in an out, the pitcher will be removed without penalty.
 - If the pitch has resulted in a ball in play or an out, the batter

- will be awarded 1st base and the pitcher will be removed.
- Violations will be reported to PSA by the Umpires.
 - 1st Offense will be reviewed by the Baseball Board and a suspension could be assessed for the Head Coach.
 - 2nd Offense will be a mandatory 2 game suspension for the Head Coach.
 - 3rd Offense will result in the removal of the Head Coach.
- Should Leagues be combined across grade levels, the rules for the younger grade shall apply to all players participating in the combined League Level.
- At no time may a pitcher pitch more than two (2) consecutive days

B. Pitching Records: Pitching records, in the form of a pitcher certification, are mandatory for each game. Each team will provide a pitcher certification form to the opposing team prior to the start of each game. The scorekeeper for the opposing team will complete the form, obtain the signature of the opposing manager, and return the signed form to the other team at the conclusion of the game. This form can be found on the PSA Baseball website under the rule section.

C. Warm Up:

- A player entering the game as a new pitcher is allowed a maximum of 8 warm up pitches. A player returning as a pitcher in subsequent innings is allowed a maximum of 5 warm up pitches.
- A player or adult coach may warm up a pitcher. A player who warms up a pitcher must wear a mask with a dangling type throat guard. If a player warms up a pitcher in foul territory while a game is in progress, then another player, wearing a protective helmet and glove, must be stationed behind the pitcher for safety purposes.

- D. No Re-Entry as Pitcher:** A player once removed as a pitcher may not pitch again in the same game
- E. Hit Batters:** A pitcher must be removed from the mound, and may not pitch again in the same game, after he has hit 3 batters in one game. It does not matter if he hits 3 batters in one inning or over the course of several innings, once he hits a 3rd batter, he must be removed from the mound. The number of hit batters pertains to each specific individual pitcher.
- F. Balk Rule:** There are no balks in 2nd Grade MKP.
- G. Strongly Suggested Pitch Counts:** See table below for suggestions on the handling of pitchers with regard to rest periods. Adherence to this chart is recommended to prevent injury to pitcher's arms.

Age	Max Pitches per game	Recommended Rest
8-9	40-50	4 days

X. Game Protests

A game protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.

The managers/head coaches of contesting teams only shall have the right to protest a game, or in their absence, a designated coach.

Protests shall be made as follows:

- The protesting manager/head coach shall immediately, and before the delivery of the next pitch, notify the umpire that the game is being played under protest.
- Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.

Protests made due to the use of ineligible pitcher or player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager/coach decides.

Any protest for any reason whatsoever must be submitted by the manager/coach first to the umpire on the field of play and then in writing to the PSA Baseball Board within 24 hours, using the Protest Form available on the PSA Baseball website. The umpire-in-chief shall also submit a report to the PSA Baseball Board within 24 hours.

The PSA Baseball Board shall hear and resolve any such protest as above, including playing rules. If it is determined that the protested decision violated the rules, then the game will be replayed starting at the point of the protested play. If an illegal player is used (either fielding, pitching, or batting), the violation should be pointed out to the manager/head coach at the time of the infraction and a protest can then be filed as noted above. If an illegal player has been used at any point in the game and the protest is upheld, then the game will be forfeited and the protesting team will be declared the winner of the game.

XI. Post-Season Tournaments

Post-season Tournaments are not “play-offs” continued from the regular season. PSA Baseball reserves shall utilize regular season results, considering win-loss records and run differential, to determine competitively balanced post-season tournaments. In this process, PSA Baseball may re-define divisions, re-assign individual teams, and/or re-seed teams. The format of the tournament is decided by the Board at the beginning of the season and will be posted at the PSA Baseball website. The higher seed in each game is always the home team.

Seeding tie-breaker rules. For purposes of evaluating records, ties shall be evaluated as $\frac{1}{2}$ a win and $\frac{1}{2}$ a loss. When 2 or more teams are tied, if any step in the procedure below removes a team from the tie-breaker (either ahead or below the remaining teams) then the procedure shall reset from the beginning for the remaining tied teams.

- Head-to-head record
- Head-to-head run differential
- Overall run differential
- Overall runs allowed
- Coin flip

Where applicable, pitching limits will re-set prior to the beginning of all post-season tournaments.

Weekly pitching limits as defined in Section IX. A. shall apply for the duration of all post-season tournaments with a duration of 7 days or less. For tournaments exceeding 7 days, the League Director shall determine and communicate the applicable day when the weekly pitching limit shall reset. All other pitching limits shall be in effect for post-season tournament

Post-season tournaments may include double-headers / multiple games in a single day.

All tournament games must have a winner and loser, if the game is tied at the end of regulation then play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

Tournament games may not be shortened by inclement weather or other unforeseen events; if a tournament game is halted it will be rescheduled and resumed at the stoppage point. Before leaving the field, both teams and umpires should make sure they agree on the following:

- The score
- Number of outs
- Ball/Strike Count
- Location of any runners
- Time remaining when the game was stopped

Championship games for all post-season games shall be timed games, with inning limits defined in Section IV. C. Games may be shortened by run rule. There is no “5 minute” rule.