



2019 Fall Inter-League Rules

3 & 4 Year Old Governing Rules Catoosa County Parks and Recreation Inter-league Rules

Governing Authority

1. Any rules not covered by the Catoosa County Parks and Recreation Association will be covered first by Dizzy Dean Rules, then by Georgia High School Association rules.
2. Teams playing in a game scheduled by Catoosa County Parks and Recreation are required to play by the following rules. Coaches found not abiding by such rules could be suspend from play and/or suspend from the league depending on the severity of the infraction.

Player Equipment

1. Shoes are mandatory. Steel spikes are not allowed.
2. Players in the pitching position must wear a protective face mask.
3. If your catcher is in the down and/or in the catcher's box area, then he/she must be FULLY geared according to Dizzy Dean Rules. Helmet, throat protector, chest guard, and shin guards that cover the knee are required to be worn. Soccer shin guards are not acceptable. If you player is out of the catcher's box then they can wear any helmet with a mask (must have throat protector) and chest protector. Shin guards are not required in such situation.
4. No jewelry may be worn.
5. The USABAT licensing stamp specifically labeled for tball can only be used by hitting a "soft compression" ball off of a tee.

Rules

1. This league is purely instructional; No score shall be kept in this league.
2. All players play the field. There should be only six (6) players in the infield and the remaining players in the outfield.
3. Each team will alternate at bats until the time limit expires. During each team's at bat, all players will bat the entire lineup regardless of the number of runs scored and/or recorded outs.
4. All players have the option to see five (5) live pitches; however, any player may hit off the tee.
5. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - a. 1st can tag 1st; 2nd can SS tag 2nd; 3rd can tag 3rd; Pitcher and catch can tag home.
 - i. *There are some instances (umpire judgement) that other players can tag a base. This rule is enforced in hopes to teach the kids how to play the game instead of accomplishing the easiest out.
6. Four (4) coaches per team – Pitcher, 1st base coach, 3^{re} base coaches and a dugout coach.
7. Two coaches can be in the outfield on defense. **Each coach MUST complete background check.**
8. There will be a sixty (60) minute time limit for each game.

Important Notes:

1. In the 3 & 4 year old division, the coaches from each team are responsible tor officiating the game and instructing the players as the game moves a long on how to correctly play the game. Coaches are allowed to stop play if/when there is a teaching opportunity, and an opportunity to encourage player when they are performing well. Remember, this league is purely instructional and should be used as a told to further advance the fundamentals of the game for each player.

For schedules, rules and any other updates please visit <https://admin.tourneymachine.com/R65997>

5 & 6 Year Old Governing Rules Catoosa County Parks and Recreation Inter-league Rules

Governing Authority

1. Any rules not covered by the Catoosa County Parks and Recreation Association will be covered first by Dizzy Dean Rules, then by Georgia High School Association rules.
2. Teams playing in a game scheduled by Catoosa County Parks and Recreation are required to play by the following rules. Coaches found not abiding by such rules could face game/league suspension depending on the severity of the infraction.

Player Equipment

1. Shoes are mandatory. Steel spikes are not allowed.
2. Players in the pitching position must wear a protective face mask.
3. If your catcher is in the down and/or in the catcher's box area, then he/she must be FULLY geared according to Dizzy Dean Rules. Helmet, throat protector, chest guard, and shin guards that cover the knee are required to be worn. Soccer shin guards are not acceptable. If you player is out of the catcher's box then they can wear any helmet with a mask (must have throat protector) and chest protector. Shin guards are not required in such situation.
4. No jewelry may be worn.
5. **Bat Requirement:** Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all 2 1/4, 2 5/8, 2 3/4 inch minus factor bats (-5, -7,-9, etc.) Must be YBBCOR certified with the USABAT licensing stamp on the bat in order to be used for league and tournament play. 2 1/4, 2 5/8, 2 3/4 inch minus factor bats -5, -7, -9, etc., used in 2017 will be illegal to use in 2018.
 - a. League agreement: Under the agreement at the (Spring 2019) meeting, all participating associations will allow players ages five (5) and below (that are unable to use the required bat) to use any USA Stamped bat for league play.

Rules

1. All players play the field. There should be only six (6) players in the infield and the remaining players in the outfield.
2. All players present must be listed on lineup and must bat during the game.
 - a. A team may begin the game with eight (8) players. Players that arrive late are required to be placed at the bottom of the lineup.
 - i. An out will be declared for the ninth spot on the lineup if it remains open through the duration of the game. Exception: if a player is injured during the game and causes a team to drop to eight (8) players, no out will be recorded when his/her spot on the lineup is reached.
3. There will be a five (5) run limit per inning; The game will end if a team is mathematically unable to catch up (Mercy Rule).
4. Each team is allowed to have three (3) designated tee hitters. Such batters will receive three (3) pitches and then two (2) swings off of the tee. If the fifth (5th) swing is a foul ball then the batter will be declared out.
 - a. Designated tee batters MUST have a defined DT listed beside their name on the paper lineup given to the person keeping score. Example:

	No.	Starters	Pos
1	1	B. Ross	
2	3	S. Garrison	
3	12	E. Garrison DT	
4	21	C. Lacey	
5	24	T. Phillips	
6	33	D. Hale DT	
7	13	H. Mosely	
8	28	E. Martinez	
9	7	T. Blackwell	
10	11	J. Feltman DT	

11	6	R. Christopher	
12	9	R. Ellis	

- b. Teams are not required to list the designated tee hitters in any specific place on the line up. Teams are not required to list such batters at the bottom of the lineup.
5. Each batter will receive five (5) pitches, with the exception of the Designated Tee Hitter.
 - a. If the fifth pitch is fouled, the batter will continue until a miss or the ball is put into play.
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - a. 1st can tag 1st; 2nd can SS tag 2nd; 3rd can tag 3rd; Pitcher and catch can tag home.
 - i. There are some instances (umpire judgement) that other players can tag a base. This rule is enforced in hopes to teach the kids how to play the game instead of accomplishing the easiest out.
7. One (1) executed bunt per inning will be allowed.
8. Four (4) coaches per team – Pitcher, 1st base coach, 3rd base coaches and a dugout coach.
9. Two coaches can be in the outfield on defense. **Each coach MUST complete background check.**
10. There will be a sixty (60) minute time limit for each game. Game clock will start at the time of the 1st thrown pitch.
11. No new inning will begin after the time limit has elapsed regardless for the score. If time has elapsed and a team is eliminated due to score and run limit, the game shall also end.
 - a. Time limit is determined at the time the last out is made, not when the defensive team returns to the field. If ANY time remains on the clock, then another inning will be played. If a team refuses to take the field.
12. The only time there is a pre-game coin flip to determine home/visitor is if the tow opponents are playing at a neutral site facility. Exception: Tournaments
- 13. A PLAYER CAN NOT PLAY ON TWO TEAMS IN LEAGUE PLAY.**
 - a. Players can ONLY be listed on one roster. Players playing for two teams will be considered an illegal player. Teams with an illegal player will forfeit the game in which the player played in and team coach could face game suspension.
14. All players listed on a roster must be register through the association they are representing. Players not listed on roster submitted to CCPRD will be considered an illegal player.
15. Team must give a 24-hour notice if they are not going to show up for a game.
 - a. Penalty: The organization of the team that did not show up will be fined \$50 by CCPRD and funds will be given to the host organization. Host organizations must notify CCPRD of such infraction within 48 hours of occurrence.

For schedules, rules and any other updates please visit <https://admin.tourneymachine.com/R65997>

7 & 8 Year Old Governing Rules Catoosa County Parks and Recreation Inter-league Rules

Governing Authority

1. Any rules not covered by the Catoosa County Parks and Recreation Association will be covered first by Dizzy Dean Rules, then by Georgia High School Association rules.
2. Teams playing in a game scheduled by Catoosa County Parks and Recreation are required to play by the following rules. Coaches found not abiding by such rules could face game/league suspension depending on the severity of the infraction.

Player Equipment

1. Shoes are mandatory. Steel spikes are not allowed.
2. Players in the pitching position must wear a protective face mask.
3. If your catcher is in the down and/or in the catcher's box area, then he/she must be FULLY geared according to Dizzy Dean Rules. Helmet, throat protector, chest guard, and shin guards that cover the knee are required to be worn. Soccer shin guards are not acceptable. If you player is out of the catcher's box then they can wear any helmet with a mask (must have throat protector) and chest protector. Shin guards are not required in such situation.
4. No jewelry may be worn.
5. Bat Requirement: Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all 2 1/4, 2 5/8, 2 3/4 inch minus factor bats (-5, -7, -9, etc.) Must be YBBCOR certified with the USABAT licensing stamp on the bat in order to be used for league and tournament play. 2 1/4, 2 5/8, 2 3/4 inch minus factor bats -5, -7, -9, etc., used in 2017 will be illegal to use in 2018.

Rules

1. Teams are only allowed to field 10 players. Maximum of four (4) outfielders are allowed.
 - a. Free substitution is allowed.
2. All players present must be listed on lineup and must bat during the game.
 - a. A team may begin the game with eight (8) players. Players that arrive late are required to be placed at the bottom of the lineup.
 - i. An out will be declared for the ninth spot on the lineup if it remains open through the duration of the game. Exception: if a player is injured during the game and causes a team to drop to eight (8) players, no out will be recorded when his/her spot on the lineup is reached.
3. There will be a five (5) run limit per inning; The game will end if a team is mathematically unable to catch up (Mercy Rule).
4. Each batter will receive five (5) pitches, with the exception of the Designated Tee Hitter.
 - a. If the fifth pitch is fouled, the batter will continue until a miss or the ball is put into play.
5. Each team is allowed to have two (2) Designated Hitters. Such hitters will receive 5 pitches.
 - a. If the 5th pitch is fouled the batter will be declared out.
6. Designated tee batters MUST have a defined DT listed beside their name on the paper lineup given to the person keeping score. Example:

	No.	Starters	Pos
1	1	B. Ross	
2	3	S. Garrison	
3	12	E. Garrison	
4	21	C. Lacey	
5	24	T. Phillips	
6	33	D. Hale DH	
7	13	H. Mosely	
8	28	E. Martinez	
9	7	T. Blackwell	
10	11	J. Feltman DH	
11	6	R. Christopher	

12	9	R. Ellis	
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- a. Teams are not required to list the designated hitters in any specific place on the line up.
7. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - a. 1st can tag 1st; 2nd can SS tag 2nd; 3rd can tag 3rd; Pitcher and catch can tag home.
 - i. There are some instances (umpire judgement) that other players can tag a base. This rule is enforced in hopes to teach the kids how to play the game instead of accomplishing the easiest out.
8. One (1) executed bunt per inning will be allowed.
9. Coaches pitching may kneel ONLY for players that are seven (7) years or younger. The coach must have a knee on or straddling the line.
10. Four (4) coaches per team – Pitcher, 1st base coach, 3rd base coaches and a dugout coach.
11. Two coaches can be in the outfield on defense. **Each coach MUST complete background check.**
12. There will be a sixty (60) minute time limit for each game. Game clock will start at the time of the 1st thrown pitch.
13. No new inning will begin after the time limit has elapsed regardless for the score. If time has elapsed and a team is eliminated due to score and run limit, the game shall also end.
 - a. Time limit is determined at the time the last out is made, not when the defensive team returns to the field. If ANY time remains on the clock, then another inning will be played. If a team refuses to take the field.
14. The only time there is a pre-game coin flip to determine home/visitor is if the tow opponents are playing at a neutral site facility. Exception: Tournaments
15. **A PLAYER CAN NOT PLAY ON TWO TEAMS IN LEAGUE PLAY.**
 - a. Players can ONLY be listed on one roster. Players playing for two teams will be considered an illegal player. Teams with an illegal player will forfeit the game in which the player played in and team coach could face game suspension.
16. All players listed on a roster must be register through the association they are representing. Players not listed on roster submitted to CCPRD will be considered an illegal player.
17. Team must give a 24-hour notice if they are not going to show up for a game.
 - a. Penalty: The organization of the team that did not show up will be fined \$50 by CCPRD and funds will be given to the host organization. Host organizations must notify CCPRD of such infraction within 48 hours of occurrence.

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9 & 10 Year Old Governing Rules
Catoosa County Parks and Recreation
Inter-league Rules

Governing Authority

1. Any rules not covered by the Catoosa County Parks and Recreation Association will be covered first by Dizzy Dean Rules, then by Georgia High School Association rules.
2. Teams playing in a game scheduled by Catoosa County Parks and Recreation are required to play by the following rules. Coaches found not abiding by such rules could face game/league suspension depending on the severity of the infraction.

Player Equipment

1. Shoes are mandatory. Steel spikes are not allowed.
2. Catchers must be FULLY geared according to Dizzy Dean Rules. Catchers are required to wear a helmet with a throat protector, chest guard, and shin guards that cover the knee.
3. No jewelry may be worn.
4. **Bat Requirement:** Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all 2 1/4, 2 5/8, 2 3/4 inch minus factor bats (-5, -7, -9, etc.) Must be YBBCOR certified with the USABAT licensing stamp on the bat in order to be used for league and tournament play. 2 1/4, 2 5/8, 2 3/4 inch minus factor bats -5, -7, -9, etc., used in 2017 will be illegal to use in 2018.

Rules

1. Teams are only allowed to field 10 players. Maximum of four (4) outfielders are allowed.
 - a. Free substitution is allowed.
2. All players present must be listed on lineup and must bat during the game.
 - a. A team may begin the game with eight (8) players. Players that arrive late are required to be placed at the bottom of the lineup.
 - i. An out will be declared for the ninth spot on the lineup if it remains open through the duration of the game. Exception: if a player is injured during the game and causes a team to drop to eight (8) players, no out will be recorded when his/her spot on the lineup is reached.
3. There will be a seventy-five (75) minute time limit for each game.
 - a. Game clock will start at the time of the 1st thrown pitch.
4. No new inning will begin after the time limit has elapsed regardless for the score. If time has elapsed and a team is eliminated due to score and run limit, the game shall also end.
 - a. Time limit is determined at the time the last out is made, not when the defensive team returns to the field. If ANY time remains on the clock, then another inning will be played. If a team refuses to take the field.
5. There will be a five (5) run limit per inning; The game will end if a team is mathematically unable to catch up (Mercy Rule).
6. No Balks allowed in 9/10 baseball.
7. Three (3) coaches per team – 1st and 3rd base and a dugout coach. **Each coach MUST complete background check.**
8. The only time there is a pre-game coin flip to determine home/visitor is if the two opponents are playing at a neutral site facility. Exception: Tournaments
9. **A PLAYER CAN NOT PLAY ON TWO TEAMS IN LEAGUE PLAY.**
 - a. Players can ONLY be listed on one roster. Players playing for two teams will be considered an illegal player. Teams with an illegal player will forfeit the game in which the player played in and team coach could face game suspension.
10. All players listed on a roster must be register through the association they are representing. Players not listed on roster submitted to CCPRD will be considered an illegal player.
11. Team must give a 24-hour notice if they are not going to show up for a game.
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11 & 12 Year Old Governing Rules
Catoosa County Parks and Recreation
Inter-league Rules

Governing Authority

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2. Teams playing in a game scheduled by Catoosa County Parks and Recreation are required to play by the following rules. Coaches found not abiding by such rules could face game/league suspension depending on the severity of the infraction.

Player Equipment

1. Shoes are mandatory. Steel spikes are not allowed.
2. Catchers must be FULLY geared according to Dizzy Dean Rules. Catchers are required to wear a helmet with a throat protector, chest guard, and shin guards that cover the knee.
3. No jewelry may be worn.
4. **Bat Requirement:** Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all 2 1/4, 2 5/8, 2 3/4 inch minus factor bats (-5, -7, -9, etc.) Must be YBBCOR certified with the USABAT licensing stamp on the bat in order to be used for league and tournament play. 2 1/4, 2 5/8, 2 3/4 inch minus factor bats -5, -7, -9, etc., used in 2017 will be illegal to use in 2018.

Rules

1. Teams are only allowed to field 9 players. Maximum of four (3) outfielders are allowed.
 - a. Free defensive substitution is allowed.
2. All players present must be listed on lineup and must bat during the game.
 - a. A team may begin the game with eight (8) players. Players that arrive late are required to be placed at the bottom of the lineup.
 - i. An out will be declared for the ninth spot on the lineup if it remains open through the duration of the game. Exception: if a player is injured during the game and causes a team to drop to eight (8) players, no out will be recorded when his/her spot on the lineup is reached.
3. There will be a seventy-five (75) minute time limit for each game.
 - a. Game clock will start at the time of the 1st thrown pitch.
4. No new inning will begin after the time limit has elapsed regardless for the score. If time has elapsed and a team is eliminated due to score and run limit, the game shall also end.
 - a. Time limit is determined at the time the last out is made, not when the defensive team returns to the field. If ANY time remains on the clock, then another inning will be played. If a team refuses to take the field.
5. There will be a five (5) run limit per inning; The game will end if a team is mathematically unable to catch up (Mercy Rule).
6. Three (3) coaches per team – 1st and 3rd base and a dugout coach. **Each coach MUST complete background check.**
7. The only time there is a pre-game coin flip to determine home/visitor is if the two opponents are playing at a neutral site facility. Exception: Tournaments
8. **A PLAYER CAN NOT PLAY ON TWO TEAMS IN LEAGUE PLAY.**
 - a. Players can ONLY be listed on one roster. Players playing for two teams will be considered an illegal player. Teams with an illegal player will forfeit the game in which the player played in and team coach could face game suspension.
9. All players listed on a roster must be register through the association they are representing. Players not listed on roster submitted to CCPRD will be considered an illegal player.
10. Team must give a 24-hour notice if they are not going to show up for a game.
 - a. Penalty: The organization of the team that did not show up will be fined \$50 by CCPRD and funds will be given to the host organization. Host organizations must notify CCPRD of such infraction within 48 hours of occurrence.

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