

The Parks at Texas Star Baseball League “A” Rules



Section 1. Game Rules

- Games will be played under the latest rules and regulations as set forth by the current Official Baseball Rules as published by the Sporting News, unless otherwise stated in these by-laws and ground rules.
- Notifying the Plate Umpire, the opposing Team Manager, and the official scorekeeper at the time of the occurrence that the game is being played under protest will constitute a protest, which may arise from interpretation of playing rules. Clarification: Judgment calls cannot be protested. Only rule interpretations can be protested.
- A protest fee of \$50, to be presented upon submission of written protest to a league administrator, will be required. This fee will be returned if the protest is sustained. Protest must be done by the end of the first inning.

Section 2. Postponed and Rained-Out Games

- No league regular season and/or play-off game may be postponed without the approval of the Parks at Texas Star staff.
- It shall be the responsibility of the Parks at Texas Star staff to see that all postponed and rainout games are rescheduled and played at the earliest possible dates. All such games must be played during the regular season of play and before the end of the regular league season.
- Team Coaches are to receive 24 hours' notice of all make-up games.

Section 3. Bats will be kept off the ground when not in use.

Section 4. Players will wear protective headgear with ear protection when at bat and also on base as a runner, or in the on-deck circle.

Section 5. Players that are being utilized as catchers will be required to wear a catcher's protective cup. The team manager will be responsible for compliance with this rule. The umpire has the authority to make sure the catcher wears the required protective equipment. Players must also wear protective head, chest, and throat protection while taking any pitch from the mound to home plate. 6U helmets/facemask is required for pitcher, 8U facemask is required for pitcher

Section 6. A coach, player, substitute, attendant, or other bench personnel shall not:

- Deliberately throw a bat or helmet.

- Fake a tag without the ball.
- Maliciously run into any fielder.
- Enter the area behind the catcher while the pitcher and catcher are in their position.
- Call “time” or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
- Use unacceptable language as follows:
 - Words, or actions, to incite or try to incite spectators to demonstrate.
 - Profanity.
 - Derogatory remarks that reflect upon opposing player, coach, umpire or spectator.

Section 7. The substitute for an injured runner must be the last offensive player to make an out.

Section 8. Manager, assistants, and players will not cause excessive delays during a game or just kill time in general in an attempt to win a game by running out a time limit deadline.

Each team, when on defense, may be granted not more than three (3) charged conferences per game, without penalty, to permit a coach or his representative to confer with a defensive player or players. In any extra innings game, each team shall be permitted one charged conference each inning while on defense without penalty. Time granted for any obviously incapacitated player shall not constitute a charge conference nor shall a conference be charged whenever the pitcher is removed as a pitcher.

PENALTY: For any defense charged conference in excess of three (3) in a game, or for any charged conference in excess of one (1) in each extra inning, the pitcher must be removed as pitcher for the duration of the game.

- Umpires will use discretion on calling time-out on injured players. The umpire will use his discretion on the rewarding of bases caused by time-outs because of an injured player.

A. Coach Pitch only:

- Each team, when on offense, may be granted not more than one (1) charged conference per inning to permit the coach or any of that team’s personnel to confer with base runners and/or the batter. The Umpire shall deny any subsequent offensive team requests for charge conference.

Section 9. Uniforms

A. Only authorized uniforms approved by the Parks at Texas Star will be allowed in league play.

Section 10. Team Managers

- Team Managers will not be allowed to umpire in the same league in which they are coaching.
- All Team Managers are responsible for seeing that their assistant, players and player’s parents conduct themselves in such a way as to attain the objective and purposes of this Association.
- A Team Manager who habitually misses or fails to conduct sufficient practice sessions or games will be subject to dismissal by the staff of the Parks at Texas Star.

- Each team in the League will be allowed one (1) official Team Manager and one (1) official Assistant coach.
- Team Managers will be responsible for returning their team's equipment no later than one (1) week after the end of league. Failure to do so will result in loss of required equipment deposit and possible suspension from future participation in the Parks at Texas Star Baseball League.
- Use of tobacco by coaches and umpires will not be allowed while in the process of performing coaching and/or umpiring duties during games or practices.

Section 11. Practice

- Rookie T-Ball (U4) - T-Ball (U6) - Coach Pitch (U8)
- Practices are limited to no more than two (2) per week once the season begins.

U10/U12

- Practices are limited to no more than four (4) per week.
- No practices will be held on Sunday or any day after 9pm.

Section 12. Game Time

- Games will start at 6:00 p.m. for T-Ball. 6:00 p.m. and 8:00 p.m. (for all other leagues) on Monday, Tuesday, Thursday and Friday evenings. Saturday game times will begin as early as 8am. Wednesdays will be used as needed.

Section 13. Time Limit

- Rookie Tball will have a time limit of 45 minutes. T-Ball (U6) and Coach Pitch (U8) games will have a time limit of 1 hour 15 minutes. 10U/12U will have a time limit of 1 hour and 30 minutes.
- Each team is entitled to a ten (10) minute warm-up prior to each game if time permits. This time includes time used before the scheduled game.
- A Game is over when and if the Home Team is winning when time runs out and the Home Team is at bat.

Section 14. Game Length

- Rookie Tball and T-Ball (U6) regulation games are five (5) innings in length.
- Coach Pitch (U8) and U10/U12 regulation games are six (6) innings in length.
- If a game is tied after completed innings of play and the time limit has not expired, the game will continue until the tie is broken or the time limit has been reached. Ties do stand at the completion of time.
- Three innings (in 6 inning game) or four innings (in 7 inning game) of play will be considered a completed game. If play is discontinued because of rain, darkness, or other causes, which make further play impossible.

Section 15. Equipment

- Regular standard baseball equipment, including bats, baseballs, uniforms, gloves, bases, pitcher's mound, home plate, etc., will be used. Metal spikes will not be allowed for any age group.

- SOFTBALL AND FAST PITCH BATS WILL NOT BE PERMITTED.
- The umpire will remove any equipment being used in a game contrary to these requirements from the game.
- For Bat specifications: See PlayPacSports Rules Book.
- Only T-Ball tees that have been approved by the Parks at Texas Star are to be used.
- Batters, base runners, and catchers for all leagues will wear protective helmet or facemask for safety purposes. In T-Ball, the pitcher will also wear protective headgear.
- It is recommended that all players wear a protective groin cup.
- U8, U10, U12, U14, U16 and U18 players that are being utilized as catchers will be required to wear a catcher's protective cup. The Team Manager will be responsible for compliance with this rule. The home plate umpire has the authority to make sure the catcher wears the required protective equipment. Players must also wear protective head, chest, and throat protection while taking any pitch from the pitcher's mound to home plate.

Section 16. Batting Order

- The batting order shall consist of all players present and that order remains throughout the game.
- Each player shall bat when his/her turn comes, regardless of whether or not he/she has played in the field during the inning.
- Team Managers should have the batting order checked with the opposing Team Manager and official scorekeeper no later than ten (10) minutes before game time.
- Any player unable to take his/her turn at bat due to illness or injury may be removed from the batting order without penalty, but may not return to the game provided nine (9) or more players remain in the batting order or the player may be charged with an out and remain ineligible to return to the game. (In the Fall, there is no penalty when a team drops below 9 players)

Section 17. Run Rule

- T-Ball (U6) – Coach Pitch (U8) – U10/U12
 - The six (6) run inning will be in force and at no time will any team be allowed more than six (6) runs in an inning. Play on the sixth run should be completed, but no more than six (6) runs will be allowed.
 - Games will be called in the fifth inning (fourth inning for T-Ball) if one team is ahead by seven (7) or more runs.

Section 18. Batters/Equipment

Rookie T-Ball (4U)

- Each coach is given foam baseballs to use during games, they must be used.
- Must use a foam baseball bat during games and practices.
- Batting helmets must be worn while batting, running bases, and standing on deck.

T-Ball (U6)

- The home team coach is responsible for providing a batting tee at all games.

- Each batter is allowed a maximum of 5 “pitches”, unless the 5th pitch is a foul ball (in which case he/she gets additional “pitches” until it is either put in play or it is missed. A “pitch”, here, is defined as a throw from a coach or a swing at a ball placed on a tee. If the batter is unable to put the ball into play under these conditions, he/she has struck out and will return to the dugout. The bat must make contact with the ball to be considered a foul ball (i.e. hitting the tee alone is considered a swing and miss).
- The coach may choose how many of the 5 “pitches” he will throw to each batter at his own discretion. Coaches should keep in mind that neither the batter nor fielders benefit from a strikeout at this age, and he should wisely choose the number he throws to minimize strikeouts. Coaches are encouraged to follow these guidelines:
 - 0 coach pitches, and up to 5 tee swings: for a novice tee ball player unable to hit a coach’s pitches during practice
 - 1 coach pitch, and up to 4 tee swings: not recommended, as it only gives the player one opportunity to time the swing to the pitch
 - 2 coach pitches, and up to 3 tee swings: for a relatively inconsistent tee ball player who may still struggle to make contact on tee swings
 - 3 coach pitches, and up to 2 tee swings: most typical combination used by successful coaches in the past, it is recommended for players who consistently make contact on tee swings
 - 4 coach pitches, and up to 1 tee swing: for advanced hitters who are very unlikely to miss a tee swing
 - 5 coach pitches, and 0 tee swings: not recommended, as it increases the chances of a strikeout and multiple time-wasting foul balls from an intermediate hitter
- If the coach is hit with a batted ball, it is a dead ball and a no pitch.
- The batter may not hit the ball until the pitcher is in contact with the pitching rubber.
- NO PITCH – NO HIT
- The batter is to take a full swing and ball must go beyond grass cutout in front of home plate. PENALTY: THE BATTER IS CALLED BACK TO THE PLATE AND A STRIKE IS CHARGED.
- Any batted ball passing beyond the grass cutout and going foul is a foul ball, not a third strike situation. Any batted ball not going beyond the 5-foot circle on the third swing will be called a strike and the batter called out.
- Thrown bat, batter out. (Umpire’s judgment)
- Infield fly rule will not be called.

Coach Pitch (U8)

- A batter is out when he/she has received six (6) pitches without hitting the ball into fair territory or three (3) strikes; whichever comes first. At bat will continue if the batter fouls off the 6th pitch or the 3rd strike.
- Batter does not become a runner on dropped third strike.
- Thrown bat, batter out. (Umpire’s judgment)
- Infield fly rule will not be called.
- No bunting.

- No walks.
- Any ball hit into fair territory that comes in contact with the Adult Pitcher will be ruled a dead ball foul and the runners return to bases.
- Any coach acting as pitcher cannot instruct/coach any of his team members while on the field once the ball is in play.

U10/U12

- A squeeze play (stealing) is not allowed if batter is swinging away.
- PENALTY: If less than two outs, the batter is out and runner returns to third base, with two outs, the runner is out.
- The substitute for an injured player must be the last offensive player to make an out.

U14

- Please see interlock rules linked below:

https://www.dfwinterlock.com/wp-content/uploads/2023/07/13U-14U-rules_dfw-interlock_fall2023.pdf

Rookie T-Ball (U4)

- Once the ball is in play after a batter swings, they will run to 1st base and stop. They will advance one base per batter until the last batter hits. From there, the last batter will “hit a homerun” and run all the way home.

T-Ball (U6)

- Base runners are not allowed to steal or leadoff bases.
- In the case of an over throw on a play at first base, the play is dead runners advance one base from where they started. If there is an overthrow at any other base, all runners can only advance one base.
- Time will be called when possession of the ball is in the infield. It will be the umpire’s judgement if runner is already half way to scoring a run or to be placed back on base.

Coach Pitch (U8)

- Base runners are not allowed to steal or leadoff bases.
- PENALTY: RUNNER IS CALLED OUT.
- Time will be called when in the umpire’s judgment advancement of the runners has been stopped.

U10/U12

- Batter will able to advance on a dropped 3rd strike.
- Base runners are allowed to lead off and steal.

U14

- Please see interlock rules linked below:

https://www.dfwinterlock.com/wp-content/uploads/2023/07/13U-14U-rules_dfw-interlock_fall2023.pdf

Section 20. Players

- All players must play 2 full innings defensively
- T-Ball players should be played where positions would normally be played.
- No player in T-Ball may play the position of pitcher or first base more than two (2) innings per game.
- Players must stay behind the dugout fence.
- In Coach Pitch, the player that is in the position of pitcher must be behind the pitching rubber on either side of the Adult pitcher.
- T-Ball and Coach Pitch Leagues may play ten (10) players on the field defensively. The extra player must be used as an outfielder.
- A game may start with only eight (8) players. If a team has only eight players, it must take an out at the ninth batting slot (this will not be enforced during the fall).
- For the Fall only: If teams are short players, they may pick up a kid from another team/earlier game, (those player(s) just need to play in the outfield) as long as they are from our league and in the same division or lower, never an older player.

Section 21. Coaching

- Each team is allowed a Team Manager and one Official Assistant Coach.
- No more than one adult may coach from the coach's box on each foul line.
- No Team Manager or his/her Assistant shall be allowed to coach from outside of or behind the backstop area.
- All coaches must be wearing their coaching badge at all times. Failure to wear the badge will result in that coach not being on the field. If you need a new badge, you must let staff know by Wednesday. Badges must be picked up by noon on Friday.
- T-Ball League Only
 - One defensive coach is allowed on the playing field while his/her team is on the field and must remain in the outfield.
 - The home plate coach will be responsible for removing the tee from the field of play after the batter bats. If home plate coach fails to remove the tee, runner will be called out on close play.
 - Defensive coaches may not intentionally interfere with the ball while it is in play. The ball will be considered dead and the runners will advance based on the umpire's judgement.
- Coach Pitch League Only

- o Team may have an additional coach to be used as the Adult pitcher. This person must be a Parent or Coach of that team.

Section 22. Pitching Rules

- Coach Pitch League

- o The adult pitching may pitch at any speed at which he/she feels the batter can hit the ball.
- o Underhand pitching is not allowed. Must pitch from a standing position, throw in an overhand motion.
- o Once the ball is put into play the Adult Pitcher shall not interfere with the defense attempt to make the play. It is considered a dead ball and batter is out.
- o Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
- o May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.

B. Pitching restrictions for 10U/12U are as follows:

<i>Pitching restrictions: Age Group</i>	<i>Outs Per Day</i>	<i>Outs Per Week</i>
10U/12U	9	18

Rainout Number

817-500-5156, RAINOUTLINE.COM, Parksattexasstar.com or Facebook