

AUGUSTA PARKS AND RECREATION DEPARTMENT

2021 BASEBALL RULES

A. GOVERNING RULES

1. Co-ed T-Ball – Governed by the Augusta Parks and Recreation Department special rules.
2. Pitching Machine – Governed by the Augusta Parks and Recreation Department special rules.
3. 10 & Under Baseball – Governed by the Augusta Parks and Recreation Department special rules.
4. 12 & Under and 14 & Under Baseball – Governed by the Georgia High School rulebook, GRPA Athletic Manual, and the Augusta Parks and Recreation Department rules.

NOTE: Any discrepancy found between the GRPA Athletic Manual and the Augusta Parks and Recreation Department rules will be ruled on by the recreation department staff.

B. AGE CONTROL DATES

1. Co-Ed T-Ball Entry Level Date: Age on or before September 1, 2021
2. Baseball Age Control Date: Age on or before September 1, 2021

Co-Ed T-Ball	5-6 Years Old
Pitching Machine	7-8 Years Old
10 & Under Baseball	9-10 Years Old
12 & Under Baseball	11-12 Years Old
14 & Under Baseball	13-14 Years Old

C. UNIFORMS

1. All youth uniforms will be furnished by the Augusta Parks and Recreation Department and must be worn at all games.
2. Players losing uniforms or improperly washing them shall be required to replace the items at the following costs:
Shirt: \$5.00 Hats: \$3.00 Pants: \$10.00 Socks:\$2.00
3. Any coach who desires to add players' names to the back of their shirts may do so at their own expense. NO NICKNAMES will be allowed on the shirt. Only the players' legal first or last name will be permitted. (NO EXCEPTIONS PLEASE)

D. EQUIPMENT

1. All protective catching equipment, including the catcher's mitt will be provided by the recreation department.
2. Protective cups are required for catchers. This is a personal item and is the responsibility of the participant to provide. No catcher may play or practice without one.
3. The Recreation Department must approve any other equipment, including bats.
4. Gloves are the responsibility of each participant.
5. Batting helmets *with masks* are required to be worn at all times on offense. If a team player coaches the bases, he must also wear a batting helmet.
6. **T-BALL, PITCHING MACHINE**, – All bats must not exceed thirty-three inches (33") in length and two and one-quarter inches (2 1/4") in diameter.
7. **10 & Under and 12 & Under**-All bats must be on the approved USA Baseball bat list. (Each athletic office has a copy of the approved bat list)
8. **14 & Under** – All bats must not exceed thirty-six inches (36") in length and two and five-eighths inches (2 5/8") in diameter. The bat shall not weigh numerically, more than three (3) ounces less than the length. (A 32" bat cannot be less than 29 ounces in weight.) **All bats in Junior Boys Baseball must be a -3 length to weight ratio with a BB-Cor decal on them.**

E.

INSURANCE

1. All players must be covered by insurance. If you do not have private insurance, you must purchase it from the Recreation Department insurance carrier. (Standard Life and Casualty Insurance)

2. Injured players must be cleared by the Recreation Department before they may resume play or practice.

F. LENGTH OF GAMES AND TIME LIMITS

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|---------------------|--|
| 1. Co-ed T-ball | Four (4) innings or one (1) hour. |
| 2. Pitching Machine | Four (4) innings or one (1) hour. (with a 7 run limit per half inning) |
| 3. 10 & Under | Four (4) innings or one (1) hour and fifteen (15) minutes. (with a 7 run limit per half inning) The run limit will be in effect for the entire game. |
| 4. 12 & Under | Six (6) innings or one (1) hour and thirty (30) minutes. |
| 5. 14 & Under | Seven (7) innings or one (1) hour and forty-five (45) minutes. |

G. OFFENSE:

CO-ED T-BALL

1. No more than 3 practice swings will be allowed for each batter. (All batting motion prior to hitting is considered a practice swing).
2. If the batter hits the tee, it will be considered a foul ball.
3. Any batted ball that does not travel outside the arc (15 feet) will be called a foul ball.
4. The coach of the team at bat or official scorer must notify the umpire when the *last* batter is coming up. When the *last* batter hits, all play is considered as a force out and all play will be stopped immediately. (No run shall score if the batter is put out before reaching first base or any runner is forced out).
5. Co-ed T-ball will use the continuous batting order. The entire line-up will bat each inning.
6. Only one base on an overthrow at first base. Any overthrow at first base that hits an obstruction is a dead ball. (one base will be awarded).

PITCHING MACHINE

1. *The continuous batting order will be used in Pitching Machine. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. Bunting is not allowed. (Automatic out)
3. There will be no walks. If 4 balls occur, then the count will remain 3 balls until the ball is hit or a strike out occurs.
4. If a batted ball strikes the pitching machine, it is treated as a dead ball. All base runners return to the previously occupied base and the batter returns to the plate and assumes the same count.
5. Players are not allowed to play off or steal bases.
6. The object of Pitching Machine is for the batter to swing and hit the ball. There will be no walks. A batter may only take 2 pitches before automatic strikes will be called. The automatic strike will only be called if the pitch is a strike.

10 & UNDER

1. *The continuous batting order will be used in Live Pitch. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. The game is intended for pitchers to learn to pitch and batters to learn to hit. Umpires are instructed to use a wider strike zone. It is not the intention of the program to allow teams to walk their way to victory while taking advantage of a young person learning to pitch.
3. Players are not allowed to play off or steal bases.

All bats in 10 & Under Baseball must be on the USA Baseball Approved bat list

12 & UNDER

1. *The continuous batting order will be used in 12 & Under. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*

All bats in 12 & Under Baseball must be on the USA Baseball Approved bat list

14 & UNDER

There is no continuous batting order in 14 & Under Baseball. The nine players that are in the field must be in the batting line-up. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.

All bats in Junior Boys Baseball ball must be a -3 length to weight ration with a BB-Cor decal on them.

DEFENSE:

CO-ED T-BALL

- a. The pitcher must have both feet in contact with the pitching rubber until the ball is batted.
- b. One coach will be allowed to stay on the field with their team. He can instruct players verbally, but cannot help the players.
- c. No infielder may play inside the imaginary line running behind the pitching area from first to third base, until the ball is hit.
- d. All outfielders must play on the grass. If grass is not present, outfielders must play 40 feet behind the bases.
- e. If a defensive player intentionally rolls a ball to the bases, the runner being played on will be called safe.
- f. All runners will be asked to return to the base previously occupied once the ball that has been retrieved from the outfield is in control by a fielder and that fielders have asked for time.
- g. Please teach kids to make plays whenever possible.

PITCHING MACHINE

1. All games are to be played with a pitching machine.
2. Pitching machine baseball will be played with 10 players (4 outfielders, 4 infielders, pitcher, and catcher).

10 & UNDER BASEBALL

1. Live pitch baseball will be played with 10 players (4 outfielders, 4 infielders, pitcher, and catcher).

2. PITCHING:

PITCHING MACHINE

- a. The pitcher must take a defensive position off to the side or in back, but never in front of the pitching machine.

10 & UNDER

1. No pitcher may pitch in more than two (2) consecutive innings per game. A pitcher may not return to the mound after being removed. One ball pitched constitutes a full inning. It is the responsibility of both coaches and the official scorer to notify the umpire when any pitcher has completed his two (2) innings.
2. Curve balls are banned in Live Pitch Baseball. If thrown, the pitcher will be warned the first time and the pitch will be called a ball unless swung at or hit. The second time, the pitcher will be removed from the pitching position but can remain in the game.

12 & UNDER

1. No pitcher may pitch more than three (3) consecutive innings per game. A pitcher may not return to the mound after being removed. One ball pitched constitutes a full inning. It is the responsibility of both coaches and the official scorer to notify the umpire when any pitcher has completed his three (3) innings.

14 & UNDER

1. No pitcher may pitch more than 7 innings in a game or 10 innings per week. A calendar week shall be Monday through Friday. Whenever a team must play 3 games within a calendar week, each pitcher will be allowed 3 additional innings.

NOTE: ALL PITCHING LEAGUES

1. A pitcher may not return to the mound after being removed.
2. If any coach confers twice in one inning or three times during the game in different innings with the same pitcher, he must be removed from the position but remain in the game.

3. SUBSTITUTIONS:

CO-ED T-BALL

- a. Each player must play 2 consecutive defensive innings.
- b. All play will be stopped at the end of the 2nd inning and all defensive substitutes must be entered into the game.

PITCHING MACHINE

1. All players must play at least 2 consecutive innings per game. Exception: When the home team is ahead in the bottom of the last inning.
2. All play will be stopped at the end of the second inning and substitutes must be entered into the game.

10 & UNDER

1. All players must play at least two consecutive innings per game. Exception: When the home team is ahead in the bottom of the last inning.
2. All play will be stopped at the end of the second inning and substitutes must be entered into the game.

12 & UNDER

1. *Even though the continuous batting order is in effect, each player must still play at least two (2) consecutive innings in the field each game. Exception: When the home team is ahead in the bottom of the last inning.*

14 & UNDER

1. *Each player must still play at least two (2) consecutive innings in the field each game. Exception: When the home team is ahead in the bottom of the last inning.*

NOTE:

1. It is the responsibility of the coaches, assisted by the official scorekeeper, to see that all substitutes participate.
2. **Any player who does not play because of time or run limit will automatically start the next game and play the required amount of time before being removed.**
3. Any player can re-enter in case of injury, emergency, or ejection.
4. **Each coach is responsible for making sure that each player starts every other game.** (Example: If a player is entered as a substitute in game one, he must start game 2.)

4.RUN LIMITS:

COED T-BALL

No run limit

PITCHING MACHINE / 10 & UNDER

Any team having a 10 run lead after 2 ½ innings if home team or 3 innings if visitor, shall be declared the winner. (Must complete the inning unless home team.)

12 & UNDER

Any team having a 10 run lead after 3 ½ innings if home team or 4 innings if visitor shall be declared the winner. (Must complete the inning unless home team.)

14 & UNDER

Any team having a 15 run lead after 2 ½ innings if home team or 3 innings if visitor; 12 run lead after 3 ½ innings if home team or 4 innings if visitor; 8 run lead after 4 ½ innings if home team or 5 innings if visitor shall be declared the winner. (Must complete the inning unless home team.)

TIE GAMES

If a game should end a tie, it will remain a tie.

5. RAIN:

- a. The Recreation Department staff or umpire will determine whether the field is in playable condition.
- b. Should any game be cancelled due to hazardous conditions, the following games that night will be cancelled also.
- c. In case of a game being postponed due to hazardous conditions, all games will be resumed from the point of stoppage: Games that have reached the following points will be considered complete:

T-Ball, Pitching Machine, Live Pitch	2 ½ if home team, 3 if visitor
12 & Under Baseball	3 ½ if home team, 4 if visitor
14 & Under Baseball	4 ½ if home team, 5 if visitor
- d. If a game has reached the point where it can be considered a complete game and then the next inning has begun, if needed, the game would revert back to the last completed inning. (Example: Live Pitch—a game is in the top of the 4th when postponed, the game would revert back to the 3rd inning since that was the last inning completed. DIXIE YOUTH AND ABOVE example: if a game is in the bottom of the 5th and the home team has taken the lead when the game has to be postponed, the 5th inning is considered complete.

6. PROTESTS:

- a. No protest will be accepted on judgment calls. Protest will be accepted on game playing infractions only.
- b. The Recreation Department will rule on all protests. A rule infraction must be protested AT THE TIME OF THE INFRACTION and noted in the official scorebook. Protests must be followed up in writing within 24 hours.

7. POLICIES:

- a. Coaches are not allowed to add players to their rosters. The Recreation Department staff will handle additions. Coaches must notify the Recreation Department of a shortage of players.
- b. Practices are limited to:

T-Ball	1 hour
Pitching Machine and 10 & Under	1 hour and 15 minutes
12 & Under	1 hour and 30 minutes
14 & Under	2 hours

Teams are allowed to conduct Saturday practices. These practices are voluntary for the players and players should not be disciplined for missing a Saturday practice.

- c. The Recreation Department must approve any scheduled practice games with teams not in your league.
- d. Only 4 adults are allowed within the confines of the dugout.
- e. Coaches and assistant coaches shall not leave the dugout or bench area, except to coach the bases, confer with the umpire, or talk to the players on their team during a time out. Adult coaches or team players may be used in the coaches' boxes.
- f. Only 1 coach may confer with the umpire.
- g. A team may start with a minimum of 8 players. In case of emergency, they may continue with less than 8 with the approval of the Recreation Department staff. (The empty spot in the batting order is not an out.)
- h. NO INFIELD PRACTICE IS ALLOWED PRIOR TO ANY GAME.**
- i. Line-ups must be given to the official 10 minutes prior to the start of the game.
- j. Bat persons must be approved and an insured member of the team.
- k. Offensive conferences shall be limited to 1 an inning.
- l. After 2 outs, a courtesy runner may be used for the catcher. The runner must be a substitute unless only 9 players are present. In that case, it would be the person who made the last out. This rule will allow the catcher to get his equipment on.
- m. The use of any tobacco products on the playing field (including dugouts), by the players, coaches, or umpires is **PROHIBITED**.
- n. Batting helmets cannot be intentionally removed, if found to be deliberate, the runner will be called out.
- o. Postponed games will be made up, if necessary, for the league championship.
- p. The attitude and discipline of each team is the responsibility of each coach.
- q. Any player, coach, spectator acting in an unsportsmanlike manner shall be asked to leave the program and is subject to disciplinary action. **COACHES** are responsible for the conduct of their players and spectators.
- r. Infield fly rule is in effect in 12 & Under Baseball as well as 14 & Under Baseball.
- s. An intentional walk may be given by the defensive team by having the coach or player request the umpire to award the batter first base.
- t. There will be no designated hitter.
- u. Water breaks are mandatory every 15 minutes during practice.
- v. In T-Ball, Pitching Machine, 10 & Under, and 12 & Under, the base runner must stay in contact with the base until the pitched ball is hit or passes the *plate*. Should the runner leave too soon, they will be called out.
- w. Any runner, while attempting to reach the next base, slides head first, they will be called out. This applies only when attempting to reach the next base and does not apply to a dive or attempt to return to a previous base.
- x. In case of disciplinary problems, it is the coaches' responsibility to notify the Recreation Department by 5:00 p.m. on game day. All disciplinary action must be cleared through the Recreation Department.

NOTE: EACH COACH IS RESPONSIBLE FOR COVERING THESE RULES WITH THEIR PLAYERS!

SPECIAL NOTES:

1. The Recreation Department reserves the right to act upon any matter not covered in any rules not printed.
2. The Recreation Department has the authority to make changes at any time for the best interest of the program.
3. The Recreation Department has the authority to remove any coach, player, or spectator at any time for breaking regulations.
4. *The Recreation Department has the authority to suspend play, end, or forfeit game, due to rule infractions or the behavior of coaches, players, and spectators.*

8. BLOOD RULE:

A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left up to the umpire's judgment.

Uniform rule violations will not be enforced if a change is required. The umpire shall:

1. Stop the game and allow treatment if the injured player would effect the continuation of the game.
2. Immediately call a coach, trainer or other authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short hand rule and re-entry if necessary.

9. PARTICIPATION POLICY:

All athletic programs for youth offered through the Augusta Recreation Department are governed by a participation policy which states all team members must be allowed to actively participate a designated amount of time each game. Parents who experience problems with coaches not abiding by this policy are asked to notify the Recreation Department.

Each coach is responsible for making sure that each participant starts every other game. (Example: If a player entered as a substitute in game 1, then he will start game 2.)

10. SPECIAL REQUESTS:

Special request for league changes will be considered and ruled on by the Recreation Department prior to the start of each sport. Any questions about the program should be directed to the Athletic Coordinator in your area.

11. DIVISION TIE-BREAKERS:

In case of a tie between two teams in the same division at the end of the regular season, the first tie-breaker will be based on a head to head basis. The team with the most head to head wins between the two teams will be declared the champion. If teams are equal in head to head competition, a one game playoff will be scheduled by the athletic staff to determine the champion.

In case of a tie between three teams in the same division at the end of the regular season, the first measure to break the tie will be head to head competition. If all teams played each other an equal amount of times, the team with the best overall record against the other two will be declared league champion. If two of the three teams are tied with the best record between the three teams, those two teams will play a one game playoff for the league championship. If all three teams are tied with head to head record, the three teams will draw a number (1,2,3). The team who draws the number 1 will get a bye. The teams that draw numbers 2 and 3 will play head to head with the winner advancing to play the team that drew number 1 for the league championship.

12. CONDUCT

- a. Unsportsmanlike conduct will not be tolerated by the Recreation Department. **Any player or coach that is ejected from a game will sit out the remainder of that game. Also the player or coach ejected will be suspended for their team's next game.**
- b. **Good sportsmanship is expected at all times by all players, coaches, and spectators. Foul or abusive language of any kind will be subject to immediate dismissal from the facility and possible dismissal from the program. The Recreation Department promotes sportsmanship, and a fun and learning experience for all participants in our leagues.**
- c. Any coach, player, or team follower acting in an unsportsmanlike manner or in a way that could prove detrimental to the program will be subject to disciplinary action by the Recreation Department. Any of the aforesaid persons who touch an official, staff, coach, or participant in anger or threatens bodily harm, will be banned from the program and the facility.

13. ALL STAR ELIGIBILITY

- a. **Only those players that live full time or go to school full time in Richmond County will be eligible for all star participation. ANY PARTICIPANT IN THE JUNIOR BOYS AGE GROUP WHO TURNS 15 PRIOR TO September 1, 2021 WILL BE INELIGIBLE FOR ALL STARS.**

ATHLETIC STAFF

EAST AUGUSTA

Bo Harrison 706-724-0505

WEST AUGUSTA

Tammy Branham 706-821-2800
Ken Warner 706-821-2801

SOUTH AUGUSTA

Donnell Conley 706-796-5047
Wayne Ivey 706-796-5047
Chris Deville 706-796-5047
Pat Butler 706-796-5047

ATHLETIC MANAGER

Bobby Martin 706-796-5025

PARKS AND RECREATION DIRECTOR

Maurice McDowell 706-796-5025

