



# 2024 RULE BOOK

BASEBALL | Undrafted Leagues

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# T-BALL

Pre-K

(5 years old by 8/31)

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## BASEBALL | Undrafted Leagues

### Section 1. Overall Rules

#### **LEAGUE INFORMATION**

Teams at this level can expect two interactions per week. There are no team standings. There are no playoffs or tournaments. Each player will receive a participation trophy. There are no forfeits.

The objective of this level of baseball is to introduce the ballplayers to fielding the positions, swinging the bat, catching the ball, and running the bases.

#### **MANAGER GUIDELINES AND RESPONSIBILITIES**

1. Home team manager supplies 2 game balls for each game and reclaims them at the end of the game.
2. The home team is responsible for setting up the field equipment prior to the game and removal of the field equipment after the game. In addition, the home team is responsible for determining if the field is in playable condition.
3. Both teams should police the area for trash and debris.
4. The home team will occupy the third-base dugout.
5. The home team will have the field for 15 minutes of warm-up 35 minutes before game time. The visiting team will take the field for 15 minutes of warm-up 20 minutes prior to game time.
6. Managers should supply team sponsors with a schedule of games.
7. Managers make sure that only league members practice or play with the team.
8. Complete PCBS issued uniforms are to be worn by players in all games, and in a proper manner (i.e., shirt tucked in, a hat worn properly, etc. - final determination rests with the umpires).
9. Managers select coaches, scorekeepers, and team parents. Team Parent can help with phone chains, organizing, after-game treats or making sure the field is cleaned up after each game. The players themselves should help in cleaning the field after the game.
10. Managers should make sure that their players do not fight, swear, argue with umpires, throw equipment, or engage in unsportsmanlike conduct. The umpire or manager for any offense, as deemed necessary can remove a player from the game. In addition, a player must be immediately removed for any action he/she instigates deliberately meant to harm another player, coach, manager, or umpire.
11. Managers are required to turn in equipment to the equipment coordinator on the day specified.
12. Managers, coaches, participants, and parents are prohibited from using tobacco products and alcoholic beverages on or near playing fields during PCBS sporting events provided by the Palatine Park District. Managers should discourage this same practice among parents and other spectators. This applies to parents and spectators as well.
13. If a player misses practice without a legitimate reason or pre-excusals, a manager may elect not to start the player in the next game; however, players must play the appropriate innings required.
14. In the event of an injury, managers are responsible for seeing that injured players receive medical treatment, including transportation to the hospital if necessary, and complete incident forms.
15. Managers must remain at a practice or game until all players have been provided transportation home.
16. Managers will be held accountable for the behavior of all spectators.
17. All managers and coaches in PCBS programs should exemplify the PCBS *Code of Conduct*. In the event any player/manager/coach/spectator is ejected from the game, he/she is suspended for up to two additional games. The player/manager/coach/spectator will be given a note explaining what his/her options and penalties are along with a description of the process.
18. Managers are responsible for ensuring these guidelines and all PCBS rules are followed to the best of their ability and in a sportsmanlike manner. Failure to do so may result in a code of conduct violation.

## **FIELD RULES, LINE-UP, BATTING ORDER, AND SUBSTITUTIONS**

1. All players on the defensive team shall play in the field. One player shall play each of the normal infield positions with the rest playing the outfield.
2. The batting order shall be followed throughout the game without regard to which players are assigned defensive positions during the prior half-inning.
3. Free substitution is allowed for any defensive player when the ball is dead, or when time has been called. Managers are encouraged to rotate players to various defensive positions.
4. No player shall sit out 2 full innings (unless due to injury or illness) during any game before every other player on the team has sat at least one full inning. In other words, no player shall sit their second inning until every player has sat their first inning.
5. Each player must play a minimum of one inning at an infield position. The infield is defined as 1st base, 2nd base, shortstop, 3rd base, catcher, and pitcher. One of these infield plays must occur before the end of the 4th inning (end of the game for T-Ball).
6. Outfielders must be positioned a minimum of 10 feet behind the baselines when the pitcher delivers the ball to home.

## **COMPLETE, CALLED, OR SUSPENDED GAMES**

1. In the non-competitive leagues (leagues where there are no umpires provided), the home team manager is responsible for halting the game due to darkness, rain, lightning, or other unusual conditions.
2. The Palatine Park District has Strike Guard Lighting Warning systems at specific parks (detailed information on the systems' operations and locations can be found on both the PPD and PCBS websites). It is expected that when actual lightning strikes have been detected (no false alarms) within the warning area, the park systems in that zone will provide a warning. When lightning has been detected, notice to take shelter is provided. One long (15-second) siren will sound, and a strobe will flash on the unit, and everyone should immediately seek shelter. After the Strike Guard System determines conditions are safe, (30 minutes of no lightning) the siren will sound three five-second intermittent blasts and the strobe will go off, providing notice that it is safe to resume activity in this area.
  - a. Every attempt should be made to continue the game if the Lightning system gives the all-clear and the umpire has not declared conditions as unplayable (field, darkness, etc.). Obviously, if the delay continues too long, a point will be reached where there won't be enough time to restart the game and get enough innings to make it a "complete game":
    - a. If lighting is witnessed, or thunder is heard, and the siren has not sounded (if at a park with a system) or if not heard (if at a remote site), the game should stop immediately, regardless of the inning. All participants should leave the field immediately. The game will be considered a suspended game unless the requirements of an official game have been met. No attempts should be made to "wait it out" as if the Strike Guard Lightning System were operating.
3. If weather or darkness interferes with play so the game is ended by the umpire it would be a regulation game as defined within each league; if it is not a regulation game the game is suspended.

## Section 2. General Rules

### PLAYING

1. IHSA Rules shall apply to all PCBS games except as modified and noted by the current approved house rules.
2. Before each game, opposing managers should review the game and ground rules. Special field rules should be clarified.
3. League commissioners are empowered to impose penalties and sanctions, including suspensions and forfeiture of games, to ensure that league rules are followed. The PCBS Executive Board shall have the authority to affirm, modify, or overrule any such commissioner's ruling.

### EQUIPMENT

1. The pitcher, catcher and first baseman should wear helmets when playing on the field.
2. Metal cleats (spikes) are not allowed.
3. All catchers must wear chest protectors, helmets, masks, shin guards, and cups when catching.
4. Intentional throwing of any equipment is cause for immediate ejection.
5. Any equipment judged by the umpire to be potentially dangerous is illegal. The wearing of any jewelry during practices and games is prohibited. All jewelry, including earrings, must be removed prior to a player participating in a practice or a game. Medical Alert and religious medals bracelets/necklaces are not considered jewelry. If worn, they must be taped to the body to remain visible.
6. All male players will wear a protective (hard) cup. No player will be allowed to play during a game if this rule is not met. It is the manager's responsibility to ensure that this rule is strictly enforced.
7. Bats rules:
  - a. We are aligned with the [Little League Baseball Bat rules](#). All legal bats shall bear the USA Baseball or BBCOR logo signifying they meet those certifications. A simple chart and examples of acceptable logos are shown below.

PROGRAM	MAX LENGTH	MAX DIAMETER	DROP LIMIT	ALLOWED CERTIFICATIONS
T-Ball	26"	2-5/8"	None	USA
Rookies	33"	2-5/8"	None	USA
Future Stars	33"	2-5/8"	None	USA
Pinto	33"	2-5/8"	None	USA
Stallion	33"	2-5/8"	None	USA
Mustang	33"	2-5/8"	None	USA
Bronco	33"	2-5/8"	None	USA, BBCOR
Pony	34"	2-5/8"	None	USA, BBCOR
Colt	36"	2-5/8"	-3	BBCOR

**NOTE:**  
Wood bats are allowed in all programs listed above.



For additional information visit: [PCBS Information | Bat Rules](#)

## Section 3. T-Ball Rules

### **GRADE LEVEL, TIME LIMITS, and FIELD DIMENSIONS**

The league a new player plays in is determined by their grade on April 1 of that season.

Program	Grade Level	Time Limits	Inning Limit	Base Distance	Home to Center of 2B	Pitching Distance
T-Ball	Pre-K	N/A	3	50'	70'-8"	36'

*\*Measurements are taken from the center of the bases except for home plate. Measurements are taken from the rear point of home plate to the front of the pitching rubber or to the center of the bases.*

### **PLAYING**

1. No official scores or standings are kept at this age level.
2. Managers and/or coaches of the team in the field will “umpire” the plays using their judgment.
3. All players shall bat each inning. Outs do not count, and the last child to bat runs the full bases.
4. In the event of a putout at a base, the runner shall be allowed to remain on the base and continue as a base runner.
5. On an infield hit, the runners shall advance one base.
6. On a ball hit to the outfield, runners may advance until the ball is returned to the infield.
7. Up to 3 Adult coaches will be allowed on the playing field for the defensive team and one behind the catcher to guide the players’ behavior and to keep them in the game.
8. The coaches are for instructional assistance only and cannot touch the ball or a player while the ball is in play. The penalty for doing so will be an extra base for all base runners
9. The inning is considered complete when team batted completely through its batting order.
10. The pitcher must stand on or behind the pitching rubber until the ball is hit. All other players must stay at their assigned positions until the ball is hit.
11. There is no infield fly rule.

### **BATTING**

1. For the first half of the year, players will bat only off a Tee. After the date set by the commissioner, the batter will have the option of hitting a ball pitched by his/her coach/manager.
2. At all times while hitting off the Tee the batter will have a maximum of 4 swings allowed at the ball.
3. If the batter does not hit the ball after 4 swings on the Tee, the batter is out.
4. A foul ball is a strike except for the last strike; the batter must swing and miss the ball to strikeout. The ball, not the tee, must be hit, and the ball must travel at least to the infield mark between home plate and the pitcher’s mound or a distance of 15 feet.
5. No bunting is allowed.

### **BASERUNNING**

1. Base coaches cannot physically assist the runner.
2. A play stops when the ball is in the infield. Examples: The ball is hit to the pitcher, the pitcher holds the ball, and the batter gets first base only. If the pitcher throws the ball past the first baseman, no additional base is awarded. If the ball is hit to left field, the runner is past first base and the ball is thrown into the infield, the runner must stop at second base.

3. Players are encouraged and should be taught when and where to throw the ball; therefore, no runners can advance on an overthrow. The above guidelines are to prevent a batter from hitting a ground ball to shortstop and running around the bases for a home run. That would not teach the players anything.
4. No leadoffs are permitted.
5. Runners cannot advance on a passed ball.
6. No stealing is permitted.

## **EQUIPMENT**

1. Catchers may use a fielder's glove.
2. The official game ball is the Rawlings TVB ball.
3. The pitcher, catcher, and first baseman should wear helmets when playing on the field.
4. Metal cleats (spikes) are not allowed.

## **Section 4. Fall Ball Rules**

*This PCBS League does not have a Fall Season currently.*