

6u Girls T-Ball Bylaws

The goal is to provide a wholesome, enjoyable activity, which develops character, skill, sportsmanship, and goodwill.

The National Federation of State High School Associations (NFHS) Rules will govern this league unless otherwise stated in these bylaws.

REGISTRATION FEE

To help offset expenses, a team fee may be required (amount to be determined at the beginning of each season).

AGE GROUPS AND ELIGIBILITY

1. This league is open to girls 4-6 years of age. A player's age on September 30 of the current school year determines her eligibility for both the spring and fall seasons.
2. Players must register with their coordinating association, and teams must follow their area's rules.
3. A player must meet the age requirement of the league in which she participates. Players may only participate on one team at a time.
4. If the eligibility of a participant is questioned, proof of age must be verified through one of the following (no copies): Original Birth Certificate, Military ID, or Passport.
5. Non-Virginia Beach residents must first register with a Recreation Association and are subject to all of the Association's terms and conditions for participation. No Virginia Beach resident shall be excluded in order to accommodate a non-resident. No more than 2 non-residents on a team. Residents of Knotts Island, NC are eligible to participate and are considered residents.

ROSTERS

1. Team rosters are limited to fifteen (15) players and four (4) coaches.
2. A completed roster to include team name, team age group, coaches' names, and all player information (name, date of birth, jersey number) must be turned in by each team to their respective area coordinator prior to the first game of the season.

SCHEDULING OF GAMES

1. Games (8 per season) will be played in accordance with the schedule.
2. Any coach who finds it impossible to play a scheduled game must notify their Area Coordinators soon as possible.
3. If games are postponed due to weather or other conditions, makeup information will be e-mailed to coaches by their Softball Coordinator.

RESPONSIBILITIES

1. Each Association assumes the following responsibilities:
 - A. Identifying and preparing game sites.
 - B. Custody of rosters and authority to rule on player eligibility.

STANDARD GAME AND PREGAME PROCEDURES

1. Head coaches are responsible for maintaining proper conduct of their assistant coaches, parents, and players at all times. (In accordance with their area's Code of conduct.)
2. The home team will be noted on the schedule and occupy the third base bench.
3. **Starting of Games and Total Innings:**
 1. Teams should arrive 30 minutes before scheduled game time. Games may start early only if both coaches agree.
 1. No grace periods. Game time is forfeit time.
 2. The game will be **1 hour**
 3. A regulation game is 3 innings, or when the time limit expires (whichever comes first).

4. **Coaches:**
 1. Maximum Three (3) Adult Coaches (1- Base Coach, 3- Base Coach, and 1 Dugout Coach) . These individuals are the only ones permitted on the field or in the dugout/bench area during the game. Coaches are responsible for keeping spectators off their benches and out of the dugout area.
 2. **Only coaches with a valid Virginia Beach Youth Sports League Volunteer Identification Card may occupy the player's dugout/bench area in addition to the limited number of players.**
 3. Two fielding coaches will be permitted in the field of play to coach the fielders. The coaches are allowed on the field for verbal assistance only and will not interfere in any way with any ball in play or opposing base runners. Another coach may be stationed behind the catcher or as a replacement for the catcher to aid in recovery of passed balls in order to speed up play.

5. **Pregame Warmup:**
 - A. Players and family on teams scheduled for the next game shall stay behind the bleachers to warm up and may not detract in any way from the game in progress.
 - B. For the pleasure and safety of spectators and fairness to the teams playing, **no pregame loose- ball batting of any kind or hitting ground balls is permitted, including by coaches. No hitting off a pole during the game, either in the on- deck circle or outside the playing field.** Waiting teams can use a hitting stick if they are a good distance from the playing field. Girls can only work on throwing/catching or hitting off a stick prior to the game.
 - C. Due to the time limit, pre-game infield practice will not be taken.

PLAYING EQUIPMENT

1. Game balls to be used are 11-inch IncrediBalls (Softstitch, wrapped in a washable cover)
2. Game balls will be supplied by the home team – 1 new and 1 good (almost new) condition.
3. NFHS Bat Rules Apply.

4. If a team uses a catcher (not required), the catcher must wear a full helmet (no skull cap), with facemask, throat protector, chest protector, and shin guards. Hockey style masks do not require a throat guard.
5. Futures batters and runners must wear helmets with earflaps and a NOCSAE warning label.
6. All fielders (infielders and outfielders) **must** wear a defender's **face mask**.
7. Teams must provide their own practice balls and uniforms.
8. Team members must all have the same color uniform and individually identifying jersey numbers. There shall not be duplicate jersey numbers.
9. **No jewelry** can be worn by players during the game (No earrings, necklaces, etc.). If a player has recently had a piercing, the earring/stud needs to be removed when in the field of play (defense and offense) but can be worn in the dugout if needed/desired. The only exception to this rule is for medical and/or religious reasons.

PLAYING RULES

- A. **Base Distance:** distance between bases – 55 feet.
- B. **Pitching Distance** – 30 feet (or at the coaches' discretion).
- C. **Team Makeup:**
 - a. A team may play with 6 players in the Futures. No automatic out in Futures.
 - b. If additional players arrive late for a game, they can play and are added to the bottom of the batting order.
 - c. The batting order will remain the same for the entire game.
 - d. Each team will bat the same number of players each inning.
- D. **Game rules:**

The game will end after 3 innings or after 1 hour, whichever comes first. Home and visiting team must leave the field and dugout immediately following the game to allow for the next game/practice. Game scores will not be posted.
- E. **Pitching and Hitting (Futures):**
 - No called balls and strikes.
 - For the first four (4) games, batters will have four (4) swings at tee.
 - After the first four (4) games, or when the head coach feels players are ready, each batter will receive 3 pitches from their team coach. If the batter does not hit the ball in fair territory during those 3 pitches, the batter will have 2 swings at a ball on a tee. If both teams agree, the number of pitches from the coach can be increased with a decrease in swings from the tee in the last half of the season.
 - Each team will have the same number of players for their batting lineup of each inning. (Example : if Team1 has 15 players and Team2 Has 10 players , Each team will bat 10 in the inning, when Team 1 goes to the next inning they will start with their 11th batter and continue in their line up for the next 10 players)
 - When the coach (pitcher) has control of the ball and is in the circle around the pitching rubber, time will be called and the next batter will bat.

- Outfielders must be at least (10) feet behind the bases until the batter hits the ball. Infielders must be farther from home plate than the pitcher until the batter hits the ball.

F. Double First Bases:

1. Double first bases can be used at all fields for league play. The following rules will be enforced, consistent with National Federation of State High School Associations (NFHS) guidelines:
 - A. A batted ball hitting or bounding over the white portion is fair.
 - B. A batted ball hitting or bounding over the orange portion is foul.
 - C. The defense must use the white portion and the batter-runner the orange portion when a play is being made on the batter-runner.

G. Player substitution:

- a. Players can be substituted from the bench or moved to a different on-field position or back to the bench at any time for any position, as long as time is called.

PLAYER/TEAM CONDUCT

1. All parents of players are required to read and sign their area's Code of Conduct. Each team will turn in completed forms to their Area Coordinator prior to the first game of the season.
2. Head coaches are responsible for their assistants, players, and spectators at games. Any team refusing to control a coach, player or spectator is subject to game forfeiture.

AUDIO/VISUAL

1. Head coaches/assistant coaches may not record during game time play.
2. Recording equipment may not be attached to any part of the field of play
3. All recording must be done outside the field of play.

FIELD CONDITIONS/WEATHER

1. In the event of rain or other inclement weather, updated information about the status of games will be provided by association coordinators 2 hours prior to game time.
2. If a game has gone at least 40 minutes and then called due to weather, it will be considered a complete game. If a game is stopped prior to 40 minutes it will be replayed from the start.

NOTES

1. Coaches will advise parents & players of the bylaws. Ignorance of any bylaw will not be tolerated.
2. Please park in authorized parking areas only.
3. Smoking, use of tobacco products including smokeless tobacco, and use of all types of e-cigarettes (including nicotine vapor and non- nicotine vapor products) are prohibited by State Law on School Property. No smoking, vaping or use of smokeless tobacco in dugouts or on the field by players or coaches.
4. Per Virginia Beach School Board Policy, pets other than service animals are prohibited on school property.
5. At Virginia Beach City Parks, pets are permitted but must be leashed and under control with leash in hand at all times. Please be sure to scoop the poop.

6. NO PETS are allowed on the athletic fields at any time.