

## **Kingston Thunder Baseball Association**

### **2011 Timbit Rules**

**The purpose of Timbit Ball is to introduce baseball in an informal, yet structured setting. It is intended to develop social skills as well as baseball skills.**

- 1. All team members shall be in the batting order.**
- 2. The fielding team will be comprised of: 2 pitchers (one on left side of mound and one on right side of mound, catcher, first, second and third base, a left shortstop and all remaining players in the outfield.**
- 3. A team shall have no less than 6 to be eligible for a legal game. Players may be borrowed from the opposing team to reach 6 if necessary.**
- 4. An inning will consist of each team batting all players present. The same batting order will be followed each inning, except in succeeding innings the former first batter will bat last (thereby moving each batter up a position). The last batter must be declared by the coach to the opposing team. The inning is over after the last batter bats. The last batter of the inning is to be encouraged to keep running and try for a "home run". This is fun for the runner and the fielders, who have a great chance of getting an out.**
- 5. A batter will be allowed a total of 5 attempts to hit the ball in fair territory. After the 4<sup>th</sup> pitch a tee should be used for the fifth pitch. Bunting is not allowed.**
- 6. The infield fly rule will not be used.**
- 7. (A.) Base runners can only advance a base on a ball that has been hit in fair territory. Base runners cannot leave the base before the ball is hit. No stealing allowed.**  
**(B) Players are not to be called out for lead off they are to be sent back to the base with a brief explanation.**  
**(C) If a runner is hit by a ball they are not out but again the situation is explained to the child.**  
**(D) A maximum of two bases is allowed on any hit save and except the last batter for each team (See Rule 4 above).**
- 8. The infield will be a distance of approximately 35 feet from home plate to first base, home plate to third base, and the same from third and first base to second.**
- 9. A player called out will return to the bench and play resumes.**
- 10. Defensive players must not interfere with the base runners. Players should not stand on the base or on the base paths unless fielding the ball.**
- 11. Infielder, with the exception of the pitchers, will not be permitted within 30 feet of home plate (i.e. 5 feet inside the baseline) until the ball is batted.**

12. If a batter lets go of the bat, while swinging at the ball or throws the bat after hitting the ball the batter should be warned by the coach. This rule is for the protection of fellow players and spectators and to break bad habits at an early age.
13. When a batted ball is fielded by an infielder and the infielder is not making a play on a base runner, the play is ruled dead. When a ball is returned to the infield from the outfield, the ball shall be ruled dead as soon as it arrives in the infield. All runners must stop at the base they are going to or the base they are on.
14. Two coaches for the fielding team may coach from any place past the 35-foot infield distance (one on left side of field and one on right side of field). The offensive team may have 3 coaches on the field. One coach at first and third base and one at the plate. The coach at the plate must step back before the batter can be pitched to. Coaches may not enter the infield while the ball is in play.
15. On a thrown ball going out of play at first or third base, base runners get the base they are going to only. Should it be a fenced diamond and the ball hits the fence the ball is out of play and no further bases may be taken.
16. Batters will not bat the ball until the official calls "Play Ball".
17. A player may not play two consecutive innings in the outfield. Players will be rotated to different positions between the infield and outfield.
18. All games start at 6:00 with a 20 minute practice consisting of 10 minutes infield, 10 minutes outfield (home team will do infield first). Game play will begin at 6:20pm. A time limit has been set on Timbit ball so that no new inning is to begin after 7:20pm. Note: diamonds are available for practice/warm-up prior to the game.
19. There will be no playoffs.
20. No official score is kept all games end in a tie.
21. Long pants are to be worn by all players for safety.
22. Pitchers are required to wear helmets. (two per team)
23. No Jewelry!! No rings, watches, necklaces or earrings including studs. If it can't come off or be taken out then make sure the umpire does not see it. (cover with tape or band-aid). If the umpire sees the jewelry then it must be removed or the player is ruled ineligible to play. Medic alert is the exception!!

***NOTE: THESE RULES SHOULD BE APPLIED WITH DISCRETION. TIMBIT BALL IS MEANT TO BE AN INTRODUCTORY PROGRAM, A FUN, ACHIEVEMENT ORIENTED BALL EXPERIENCE. IT IS THE DESIRE OF THE LEAGUE THAT THE PLAYERS RECEIVE A GOOD FOUNDATION OF THE GAME, WHILE HAVING FUN AND ENJOYING THE GAME. COACHES ON BOTH SIDES OF THE FIELD ARE STRONGLY ENCOURAGED TO ASSIST THE PLAYERS AND HELP THEM TO LEARN TO PLAY THE GAME IN A FUN AND ENJOYABLE MANNER.***