

## T-Ball GAME Rules

The purpose of the T-Ball division is to introduce players ages 5 and 6 (4 years if parent is coach) to the fundamentals of the game of baseball. It should be both an educational and enjoyable experience for the players, coaches, and parents. A batting tee is used to facilitate both an offensive and defensive game. The following rules shall apply in addition to those covered in the PAL Rule Book and the Major League Baseball Rules.

**A.** A full team is ten (10) players, consisting of four (4) outfielders. Game may begin with eight (8) players. If less than (8) players are present after fifteen (15) minute grace period, game will be forfeited. A team may finish game with (8) players. However, if total number of players falls below (8) players during the game at any time, the game will be forfeited. No out is recorded in line-up spot for missing, ejected, or injured player.

**B.** Team will bat entire roster.

**C.** Substitutions will be made every inning. No player may remain on the bench for two (2) consecutive innings. Exceptions: discipline, illness, or injury. The head umpire and opposing manager must be notified in advance.

**D.** A foul line is drawn fifteen (15) feet from home plate between the 1<sup>st</sup> and 3<sup>rd</sup> base foul line (refer to field layout). Any ball not hit beyond this line is considered foul. Any ball touching the line is considered fair.

**E.** The pitcher's box is drawn forty (40) feet from home plate; three (3) feet to the right and left on the center of the pitcher's rubber; four (4) feet to the back of the rubber.

> One player (pitcher) must be within the pitcher's box until the batter swings at the ball. **Penalty** will be assessed if player makes play on the ball. The batter is awarded 1<sup>st</sup> base.

**F.** Infield and outfield restraining lines are drawn at forty five (45) and sixty five (65) feet respectively from home plate.

> Infielders (excluding pitcher) may not be in front of the 45ft. line or beyond the 65ft. line until the batter swings at the ball. Outfielders may not be in front of the 65ft. line until the batter swings at the ball. **Penalty** will be assessed if player makes play on the ball. The batter will be awarded 1<sup>st</sup> base.

**G.** Any ball overthrown into foul territory behind 1<sup>st</sup>, 3<sup>rd</sup>, or 100ft. line; player advances one (1) base. If ball goes under fence, it is declared a dead ball and out of play.

**H.** Home run and ground rule double line is 100 ft. from home plate on all fields.

**I.** Any ball hit in the air over the 100ft. line is a home run. If the ball hits a defensive player and goes over the line before hitting the ground, the batter is awarded a home run.

**J.** If a defensive player touches or catches a ball in the air while standing on or beyond the 100ft. line, the batter is awarded a home run.

**K.** Any ball hit that touches the ground and then touches or passes the 100ft. line is a ground rule double. All base runners shall advance (2) bases and the ball is dead.

**L.** If a defensive player stops a ground ball while he/she is touching or beyond the 100ft. line, the batter is awarded a ground rule double. Ball is dead.

**M.** Defensive players will play normal base positions.

**N.** The ball is hit from the batting tee. The tee will be placed on home plate and cannot be moved.

**O.** The batter must be in the batter's box and must take a full swing (**NO ON DECK BATTERS EXCEPT FOR MAJORS DIVISION**). No bunts allowed and the ball must leave the tee to be a strike.

**P.** Any batter intentionally throwing a bat will be automatically out. **This is a judgment call by the umpire.**

**Q.** A manager or coach is allowed to assist any player in the proper way to play a position or stand in the batter's box, except while the ball is in play. The ball is in play once it is placed on the tee by the umpire. **If a manager or coach touches a player while the ball is in play, the player is out. Strikeouts:** A player may strikeout when he/she has any combination of the two.

(2) foul balls or (2) misses and he/she misses the ball on the third swing.

**R.** The defensive coach must stand within the coach's box beyond the 100ft. line.

**S.** No lead off from the bases until the batter swings. **Penalty: runner is out.**

**T.** No stealing of bases.

**U.** Play is stopped when the last defensive player tags any base while in possession of the ball, the player must then roll the ball underhanded to the catcher. Runners may advance only if previously committed to do so prior to the play being stopped. **Umpire Judgment.**

**V.** Play is resumed if the fielder makes an attempt or throws the ball in any direction except to home plate underhanded. (The umpire will determine when the ball is dead.)

**W.** Rolling of a ball to a base to obtain an out is prohibited; ball must be thrown.

**X.** The coach must remove the batting tee when a runner is advancing to home plate.

**Y.** (½) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made. **Exception:** Last inning. This applies to all divisions.

**Z.** Ten (10) run rule; game over after (4) innings.

No team shall have more than fifteen (15) players on the official roster sheet.

Teams may have three (3) coaches.

Must have a certified member of the coaching staff present at each scheduled game.

Any team forfeiting three (3) regular season games may be considered for elimination from competition for the remainder of the season.

The umpire is required to review and sign the official score sheet. Any protest shall be documented providing the circumstances, the specific rule in question, and the time of the protest. This shall be done at the completion of the game.

Each manager shall be supplied with a copy of these rules. He/She shall acquaint his/her players, coaches, sponsors, and team followers with contents of these rules.

Any individual violating any of these rules is subject to the penalties, as outlined in the rules of this book.

Ignorance of said rule or rules shall not be accepted as an excuse for any violation

Only one (1) manager or designated coach may approach the umpire to question or dispute a call. **NO EXCEPTIONS**

1<sup>st</sup> named / numbered team on the league schedule during the regular season shall be the home team. **Note:** Home team supplies game balls (1 new and 1 good used ball)

Substitutes will enter when team takes the field prior to the first pitch. Teams will bat the entire roster. No player may sit on the bench for two (2) consecutive innings. **(A violation will constitute a penalty or possible forfeit.)**

Regulation games in all divisions shall be 4 and ½ innings if the home team is leading, or 5 innings if the visiting team is leading.

If during a regular season game, the losing team is down by 10 or more runs, and has batted five (5) times; the head umpire shall terminate the game in favor of the leading team.

**ALL DIVISIONS:** All players and subs must be listed on the game sheet before game begins. If player has not arrived by 4<sup>th</sup> inning, player cannot enter the game.

Teams may start and finish with eight (8) players. If a team cannot field eight (8) players to start or finish, the game will be forfeited in favor of the team with the full roster. **Note:** No out is recorded for the missing player.

If a batter **intentionally** throws the bat, he/she will be ejected from the game. This will be determined by the umpire. Ball will be dead, no out applies. Substitute will assume ejected batter's existing count at the plate. **Unintentional** throwing of the bat will result in a Team Bench Warning. Next incident will result in the batter being called out. Ball will be dead.

If a player is ejected for any reason or injured, and there are no subs, the opposing manager can pick a player to re-enter the game

Playing times of games 1 Hour / 5 Innings - \*Each division 6 runs per inning.

Teams not ready to start within fifteen (15) minutes of start time, shall forfeit game. Should both teams violate, both teams shall forfeit & be charged with a loss.

The game will immediately start during the fifteen (15) minute grace period once both teams have eight (8) players. **Scheduled time** is starting time. **Delay time** is time lost. Umpire delay for rain, field conditions, etc. is **extended time**.

The time of the umpire shall be the official time for governing games.

**T-Ball** Ball = Safety ball

Catchers must wear protective head gear; a facemask and helmet with ear protection. **Penalty:** Game suspension during regular season.

Catchers (male/female) must wear a protective cup.

Catchers must wear a minimum 2 inch throat guard or extended mask.

Players must not wear watches, rings, pins, jewelry, or metallic items.

**Shoes with metal spikes, metal cleats or screws on cleats are strictly prohibited**

No uniform shall include a pattern that imitates or suggests the shape of a baseball

Players in must wear the "coverall" type head gear while batting, running bases, or coaching the bases. **No "On-Deck" batters. Penalty: If a batter or runner intentionally removes or dislodges his/her head gear while running the bases or batting, he/she shall be declared out if a play is being made on the runner.**

In between innings, any player warming up the pitcher on the field must wear protective head gear

No non-baseball attire or equipment will be permitted on any field. If there is a medical need for the use of such items as crutches, canes, casts, etc. by any player, coach, assistant, or manager; that member will be restricted to the dugout area. Furthermore, any equipment deemed unsafe by the umpire will be considered unacceptable and will be removed from the playing field.

**Runners do not have to slide unless necessary to avoid contact.** No runner may hurdle the defensive player to avoid the tag. **Penalty:** This is a judgment call by the umpire as to whether obstruction or interference applies. Runners may be declared out and may also be ejected from the game, if action deemed intentional.

All players must remain clear of the dugout doorway.

No on deck batters.

**Game Forfeit will occur when a team:**

- A.** Fails to obey, within a reasonable time, the umpire's order to remove a player, manager, or coach from the playing field and immediate area.
- B.** After warning by the umpire, a player, manager, or coach willfully and persistently continues to violate any rules of the game.
- C.** After warning by the umpire, a player, manager, or coach intentionally employs tactics designed to delay or shorten the game.
- D.** An ineligible player, manager, or coach participating in a game.