

## T-Ball Rules

A batting tee is used . Major League Baseball Rules will be followed, except as noted in this set of Rules;

A team may have a manager and three (3) coaches.

**Time/Innings:** 5 Innings - (Each 1/2 Innings = 6 Runs), or 1 Hour Time Limit  
No innings shall start after 1 hour of play. Any Inning still in progress after 1 Hour must be completed. (½) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made.

**Exception:** Last inning = Unlimited Runs. Umpire will announce last inning, before the start of the final inning.

**Mercy Rule:** Ten (10) run rule; game over after (4) innings.

**Players:** (10) players, consisting of four (4) outfielders. (8) Minimum to Start and Finish a Game. If less than (8) players present after fifteen (15) minute

**Grace Period,** game will be forfeited, unless the exception below is enacted. 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.

**Exception:** A game may be played with 7 Players, provided both Team Managers agree, and such decision is written and signed on the game sheet. In this case, the game and it's outcome shall be deemed an official game. Umpires will Umpire these Games.

**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.

Team will bat entire roster. (**Late players** will be placed at the bottom of the batting order.)

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

Defensive players will play normal base positions.

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

**Pitcher's Box:** One player (pitcher) must be within the pitcher's box until the batter swings at the ball.

**Penalty :** if player makes play on the ball, the batter is awarded 1<sup>st</sup> base.

**Infield and outfield restraining lines:** 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** accessed if player makes play on ball. Batter will be awarded 1<sup>st</sup> base.

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

**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.**

**Batting Tee:** The ball is hit from the batting tee. The tee will be placed on home plate and cannot be moved. The coach must remove the batting tee when a runner is advancing to home plate.

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

**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.

**\*\*Any batter intentionally throwing a bat will be automatically out. (Umpire Judgment)**

**Home Run and Ground Rule Double** line is 100 ft. from home plate

> 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, it's a home run.

> If a defensive player touches or catches a ball in the air while standing on or beyond the 100ft. line, it's a home run.

**Ground Rule Double** 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. > 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.

No runner may score from 3<sup>rd</sup> base to home unless:

**1. Forced 2. Advanced by hit ball 3. There is a pick-off by a player at any base.**

**Note:** A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3<sup>rd</sup> base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.

**Overthrows:** 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.

**Stealing & Leadoffs:** No stealing of bases.

No lead off from the bases until the batter swings.

**Penalty: runner is out.**

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.**

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

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