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## T-Ball League Rules

- ❖ 5 or 6 years old unless otherwise approved by CBA. Birth Date as of May 1<sup>st</sup>
- ❖ Playing Field:
  - Bases: 60 Feet
  - Pitching Rubber: 46 Feet
  - Strike Arc: 30 Feet
  - Players Arc: 46 Feet
- ❖ Team Roster:
  - Teams may have up to 15 players and no less than 8 of there own players to start a game. If 8 of there own players are not available they will forfeit the win.
  - Rosters must be exchanged before the start of each game.
- ❖ Game Duration:
  - Time limit is 1:30 (one hour and thirty minutes) or 6 innings. Whichever comes first.
  - An inning started before the 1:30 time limit shall be completed in full.
- ❖ Coaches and Parents:
  - Any coach or parent using foul or abusive language will be ejected from the game and not allowed to return for the remainder of that game. This is at the **UMPIRE'S DISCRETION.**
- ❖ Two defensive coaches will be allowed on the field.
  - One in the infield behind the base lines and one in the outfield, or two in the outfield.
  - At no time shall there be two coaches in the infield at the same time. If this happens one coach will be on the field and one coach off the field for the remainder of that inning.
- ❖ Three offensive coaches are allowed on the field.
  - One at first base.
  - One at third base.
  - One at home plate to set batter.
- ❖ The coach at home plate is responsible for removing the Tee after the ball has been hit.

❖ Umpires:

- An umpire's call is final.
- Umpires will let each team know the official start time of the game.
- An umpire has the right to warn or eject any player, coach, or parent from the game.
- The umpire will place the ball on the Tee to start play once they see the defense is set and ready for play. *(The offensive coach may remove and replace the ball on the Tee to set the batter after the umpire has placed the ball on the Tee)*

❖ Playing Rules:

- Home team is the official scorebook. Home team is listed on your schedule.
- Max one base on passed ball to 1<sup>st</sup> base. All runners advance one base. If the play is made at any other base runners advance at their own risk.

❖ Defense:

- All players will play defense the whole game.
- Infield must play in the infield and not in the grass in the outfield.
- Outfield must play in the grass and in an umbrella format.
- Catcher must play on the opposite side of the batter.
- Pitcher must keep one foot on the pitcher's rubber until the ball is hit.
  - Infraction of this rule: All players shall be awarded one base.
- An outfielder may make a play in the infield.

❖ Offense:

- Each team will bat their full roster.
- Batters must swing under their own power.
- No bunting or half swings.
  - If this occurs it will be a called strike. This is at the **UMPIRE'S DISCRETION.**

❖ Number of swings:

- 7 swings or 5 strikes.
  - Any ball inside the 30-foot arc is a called strike.
  - Any ball that is swung at and missed is a called strike.
  - Any ball that is bumped off the tee on a check swing is a foul ball.
  - Any ball hit outside the baselines is a foul ball.

- ❖ Base runners:
  - Runners may not leave the base until the ball is hit.
    - Infraction of this rule will result in a dead ball, the runner being called out, the batter reassumes count and the batter hits again. This is at the ***UMPIRE'S DISCRETION.***
  - Last Batter: If a team bats the entire lineup and reaches the last batter on their roster, they will automatically receive 2 outs. Play can be stopped with a force out at home, or a 3<sup>rd</sup> out can also be made in the field of play to end the inning.
- ❖ A ball thrown out of bounds is a dead ball. All runners advance one base.
- ❖ Max barrel size 2 3/4"
- ❖ Batting out of order:
  - The batter that did not bat is called out.
- ❖ Bat throwing will not be tolerated: This is at the ***UMPIRE'S DISCRETION.***
  - First infraction of this rule: Warning
  - Second infraction of this rule: Batter is called out.
- ❖ Run Rule:
  - 10 runs after 5 complete innings.
- ❖ Infield fly rule does not apply.
- ❖ Calling time:
  - Time shall be called **ONLY BY THE UMPIRE!**  
A defensive player must stop the lead runner before the umpire will call time. This is at the ***UMPIRE'S DISCRETION.***  
There will be no hash mark between the bases.