

# **T-BALL DIVISION RULES**

## **Age**

Coed T-Ball Division is for all boys and girls who are five (5) thru seven (7) years old on June 1 of the current season.

## **Playing Field**

- a. The distance between the bases will be fifty-five (55) feet.
- b. The leading edge of the pitching rubber will be thirty-five (35) feet from the point (rear) of home plate.
- c. The base path line shall be drawn two (2) feet behind the bases.
- d. A fair ball line shall be drawn at a 10 foot radius from the back point of home plate from foul line to foul line.

## **Game Time Limits**

- a. Six innings constitute a full game, or a one hour and 15 minute time limit finishing the inning you are in.
- b. The time limit starts when the first batter of the game enters the batters box.
- c. No inning will be permitted to start after the night light comes on.

## **Player Participation**

- a. Teams are to field all players.
- b. Once an inning starts, a player cannot be changed at his position except for an injury.

## **Innings**

- a. The visiting team will bat first each inning.
- b. All games before June 1 will be played using the complete batting order to determine each half inning.
- c. All games on or after June 1 will be played using the three out method or no more than once through the batting order to determine each half inning.
- d. When teams are not even in number, the following method will be used to determine the number of batters per half inning if three outs are not attained:

The team with the most players will bat all batters.

The team with the lesser number of players will start through the batting order a second time until they have batted the same number of batters as the team with the most players.

Example: Team A has thirteen players. Team B has ten players. Team A will bat until three outs are attained or until thirteen players have batted. Team B will bat until three outs are attained or until the next thirteen batters bat.

## **Equipment**

- a. All wooden bats must be taped, and approved Little League plugged bats may be used.
- b. No metal spikes may be used in this division.
- c. Only the tees provided by the league will be allowed.
- d. Any flagrancy of bats or equipment, at umpire's judgment, shall result in an automatic out with no advancement of base runners at the point of play. Further abuse of this rule could result in the indefinite suspension of the player involved.

## **Game Play**

- a. To start play, the umpire will place the ball on the tee, and the batter will take his position in the batter's box.
- b. A fair ball line shall be drawn at a 10 foot radius from the back point of home plate from foul line to foul line. Any batted ball in fair territory that does not cross this line, will be ruled a bunt foul ball. If a player swings the bat and misses the ball and tee, or strikes just the tee, a strike shall be called.
- c. A batter will continue his/her turn until the ball is put in play or the batter has completed seven unsuccessful swings. At that time the batter will receive assistance from a coach.

d. A base path line shall be drawn two (2) feet behind the bases. A fair hit ball fielded within these lines limits the batter and any other base runner(s) to one (1) base with the liability to be put out. A fair hit ball fielded beyond these lines carries no restrictions until the ball is returned to the infield. On any ball hit beyond these lines, the batter and any base runners may continue to advance to the next base or bases subject to being put out, but are only entitled to the next base once the ball is returned to the infield and only then if the runners are past the previous base when the ball is returned to the infield.

(For purposes of this rule, the infield shall be considered that area inside the drawn base path lines. "Returned to the infield" means when the ball crosses the drawn base path line.)

For clarification of this rule, refer to the following examples:

**Example 1:**

The batter hits the ball with a runner on first base. The ball is fielded by the pitcher inside the drawn base path line. A play is made at first base on the batter, but the ball is thrown beyond the first baseman into the outfield. In such case, the batter must stop at first and the base runner at second.

**Example 2:**

A batter hits the ball beyond the base path line with a runner on first. The batter goes to first and stops while the base runner rounds second and starts toward third at the time an outfielder throws the ball into the infield. In this case, the base runner may go on to third base subject to being put out, because she was beyond second base when the ball was returned to the infield. However, she must stop at third, even if a play is made on her and the ball is overthrown, because the runner is only entitled to the next base if she is already past the previous base at the time the ball is returned to the infield. In this case, the batter must stay at first base because she was stationary on the base at the time the ball was returned to the infield.

**Example 3:**

A batter hits a ball beyond the base path line with a runner on first base. The left fielder throws the ball to second in an attempt to put out the base runner, who has yet to reach the base, when the ball passes over the base path line and rolls into right field. In this case, the base runner must stay at second base even though the ball rolled back into the outfield.

e. The umpire shall call time out when the batter and all base runners can go no further, under Rule d.

**Last Batter**

a. The offensive team's last batter's progress must be stopped to complete the offensive team's at bat for the inning.

b. The progress can only be stopped by either the catcher receiving the ball by means of a throw from another player outside the foul radius, or by fielding the ball himself and stepping on home plate.

c. It is permitted for one other player to position himself within the foul radius as a backup for the catcher; however, the backup player must toss the ball to the catcher if he fields the ball while within the foul radius.

d. No player may hand the ball to the catcher and stop last batter's progress.

e. Forward progress would continue until the catcher received the ball by means of a toss, or throw.

Determination of a valid throw will be at the umpire's judgment, at which time he will call time, and progress would stop.

f. The last batter may be called out if on a play at first base. Otherwise, the play to stop progress must be at home and with the catcher.

**Pitchers**

a. The pitcher must have one foot on the pitching rubber when the ball is hit. Penalty: Each runner advances one base on a batted ball.

b. One warning will be given to the pitcher before the penalty is enforced.

c. If the pitcher is off the rubber and fields the ball before the warning is given, the batter will bat again.

**Infielders and Outfielders**

- a. Outfielders are to be positioned at least ten feet behind the base path line until the ball is hit.
- b. There shall be no more than six (6) players in the infield, including the pitcher and catcher, until the ball is hit.
- c. After the ball is hit, any player may make a play.

**Bunting**

- a. No intentional bunting, umpire's judgment.
- b. If so judged, the umpire shall declare the batter out and no progress of base runners shall occur.
- c. One team warning shall be given to each team. A bunt warning counts as a strike.

**Coaches**

A maximum of two coaches will be permitted on the field defensively through the season at the discretion of each team manager.

**Infield Fly Rule**

The infield fly rule is waived for this division.

**End of Game**

All trash left on the field, and around the bleachers, must be picked up and put into the trash containers at the end of each game.

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