

T-Ball Rules

Revision: 4/10

Rules

- Same as Little League Baseball with the following exceptions:

Playing Field

- Baselines are 50 feet apart
- Pitchers rubber is 35 feet from home plate.
- The pitcher is a fielding position on or behind the pitching rubber. The pitcher must stand on the rubber (both feet) until the ball is hit, then he/she can move off of it to make the play.
- There will be a 5-foot arc from baseline to baseline.

Equipment

- Rubber baseball shoes or tennis shoes only. No metal spikes allowed.
- All players must wear a team uniform consisting of a cap and team shirt.
- All players must provide their own gloves.

Players

- A team may play with a minimum of seven players.
- All players will bat and all players will field.
- Both pitchers and catchers should wear a batting helmet for their safety.

Game

- A game will at a minimum, consist of 3 innings or one hour, whichever comes first. Any inning started will be completed.
- An inning will be considered over after everyone has hit.
- No official scores will be kept.
- It will be both coaches responsibility to work with the schedule coordinator to reschedule rainouts.

Umpire

- The team that is batting will provide one umpire/coach who is responsible for placing the tee on home plate, the ball on the tee.
- The umpire/coach will put the ball into play by calling "play ball."
- The umpire/coach is responsible for keeping the catcher at a safe distance from the batter.

Ball in Play

- The ball must be hit a minimum of 5 feet to be considered "in play." If the ball does not exceed this distance, then it shall be repitched/placed back on the tee for another swing.
- There will be no base stealing or advancing on an overthrow.
- Anyone making an out will be removed from the bases.
- Number of outs does not constitute an inning, everyone will bat.
- If the ball is hit past the infield players, baserunners may advance 1 extra base at their own risk (or at their coaches discretion) without passing up a baserunner in front of them. The baserunners shall stop advancing when the ball reaches the infield again.

Batting

- All players will bat in each of three innings (time allowed)
- First Inning: The offensive (batting) teams coach/umpire places the ball on the tee and calls "play ball". If the batter hits the ball before the signal, it is ruled a dead ball.
- 2nd & 3rd Inning: Batters will have the option of hitting off the tee or be pitched a maximum of 3 pitches (underhand or overhand) by the offensive teams coach. If the batter is unable to hit one of 3 pitches then the tee must be used.
- A maximum of 3 pitches will be strictly enforced (to keep games moving).
- It is the responsibility of the coach/umpire to place the tee with ball on homeplate following the third missed pitch.
- **If a bat is thrown, there will be a warning issued to the team. Anyone on the team throwing a second bat will be ruled out even if the ball is hit fairly.**