



TBALL RULES

Purpose

This League will be used as an introductory league for children starting to play baseball/softball. We want the kids to be safe and enjoy playing so we encourage parents and coaches to make it a positive experience for all players. The primary goal is for the kids to have **FUN** while being taught the basics of playing baseball/softball.

League Safety

Helmets with chinstraps and facemask are mandatory while batting/running bases.

Players are encouraged to drop, rather than “throw” their bat after they hit the ball.

Players on defense playing in the circle will be required to wear a helmet with facemask or facemask.

Playing Rules

- Infielders can play no closer than 35’ until the ball is hit.
- Outfielders can play no closer than 10’ behind the baseline until the ball is hit.
- Bases will be 50 ft. And pitching rubber 33 ft. (10’ circle around pitching rubber)
- The ball will become dead and time called when the pitcher has control of the ball and is within the circle.

- Hash marks will be out halfway between bases to aid in judgement. If a base runner has reached halfway to the next base when time is awarded, they will be allowed to go to the next base, if not they will be sent back to the last base.
- If a ball unintentionally hits a defensive coach the ball will remain live, if ruled intentional time will be called and all runners will go to next base.
- The offensive team's coach will place the ball on the tee.
- Offensive coach should remove tee from home plate as soon as the batter hits the ball, runners coming into home plate must tag home plate.
- Offensive coach may assist batters if they are having difficulty hitting the ball. There will be no strikeouts in T-ball, all batters will hit until they put the ball in play.
- All players will play defense each inning. Teams will field 4 infielders and a pitcher; all others will play in the outfield. No player will be placed in the catcher's position.
- There is NO rolling of the ball; players must throw the ball to the base to record an out. A defensive player may tag a baserunner to record an out.
- Runner's may not advance on an overthrow at 1st base (This is to encourage kids to throw the ball to record an out). Runners may advance on an overthrow at any other base.
- An individual player is only allowed to play in the circle for one inning per game.
- Each team will bat all of their players each inning (even if the defensive team completes three or more outs) Teams will rotate the batting order each inning. (example 1-10, then 10-1)
- Having a "second base" coach is encouraged to help direct the runners.
- Runners can advance multiple bases on hits, but should be encouraged to stop at the bases when throw is in the area.
- The coach will announce last batter and all base runners will advance until an out is recorded on the lead runner or home plate is tagged.
- No score will be kept, only a count of the number of batters each inning Games will be 4 innings or 1 hour, finish the batter