



T-Ball Rules

The league is operated by volunteers who devote their personal time and energy to teach each child about the game of baseball. Commissioners, coaches and parents are expected to set a good example for the children. Our goal is to encourage teamwork, good sportsmanship and, most of all, having FUN!

The following rules will be in effect for the season:

1. Games and Practices
 - a. All games and practices will take place at the Vessy Sports Fields on Saturday mornings only (09:30-11:30).
2. Conduct
 - a. All players, coaches and parents are strongly encouraged to observe the rules of good sportsmanship.
 - b. Anyone demonstrating poor sportsmanship, using foul language or ridiculing other players will be ejected from the game.
 - c. There will be one warning given prior to action being taken.
 - d. Players must remain in their “virtual” dugout at all times when not on the field.
 - e. IMPORTANT – Teams will select one player who best exemplifies sportsmanship to receive a special award at the end of the season during our closing ceremonies!!!
3. Safety
 - a. Each year we have near misses of a bat to the head. A bat to the head could result in an extremely serious injury. Three key dangers include:
 - i. Crowding around home plate while someone is at bat. They typically do this to be first at bat, but sometimes just to play.
 - ii. Swinging bats randomly without supervision at any spot on the field, but usually around home base.
 - iii. Throwing a bat after hitting a ball.
 - b. Head coaches should discuss this danger with the team, including parents, at the beginning of the season. This should be reiterated several times during the season.
 - c. Demonstrate in front of the team the reach-distance that a child has swinging a bat. This should be done at the beginning of each batting exercise.
 - d. Ensure a minimum “safety zone” of 15 feet around home plate during batting practice and games. No child, other than the batter, should enter into this area.
 - e. Keep bats in the bag and out of reach of children until they are needed.
 - f. Keep a constant eye out for children swinging bats.

4. Home Team Responsibilities
 - a. The Home team will be the first name on the schedule.
 - b. Lay out the bases.
 - c. Provide final game score to T-Ball League Commissioner.

5. Diamond Layout and Distances
 - a. Home plate to pitcher's rubber 40 feet
 - b. Distance between bases 50 feet
 - c. "Virtual" circle around the pitcher's mound (dia.) 9 feet
 - d. "Virtual" safety zone around home plate 15 feet
 - e. On-deck circle is not permitted in this league – so the on-deck batter cannot take warm-up swings while the preceding player is at bat.

6. Starting a game
 - a. Minimum 7 players per side.
 - b. If a player is injured during base running, a substitute may be used.
 - c. If one team has less than 7 players, coaches can mutually agree on substitute players from the other team.
 - d. A ten-minute waiting period from the start of the game will be given to allow all players to be present.
 - e. There is no such thing as a "forfeited" game. It's simply "just not played"!

7. Uniforms / Equipment
 - a. Jerseys, hats and socks will be made available to all players.
 - b. Pants will need to be recycled – if a player's pants from earlier years still fit, they will be asked to use them again. If a player has outgrown their pants, they will need to "trade-in" their pants (after cleaning) for a larger pair (these will be clean, though not necessarily new). New players will be given pants at the beginning of the season.
 - c. Each player will respect their uniform (i.e. jersey tucked in and hat on properly) and wear it to each practice and game. NO EXCEPTIONS.
 - d. Names/Nicknames are NOT allowed anywhere on the jerseys.
 - e. All batters/base runners are required to wear a batting helmet.

8. "Pitching"
 - a. There are no balls, strikes, or walks. Batter stays at the plate until he/she hits the ball.

9. Batting
 - a. Each team shall bat in order until 3 outs occur or until the number of batters that have batted equals the least number of players in either line-up.
 - b. The number of players is set at the START of the game.
 - c. If the game has started and additional players arrive, they will be put in the batting order at the top of the inning.
 - d. Late arrivals must be put at the end of the batting order.
 - e. Every team member shall be put in the batting order and shall bat in turn.

- f. The batting order remains the same for the duration of the game.
- g. NO bat throwing. Players will be warned once then asked to sit down.
- h. Play will continue until the final out / final batter has finished and the ball is “dead”.
- i. Last Batter – When the last batter hits, play continues until either a player is put out, tagged or until the ball is considered “dead”.
- j. Runs crossing home plate BEFORE a put out or tag out will count if the out is not the final out (third out) of the inning.

10. Dead Ball & Base Running

- a. NO stealing is allowed.
- b. A ball is considered “dead” when the ball is fielded by a defensive player who makes the play and/or steps on any base or into the pitcher's “virtual” circle around the mound and the umpire calls time out.
- c. Runners may advance to the next base only if they are beyond the halfway point /imaginary “runner advance” line (umpire's discretion) when the ball is called “dead” by the umpire.
- d. Runners may advance one base on an overthrow that passes 1 st or 3 rd base into foul territory.
- e. A runner will be awarded the next base if a defensive player blocks or interferes with his /her forward progress.
- f. The infield fly rule is not in effect for this league (duh!).
- g. Headfirst slides are not permitted in any circumstances.
- h. Runners may not leave the base until the ball is hit.

11. Innings and Time Limits

- a. Regulation game is 6 innings (5 ½ innings if home team is ahead at the end of the top half of the 5 th inning).
- b. The time limit for all games is 1 1/2 hours.
- c. If the time limit is reached and an inning is in progress, then that inning will be completed.
- d. No new innings will start after the 1 1/2 hour time limit.
- e. Once the time limit is reached and the current inning is completed, the game will be considered complete regardless of the number of innings played.

12. Players

- a. Up to a maximum of 11 defensive players are allowed on the field.
- b. All team members must play in the field for at least 2 innings.
- c. There is free substitution in this league.

13. Official Balls

- a. T-ball will utilize baseballs with a soft core for all games.
- b. No balls, with a hard core, are allowed.
- c. The balls issued with each team's equipment are to be used for practice.
- d. Each team is expected to provide two new game balls for each game.

14. Darkness or Rain

- a. Prior to the start of the game, the League Commissioner will make the decision whether play will begin due to field conditions or inclement weather.
- b. If the League Commissioner is not present, the head coaches will make a joint decision whether to play.
- c. If a game has started, both coaches will decide whether to call the game because of darkness or weather.
- d. A game is considered complete after 3 innings.
- e. It is not our intent to make up rainouts in T-ball.

15. Umpires

- a. Umpires should come from one of the parents on the sideline. If that isn't do-able, the umpire will be the coach of the fielding team.
- b. ALL umpire rulings are final.
- c. Absolutely no arguing or complaining with the umpires will be tolerated.

16. Scoring

- a. Both teams should keep score, each for their respective teams.
- b. At the end of each inning, both score keepers should confer and agree on runs scored.
- c. *IMPORTANT – It is highly suggested that all games end in “ties”!*

17. Parental support

- a. Parental support and participation are strongly encouraged.
- b. Parents should be present for the entire duration of practices / games, and are responsible for ensuring their child is picked up at the completion of each session.

18. Disputes

- a. There shouldn't be any disputes in T-ball!