



T-BALL LEAGUE PLAYING RULES

Any problem with the interpretation of a rule shall be governed by the original intent of the Board of Directors. T-Ball League is for 5 & 6 year olds.

1. The purpose of the T-Ball League is to provide instruction on the fundamentals of baseball, sportsmanship, and team play. No standings will be kept.
2. Games will be one hour and thirty minutes and consist of as many innings as this time allows.
3. Defensive coaches are encouraged to be on the field for instructional purposes. They may not touch a live ball.
4. Offensive coaches are permitted at home plate as well as in the first and third base coaches' boxes.
5. The T-Ball League must play tee ball. Any Coach pitching must take place at the discretion and full agreement of both coaches. It is expected that Coach pitching is to commence after half of games have been played. If a batted ball has not been put into play after 5 pitches for an individual batter, use of the tee will resume for that batter.
6. No umpires will be assigned. Managers and coaches shall act as umpires.
7. The batting order will consist of the entire roster.
8. All players on the roster will be given a defensive position. No player may play the same position twice, unless all other players on the team have played an inning at the position. There will be six positions in the infield and the remaining players in the outfield. NO CATCHER.
9. There will be no strikeouts.
10. Foul balls will be the same as conventional baseball with two exceptions:
 - a. The ball is foul if it travels less the fifteen feet in fair territory
 - b. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
11. Bunting is not permitted. Batters are not permitted to take half swings. If the batter does not take a full swing, the manager will call the player back to swing again.



12. There will be no penalty for batting out of order. The batter will take the proper place in the order next time up.
13. There will be no infield fly rule.
14. Offensive players must wear helmets with face protectors while at bat or on base.
15. Base runners must remain in contact with the base until the ball is hit.
16. There is a limit of one base on an overthrow and then all play stops.
17. On a hit to the outfield, the ball is dead when it is returned to the infield and is in possession of a fielder. Runners may continue to advance (at their own risk) only to the base to which they were advancing at the time the ball was returned to the infield. If the infielder then makes a play on the runner, no runners may advance on an overthrow.
18. The Pitcher shall stand on or about the mound until the ball is hit.
19. There will be no forfeits or protests. All games will end in a tie.