T-Ball Rules (Ages 5-6)

Number of Players: 12 per team

Field Dimensions:

- Base Length—45 FT
- Pitchers Mound—35 FT from pitcher's mound to home plate
- Fair Ball Arc—8 FT arc extending from foul line to foul line in front of home plate

Game Duration: Three (3) complete innings or one (1) hour time limit, whichever comes first.

Benches: One (1) bench will be placed along the third or first base line for both teams to use. At the end of the game, both teams should find a place other than the bench to gather for snacks and discussion.

Beginning/Ending Games:

- Both teams should circle up around home plate & pray together before and after the   game begins.
- Home team prays before game.
- Teams should shake hands at the conclusion of every game.

Helmets: Offensive players must wear a helmet at all times.

Handling Bats: Players may not pick up or handle a bat at any time, unless instructed to do so by a coach/adult. Once a coach/adult hands a bat to a player, the coach/adult must maintain supervision of the player. This is necessary since young players usually don't pay attention to others around them when they start swinging a bat. ***NOTE*** *– Remind players to never go near another player who is holding a bat.*

On-Deck Batter: Only one (1) on-deck batter is permitted at any time and must be accompanied by a coach/adult. All other players must be seated on the bench.

Outfielders –three (3) players; must be at least twelve (12) feet behind the base running line

Coaches – two (2) coaches maximum on active playing field

Rotation/Sitting Out:

No player should ever sit out more than one (1) inning per game. Coaches should rotate players from position to position every 2-3 batters *during* each inning. Split players into two (2) groups – left side & right side. The left side should include P, SS, 3B & LF. The right side should include 1B, 2B, SC (short center) & RF. Players in the left side group will rotate with each other while players in the right side group will rotate with each other. Groups should switch sides each inning (left side to right side; right side to left side) so players get to play on both sides of the field each game. This type of rotation keeps players active (to help avoid boredom) and ensures everyone gets to play every position every game.
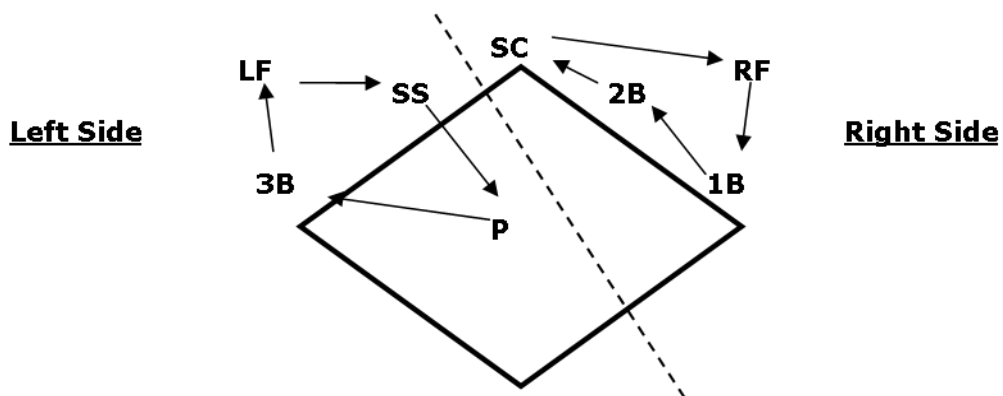
Batting:

- All players will bat once each inning.
- Batters have a maximum of three (3) swings to put the ball in play; if a batter is unable to put the ball in play in three (3) swings, he/she should NOT be called out but graciously sent back to the bench.
- After the third game, coaches may select to have a maximum of four (4) pitches thrown to the batter by one of their coaches prior to using a tee.

Ball Type: A "soft" ball with medium rebound (regulation size) will be used.

Outs: Number of outs each inning will not be recorded.
However, batters and base runners should be ruled out when appropriate *(see batting & base running rules).*

Last Batter Rule: The last batter should be treated the same as all other batters. Once the play is dead, the last batter should stop running and teams should switch sides. Do not encourage the last batter to keep running regardless of the situation. Be sure to explain to the parents they should also avoid telling the last batter to keep running.

Umpires: Games will be umpired by coaches. Fairness and integrity in decision making should be maintained at all times.

Innings: An offensive inning consists of every player on the offensive team batting one time. In games where a team has one (1) or two (2) fewer players, both teams will still only bat each player once per inning. In games where a team has three (3) or more fewer players, the team with fewer players may have a maximum of three (3) players bat a second time in one inning.

General Rules:

- No infield fly rule
- No tagging up

Defensive Positions:

- Pitcher – one (1) player; may not leave pitching mound until ball is batted
- Infielders – four (4) players; standard positions (first,second, third & shortstop)
- Short Center – one (1) player standing just behind second base (optional)
- Batters will be ruled out if a batted ball is caught or a defensive player with ***control*** of the ball tags first base before the batter *(see base running rules for other way players can be ruled out).*
- Bunting is not permitted
- If a batter slings or throws his/her bat after making contact, he/she will be ruled out.
- When all players have batted, half the inning is over.
- Each player can advance (1) base each time the ball is hit. Last batter clears bases.

Fair Balls: A batted ball must stay between the baseline AND travel past the 8 ft. Fair-Ball Arc in front of home plate to be considered a fair ball.

Base Running:

- A base runner will be ruled out if a defensive player with ***control*** of the ball tags the runner between bases or tags the appropriate base before the runner on a force play.
- Stealing is not permitted – base runners cannot leave their base until the ball is hit. Only one base will be given on an overthrow. An "overthrow" is defined as a ball crossing the "out of play" chalk line. All mishandled balls that remain within the designated out-of-play lines shall be live, and players may advance at their own risk.
- Once a defensive player positioned in the ***infield*** gains control of the ball, base runners may not advance beyond the base to which they are running.
- If a base runner is hit by a batted ball, the play is considered dead, and the base runner will be ruled out. The batter is awarded first base and all other runners advance to the base to which they were running.
- If a base runner collides into an infielder who is attempting to field a ground ball, tag the runner out or complete a force play—the base runner will be ruled out. All other runners advance to the base to which they were running, including the batter.
- No sliding permitted.
- No leading off on any base.

Additional Notes:

- You may choose to have a catcher to spread out the kids.
- No jewelry will be worn during game.
- Shoes with metal cleats or spikes are not permitted.