

2018 4 yr. Old T-Ball Rules

Purpose: This league is designed to introduce and teach fundamentals and skills in an age appropriate way. Things that need to be covered are: How to hold and swing bat, which side of plate to stand on, Running bases in correct order, how to wear and use glove, hit ball off tee, the names and location of the areas of the field, and how to field a ground ball and throw to first base.

This is a non-competitive league so no umpires and no scoreboard will be used. Outs will be attempted and taught but the numbers of outs an inning will not be counted. Everyone will bat each inning. One of the coaches of the hitting team will be in charge of maintaining the tee while the coach in the field will be responsible for judging the outs.

T-Ball is designed to be an instructional/ developmental league during practice and games. Teaching the players the game of softball will be demonstrated by the actions and attitude of the coaches and parents.

USSSA Rules will apply except as follows:

- 1 Since this is an instructional league there will be no standings or scorekeeping in the league.
- 2 Games will be 3 innings or 50 minutes, whichever comes first. At the end of 50 minutes, if an inning has started it will be finished.
- 3 The entire team shall bat every inning. Once all players on a team have batted once, that half of the inning is over. An inning is complete when all the batters, willing to bat, have batted once.
- 4 In case of inclement weather, it will be the director's or coaches' decision whether or not to continue play. A game will be considered complete if (2) two full innings have been played.
- 5 There will be no forfeit from lack of players. Games will be played with the available players. If a team has less than (8) Players, it may "pick up" other registered T-Ball player, even if from the opposing team.
- 6 Bases will be set at 45 feet...The foul semi circle at 15 ft.... and the pitchers mound plate at 35 feet from home plate.
- 7 A 9 inch t-ball will be used.
- 8 Batters are required to wear helmets.
- 9 Visiting Team (first base dugout) always bats first. Home Team (3rd base dugout) The umpire will get out and put up the tee.
- 10 No game protests will be permitted.
- 11 Parents or spectators may not halt the game for any reason
- 12 All equipment must be kept OFF the field of play. There should be no foreign objects on the field of play (lawn chairs, bat bags, etc.....)

- 13 The Director or League President reserve the right to prohibit any person from the coaching on the field that they believe, in their judgment, does not represent the league and its values appropriately.

Defense- In the field

- A. Rotation of Players- It is the intention of this league for all players to fully participate and learn the game. All players should be rotated to infield and outfield positions. Violations with the infield rotation rules will result in the player being placed in the outfield position for the remainder of game and all of the next game.
- No player may play in the outfield more than 2 innings in a row
 - No player may play a "key" position for more than 3 innings per game (key positions: pitcher, shortstop, 1st base)
- B. All players may play in the field on Defense. There will be no catcher in T-Ball. The batting team's coach will retrieve missed balls and set up tee.
- C. No more than 6 players may play within the infield area (1st base, 2nd base, 3rd base, shortstop, rover, and pitcher). All outfielders MUST be on the grass and at least three feet from the dirt infield until the ball is hit.
- D. Before the ball is hit, the pitcher must be inside the pitching circle during coach pitch and at least one foot must be no closer than the pitching rubber. When hitting off the tee, the pitcher must have at least one foot on the pitching rubber until the ball is hit. Only the pitcher, 1st base, and 3rd base players can be inside the baseline until ball is hit. 1st and 3rd base players still must be farther from home plate than pitcher.
- E. Only the 1st baseman can tag a batter out going from the batter's box to first base.
- F. A defensive player, whether intentional or unintentional, may not obstruct a runner from advancing to the next base unless, that are in position to make the initial play on a batted ball.
- G. Play will be called dead when the ball passes the plane of the baselines (returning to the infield from the outfield) or if an infielder attempts to throw the ball to home plate. A ball thrown from the outfield is a live ball until it has crossed the plane of the baselines.
- H. All coaches Must stay on the grass during play until a ball is ruled dead. Coaches may not physically assist or interfere with the travel of the ball (whether batted or thrown)

Offense-batting

- A. All players will be allowed to bat once per inning. Each batter will swing at the ball placed on the tee until it is put in play. There are no strikeouts or walks in t-ball

- B. Base runners may not lead off the base or leave until the ball is struck by the batter. Play will be called dead if a runner leaves too soon. A team warning will be issued for the first offense, after that each violation will result in an out.
- C. If a runner is half way to the next base, when the ball is called "dead" than they will be awarded that base If not they must return to the last base occupied. (All advanced will be governed by the lead runner). Theses are judgment calls and NOT SUBJECT TO DISPUUTE>.
- D. For balls over thrown to first base, runners MAY NOT advance any further from any base. The spirit of this rule is to encourage coaches to teach the players to THROW the ball to first to make an out. In the case of a throw to any other base, runners may advance one base at their own risk.
- E. Runners must not interfere with the defensive player making a play on the ball.
- F. Base coaches should not touch runners in an effort to guide while the ball is in play
- G. Base runner, called out by the coach or umpire must return to the dugout.