

## T-BALL RULES

1. Base lines shall be fifty feet (55') in length
2. GAME LENGTH IS 60 MINUTES or UNTIL BOTH TEAMS COMPLETE BATTING LINEUP
3. ALL players will be on defense. There is no catcher necessary for T-ball. Must have 5 Defensive players in infield. Remaining defensive players will be outfield to start play.
4. At THF PARK all outfielders must begin in the grass at point of contact. During games not held at THF outfielders must begin in the Grass/Outfield and Infielders behind the 35' mark
5. The offensive team will be made up of the entire team roster:  
If a team has fifteen (15) players registered on its team roster, and all fifteen (15) players show up for a game, then all fifteen (15) players shall be listed in the batting order, and all will bat their turn whether they are playing defense or not. EXCEPTION: In the case of injury or illness, the injured or ill player shall miss her turn at bat with no penalty. The injured or ill player shall not be allowed to re-enter the game in which she became injured or ill.
6. There may be 4 coaches allowed during play for the offense- 1.Pitching Coach 2.1<sup>st</sup> Base Coach 3.3<sup>rd</sup> Base Coach 4. Dugout Coach
7. There may be 4 coaches allowed during play for the defense-1. Behind Catcher (To speed game up) 2. Right field Line in Outfield 3. Left Field Line in Outfield 4. Dugout Coach
8. Bat must be a T-Ball designated Bat.
9. **BATTING:** All batters will bat before switching lineup for each team. 5 swings per batter to put the ball in play. IF on the 5<sup>th</sup> pitch a player hits the ball foul they will receive one more swing.
10. **After each team completes its entire batted roster batting in the 1<sup>st</sup> inning, the 2<sup>nd</sup> inning will resume play in the same manner EXCEPT 3 outs can be made to end the inning as in regular baseball.** This is to ensure all players bat before play.
11. **Bunting is not allowed. NOTE: "SLAP HITTING" is considered as a form of bunting**
12. Coach-pitchers can only assist the batter in positioning her while she in the batter's box (no other type of coaching is allowed). Once the ball is hit, he cannot assist the batter as a base runner
13. **BASERUNNER:** IMPORTANT TO NOTE: (A) – The base runner shall not advance on a wild pitch by the coach/pitcher or passed ball by the catcher. (B) – On overthrows, base runners can advance only one (1) base with liability to being put out. NOTE 1: There will be only one (1) overthrow ruling allowed per play. EXCEPTION: When the tenth (10th) batter comes to bat, the overthrow rule is NOT in effect. NOTE 2: An overthrow shall be ruled only on throws that get past (in any manner) the intended defensive player(s) at either first (1st) base or third (3rd) base. NOTE 3: There will be no overthrow ruling at second (2nd) base since the ball will still be in the field of play. (C) – Play will stop when a defensive player has possession of the ball within the eight-foot (8') RADIUS circle or when a base runner cannot advance without being put-out because a defensive player is holding the ball between her and the next base to which the base runner is going. NOTE: If the base runner is not the lead base runner(s), the umpire shall allow all lead base runner(s) to advance to the next base they are going to provided they have passed the hashmark and the base runner cannot legally return to the last base she touched safely. This rule is to encourage players to throw the baseball to a base versus run to a base.

14. **Umpire may rule the ball dead if runner stops, the ball is in front of ANY runner or ball is in the circle at time of play.**
15. **The INFIELD FLY rule does not apply**
16. If a batted or thrown ball hits the coach, the play will be ruled "Dead". And all base runners must return to the base they last legally occupied.
17. All other general rules will revert to UIC/SITE DIRECTOR on duty.
18. Any protests will be resolved in a timely manner during game by the lead umpire and UIC. Judgment calls are NOT PROTEST eligible.
19. **Any coach, player, or parent may be removed from facility if verbally or any way abusing an official, employee, or organizational participant.**
20. **All participants at events are required to be responsible positive and supportive of the game and may be removed if deemed a negative impact on the game or program itself.**