

## 2013 Lone Jack Athletic Association T-Ball Division Rules

The t-ball program is designed to orient boys and girls to the fundamentals of the game and good sportsmanship. The organizational rules are largely the same as the other age groups; however playing rules must be somewhat different.

Goals of the t-ball program are to teach basic catching, throwing, batting and base running skills while having fun and learning what team sports are about. Most important is to provide the players with an introduction to sports that makes them want to continue to play.

### Field

- Base distance is determined by the field being used. Maximum t-ball base distance is 60 ft.
- There is a real or imaginary line from the 1<sup>st</sup> base line to the 3<sup>rd</sup> base line 10 ft. from the rear of home plate across which a batted ball must pass to be considered fair.
- There is a real or imaginary playing line between the 1b and 3b lines with a radius of 30 ft. from the rear of home plate behind which all fielders must remain until the ball is hit.

### Games

- Coaches will meet before each game to go over rules and questions.
- Each team should have a minimum of six players to begin a game.
- Players arriving late may be added to the end of the lineup.
- In the event of a shortage of players, the team may opt to not use a catcher. If additional players join the game, the team can resume their use of a catcher when they next take the field.
- Games shall be 3-4 innings or 1 hr. In the event that a game is interrupted by inclement weather it shall be official after 2 innings.
- All innings started should be completed.
- If it is almost time for the game to end, do not start another inning.
- Outs are not counted.
- Score is not kept.
- There are no strikeouts or balls.
- Free substitution is allowed defensively.
- Every player bats and plays in the field.
- Coaches should attempt to field all defensive players every inning. In the event that team size prevents this, each player should have a minimum of two innings.
- Coaches are allowed to physically assist their batters in assuming a batting stance in the batter's box.
- Pausing game play for instruction is allowed but needs to be kept to a minimum.
- Coaches may use parent volunteers as needed.
- Three offensive coaches are allowed on the field: a batting coach, 1B coach and 3B coach. The base coaches shall take their positions near their respective bases in foul territory

- 2 defensive coaches are allowed on the field, on each side of the field behind the infielders. A third defensive coach may be used if deemed necessary.
- Base coaches are not to signal their players to run by touching them, only verbally or with hand signals.
- Defensive coaches are not to direct their players by touching them, only verbally or with hand signals.
- An adult must remain in the dugout with the players.
- All players in attendance shall bat every inning.
- If any player has any special circumstances which require adaptations for safety or other needs, the coaches are to bring it to the attention of the opposing team's coaches at the pregame conference, and every effort should be made to accommodate.

### Equipment

- The league will provide an adjustable rubber tee
- The league will provide t-ball bats.
- Players will provide their own gloves.
- If a player wants to use his/her own bat, it must be t-ball approved.
- Only soft t-balls may be used.
- Athletic footwear is required.
- Cleats are optional. No metal cleats.
- Safety helmets must be worn when at bat, on deck or on base.
- All catchers are required to wear provided catcher's mask, chest protector and shin guards.
- Jerseys and hats will be given to players to wear during games.

### Rules

- The ball is not pitched. It is hit off a batting tee.
- When placing the ball on the tee to be hit, the batting coach shall line up ball with the batter's belly button if possible.
- The ball must travel 10 ft. to be a fair ball.
- If a batter cannot put the ball into play after a reasonable number of attempts, the batting coach may assist the batter in making contact with the ball.
- Batters shall be given two warnings for throwing the bat. On the third time, the batter must leave 1B to return to the bench.
- Batting coach is responsible for removing the tee during play.
- Every player will bat each inning.
- If a player leaves the field voluntarily, coaches may agree to continue game play.
- Runners must stay on the base until the ball is hit.
- There is no stealing or leading off.
- When a thrown ball goes past a fielder into dead ball area (dugout, fence, backstop, out of play) ball becomes dead and runner is entitled to advance to the next base.

- Players are allowed to advance one base on an overthrow.
- When the ball is hit into the outfield, the batter may run the bases until the ball is returned to the infield. The runner must stop at the base he/she is at. If the runner is advancing to the next base already, he/she may continue to the next base.
- A ball becomes dead and the play has ended when any of the following happens.
  - The ball is in the infield and controlled by a defensive player and a play is not being made.
  - The pitcher has control of the ball and is on the rubber/in their circle.
  - The catcher has the ball at home plate.
- When the ball becomes dead by any of these means, runners not already committed to the next base shall not advance.
- The inning is over after all players have batted once.
- When the last batter in the lineup bats, all runners shall attempt to advance to home in base order.

For consistency and safety, when the batter is in position and ready to swing, and fielders are ready and alert, the batting coach should put the ball into play by calling “Play Ball” to the players indicating the batter may swing.