



MEGA BASEBALL LEAGUE

PreK/K COED T-BALL RULES

- Season-** To be played on Mon/Thurs nights and Saturday mornings.
- Equipment-** Game balls will be provided by teams (min 3 per team). Balls should be relatively new (Level 1 low impact Tee Ball) Players must supply their own glove and are encouraged to supply their own helmet and bat
Additional equipment (batting helmets, catching helmet etc) will be available w/ a deposit
- Uniforms-** T-shirt and hat will be provided with all individual registrations
- Base length-** 50 feet and pitching distance approximately 30 feet.
- Game Length-** 1. Two (2) innings or 1 hour and 10 minutes shall constitute a complete game unless the game is called due to rain, darkness, or other cause which makes further play impossible.
a. If the game has played 1 complete inning and is cancelled due to weather, darkness, or any other cause it will be deemed a complete game.
- Game Time-** 1. The scheduled game time is the start time. The time limit is determined by when the last out of the complete inning is made. A new inning shall not start after time is expired (again, determined by when the last out is made). Any inning started shall be played to completion.
- Batting-**
1. All players will bat in the T-Ball Divisions. Coaches should rotate the batting order so that each player has an opportunity to bat lead-off and bat last during the season.
 2. Each ½ inning is complete after one time thru the batting order.
 3. Coaches will pitch and each batter will receive up to 3-4 pitches. If third pitch is a foul ball, it will not count towards the pitch count. If the batter does not hit the ball after 4 pitches, the ball will be placed on the tee until the batter hits it. Coaches can pitch underhand for girls and coaches in boys division will pitch overhand.
 4. Ball must travel 10 ft or more between the baselines to be counted fair (approximately to the front edge of the grass on the infield).
 5. Base runners may only advance on a hit ball. There are no leadoffs or steals. If the ball is hit to the outfield, the runner can advance until the ball is returned to the infield area, whether or not the defensive team has control of the ball.
 6. Offensive team will clearly announce when the Last Batter of the inning is up. The half inning will end when a player from the field in control of the ball touches home plate. The last batter can keep running the bases until the put-out is made at home plate.

General Rules-

1. All players will play in the field each inning. We don't want anyone sitting on the bench! **All teams will play a standard six (6) player infield.** The rest of the players shall be placed in the outfield. Outfielders must play behind the radius, thus creating a true separation between infield and outfield. The player pitcher must be line up on either side of the Painted Circle and may not move past the front of the circle until the ball is put in play.
2. If a batted ball hits a Coach, the ball is ruled dead, the batter is awarded first base, and all runners advance one base. A thrown ball hitting a Coach is ruled dead and runners may not advance more than one base.
2. Up to four (4) coaches per team are permitted on the field of play to assist in the positioning of players and the giving of instruction.
3. Home team has the 3rd base dugout in all Leagues
4. Players are not allowed to wear metal spikes
5. Thrown Bats will not be tolerated. Coaches will be responsible for monitoring this and sit players if necessary.
6. Obstruction Rule. Obstruction is the act of a fielder who while not in possession of the ball and not in the act of fielding the ball impedes the progress of any runner.
7. Coaches will be responsible for teaching their players to avoid contact on the bases and in the base paths.
9. All players shall receive a participation award.