

WRIGLEY T-BALL RULES

Dugouts: Manager, coaches, rostered players and a team mom only may be in the dugout.

Coaches: Babe Ruth League, Inc. rostered managers and coaches in all divisions are required to complete coaching education and certification, and a league nationwide background check.

Equipment: Proper equipment for the player includes a glove and batting helmet. Any offensive player not in the dugout must wear a batting helmet. Cleats are optional and not required.

Playing Rules:

Continuous Batting Order: In local league play, continuous batting order is required, which means each rostered player is in the batting order. This permits free substitution on defense. In the event a player is hurt or absent, his bat can be skipped without penalty, provided the minimum number of batters are present. When a batter is skipped without penalty, his manager must notify the other team. A skipped batter must wait until his next at bat to bat.

Number of players: The minimum number of players is seven. Forfeit time is fifteen minutes after scheduled start time.

Batting (league play): Each batter has five attempts to put the ball into play. If the batter fouls the fifth attempt, he/she will receive more swings as necessary if each is fouled. This applies to tee and coach pitch. Umpires/Coaches will set the tee for the batters and assist with tee when necessary. Coaches may position player in the batter box.

Strikeouts: Talk with other team before the game starts to determine if you are playing with or without strikeouts. Max of 5 Swings.

Overthrows: Runners may advance only one base on an overthrow made to first base. FIRST BASE ONLY. An overthrow is anything that gets outside of the infield, past first base.

T-ball Arch:

- If a ball stays inside of the arch, the defensive player may run and tag home. If there is no runner on third base, he/she can throw the ball to any base.
- If a ball goes outside of the arch, the defensive player **MUST** make the play and not run home. **Pitcher MUST make the throw and not run the ball to the base.**

Outs: Outs should be called by the base coaches. (Whichever team is on offense) Tie goes to the runner.

Base Running: Once the ball is secured by a player in the infield (inside baseline) base coaches should stop runner(s) at that point. If runner(s) are less than halfway to the next base, they should go back.

Game Length: Six innings (5 ½ if the home team is ahead) and no new inning will begin after play has lasted 60 minutes. If a team has not batted through the lineup when game has ended or terminated, they will be allowed to bat the players that have not batted. When they bat, the game will be over.

Scoring: When the Sixth run of a half inning occurs, the half inning shall be considered over, even if the batting team has no outs.

Offensive Coaches: You may have a coach or parent at every base when playing offense. An offensive coach is permitted in the area of home plate, and able to assist the batter.

Defensive Coaches: Defensive coaches are allowed on the field. Coaches must not interfere with the play. If any coach attempts to intimidate, coerce or otherwise negatively affect the opposing team, they will be removed from the field/game.

Positions: All infielders must play normal fielding positions: 1B, 2B, SS, 3B, Pitcher and Catcher. All outfielders must be positioned behind the baseline. A maximum of six (6) players including the catcher can play in the infield.

Pitchers: Pitchers must have one foot in the circle or clay.

Scoring/Gamechanger: No score is kept in T-ball.

Baseballs: Must use approved Diamond Flexi T-balls.

Umpire: There is no umpire in league play. Tournaments will have an umpire. Teams should use good judgement when declaring outs and rules violations.