



## T-Ball League Rules -2021

- Away team “dugout” is on the first base side
- Home team “dugout” is on the third base side
- Coaches from opposing teams should meet before every game to discuss rules and/or any concerns
- No scores are kept.
- Maximum game time is 45 minutes; # of innings played will be determined by the coaches; if you notice the players fading, call the last inning
- Home team does field setup and field clean-up

### Batting

- Visiting team bats first.
- When batting, the ball shall not be pitched but shall be placed on a tee from which the batter shall hit it.
- The batter is entitled to have as many swings as they need to hit the ball. No strikeouts.
- Encourage your kids to make “outs”; however, keep the runner on the base to develop base running knowledge.
  - A player is declared as being out when:
    - The ball is hit and then caught without hitting the ground.
    - A player who has the ball stands on the base before the runner makes it to the base.
    - A fielder with the glove or hand that is holding the ball tags a runner between the bases.
- Teams hit through the entire order each inning. You may consider rotating the hitting order each inning enabling a different player to have the chance to lead off.
- Last batter of the lineup will bat all their teammates home

### Fielding

- Fielding positions should be rotated and play equal time at all positions during the season. Players should play infield and outfield during a game.
- Fielding positions are as follows:
  - No player should be positioned at catcher for T-Ball for safety
  - Pitcher: the pitcher does not pitch the ball but will field balls and attempt to throw to the correct base
  - Bases: first base, second base and third base positions field in and around their base area and attempt to throw/run to the correct base

- Shortstop -situated between second base and third base and will attempt to throw/run to the correct base
- Others: other fielders are placed around the playing area (outfield) and are tasked with fielding the ball, catching and trying to throw/run players out.
- After a ball is put in play, the play is considered “dead” once the ball has been fielded and an attempted “out” has been made; encourage your fielders to throw the ball to the correct base; if the ball reaches the outfield, the play is considered “dead” after the ball is thrown back into the infield. Runners should not advance to the next base after the ball comes into the infield. There are no overthrows and no extra bases are awarded.
- Although players are free to move once the ball has been hit, they should be encouraged to play their positions and not the positions of other players. Advanced: Of course this does not apply to backing up bases or covering bases for a fielder attempting to field the ball.
- Obstruction: Encourage your fielders to stay clear of runners on the base paths and when they are touching the bases. Advanced: This rule is enforced at higher levels. Fielders must keep the base paths clear for base runners unless (i) the fielder is in possession of the ball, or (ii) attempting to field a batted ball.

### **Running Bases**

- In an attempt to encourage fielders to throw, once a throw is made, a runner may only advance to the base they were going for.
- If runners turn back towards a previous base, they must return to that base.
- Base runners and fielders must attempt to avoid collisions, even when making plays. Advanced: Take out slides, blocking the plate (or bases), intentional collisions and overly aggressive physical play are not permitted and are not to be tolerated. Safety is paramount.