

# T League Rules – 2012

1. **BASE COACHES** – Only adult coaches will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his advancement to or from the base, the runner will be called out. Note: Runner is not out if the coach congratulates the player.
2. **OFFENSE** - Prior to the game, each coach will declare how many players are participating. The coaches will turn in their lineups to the scorekeeper at least 10 minutes before game time. If the lineups are unequal, the batting order of the team with the fewer players will roll until an equal number of players bat. Then the batting order will pick up where it left off in the next inning. If one of the players shows up late, he or she automatically goes to the bottom of the lineup. The opposing team will be given an opportunity to adjust their lineup at that point in the game. The inning is complete when an equal number of players have batted.
3. **FORFEITED GAME** - If a team has less than 9 players to start the game after a 10 minute grace period, they lose by forfeiture. The number required to start the game could be lower depending on the roster size of each team.
4. **PROTEST** - All protests must be made before the next pitch in order to be considered. The plate umpire is in charge of the game, and his decision during the game will be final.
5. **RAINOUT** - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.
6. **DRAFT** – Teams will randomly assigned by the board from all 5 yr olds not selected to Rookie and all 4 year olds.
7. **OPTIONS** - Each team has options: One manager and one coach (son/daughter).
8. **TEAM STAFF** - 1 manager, 2 coaches and 1 team parent are allowed in the dugout (no batboys or batgirls).
9. **CONDUCT** - If manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 2 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional penalties may be levied by the Board of Directors.
10. **TIME LIMIT** - A game will consist of 3 innings. No inning shall start 10 minutes prior to the next scheduled game. If time permits, tie games will be broken. The 10 minute rule does not apply when there is not a game following on the same field. Therefore, the last

**game of the day may run beyond 2 hours.**

**11. DEFENSIVE TEAM - Each team will Position 1 Pitcher, 1 catcher, 4 infielders. Remaining players will be spread throughout the outfield. There must be 9 players to begin a ball game or a forfeit will be awarded to the other team. (See Rule 3)**

**A. Pitcher – Must keep 2 feet in contact with the rubber until the ball is hit. Can only make a tag play on a runner going home if the ball stays within the 15' line (or judgment of the home plate umpire when no line is present) or the batted ball is near the 3<sup>rd</sup> base line thereby creating a natural play for the pitcher.**

**B. Infielders – Must stay near their assigned position and not come in on the traditional grass area of the infield until the ball is hit. Infielders may not make a play on a ball batted into the outfield that would be beyond the normal range of an infielder of that position.**

**C. Outfielders- Must stay in the outfield until the ball is hit. Outfielders may not tag a base or a runner.**

**D. Catcher – Must stay behind home plate on the opposite side of the batter until the ball is hit. The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe.**

**E. Coach – 1 Coach must stand in the outfield, however there may be a maximum of two. These coaches must be behind the players until play is stopped.**

**12. UMPIRE CAN CALL TIME-OUTS:**

**A. When requested by a coach or player.**

**B. When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in judgment of the umpire).**

**C. Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the pitching coach to put in play.**

**13. SLUNG BAT - For the 1st offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2nd violation and any subsequent violation the batter will be called out.**

**14. STRIKEOUT - Is constituted by three missed swings. Foul balls on the third strike are an out.**

**15. BUNTING - Is illegal. A full swing must be used. If in the judgment of the umpire, the batter is intentionally bunting the ball, the manager and player will be warned and a strike will be called. If the same batter attempts another bunt later in the game, the batter will be called out. If an unintentional swinging bunt occurs, the ball will be fair if it reaches and stays in the infield grass outside of the batter's circle provided it is in between the baselines.**

**16. LAST BATTER - 2 out baseball rules apply. Any fielder can also throw or run the ball home and tag home plate. Then the inning ends, and all trailing runners do not score.**

**17. OVERTHROWS - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases. Runners may advance one base on balls going over or under the fence.**

**18. FENCE RULE - Whenever a batted ball rolls under the fence in fair territory, all runners may advance 2 bases.**

**19. SLIDING – A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.**

**20. ROLLING Ball – Runners will be called safe if a fielder intentionally bounces or rolls a ball to obtain an out.**

**21. DEFENSIVE POSITION CHANGES - Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch.**

**22. RUN DOWNS - No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base.**

**23. Field/Equipment Maintenance – Home team is required to uncover/rake prep field prior to game, Visitor is required to rake/cover after games. Each team is required to clean dugouts to include emptying trash from inside the dugout. Each team is also responsible for ensuring the bleachers are clean and the trash can by their bleachers is emptied. Any holes or other noted field maintenance should be reported to Board official on duty. In order to be a world class facility, we all, parents included, must take responsibility for keeping park clean and field safe.**

**1<sup>st</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next game**

**2<sup>nd</sup> offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next 3 games**

**3<sup>rd</sup> offense: Removal of managerial duties from League**