

T-Ball Baseball Local Rules 2022

1. **INNING** – The inning is complete when **ALL PLAYERS** have batted. If one of the players shows up late, he/she will automatically go to the bottom of the lineup.
2. **RUN RULE** – **DOES NOT APPLY**
3. **RAINOUT** - Makeup games will be rescheduled by the BOD for Wednesdays, Saturdays, and Sundays. Failure to appear for the makeup game will result in a forfeit.
4. **FORFEITED GAME** – **DOES NOT APPLY**
5. **PROTEST** – **DOES NOT APPLY**
6. **DRAFT** - The draft will be common pool and wrap (meaning the team picking 1st in the first round will pick last in the 2nd round). Eligible candidates are four (4) and five (5).
7. **TEAM STAFF** – one (1) manager, **THREE (3)** coaches and one (1) team parent that have been approved by the Board of Directors (18 AND OLDER) are allowed in the dugout (no batboys or batgirls). **EACH TEAM WILL SUPPLY 1 UMPIRE**
8. **BASE COACHES** – Only approved adult coaches (18 years or older) 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.

9. **CONDUCT** - If the manager, coaches or players are ejected for any reason during the game the following penalties will be levied: First (1st) time you will sit out a **minimum of one (1) game**, Second (2nd) time you will be removed for the remainder of the season. "Sitting out a game" means the individual cannot be at the ballpark for the following games(s). Additional penalties may be levied by the Board of Directors. **ANY ISSUES WILL BE DIRECTED TO BOARD MEMBER ON DUTY**

10. TIME LIMIT

-A game will consist of six (3) innings. No new inning shall start one (1) hour and forty five (45) minutes from the start time. **If time permits, tie games will be broken.** Four (4) innings (three (3) and one half (1/2) if home team is ahead) constitutes a complete game in **the** case of bad weather, time limit or darkness. For scoring purposes a shortened game for any of these reasons will revert back to the last completed inning barring it met complete game requirements. If complete game requirements have not been met the game will be resumed at a later date determined by the (BOD). All pitch counts will be recorded as played.

11. **SLUNG BAT** - For the first (1st) offense, batter and coach will be warned. On the second (2nd) violation and any subsequent violation the batter will be called out.

12. SLIDING - A runner who slides headfirst going into a base will be called out. A runner who does not slide, give up, or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.
13. OFFENSIVE TEAM – **EVERY PLAYER BATS**
14. STRIKEOUT - Is constituted by three (3) missed swings. Foul balls on the third (3rd) strike are an out. **TEAMS WILL AGREE ON TERMS**
15. BUNTING – Is not allowed. 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 the infield grass outside of the batter's circle provided it is in between the baselines; if not fair then it will be considered a strike.
16. LAST BATTER – Two (2) out baseball rules apply. Any fielder can also throw the ball home and the catcher can tag home plate. **NO RUNNING THE BALL HOME.** Then the inning ends, and all trailing runners do not score. **FIRST ATTEMPT RULE:** 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.

17. DEFENSIVE TEAM - Each team will Position one (1) Pitcher, one (1) catcher and four (4) traditional infielder positions (first, second, third and short stop). Remaining players will be spread throughout the outfield. Two (2) coaches on the field during defense and must be completely behind ALL players until play is stopped; failure to do so will result in an obstruction call on the coach and runners will be awarded one (1) base each.

- Pitcher - Must keep 2 feet in contact with the rubber until the ball is hit.
- 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.
- Outfielders - Must stay in the outfield until the ball is hit. Outfielders may not tag a base or a runner.
- Catcher - Must stay behind home plate on the opposite side of the batter until the ball is hit.
- FIRST ATTEMPT RULE - 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.

18. TAGS BY PITCHER - The pitcher will be allowed to make a tag on any base runner in the following conditions –

- Fielded batted ball on baseline and tagged runner going by
- Fielded an overthrow and tagged runner in general area of overthrow

- Pitcher can back up catcher and tag runner at home as long as the catcher made the first attempt to catch the ball
- In the judgment of the umpire

19. ROLLING Ball - Runners will be called safe if a fielder intentionally bounces or rolls a ball to obtain an out. (Umpire's Judgment)

20. 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.

21. UMPIRE CAN CALL TIME-OUT -

- When requested by a coach or player.
- 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).
- Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the tee coach to put in play.

22. DEFENSIVE POSITION CHANGES - Defensive switches may only occur one (1) time 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.
23. POINT SYSTEM – DOES NOT APPLY
24. OVERTHROWS - Whenever a ball is overthrown and stays inside the fence all runners may only advance one base.
25. FENCE RULE - Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play. Runners may advance one (1) base on balls thrown over or under the fence.
26. BATS - All bats must be approved by Little League and have T-ball stamp on it.
27. RESPONSIBILITIES - The Visiting Team will be responsible for keeping the scoreboard and cleaning the trash from dugout and bleachers from the visitors' side of the field (which is the third base dugout). The visiting team is also responsible for fixing the mound and home plate areas and raking base areas and filling in holes left in those areas after the game. The home team will be responsible for chalking/painting the field before the

game. The home team will be responsible for keeping the official scorebook and cleaning the trash from dugout and bleachers from the home teams' side (which is the first base dugout). The home team will also put ALL scores in the master's book after the game. Penalties for not doing this will be levied by the Board of Directors.