



T-BALL LEAGUE PLAYING RULES

Updated January 2020

General Information

- 1) Each team will be assigned, via draft or “hat pick”, an equal number of players from the list of players registered with paid fees, or as equal as possible per registrants.
- 2) Both teams should have at least eight (8) players to take the field within 10 minutes after the scheduled game time. The team without 8 players will forfeit the game. If both teams have less than 8 players, both teams will be charged a loss. The team with the most players will have the option to either practice on the field or scrimmage with the team that did not have a sufficient number of players. If a team starts with 8 players and at any time during the game falls below 8, that team will forfeit the game. **If there are only 9 or 10 players on each team this rule will not be enforced.**
- 3) Full dress uniforms will be worn during the games (cap, shirt, pants, socks, rubber cleats or tennis shoes). Shirts must be tucked in.
- 4) All team members must play in the field and must be in continuous batting order. The only exceptions are:
 - Players who are ill or physically unable to play. If this occurs during the game, the player may be removed from the field and batting order without penalty. Player may be re-inserted into field and original spot in the batting order only with the consent of the opposing head coach. Player may NOT bat if removed from playing the field.
 - Players who do not attend practice regularly
 - Players subject to disciplinary action
- 5) Games will last for one hour and five minutes (1:05) or five (5) innings, whichever comes first. This means that no inning is to be started after one hour and five minutes (1:05). Once an inning begins it must be completed unless the home team is winning after the top half is complete or the game is mathematically out of reach. A new inning is started after the third out or the fifth run. The umpire will be the official timekeeper.
- 6) Teams must turn over the dugouts as soon as the game ends to allow the next game to start on time. Leave the dugouts as you found them, clean up before leaving.

7) Rain out games will be made up at a later date. Two innings must be completed if play is stopped due to weather for the game to be considered complete (1-1/2 if home team is ahead). If play is stopped in less than two complete innings (1-1/2 if home team is ahead), the game will be considered a rain out and will be made up where it ended with the full counts (outs, strikes, runs etc.)

8) No smoking, no tobacco, and no use of alcohol during games or practices or on the premises of Adams Park.

Equipment

1) Games will be played with Official League Baseballs provided by KBSA to each Manager.

2) USSSA BPF 1.15 or USA Standard bats are allowed.

3) All batters and base runners must wear batting helmets with a protective facemask at all times while outside of the dugout.

4) The player in the pitcher position must wear a facemask or batting helmet with facemask.

5) The position of catcher is optional. KBSA does not provide catcher's equipment for this level. If a Manager chooses to use a catcher, he/she must wear a batting helmet with facemask. The position must be occupied at the start of the half inning and should be assisted by a coach to keep the game moving at a reasonable pace.

6) Games will be played with the batting tee provided by KBSA. ****All other tees are not allowed.**

7) Each player in the field must wear a baseball hat and have a glove.

8) All equipment not in use will be maintained in the dugout.

Playing Field

1) From home plate, bases will be a distance of 60 feet. The distance from home plate to second base will be 84'-10". Managers are responsible for insuring the bases are in at the correct distance before the start of the game.

2) There will be a 20-foot quarter circle drawn in front of home plate. A hit ball must be on or travel past this line to be a live or fair ball. This applies to all balls pitched from a coach and hit off of the tee.

3) There will be a 10-foot diameter circle around the pitchers mound. The defensive player playing the pitchers position must have one foot inside the circle until the ball is hit.

4) There will be a 4-foot line drawn 10 feet on the 2 nd base side of 1 st base, the 3 rd base side of 2 nd base, and the home plate side of 3 rd base. When time is called in the infield, the

runner's position relative to this line determines whether or not the runner advances to the next base.

5) The pitching rubber is located 30 feet from home plate. Coaches can pitch from the rubber or in front of it. The coach cannot pitch from beyond the pitching rubber.

6) A lighted scoreboard shall be provided. The "visiting" team shall be responsible for the scoreboard recording. The "home" team will maintain the official scorebook.

Coaches

1) Each team will be allowed a total of 5 (with an approved criminal background report) adults in the dugout and on the field. Suggested number of coaches: One (1) manager Three (3) Assistant Coaches One (1) Adult in the Dugout (this person is responsible for the batting order and keeping the dugout in order).

2) On offense

a) The pitching coach must leave the field after each batted ball. The coach must remove the tee and bat after the ball is batted.

b) The first and third base coach must stay in the coach's box and cannot touch the base runners until the play is dead. Coaches will be warned on first infraction and player will be called out on further infractions.

3) On defense

a) The coaches in the field must stay on the outfield grass while the ball is being pitched.

b) No coach should stand closer to the batter than the team's dugout gate.

4) The Manager and/or Plate Meeting Coach of each team are the only coaches that may have discussions with the umpire.

5) All coaches are required to sign the KBSA Coach's Conduct form. Poor behavior and bad sportsmanship by coaches on the playing field will not be tolerated. This includes shouting at any opposing team members. Any coach thrown out of a game is required to leave the field immediately and go to their respective automobile. They may stay in the vehicle. The manager is also responsible for his team's parents and is subject to be thrown out of the game if a parent is asked to leave the park as well. Any coach that is thrown out of a game is required to sit the next full game and any coach thrown out of two games in a season will forfeit his manager position and will not be allowed to coach. A manager has the right to appeal his position before the board.

6) Team Manager is required to distribute a copy of the Parent's Code of Conduct to each player's parents or guardians.

Offense

1) The ball shall be pitched overhand to each batter.

2) Each batter will receive a total of: Three (3) pitches or three (3) strikes. If the 3rd strike or 3rd pitch is fouled, the batter will continue to hit. Bunting is not allowed. No strikeouts by coach pitch. In the judgment of the umpire, if the batter does not attempt to hit the coach pitch, the batter will be required to use the tee.

3) After 3 pitches or 3 strikes, if the batter does not hit a pitch, then the batter will use the tee. The tee will be placed directly so to cover home plate.

4) The batter will get (3) attempts to hit the ball off the tee. If the batter does not put the ball in play after (3) attempts, the batter will be called out.

5) A foul ball shall be called when the batter does not hit the ball beyond the 20-foot circle. A ball on or past the 20' arc is considered a fair ball.

6) A foul ball shall be called when the batter knocks the tee completely over.

7) A dead ball shall be called if a hit ball touches the pitching coach. The batter returns to the plate and the base runners return to their bases.

8) A dead ball will be declared if a batter bats out of turn. The umpire will check with the coach to get the proper player in the batting order. Play will resume at that time with base runners returning to their base and the correct batter will assume the pitch count of the previous batter.

9) When a batter slings a bat, the play will become dead. The batter will receive a warning. If the player slings the bat again during the game, the player will be declared out.

10) Base runners cannot leave the base prior to the ball being hit. If the runner leaves the base before the ball is hit, the umpire will declare no pitch and the base runner will be out.

11) Runners must touch all bases. If the runner misses a base, the Manager can appeal to the umpire.

12) Any runner will be called out if the runner maliciously runs into a fielder who has the ball and is waiting to make the tag.

13) Any overthrow to first base, not touched by the first baseman, will be declared a dead ball and all players will advance 1 base. A thrown ball deflected or touched by the first baseman will be a live ball, and runners can advance at their own risk.

14) Any other type of overthrow is a live ball.

15) The infield fly rule does not apply to the 4-5 year old league.

16) The inning will be over when five (5) runs are scored or three (3) outs are made. Coaches are responsible for keeping up with runs scored and ensuring the scoreboard is accurately maintained.

17) All players will stay in the dugout with the exception of the batter and the on-deck batter. The batter will not leave the dugout without a batting helmet and until called by the umpire.

18) The runners/batter will automatically advance one base on a ball thrown out of play into the dugout or over/under the fence.

19) A ball hit under the fence in fair territory is a ground rule double.

20) A home run is awarded for a ball hit over the fence or into a safety net in fair territory. A home run ball is considered a dead ball after leaving the field of play, though the batter is required to touch all bases in order. Failure to touch all bases in order will result in the batter being declared out, and any runners who have not crossed home plate must return to their most recently touched base, in consistent order.

Defense

1) The infield will be limited to six (6) players. A middle infielder (player at 2 nd base bag) is allowed. The infielders MUST stay out of the baselines. All other players will be positioned in the outfield on the grass

2) When the ball is in possession of the defensive team, THE BALL MUST BE CONTROLLED AND TIME CALLED BY A PLAYER IN THE INFIELD (DIRT) and FAIR TERRITORY TO STOP THE LEAD RUNNER. In the judgment of the umpire, when the progress of the lead runner has been stopped by the defensive team (or has stopped on his/her own), the umpire will call time and determine the placement of the other runners. ****We will not call "TIME" after Fall Break and Spring Break.**

3) The pitcher is not allowed to run the ball to any base except home plate, or run and tag the runner going to any base except home plate. To record an out when the pitcher fields the ball, the pitcher must throw the ball to a base except home plate. In the event the pitcher runs the ball to a base, or runs and tags the runner going to a base, the ball will be declared dead and the runner awarded the base. Any base runners will be awarded the base they were running towards.

4) No rolling the ball or throwing the ball directly into the ground will be allowed. An attempt to throw the ball in the air must be made. (If the ball is rolled or thrown directly into the ground in the judgment of the umpire, the batter will be awarded first base and all base runners will advance one base.)

5) No player can play one position for more than (1) consecutive inning.