

Supplemental Rules for "T-Ball" League

Rules for the Babe Ruth League, Inc., Cal Ripkin Division, will apply unless modified herein. Rule changes are subject to yearly review by the Officers, Board of Directors, and Rules Committee.

ELIGIBILITY

1. T - Ball League players shall be 5 or 6 years of age
2. League age shall be the player's age as of April 30
3. No 4 or 7 year olds may play in the T - Ball League

NUMBER OF TEAMS AND TEAM ROSTERS

1. The T - Ball League shall have as many teams as deemed necessary by the Board of Directors
2. A T - Ball League team shall consist of up to 13 players, unless the Board of Directors deems it necessary to change the roster size
3. Player assignment shall be as follows:
 - a. Official league rosters will be developed by the League Registrar following player signups
 - i. All players shall be assigned based on school districts, when possible
 - ii. Siblings playing in the Rookie League shall be assigned to the same team
 - b. Requests to play with friends, relatives other than siblings, or to play on particular teams will be honored where feasible if such requests are not viewed as being detrimental to another team
 - i. The League Registrar is responsible for such decisions
 - ii. In case of a dispute, the Board of Directors shall make the final decision
4. No player shall be automatic to any team except as follows:
 - a. Coaches' child(ren) (One Head Coach and one Assistant Coach)
 - b. Sponsors' child(ren)
 - c. Hardship cases agreed upon by the Board of Directors
5. Late sign-ups in the T – Ball League will be assigned to a team by the League Registrar

SCHEDULE

The schedule shall be prepared by the League Registrar

GENERAL GROUND RULES AND INFORMATION

1. The coaches of the home team shall be responsible for preparing the field before each game
 - a. Water and drag if necessary
 - b. A circle of eight feet in diameter shall be chalked between home plate and the fixed pitching rubber
 - c. An arc having a radius of twenty feet from home plate shall be chalked from the first base line to the third base line
2. Bases will be 45 feet apart
3. The pitcher's rubber will located at the center of the eight foot circle
4. The hardball league's Hollywood base pegs must be covered at all times.
5. No pre-game practice shall commence within five minutes of the scheduled start of a game, except as agreed on by the coaches
6. All pitching shall be done by a coach or parent
 - a. The pitcher shall take a position behind and to one side of the coach or parent when pitches are being thrown
 - b. Pitchers shall wear a batting helmet
7. Catchers shall assisted by a coach or parent
 - a. An adult shall be assigned to assist the catcher
 - i. The adult assisting the catcher shall make every effort to ensure that the catcher is in a position that will protect against foul balls and thrown bats
 - ii. The adult will field pitched balls behind the plate and return them to the parent or coach pitching, to the player positioned in the pitcher's spot or to the catcher, who may return the ball to the pitcher
 - b. Catchers shall wear a catchers helmet with face guard and a chest protector.
 - c. Catchers shall be positioned against the side screen and on the front side of the batter to avoid being struck with a thrown bat
8. Two coaches from the defensive team may be on the playing field to help, instruct, and encourage players.
9. Both coaches of the last game each day are responsible for erasing the circles (Morris Park only)

GENERAL PLAYING RULES

1. T – Ball games are limited to three full innings

- a. No new inning will begin more than one hour after play began
 - b. If the one (1) hour time limit is reached in the middle of an inning, the game will continue until a full inning is completed
2. All available players on a team's roster may play in the field
 - a. The league recommends that ten players be assigned to the field at one time with the tenth serving as a roving outfielder
 - b. After filling the infield positions, all additional players on the field shall play be outfielders and take positions beyond the infield dirt
 - c. A team may play with as few as seven eligible players
 - d. Borrowing is allowed only with the approval of both coaches
3. Playing Time and Rotation
 - a. All players must play at least two innings of each game, unless the game is stopped by the umpire or park host, or the player is sitting out due to disciplinary reasons
 - i. Any player not played due to discipline shall have been notified by the coach why he is not playing prior to the game
 - ii. Parents shall be notified why the player is being disciplined
 - b. Players shall play a variety of positions to promote the learning experience
 - i. Coaches may consider ability and safety with respect to position assignments
 - ii. Players should play at least one inning in the infield for every inning played in the outfield
4. Batting
 - a. All eligible players available to play shall be in the batting line-up
 - b. All players in the batting line-up shall have an at-bat in each inning
 - c. The inning shall end upon the completion of one at-bat for each player in the batting line-up
 - d. Coaches may pitch to batters in their discretion
 - i. Batters shall have up to three swings at pitched balls
 - ii. If after three swings the batter has not put the ball in play, the batter shall then hit off the tee
 - e. Throwing of the bat is prohibited (to promote safety)
 - i. The first occurrence of a thrown bat results in a warning

ii. The second occurrence shall cause the ball to be declared a “dead ball” and the batter being called out

f. The defensive team shall not address the batter during the game

g. A batted ball must travel beyond the twenty foot arc to be in play

i. Bunting is prohibited

ii. Any ball that stops within the arc is a dead ball and the batter shall return to the batter’s box

5. Base Running

a. Pinch runners are not allowed in the T - Ball League except as follows:

i. To replace an injured player

ii. To replace a player who must leave prior to the end of the inning

b. No leading off

i. Leading off is defined as the runner leaving the base before the batter hits the ball

ii. A runner who leads off will be returned to the base

c. Runners and hitters can advance a maximum of two bases on any given play, except upon the last batter, when all base runners and the batter shall advance through all bases to home plate

d. Once the pitcher has possession of the ball within the eight foot circle play shall be dead

i. Base runners shall not attempt to advance further

ii. Base runners shall return to last occupied base until the next batter has hit the ball

6. Outs

a. Outs will not be counted in the first inning

b. Outs will count from the second inning on

c. A runner called out shall return to the dugout

d. All players in the batting line-up will bat in each inning, irrespective of the number of outs made in an inning

e. Outs are called by the coaches

i. In the event of a disagreement among the coaches, the call of the coach closest to the play shall control

ii. This rule shall apply without regard to which team the coach is on

7. Last Batter Rule

On the last batter in the line-up, a dead ball will result and play will stop upon the catcher having possession of the ball at home plate

Sanctions/Penalties

Violations of the above stated rules may result in penalties as determined by the league president and/or Board of Directors and may include suspension or removal of an offending coach.

Revised March, 2004