

SOUTH LINCOLN SPORTSPLEX T-BASEBALL RULES

PHILOSOPHY

The intent is for the kids to learn the rules of baseball, have fun, play safe, play fair, learn good sportsmanship and learn teamwork. Every effort should be made to offer encouragement and positive reinforcement.

PLAYER ELIGIBILITY

Any player who's 5th or 6th Birthday falls before April 30th of the current year.

EQUIPMENT

The official adopted ball will be an 8.5 in ball.

Tennis shoes or baseball shoes may be worn. **NO METAL CLEATS.**

Approved (unaltered) baseball bats, wood or aluminum, any size may be used.

Approved helmets meeting safety requirements will be furnished by each team.

All batters and runners must wear batting helmets, with chinstraps. Any player running the bases and deliberately removing his headgear in the umpire's judgment should be given a warning and on any subsequent offense will be called out.

The catcher must wear a protective helmet and mask, but not the full catcher's outfit.

Equipment must be kept in the dugout.

Approved batting tees (unaltered) will be provided by each team. The Batting Tee will be Placed Directly on Home Plate.

Only the first baseman and catcher may use a first baseman's mitt.

THE PLAYING FIELD

The umpire can call time after the lead runner has been stopped. If there are other runners on base, the umpire will use his/her judgment in allowing the other runners to advance to the next base.

There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line drawn from the back point of home plate. The ball must be on or past this line to be fair, if not it will be a foul ball. The ball is fair if it hits inside the arc and travels beyond the arc line.

THE HITTING OF THE TEE WILL IN NO WAY BE A DETERMINING FACTOR AS TO WHETHER THE BALL IS FAIR OR FOUL (ONLY 20 FOOT ARC) IF THE BALL IS STRUCK. If the ball is missed completely, but still comes past the arc because of striking the tee, it will be a strike.

There will be a straight line drawn from home plate to the pitcher's mound to be used by the umpire in determining when a defensive player can tag the runner heading to first base out.

Infielders must stay at least forty (40) ft. from home plate until the ball is hit. **PENALTY:** Offensive team gets a choice of the play or re-bat.

The pitching distance is thirty-five (35) feet.

The base paths will be fifty (50) ft.

OFFENSE

Each team shall bat the entire roster of players present for the game. **SUGGESTION:** To allow for the maximum number of at-bat times, the coach should start the line-up with the batter that would have been next from the previous game. **EXAMPLE:** In Game 1, Player 5 was the last batter to hit when the game ended. In Game 2, the line-up should start with Player 6 and continue around.

No team shall score more than five (5) runs per inning. If there are not three (3) outs when five (5) runs are scored the teams will change sides.

Each team is allowed four (4) adults in the dugout, one (1) manager and three (3) coaches. Offensive coaches must remain in the coaching boxes at all times. A coach may position the batter and adjust the tee after each swing.

The tee will be removed by batting coach after each batter.

A regulation game will consist of five (5) innings and will have a one (1) hour time limit. Innings started before the time limit will be completed. The umpire will use his/her discretion in calling a game after three (3) innings if one team is ahead by eleven (11) or more runs. However, in this situation the umpire should let the game run the full one (1) hour time limit and can call the game in the middle of an inning once time is reached.

Three (3) innings constitute a complete game in case of bad weather or any other cause which in the umpire's judgment interferes with further play, or two and one half (2-1/2) innings if the home team is ahead.

No game shall continue for more than five (5) innings. If the score is tied at the end of five (5) innings the game will be declared a tie game.

Teams may start a game with a minimum of seven (7) players.

Batter is out if he/she touches a ball that is declared a foul ball or a dead ball.

After one (1) warning per game per player for slinging the bat, the batter will be called out for each additional time that he/she slings the bat, the ball is dead and no runners may advance.

Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the umpire.

The Pitching Coach must leave the field after the batter hits a fair ball. If the batted ball hits the Pitching Coach (through no fault of his/her own), the ball will be declared a dead ball, no batters may advance and the pitch will be retaken.

The batter is allowed three (3) pitches from the Coach and three (3) swings from the batting tee. If the third (3rd) swing from the tee results in a foul ball, the batter will be allowed a fourth (4th) swing. If on the fourth (4th) swing the ball does not travel beyond the twenty (20) ft. arc, the batter is out.

The batter will receive three (3) strikes before being called out; any of the following will result in a strike being called on the batter:

- a. In the judgment of the umpire the batter misses the ball completely.
- b. The batter fails to hit the ball past the twenty (20) ft. arc. On the first (1st) or second (2nd) hit resulting in the ball being called foul.
- c. Any foul ball before the third (3rd) strike.

A foul ball on the third (3rd) strike is not an out. (See the paragraph above about allowing a fourth swing from the tee.)

Any ball struck that carries on or past the twenty (20) ft. arc shall be a fair ball, if the ball is touched in fair territory or passes first (1st) or third (3rd) base before going foul, even though part of the tee may have been struck. **NOTE:** Any ball in the judgment of the umpire that carries past the twenty (20) ft. arc, but was not touched by the batter's bat will be called a strike.

NO BUNTING will be allowed. Half-swings, as judged by the umpire, will be called a bunt. **PENALTY:** A strike will be called on the batter. If on the third strike, the batter will be called out.

A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. **PENALTY:** Batter is out.

When the umpire or coach puts the ball on the tee it is "live", the defensive team must be ready, because the batter can hit the ball at any time. He/She does not have to wait until the pitcher makes a throwing motion.

A base runner cannot leave his/her base before the batter hits the ball. **PENALTY:** Runner is out.

Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

DEFENSE

All team players will be on the field when on defense. There will be six (6) set infielders that remain in the infield until the ball is hit. Outfielders must remain twenty (20) ft. behind the baseline (in the outfield grass) until the ball is hit. **PENALTY:** The offensive team gets a choice of the play or re-bat. **NOTE:** The pitcher and catcher will count as infielders to satisfy this rule.

If a team has less than nine (9) players, the manager may decide which position(s) to leave vacant on defense. **EXCEPTION:** There must be a designated pitcher.

The pitcher must have one (1) foot in the pitcher's circle when the ball is hit. **PENALTY:** The offensive team gets a choice of the play or re-bat. **EXCEPTION:** If the Offensive Coach has a strong batter, he/she may alert the Defensive Coach to reposition the pitcher for safety purposes. If the pitcher is so repositioned, the new position may be outside the circle but must be within a line between the pitcher's mound and second base.

NO ROLLING OF THE BALL UNDERHANDED on the ground will be allowed. No outs will be allowed by rolling the ball underhanded. Runners will be automatically safe if the defensive team rolls the ball underhanded.

If a defensive player fields the ball on the first base side of the line between home plate and the pitcher's mound, he/she can tag out the runner heading for first base. If the defensive player fields the ball on the third base side of this line, he/she **MUST** throw the ball to first base. This rule only applies to the play at first base. **PENALTY:** The runner will be declared safe at first base.

Appeals will be made by the head coach after time has been called and before the ball is returned to the tee and set for play by the umpire. The coach will notify the umpire of his appeal of what runner and what base. **NOTE:** For the purpose of the appeal play, returning the ball to the tee and set for play by the umpire or coach will be the same result as the next pitch thrown.

Overthrow to First Base: A ball that is overthrown at first base will be declared a live ball. You must stop the lead runner. However, if the ball goes into the dugout, under the fence or into any other "out of play" area, the umpire will declare the ball a dead ball, no defensive play can be made. The batter-runner and any runners on base will be allowed one base. **EXAMPLE:** Runner on first base, ball is hit to the shortstop, he/she overthrows first base and the ball goes into the dugout. Runner on first advances to third, batter-runner advances to second.

A caught fly ball will be played the same as regular baseball and play is not dead unless it results in the third (3rd) out. **EXCEPTION:** The infield fly rule will not be in effect.

The defensive team may have one (1) coach located between third base and the outfield fence and one (1) coach between first base and the outfield fence to keep the players in the outfield until the ball is hit and to instruct the players on their defensive plays. These coaches will be positioned in foul territory during the course of the game and may not assist the players in fielding the ball. **PENALTY:** The offensive team gets a choice of the play or re-bat.

Any defensive coach physically assisting a fielder while the ball is in play will result in the offensive team getting a choice of the play or re-bat.

MISCELLANEOUS

Substitutes must be announced into the game, either to the scorekeeper or the umpire prior to batting. **PENALTY:** This is considered to be batting out of order and the batter is out.

The Home Team is responsible for maintaining the game book for each game.

Coaches will swap line-ups prior to the start of the game.

In any instance in which a team does not have an eligible substitute for a player who becomes ill, or is injured, the player last removed from the lineup by the manager will be used as a substitute.

NOTE: If there are no substitutes, the position in the batting order will be eliminated. This will not constitute an out.

If a player is injured by being hit in the face, throat or head **TIME WILL BE CALLED IMMEDIATELY** and all players awarded one (1) base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed.

A player that is injured and leaves the game, **CANNOT** return to the game. If there are no eligible substitutes his position in the line-up will be eliminated, this does NOT constitute an out.

PARTICIPATION RULES

Coaches should make every effort to alternate the position a child plays every inning.

See Rules Appendix for additional Rules that apply to T-Baseball.