

# Auburn T-Ball League

## Rules of Play

Revised for 2007

### **1 General**

1.1 The objective of the Auburn Ball Association T-Ball program are to teach baseball skills and an understanding of the game to beginning players in a context that promotes an appreciation of good sportsmanship and fair play. The program is to be both instructional and fun, and competition is minimized.

1.2 It is encouraged that players have the opportunity to play every position by year end.

1.3 Safety has the highest priority. The league is non-competitive. Game scores and league standings are not kept.

1.4 There are no benchwarmers in T-Ball. All team members present play each inning.

1.5 A number equal to half of the game day lineup will bat each  $\frac{1}{2}$  inning.

1.6 . GAME TIME – All games will consist of a maximum of 4 innings or 1 hour and 15 minutes, whichever occurs first. When the time limit expires the inning in progress will be fully completed.

### **2 Field of Play**

2.1 The home town is responsible for ensuring that the field is prepared for play. Bases shall be fifty (50) feet apart. Safety bases shall be used at first base. In addition, two arcs shall be lined on the field between the base lines, one at nine (9) feet and another at thirty five (35) feet from home plate. A half-arc circle 8 feet from the front center of the pitching rubber shall be lined behind the 35' arc line to define the pitching area. To assist umpires in base running calls, the field should be chalked with stripes at mid points in the base paths.

### **3 Umpiring**

The home town shall assign an Umpire to monitor every game. A conference should be held before the start of the game with both team managers and the Umpire to review the rules.

3.1 The Umpire shall be positioned in foul territory behind the home plate area. After the ball is batted, the Umpire should move to a position on the field best suited to make the call.

3.2 The home team shall supply a new 9" soft-core style baseball for the game. (Example Diamond DFX-L5.)

### **4 Offense**

4.1 One offensive coach will be required to assist each batter on his/her team in adjusting the tee, assist in the batting process, and remove the tee and the bat from the home plate area immediately after the batter bats the ball. The offensive coach is to act as catcher and return the ball in a timely manner to the coach pitching.

4.2 The hitting coach and base coaches advise runners on the offensive team.

4.3 PITCHING – A manager or coach will pitch to his/her team when they are at bat.

BATTING – The ball will be hit off the tee after 4 pitches from the coach. A number equal to half of the game day lineup will bat each  $\frac{1}{2}$  inning.

4.4 There are no strike outs or walks.

4.5 A hit ball must travel beyond the nine foot arc in fair territory before it is considered a ball in play. If a hit ball fails to travel beyond the nine foot arc, it is treated the same as a foul ball.

4.6 A batter who intentionally or unintentionally throws a bat is automatically out. A batter who carries the bat nine feet or more from home plate is out and base runners may not advance.

4.7 Base runners must use the orange portion of first base after a batted ball. The runner may legally proceed to second base after touching either the white or orange section; The white section must be used on any return to first base.

4.8 Base runners may not advance on caught fly balls.

4.9 Stealing bases and leading off base are not allowed.

4.10 If base runners are put out by the defense, they are "out" and must return to the bench.

4.11 GAME TIME – All games will consist of a maximum of 4 innings or 1 hour and 15 minutes, whichever occurs first. When the time limit expires the inning in progress will be fully completed.

## **5 Defense**

5.1 Two coaches are permitted in the outfield area to assist while the game is in progress. Defensive coaches will not be allowed in the infield area. (i.e. inside the base lines).

5.2 Players take regular baseball positions with extra players filling in as needed.

5.3 The pitcher in T-Ball is located in the 8' half circle extending from the 35' infield line and does not pitch.

5.4 Players on defense shall not be allowed inside the 35' arc line until batter makes contact with the ball. Umpires will be instructed not to begin play until each child is behind that line.

5.5 After a ball is hit into the field of play, a play is made by the defense. In all cases except "Last Batter" the play ends when:

- A fly ball is caught,
- A base runner or the batter is tagged or forced out at any base, and "Dead Ball" is called (see below).
- A defensive Player maintains control of the ball inside the four base paths, holds the ball above his/her head, and the Umpire calls "Dead Ball". When "Dead Ball" is called, runners on base may not advance further. If a base runner is more than half way to the next base at the instant of the "Dead Ball" call, he/she may advance to the next base. If the runner was less than half way to the next base at the instant of the "Dead Ball" call, he/she shall return to the last base tagged. The "Dead Ball" call is not to be made automatically when the ball is returned to the infield, rather, it shall only be made the defensive player is no longer attempting to retire runners, and holds the ball up to stop play. (Players should be encouraged to attempt all possible plays prior to stopping play with the "Dead Ball" call.)

5.6 "Last Batter" play: When a team's Last Batter bats a ball past the 35-foot arc, and the ball is not caught on a fly, the defense must make an assisted play to home plate for the last out. The throw to home plate must come from behind the 35-foot arc. The defensive player designated as the "pitcher" shall move to home plate to catch the throw in, and then must tag home plate to end the inning. Runners may continue to advance around the bases and score until home plate is tagged, even in the event that the batter is retired. If the ball does not advance beyond the 35foot arc, an unassisted play may be made at home.

5.7 A team's half inning ends under any one of the following conditions:

- (1) The last batter flies out
- (2) If the last batter is out as a result of being tagged or a play at first base, play continues until the remaining runners score or are tagged out, or the defensive team tags home plate, or
- (3) Without further play if the "last batter" throws his/her bat.

5.8 If a ball is overthrown (in bounds or out), after the runner has already passed the base, a player may advance to the next base when the runner clearly indicates his intention to advance.  
Only runners in motion will be awarded the next base.

5.9 Collisions and physical interference between players are to be avoided at all times. The base runner is normally responsible for the degree of contact. Any collision judged intentional by the umpires will cause the guilty runner to be called out, and may result in his expulsion from the game.

5.10 A fielder who intentionally collides or physically interferes with a runner is subject to ejection from the game. In addition, the umpire may award an advance of bases as required to offset the effects of the fielder's interference. An ejected player is an out in the lineup.

5.11 Fielders must only use the white portion of first base.

## **6 Game Play**

6.1 Each game will be four innings in length

6.2 In the case of a game in progress being rained out, one full inning constitutes a complete game.

## **7 Conduct and Sportsmanship**

7.1 The team Manager is responsible for exemplifying and maintaining good sportsmanship at practices and games.

7.2 The team Manager is responsible for the conduct of his coaches, his players, and their parents.

7.3 A player, coach or parent guilty of misconduct in the judgment of the Manager is subject to disciplinary action.