



South Hill Baseball & Softball Club

T-Ball Rules

LEAGUES

These rules cover 3 leagues – National Boys (6 Year Olds), American Boys (5 Year olds) and Girls. Girls follow the National rules where stated.

ROSTERS

1. Rosters are limited to a minimum of 12 players and maximum of 14 players.
2. Age requirements: Player must be five (5) years of age no later than April 1st. Boys must not turn seven (7) years of age before July 31st. Girls must not be seven (7) years on Jan 1st before the season starts.
3. All players' information must be printed or typed on rosters provided by the league.
4. No team roster is valid until the registration fees are paid to the league and birth certificates are on file.
5. Team rosters must be turned into the league before team will be issued equipment, assigned a practice field, or scheduled to play games.
6. If a coach has dropped a player from the roster, an explanation must be provided to the Board.
7. All roster additions must be in the first half of the scheduled league games in which the team is participating. No changes in the official roster will be made after this time unless approved by the Board in exceptional cases, or a team has insufficient number of players to field a team.
8. There will be no recruiting from other teams by another coach.
9. If the Board is approached by a player or his/her parents stating their coach told the player he or she could not play or should not show up for a game, and the players name appears on the official roster, the coach will be suspended from coaching for a period of time to be determined by the Board, if no reasonable explanation is found by the Board.
10. A player may be excluded from playing a game as a result of disciplinary action (i.e. missing practices unexcused, inappropriate speech, etc.); the affected coach must inform the other coach. The reason for this action must be written on the back of the game card and turned in to the umpire.

SCHEDULING OF GAMES

1. All leagues will be schedule so that each team plays a minimum of 10 games.
2. All games will be played on fields designated by the league scheduler.
3. Game may be postponed only by action of the league office. If weather makes playing conditions unsatisfactory, the league office may postpone games, but it shall be the duty of each coach to contact the league office's rain out line to make certain of the postponement.
4. No game shall be postponed because of weather after 4:45 pm on the date in which the game is scheduled. If games have not been officially postponed, both teams must appear at the scheduled game site in full strength, or the non-appearing team shall forfeit the game regardless of playing conditions.
5. Coaches cannot reschedule games among themselves. All games are to be rescheduled through the scheduler. **(NO EXCEPTIONS!)**

6. Postponed games will be played at the earliest date possible. Some postponed games may not be rescheduled unless it will decide a league championship.
7. Coaches shall be the judge at the field as to the fitness of the playing area; if at this time playing area is deemed unfit then a postponement may be called. Both coaches must contact league representative with explanation to have game rescheduled.
8. When a field is deemed unplayable due to rain, it is not permissible to make up the field of play in the outfield area due to possible injuries.
9. The schedule is a Board member and acts in such capacity and may be substituted for make-up game by a board member league representative if necessary.
10. Games will be rescheduled on the "next available date" basis.

FORFEITS

1. Teams must appear at the game site on the date and time scheduled by the league or that team will forfeit the game.
2. A minimum of (9) players is required for any league game or the game will be a forfeit. Teams shall not use any players that are not on the team roster to fill the nine (9) positions.
3. Teams will be given a 15-minute grace period from the scheduled game start time before the game will be called a forfeit. The 15-minute rule applies only to the first game of a double header and the team will only receive 10 minutes for the second game.
4. Any teams in violation of the eligibility rules will forfeit all games in which ineligible players have participated.
5. Any player or coach violating any eligibility rules shall be subject to suspension by the league.
6. If there are problems with a coach, player or a spectator, the umpire will give one warning to the offender. The second time it occurs, the umpire will clear the offenders from the field. If they will not leave, the offending team will forfeit the game.

GAME REQUIREMENTS

1. T-Ball is limited to a maximum of six (6) innings.
2. No new inning shall start after one hour and twenty minutes after the office scheduled start time.
3. Each team is limited to seven (7) batters or three (3) outs per inning including the last inning.
4. All players must wear shirts provided by the league.
5. Only the two HEAD COACHES (or assistant coach if head coach not available) should discuss disputed calls between themselves. Calls will not be disputed with parent referees.
6. **No plays at home plate or going to home once runner has advanced past third base.**

DEFENSE (PLAYING THE FIELD)

1. 9 or 10 players can be used on the field during a league game.
2. 5 infielders and 3 or 4 outfielders (behind the base line), and 1 catcher constitute a full team on the field of play.
3. All players in attendance shall play at least 2 defensive innings.
4. **No player shall play the same position more than twice in a game.**

5. The ball must cross the arc in the air or on the ground before a defensive player can touch the ball. **PENALTY:** If the defensive player touches the ball before it crosses the arc, the offensive player is awarded one base.
6. The player in the pitcher's position must remain behind the "pitcher's line" until the ball is batted.
7. Catcher must wear batter's helmet and stand behind the batting coach of opposing team. This batting coach shall act as a shield to for protection of the catcher.
8. Catcher should be urged to place the ball on the "tee" for the batter. The batting coach may assist to speed play of game.
9. A team on defense shall be allowed no more than 1 time-out per inning. **Exception:** Injury to a player, or other emergency.
10. One coach may stay in a coach's lane in front of the dugout; one may assist players from outside the playing area (on own team side only). The remainder must stay in the bench area. No coaches on the field.
11. A player is out when there is a "forced" out or "tagged" out.

OFFENSE (BATTING)

1. Every player in attendance shall bat even though they may not be an active defensive player.
2. All players must bat in correct order according to the line up card presented to home team's official scorekeeper. If the batter, after batting out of order, reaches base and the incident is reported to the umpire prior to the next batter taking their first swing, the batter who batted out of order shall be declared out. The correct batter shall then take their place in the batter's box.
3. Late arriving players may only be added to the bottom of the official line up.
4. Balls no crossing the arc are considered foul balls. If a batter misses the ball on the 3rd, 4th or 5th swing, the batter is out. Foul balls are considered strikes on the 1st and 2nd swing. (Maximum of 5 swings.)
5. The batter shall declared out if, in the judgment of the umpire, they throw the bat anytime during their turn at bat. **ONE WARNING SHALL BE GIVE TO EACH TEAM.**
6. One coach may coach first base and one coach my coach third base in the coach's boxes. Coaches are not allowed on the field of play. Coaches cannot touch a base runner. **PENALTY:** The runner is out.
7. **There shall be no plays attempted on any runners at home plate or running to home once they have advanced past third base.**

OFFENSE (BASE RUNNING)

1. A player may advance only when the ball is hit.
2. Under no circumstances is a runner permitted to steal a base when a ball has not been off the "tee". The runner must return to the their base
3. No leading off. The base runner cannot leave their base until the ball is batted from the "tee". **PENALTY:** The runner is out.
4. No sliding into first base, except when returning to first base.
5. Batting coach should remove "tee" for base runner and supervise the home plate area for safety issues.
6. On a hit ball that is in fair territory, runners cannot advance once the ball is thrown back across the arc.
7. A runner that is halfway toward the next base will be awarded the base. This halfway rule will be the judgment of the umpire.

8. Two base runners may not occupy the same base simultaneously. **PENALTY:** The base runner that first legally occupied the base shall be entitled to it. The second base runner may be put out by being touched with the ball unless they make it back to the preceding base. **(THIS IS NOT AN AUTOMATIC OUT.)**
9. If a runner fails to touch any base in order, the runner shall be declared out if the defensive team makes a proper appeal to the umpire for a missed bag. A proper appeal is one in which a defensive player, while holding the ball, touches the bag the runner previously missed. The player or coach shall ask the umpire for a judgment as to the missed bag and the umpire shall declare "safe" or "out". The appeal must be made proper to the next batter taking their first swing.
10. No runner may return to a missed base or one they had left illegally once a following runner has occupied the missed base, unless the following runner(s) returns to their previously occupied base thus opening the missed base for the runner who initially missed it. The first runner shall be declared out if a proper appeal is made.
11. Over Throws

National (6 Year Olds) – When a ball is overthrown into foul territory the base the runners may advance one base. When the ball is overthrown to any base and still in fair territory the runners may continue to advance

American (5 Year Olds) – Base running is station-to-station this is defined as the each player advances one base when the ball is hit. Players do not advance on an overthrow into foul territory. This is done to encourage the play to first base when the ball is fielded. **Exception:** if the ball is hit into the outfield and lands past the base line "on the fly" (not rolling through the infield,) the base runners may advance an extra base.

12. When a base runner is struck with a fair-batted ball in fair territory while off the base and before it passes an infielder the base runner is out. The batter is entitled to first base and the ball is dead.
13. The base runner is on base and is struck by a fair batted ball, the runner is safe. The batter is entitled to first base and the ball is dead.
14. When a player loses possession of the ball, such as an attempted tag, and the ball enters the dead ball area or becomes blocked:

National (6 Year Olds) – Base runners may advance one base from the last base touched at the time the ball entered the dead ball area or became dead.

American (5 Year Olds) – base runners remain at the "station-to-station" base. This is to encourage the defensive players to attempt plays at all bases.
15. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into a defensive player, the runner is declared out. The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision. **NOTE: IF THE ACT IS DETERMINED TO BE FLAGRANT THE OFFENDER SHALL BE EJECTED FROM THE GAME.**
16. If the catcher is going for the ball, the catcher has the right to be in the baseline. If the catcher does not have or is not going for the ball, the catcher cannot block the baseline.
17. When a base runner runs outside of the baseline in order to avoid interfering with a fielder's attempt to field the ball in the base path, it will not be considered running out of the baseline and shall not be declared out unless tagged by a defensive player prior to reaching base.
18. A base runner is not out when they do not run in a direct line to the base, providing the fielder in the direct line does not have the ball in their possession
19. When a batter/base runner overruns first base after touching it and turns to the right with no attempt to advance to second base, the runner is considered safe.
20. **National (6 Year Olds)** – When a batter/base runner overruns first base after touching it and turns to the left AND ATTEMPTS to advance to second the base runner may be tagged out. Simply turning to the left on a "run through" is not considered attempting to advance to second. Head Coaches must resolve disputes between themselves.

21. **National (6 Year Olds)** – A base runner may “tag-up” on a fly ball hit into the outfield past the baselines and advance 1 base. No Plays To Home

American (5 Year Olds) – A base runner may not tag up. If a fly ball past the infield is caught the runners must return to their bases.

22. If a runner slides and base becomes dislodged, he/she shall not be declared out if he/she is judged to be safe by the umpire and he/she stays at the position where the base is supposed to occupy or remains in contact with the base.

DEAD BALL

1. In all cases where a thrown or batted ball goes into the spectator’s area; goes over, through, or under any fence surrounding the play field; hits any person or object not engaged in the game; goes into the player’s benches’ whether it rebounds onto the playing field or not; or remains on the meshes of any wire screen protecting the spectators. This is considered either an overthrow or foul ball and bases shall be awarded accordingly.
2. When ball is batted illegally.
3. When foul ball is not caught.
4. When a base runner is called out for leaving the base too soon.
5. When an offensive player causes interference (when a batter intentionally strikes the ball a second time, strikes the ball with a thrown bat, or deflects its course in any way while running to first base).
6. When a thrown ball or hit ball is intentionally touched by a coach, or offensive player.
7. When the batter interferes with the catcher.
8. When a runner intentionally kicks a ball, which a fielder has missed.
9. If an injury occurs to a runner such that it prevents them from proceeding to a base that they are awarded. A substitute runner shall be permitted for the injured player.
10. When the ball crosses the arc.
11. When a fielder carrier a live ball into dead territory.

LIVE BALL

1. When the coaches agree to “Play Ball”.
2. When a thrown ball goes past a fielder and remains in playable territory.
3. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
4. When a base is dislodged while base runners are progressing around the bases.
5. When a base runner is tagged or forced out.
6. When the runner is out for failure to return and touch the base when the play is resumed after a suspension of play.
7. When a thrown ball strikes an offensive player.
8. When a thrown ball strikes an umpire or coach.

EQUIPMENT AND PLAYING FIELD

1. The home team is responsible for making sure the field is free of trash and debris at the end of the game.
2. The home team (determined by the schedule) will be responsible for furnishing the game balls for league games. The balls that will be used in all league games will be approved and issued by League Officials.
- 3. Metal Cleats Are Not Allowed**
4. Catcher must wear batter's helmet at all times while playing defense.
5. All batters and runners must wear helmets.
6. Base distance is 50'.
7. Regulation 9" safety "t" ball for boys and girls will be used in all league games.
8. Four ball arc is 20' from home plate.
9. Overthrown line is in line with backstop wings.
10. A pitching line shall be placed at 30' from home plate.

CONDUCT

1. Any team coach or player found guilty of being abusive toward umpires, representatives or assigned personnel shall be subject to immediate and indefinite suspension. This rule shall apply either on or off the playing field, as such behavior reflects in a manner that is detrimental to the best interests of South Hill Baseball/Softball Club.
2. There are absolutely no alcoholic beverages or use of tobacco products allowed on the playing fields. Violators will be asked to leave the field.
3. If there are problems with anyone in the crowd, the umpire will give (1) warning to the coach. Second time it occurs, the umpire will clear the offenders from the field. If they won't leave the field, the game will be forfeited. The offender (coach, etc.) will be dealt with at the Board's discretion. If a coach is involved, he or she may be suspended.
4. Members of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team. Hey batter-batter and typical baseball chatter is acceptable as long as it is not directed at the player's ability or skills, race, creed, religion or sex. **PENALTY:** The violation for this rule shall be the removal of the guilty player(s) and/or coach from the game and from the dugout.
5. The umpire shall be empowered to call a base runner out or safe for an act either by him/her or by a fielder that in the opinion of the umpire is unsportsmanlike conduct.
6. Any player or coach ejected from a game for intentional unsafe or unsportsmanlike conduct is automatically suspended from the next league game. Players or coaches may have to sit out more than one game if infraction warrants, such as fighting.
7. Any coach who removes his team from the playing field prior to the completion of a game, or who causes a game to be forfeited because of his conduct or attitude toward the umpire shall be subject to review by the Board.
8. Players ejected from the final game of the season must have the approval of the Board before they may participate in future programs. This applies to coaches and players harassing officials, opponents, etc. after a game has ended.

UMPIRES

1. Each team will pick one parent to be an umpire. Each team's umpire will be used during defense (playing the field).

MISCELLANEOUS

1. **Coaches are responsible for basic First-Aid kit for minor injuries.** I.e. bandages, ice packs, gauze.

2. Each coach must obtain and become familiar with a copy of these rules and regulations. Ignorance of these rules and regulations will not be accepted as an excuse for violation.
3. Parents are responsible for paying for any equipment their child breaks due to abuse. It is the coaches' responsibility to see to this.
4. There has been a problem with some coaches not returning their equipment at the end of the season. A fee will be levied against any coach who neglects to return equipment issued to them for full replacement value.
5. It is the responsibility of the coaches and the players to pick up the litter after their game. It could cost the league the use of the fields if litter is continually left lying around. If the garbage can is full please call the league representative. Home team is responsible for making sure the field is clean of trash and debris before departing the field.
6. If a problem arises in any area, please report it to the first appropriate coordinator, who in turn, if needed, will take it to the representative. The two will then attempt to resolve the problem. If they are unable to do so, the matter will be taken to the Board.
7. Board members of South Hill Baseball and Softball Club may coach a team.
8. Insurance Deductible is the sole responsibility of the player's parents and not South Hill Baseball and Softball Club.
9. Coaches are expected to abide by the spirit of the recreation program as set forth in the rules and regulations. Violation of the spirit or intent of these rules could result in disciplinary action.