

Erwin Parks & Recreation
T-Ball League Rules 2010

1. **PLAYER ELIGIBILITY:**

Participants must turn 5 years old before May 1, 2010 and must not turn 7 years old before May 1, 2010. Exception: 4-year olds who have completed the Start Smart Baseball program.

2. **GAMES:**

Games will consist of two (2) complete innings. **NO SCORE will be kept.**

3. **INNINGS:**

An inning consists of both teams having one (1) turn on offense and defense. All players will bat every inning. Teams will switch sides after the last batter.

4. **COACHES:**

Each team will be allowed up to four (4) coaches.

Offense – one coach at first base, one coach to pitch/coach third base, one coach to catch/set up the tee, and one coach in the dugout/bench area for player control.

Defense – There may be up to three coaches on the field, provided they do not interfere with play.

5. **EQUIPMENT:**

All batters and base runners **MUST** wear a helmet with chin strap while in live ball territory. Helmets must give protection to temples, ears, and base of skull.

All players **MUST** wear shoes. Tennis shoes or shoes with molded plastic or rubber cleats are permitted; **NO** metal spikes are allowed.

6. **DEFENSE:**

Every player on the team roster plays the field the entire game. **NO** fielder may be positioned closer to the plate than the hash mark. For safety reasons, there will be **NO** player in the catcher position. Only one player shall be positioned in the “pitcher’s circle” who must have at least one foot on or inside the “pitcher’s circle at the time the bat contacts the ball.

7. **CONTINUOUS BATTING ORDER:**

Each team will make up a batting order consisting of all members of the team that are present for the game. Players will bat in this order throughout the game. Any players arriving late must be placed at the end of the lineup.

8. **BATTING:**

Each batter shall receive up to three (3) tosses from a coach before using the tee. If the ball is not put in play after the 3 tosses, the batter shall receive up to 5 swings to put the ball in play. The ball must pass the “in play” line (arc in front of the plate)

and between the foul lines to be a fair ball. If the ball is not put in play by the 5th swing with the tee, the batter shall be declared OUT.

NOTE: The coach pitcher must stand with at least one (1) foot on or inside the pitching circle at the time of the pitch. If a fair batted ball hits the coach pitcher before a defensive player touches the ball, “Dead Ball” shall be declared. The batter shall be awarded first base and all other runners advance one (1) base only if forced.

9. NO SLINGING OF THE BAT.

10. NO INFIELD FLY RULE.

11. BASE RUNNING:

Runners may not leave the base until the bat makes contact with the ball (NO STEALING). Runners may advance a maximum of two (2) bases per hit.

EXCEPTION: There is no limit during the last at-bat of each half inning. If a base runner is TAGGED OUT, the runner must return to the base last touched unless forced to the next base. If a runner is FORCED OUT, congratulate the defense on a great play, but the runner will be allowed to advance to the next base. The purpose of this rule is for the players to learn base running.

NO HEAD FIRST SLIDING! Runner will be declared OUT and removed from the bases.

12. OUTS:

Players will only be declared out for not hitting the ball after five (5) swings or sliding head first. Runners will remain on base for all other “outs.” Each team will bat their entire lineup each inning regardless of the number of outs made.

13. DEAD BALL:

To end each play, the ball must be “controlled” in front of the lead runner. “TIME” will be called and all runners are assigned their base by their position on the base path at the time of the dead ball. Any runners who have past the hash mark (line halfway between the bases) may advance to the next base. Any runners who have not past the hash mark must return to the previous base. *The “dead ball” rule will not be in effect for the last batter of each inning.*

14. CONDUCT RULES:

All cheering shall be in a positive manner at all times. Please cheer for all players, not just your own team. Any player, coach, or spectator ejected from a game for unsportsmanlike conduct shall serve a minimum two (2) game suspension with additional suspension possible at the discretion of the Erwin Parks and Recreation Department. Suspended persons will be suspended from all activities held by the Erwin Parks and Recreation Department until their suspension is fulfilled within the division that the suspension was levied. Any appeal of this decision may be made to the Erwin Parks and Recreation Advisory Board, whose decision will be final.