

# **T-BALL**

## **Ground Rules 2018**

T Ball shall be governed by the rules of Little League Baseball and the General  
Ground  
Rules Except as followed

### **Teams**

- a. The team rosters shall consist of players with the league age of four, five and six years olds.
- b. The player agent shall organize the T Ball rosters.

### **Playing Rules**

#### **a. Regulation Games**

- (1) Time limit is one (1) hour
- (2) No inning is to start after fifty (50) minutes from scheduled start time
- (4) No game will exceed six innings
- (5) Games are considered non-competitive even though the score is kept.

#### **b. Game Rules**

- (1) No more than 6 players are allowed in the infield including pitcher & catcher. All infield players should line up in their natural positions including 1st base, 2nd base, short stop & 3rd base and should not be positioned to play on the baselines. If a team chooses not to field a catcher, there will be only 5 infielders allowed.
- (2) Outfields must be positioned to begin each play outside the infield lines.
- (3) The batting order should be set to include all batters in a continuous order. Each team will use the same number of batters each inning. In the event a batter is used twice

in an inning to even out the number of batters per team, the batting order will begin with the next batter at the start of the next inning.

(4) Each team member shall play defensively at least every other inning.

(5) The base coaches must be responsible adults.

(6) The player pitcher must wear a Little League approved batting helmet during defensive play.

(7) No offensive player other than the batter and base runners are allowed out of the dugout onto the field during play. The batter shall not leave the dugout until the preceding play has stopped.

(8) The catcher must wear all defensive protective equipment including the throat guard and protective cup for males. It is recommended that all males wear a protective cup.

(9) In the event an injury occurs during play, the game will be stopped immediately. If the ball is still in play, the runners on base during the injury may be allowed to advance only one base.

#### c. Runners

(1) Each runner may advance only when the batter has put the ball in play.

(2) When the ball is overthrown to a base when attempting to achieve an out, the runner will only proceed one base.

(3) Play stops and the ball is dead when the defensive pitcher has the ball in his possession while in the pitcher's circle unless the pitcher is running to make a defensive out on a running play.

(4) A runner achieves the next base if, in the opinion of the umpire/coach, he/she has crossed the halfway (white) line without being put out before the play has been stopped.

#### d. Batter

(1) A batter shall not become a runner unless he puts the ball into play. Batted ball must go fair and out of batters circle.

(2) There will be no bunting

#### e. Scoring

(1) No runs will be scored after three outs.

(2) If a runner is declared out, but left on base; the run will not be scored when crossing the plate.

(3) Since these games are considered Non-Competitive and we have no official umpires during game play, runners should be considered safe when a call is in dispute by opposing teams.

(4) All coaches and volunteers should all be using the practice of fair play when on the field during a game.

### 3. Miscellaneous

(a) Dugouts: Only a maximum of five (4) authorized manager and coaches are permitted in the dugout during any game, two (2) defensive coaches may be allowed on the field during play (between the outfield and infield players.) Interference by this coach will result in all runners being allowed to advance one additional base.

(b) Loss of player: Vacancies in the roster of the team shall be filled from the player agent's list of late registrants.

(d) The Home Team will get bases & tee from the equipment room. The Visitor Team will return the bases and rake the field when another game is not scheduled to play afterwards.

# Coach Pitch

## Ground Rules 2018

**Coach Pitch League shall be governed by Little League rules and the General Ground Rules except for the following approved local league rules:**

### 1 Teams

a. The team roster shall consist of players with the league age of six, seven and eight Year olds. (With the provision the six-year-old has played T Ball the previous year.) Any players outside this age range cannot play on a team without board approval.

b. The player agent shall organize the team rosters.

c. The player agent shall equalize the team rosters as best as possible and determine the maximum number on each team.

d. Managers **shall not and will not** encourage a player to quit.

e. No request for a team change will be permitted without good cause and approved by the Board of Directors of the League.

2. There shall be FIVE (5) pitches or 3 strikes, no walks, three strikes is an out. **(All pitches must be overhand, No underhand pitches allowed)**

3. If a batted ball hits the pitching coach it will be considered a foul.

4. A player cannot steal from ANY BASE.

5. The team roster shall use the continuous batting order (Every member bats) No changes shall be made in the batting order due to defensive changes.

6. Each team member will play defensively a minimum of every other inning.

7. League will be allowed a maximum of 5 runs per inning.

8. No inning will start after one hour ten minutes from start time. If an inning is in progress, it will be completed.

9. When the total runs scored as a result of an over the fence Home Run exceeds the five-run limit, all run will count with the maximum of eight runs.

10. An official game is three innings, two and one-half if the home team is ahead.

11. The umpire will declare the ball dead once the ball is controlled by the **pitcher** (pitcher only) inside the pitching circle. All runners must return to their respective bases provided they have not crossed the halfway (White) line.

12. Vacancies shall be filled from the player agent's list of late registrants.

13. No head first sliding. Runner is out

14. No on deck batting.

15. A runner will be allowed one base on an over thrown ball.

16. Four (4) players will be allowed in the outfield when both teams have a minimum of 10 players.

## Minor

# Ground Rules 2018

**Minor League shall be governed by Little League Rules and the General Ground Rules except for the following approved rules:**

All players must bat once and play 3 consecutive defensive outs in the game. **PENALTY:** The player(s) involved shall start the next scheduled game and play no less than the mandatory time required plus the play time missed in the original game before being eligible to be removed from the game.

1. All Minor League players must attend tryouts each year in order to play Spring Branch American Little League unless otherwise accepted into the League by the Board of Directors.
2. All minor league teams will be drafted subsequent to Major/Intermediate draft.
3. The penalty for a minor league player refusing to play on a major/intermediate team league team (Rule VIII, Minor Leagues of the Little League Rule Book) Said player is frozen in the minors for the remainder of the season.
4. No inning will start after one hour thirty minutes from scheduled start time. If an inning is in progress, it will be completed.
5. Any manager or coach who violates or encourages violation of any of the special Rules, including but not limited to rule (D) 5, shall be subject to such discipline, including removal, as determined by the Board of Directors.
6. Balks will not be called, but it is suggested that a balk should be brought to the manager's attention to assist the player in his future play and development.
7. The number of managers or coaches in the dugout will be three.
8. Vacancies shall be filled from the player agent's list of late registrants.
9. The player agent will determine team roster size.

10. An official game is two innings or one and one-half innings if the home team is ahead.

11. Five run rule limit per inning. (When the total runs scored as a result of an over the fence Home Run exceeds the five run limit, all run will count with the maximum of eight runs.)

12. No headfirst sliding **period**. Runner is out

13. No on deck batting (Players are not allowed to handle bats until their time to bat.)

14. No fake bunting, but bunting is strongly encouraged.

15. The 10 or 11 Year old Tournament Team Manager will be the winner of the Minor League division.

16. Twelve year-olds **are not** allowed to pitch.