



T-BALL INSTRUCTIONAL DIVISION RULES. (4-6 Year Olds)

Revised March 11, 2010

T-ball will follow Little League Rules with the following local clarifications and exceptions:

- 1. General Rule - T-Ball shall be a noncompetitive, instructional division for our younger players.**
 - a. Managers may keep score and line-ups for their own teams but standings will not be maintained and there will be no playoffs.
 - b. Managers and coaches are encouraged to provide positive instruction to their players and may position themselves on the field to assist and guide players.
 - c. Managers may adjust the play of the game to provide optimal instruction to all players.
 - d. There shall be no forfeits of T-Ball games.

- 2. Game Duration - Games shall consist of no more than 3 offensive and defensive innings per team, or 1 1/2 hours, whichever comes first.**
 - a. Managers may agree to shorten game if desired.

3. Field Dimensions

- a. Bases shall be positioned 45 feet apart.
- b. The pitching plate shall be positioned 37 feet from the batting tee.

4. Player Participation

- a. All players attending a game shall be in the offensive and defensive lineup and play the entire game offensively and defensively.
- b. There shall be a catching position at a safe distance behind the batting tee.
- c. Pitcher shall be positioned at the pitcher's plate or 37 feet if no pitcher's plate.
 - i. Pitcher shall remain on plate(37 feet or further if no pitcher's plate) until ball is hit.
- d. The pitcher and catcher must wear a helmet with face guard.
- e. A team shall bat every player in their lineup in each inning irrespective of the number of outs recorded by the defensive team.
 - i. A team may change its batting order each inning, provided that each player bats in each offensive inning.
 - (a) Example: Bat uniform numbers 1-10 in first inning, reverse order, 10-1 in the second inning.

5. Play of game.

- a. Managers are encouraged to pitch overhand to their batters.
- b. If the batter is unable to hit the ball into play after 5 pitches, the batting tee shall be used.
- c. There will be no strikeouts, base stealing or base leading allowed.
- d. A ball must be batted at least six (6) feet in fair territory from the tee to be considered fair and playable

- e. Runners must wait until the batter contacts the ball to leave the base.
- f. Players are not called out even if a play is actually made to put them out. At this age, they do little running as it is in the game, so let them all run the bases.
- g. **With the exception of the last batter, each batter/runner is limited to advancing one base on a hit ball.**
- h. Runners may not advance on overthrows, ball thrown out of play, slow relay, etc.
- i. The last batter is allowed to get a home run, so all players on base keep running after the last batter has hit.
- j. The batting team's manager should announce "last batter" so that the defensive team knows that there is about to be a homerun.

6. Safety

- a. No "on deck" batters.
 - i. It is acceptable for a coach to get the next batter set up with a helmet as to keep the game flowing, but do not allow the "on deck" player to handle a bat until his/her turn.
 - ii. There is to be no swinging of bats by anyone except the batter. Look out for siblings taking warm-up swings too.
- b. If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not-so-subtle "big hitter" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.
- c. If you have players who you believe might not be able to react quickly enough to a hard hit and get their glove on the ball or duck in time, either put them in the outfield, second base or shortstop positions.
- d. Players should remain in the bench/dugout area.