

## **PIQUA JUNIOR BASEBALL & SOFTBALL LEAGUE, INC. T-BALL RULES AND REGULATIONS**

1. There may be as many as fifteen players on a team. Consequently, as many as fifteen players may have a position in the batting order.
2. There is no “infield fly” rule.
3. All hitters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to swing level.
4. Three complete misses of the ball while batting constitutes a strikeout.
5. Batting helmets must be worn while at bat, on deck and as a base runner.
6. An inning is over when all players have batted or three (3) outs are made, whichever occurs first. The last batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or has scored, either of which will end the inning.
7. Players may not advance a base on an overthrow.
8. Only six (6) players are allowed in the infield and no more than five (5) players are allowed in the outfield at any point in time.
9. The defensive player in the “pitcher’s position” shall position themselves on or within two (2) feet of the pitching rubber.
10. Positioning of outfielders: Outfielders must be positioned in the outfield grass in any configuration you choose. They must not be allowed to take their position in the dirt area. We strongly recommend that they stay in the outfield (grass) area (unless they are making a play at base) to avoid collisions with base runners.
11. Ball hits a base runner: The runner is not out, and play continues as though it normally would if the ball had not hit the runner.
12. No stealing or leading off permitted.

13. How far can a runner advance? As long as the ball is still in play, a runner can continue to advance to the next base. He may not advance on an overthrow. If the runner is more than halfway to the next base when the ball is determined dead, (see number 14 below) then he/she is entitled to that base. If he/she is not, then he/she must go back to the previous base.
14. When a ball is considered dead: For the offensive team, the ball is dead when the ball arrives in the infield (dirt area). The ball does not have to be in the control of an infielder. Quite simply, when the ball passes over the beginning of the dirt area (where the dirt and grass meet) whether in the air or on the ground, it is considered dead for the offensive team. If the runner is halfway or more, he/she can advance to the next base. However, he/she must earn it. The defensive player is entitled to get the ball and tag a runner that is not on the base. If the runner is less than halfway, he/she will return to the previous base. However again, the ball for the defensive person is still live until play has stopped and time is called. If a defensive player gets the ball and tags a runner off the base, the runner is out. If a runner over runs a base, he/she can be tagged out. We want to teach the kids to get to the base and stay on it. Therefore, teach them to run to the next base and then stop, do not stop halfway and just stand there. If the ball was in the dirt (and considered dead for the offensive team), the runner will just return to the previous base (after time out is called).
15. There is no bunting. In order for a ball to be considered a live ball, it must travel beyond the 25-foot arc drawn from foul line to foul line that surrounds home plate. In absence of a visible arc, use 15 feet as your determining point.
16. Coaches are allowed to be stationed beyond the infielders in order to provide instruction to all defensive players.
17. Interference on the base path: If a fielder gets in the way of a base runner, then the base runner is entitled to that base.
18. Game length: Each game window is scheduled for approximately 1 hour 15 minutes for T-Ball. A new inning cannot be started after one hour from the official start time of the game. The teams must be off of the field at 1 hour and thirty minutes (1:30) from the official start time, regardless as to what the situation is at the time. T-Ball games are also limited to 6 innings or less (most will last 3 innings). If the innings are complete before the time limit is reached, the game is considered as finished. When the game is over please exit the field to allow the next teams time to get ready for their game. The start time of each game is as it

reads on the schedule. For instance, if your game is scheduled to start at 5:30 PM, then 5:30 PM is the official start time. If your game does not get started until 5:40 PM your start time is still considered as 5:30 PM and your new inning time limit is 6:30 PM and off of the field time is 7:00 PM.

19. Positioning of player (Minimum Requirement): It is required that you move your players to different positions such that each player must play in the outfield at least 1 inning per game. This gives all of the kids the opportunity to play both infield and outfield positions. No player should sit more than two innings per game.

**IMPORTANT NOTE:** The idea for T-Ball is to teach the kids the fundamentals and have fun learning the game. We do not keep score. There are no won/lost records kept. Move the kids to different positions. Let them all get their chance in the infield. Make sure they all enjoy the game. There is no loser or winner in T-Ball, both teams are winners if the coaches let the kids have fun and don't become overly competitive. Remember – this is a non-competitive division.

**REMEMBER...THIS GAME IS FOR THE KIDS TO LEARN AND HAVE FUN.**