

Huntsville Eastern League

T-Ball Baseball -Local Rules

Article I. Ages

Primarily 5 & 6. The minimum age is league age 5, defined by Little League rules. No exceptions to minimum age requirement due to player liability insurance. Seven year olds who request to play T-ball must have approval of the Board of Directors.

Article II. Boundaries

Same as the parent Little League.

Article III. Assignment of Players

Players will be assigned to teams by a defined selection process, with the goal of placing approximately the same number of players, by age, on each team. See "*Player Selection Process*" rules attached. Each manager will select one coach prior to the player selection process. Each coach must sign a commitment letter to coaching with that manager. Additional coaches can be added to support the team but must be selected from parents of players after the player selection process is complete.

The managers and coaches will be recommended for selection by the Baseball President and must be approved by the Board of Directors. Additional coaches added after the player selection process must also be approved by the Board of Directors. The only adults allowed to assist with a team on the playing field during the game are managers and coaches who have been approved by the Board of Directors and are listed on the official Little League roster.

Trading of players will require approval by the Board of Directors with a recommendation from the Baseball President. All trades must be submitted within 3 days of the player selection process. Please see "*Player Trade Request*" form attached. At the end of the current season, all teams must be dissolved with all players being returned to a player pool (i.e. teams do not remain intact from year to year).

Article IV. Number of Players

Defensive Team = All players present for the game up to 13 players. No more than six infielders, including the pitcher and catcher.

Offensive Team = All players present for game.

Article V. Batting Order

Players shall bat in the order they are listed on the official game card. Game card must be turned in to the game umpire before the game begins. A sequential batting order will be used so that all players participate. Players arriving after the start of the game will be placed in the next open space on the game card and will bat in that position. The game umpire and opposing manager must be notified of the new arrival. Players that choose voluntary leave before the end of a game shall have their manager notify the game umpire and opposing manager of the exact time that the player must leave, before the game begins. The player's batting spot becomes blank, shall not be filled by a late arriving player, and shall be skipped over when batting turn comes. Players with emergency leave from game, shall immediately leave, their batting spot becomes blank and is skipped over when turn comes. Once a player leaves the game for any reason, other than injury, they may not return to game play. An exception to this rule is in the event that a player is slightly injured, leaves the game, but is later deemed fit to resume play.

COURTESY RUNNERS are allowed for reasons of injury - the last player that has been called out for the offensive team will be the courtesy runner, even if it occurred in the prior inning. If a courtesy runner is needed before an out has been registered in the game, the opposing manager will choose the courtesy runner.

Article VI. Defensive Play

Each player present will play the entire game – only the pitcher, catcher, first baseman, second baseman, third baseman, and shortstop can start play in the infield dirt. – all other players will be considered outfielders and start play in the grass. The catcher must wear a batting helmet with facemask and start in a safe position behind home plate. There is free substitution of defensive players, except that no player may play consecutive innings at either first or pitcher. (e.g. if you play inning #1 at pitcher then you cannot play either 1st base or pitcher in the 2nd inning). All balls fielded within the ten foot pitcher's circle must be thrown to a base. No outs will be recorded for any balls rolled to a defensive player...If a pitcher fields the ball in the circle, in front of the circle, or the third base side of the circle, the pitcher must throw the ball to first to get the batter out. If a ball is fielded to the first base side of the circle, the pitcher can tag the runner out; but not the tag the base for a force.

Article VII. Duration of Game

Six (6) innings., Game or time limit of one hour and fifteen minutes will be declared at game start by plate umpire. No new inning may begin after the time limit has elapsed. An official game clock will be kept by the game umpire. Actual start time, not scheduled game time determines the game start time. If entire time limit is not up, a new inning should be started if all 6 innings have not been played. At the conclusion of the declared last inning the game shall be over, regardless if time remains within the time limit or not.

Article VIII. Pitching

The ball shall not be pitched. The plate umpire shall place the ball on the batting tee, signal the pitcher to make a pitching motion at which time the batter may swing at the ball. The ball shall be hit off of a tee which shall be set upon home plate. It shall be the Umpire's responsibility to remove the batting tee from the plate area should any play involve a runner attempting to score. The player occupying the defensive position of pitcher must have both feet in the pitchers circle and all other players must be at least as far from the batter as the first to second and second to third base paths.

The ball becomes "dead" when runners are no longer able to advance or the pitcher has control of the ball on the mound area.

Article IX. Forfeits

Each team should have at least ten (10) players present for normal play of game. If a team has only eight (8) players, game will be played without penalty. The game will be forfeited by a team having less than eight players able to take the field at any point of the game.

Article X. Base Running

If a runner leaves the base before the bat crosses the tee, the ball is dead and shall be ruled a no play.

Dead Ball - When a runner or batter is forced or tagged out; he must return to the dugout. When base runners have advanced as far as possible without being put out, or having called time out, the defensive team shall return the ball to the pitcher. Play is also stopped when a player (not only the pitcher) has control of the ball in the circle. The key is control! Also, the key is intent to stop play. The play will be called dead once those two things happen.

If base runner is between bases when the defensive team returns the ball to the pitcher, it shall be the umpire's judgment as to what base the respective runner shall occupy. If the runner is more than half way to the next base, runner shall be awarded the next base. If less than half way to the next base, player returns to the base most recently passed.

Article XI. Side Retired

The side will be retired when: three outs or a combination of seven runs/outs have been recorded; whichever comes first.

Article XII. Equipment

Conventional baseball equipment except baseball shall be a RIF-5 baseball.

Article XIII. Stealing

No stealing allowed.

Article XIV. Bunting

No bunting allowed.

Article XV. Infield Fly Rule

There is no infield fly rule at this level.

Article XVI. Fair Ball

Same as conventional baseball. The batter must take a full swing.

To be a fair ball, a batted ball must go beyond a 10' radius from the home plate. A batted ball not hit beyond the 10' radius will be declared a foul strike.

A batted ball that is fielded before the ball goes beyond the 10' radius will be declared a foul strike.

There will be no strikeouts in T-Ball.

Half swings and bunts are not allowed, and shall be declared a swinging strike.

A batted ball hit fair that then rolls back into the 10' radius is a fair ball.

Article XVII. Overthrows

Only one overthrow will be permitted per batted ball. Runners may advance one base at their own risk if ball is in play. Overthrows out of play result in one base automatically awarded.

Article XVIII. Throwing The Bat

If a player throws the bat, the umpire shall warn the player after the play is completed. Once a player has been warned, that individual player shall be called out should their bat be thrown again. The out will be called after the play is completed.

Article XIX. Coaches Position

Offense -- Coaches may offensively coach at first and third base. They shall not stand near their batters. An offensive coach, other than the base coaches, may set the batter at the plate. Players shall be set square to the plate, and can be moved up or back in the batters box. Batters shall not be skewed at an angle so as to hit the ball down the third base line.

Defense -- only two of coaches may be on the field of play when their team is on defense, both having to be positioned in the outfield.

Total -- A maximum of four adults (coaches and dug-out moms) are allowed inside the fence per team during the game. Coaches not on the field as outlined in the defense or offense rules above must be in the dugout.

Article XX. Player Talk and Chatter

Talk and chatter will not be allowed by players on the bench or in the playing field. The catcher may not talk to the batter or yell, "swing batter" or make negative or derogatory remarks.

Article XXI. All Stars

There is no All Star team for T-Ball.

NOTE

Unless superseded by one of the above local rules, all rules published in the Little League Official Regulations and Playing Rules will apply. Penalties for rule violations will be handled according to National Rules.

Huntsville Eastern League 4 Year Old Development Baseball -Local Rules

Addendum to the T-Ball rules:

1. Goal: The goal of this league is to have fun and introduce young players to the game of baseball. No scores or records are kept or maintained.
2. Assignment of Players: Players will be assigned to teams as determined by the President of Baseball.
3. Duration of Game: Three (3) innings or by time limit of 55 minutes from scheduled start time. Teams must be cleared from the field no later prior to the scheduled start of the next game. The 8:00 am game must be completed by 8:55 am regardless of the point of batting or which team is home. The same applies for the 9:00 am game. Teams must be off the field before the schedule start time of the next game so as to not delay the games for the remainder of the day. The game is not extended past the time limit to allow every player to bat an additional time.
4. Side Retired: The side will be retired when ever player in the order has batted. No keeping track of outs or runs is allowed. Teams should still emphasize the importance of outs and making a play.
5. Equipment: Conventional baseball equipment except baseball shall be an Easton SoftStich IncrediBall (9" training baseball).