**All games at all Parks will be played in accordance with National Federation of High School (NFHS) rules unless otherwise modified by the following rules.**

*Fall 2023 through Spring 2024: Any player whose DOB falls: T-Ball (05/01/2017 - 04/30/2019) is eligible to compete and complete the current TB-GAB League baseball season.*

TB 1. **Game Times and Scoring**

1. 5 inning games
2. Time Limit for games shall be 1 hour and 10 minutes. The game is official when the scheduled time has expired, and the current inning is completed. No new inning may start within the last five (5) minutes of the scheduled time period. If both teams have the same number of runs at the end of the scheduled time period, with both teams having batted the same number of innings, the game will end in a tie and be recorded as such in the league standings.
3. 6 runs max per inning. Insurmountable lead rule is in effect (Game should end if and when a win or tie is impossible),
4. **MERCY RULE FOR ALL AGE DIVISIONS**: 10 runs after 4 innings, 8 runs after 5 innings. Run Rule remains in effect in ALL Game’s, including Championship
5. Game may end in a tie and need not be completed unless League standing is impacted.
6. Incomplete games (less than 4 innings) need not be resumed unless League standing is impacted.
7. Pitching Distance: 36 feet
8. Baseline: 50 feet

TB 2. **General Rules**

1. Faceguards and chinstraps are mandatory
2. Bats [DYB Rule 1.10]
   * 2 ¼” Diameter must be 1.15 BPF stamped bat or USA Baseball approved
   * Big Barrel bats are legal (up to 2 ¾ ) for this Level of play but must also be a 1.15 BPF stamped bat or USA Baseball approved
3. Each team is allowed to have six (6) coaches, including the head coach. This allows for two base coaches, one dugout coach, two coaches in the outfield and one coach for pitching.
4. The adult pitcher must pitch from the pitching rubber or mark at 36 feet. When the pitch is released, every infielder, including the defensive pitcher, who must be in the circle, must stand behind an imaginary line drawn between the 1st and 3rd bases. If the ball is fielded inside the circle, the player must throw the ball in an overhand motion to a base of his choice. If he fields the ball outside the circle, he may continue to tag a base or any baserunner. The circle will be a 6 ft radius (12 ft diameter) around the 36 ft pitching rubber or pitchers mark.
5. If the adult pitcher is hit by a batted ball or the coach inadvertently interferes with the fielder, the ball is dead and it will be a “no pitch”.
6. Once a batted ball is put in play the adult pitcher must remove themself from the field to allow for the defense to make a play
7. Hitting –
   * FALL 2023: ALL players will have the OPTION of using the tee for games. DURING PLAYOFFS: Three (3) players must be designated as Coach Pitch hitters and CANNOT utilize the tee for that entire game. These can be changed at the next game based on progress of each individual player.
   * SPRING 2024: Three (3) players must be designated as Coach Pitch hitters and CANNOT utilize the tee for that entire game. These can be changed at the next game based on progress of each individual player.

* Five (5) pitches to hit the ball will be allowed for each batter.
* The first 3 pitches must be taken from the coach pitch. At the coaches’ discretion, any of the additional 2 pitches may be taken from the tee or from the coach pitch.
* If the fifth pitch or attempt off the tee is fouled, the batter will be allowed to continue until he swings and misses or the ball is put in play. (Hitting the tee without contact with the ball is a swing and miss)
* A batted ball that does not travel outside a marked ten (10) foot radius of home plate is a foul ball.

1. Each team to provide their own baseballs. (1 per game minimum per team)
2. Plays not allowed.
   * No Intentional walk
   * No bunting
   * No Infield Fly
   * No Leading off from base
   * No Base stealing
   * No head first slide
3. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
4. All players will play defense with standard infield and all other players in the outfield.
5. If a team starts play with eight (8) players, an automatic out will be taken for the ninth (9th) position in the batting order ONLY ONCE through the batting order. (No penalty of an out, if loss during the game is due to injury/sickness). If a player arrives late for the game, that player may enter the game and be inserted at the end of the batting order, even if the team has already completed one cycle through the batting order.
6. The play becomes dead when:
   * Any defensive player has control of the ball inside the pitching circle and asks for time. Runners will be awarded bases according to their position relative to a line drawn midway between first- second, second-third and third-home bases.
   * Any defensive player is standing ahead of the lead runner and asks for time. (Any runner other than the lead runner should be allowed to advance to the next open base before time is granted)
7. To encourage defenses to learn, an overthrow at first base for a force out of the batter allows for a one base maximum advance by all runners. This is not an automatic advance; the runner is at risk to be put out. An overthrow will be defined as any attempted throw when the ball crosses into foul territory or into the outfield.
8. A team warning for "slinging the bat" will be issued for the 1st offense. Any player from that team will be called out on any subsequent occurrence.
9. If a player is injured in a game and cannot play, move the batting order up one player. If the player is able to return to play, reenter the player back in same spot in the lineup.
10. An adult catcher, may be allowed when a team is on offense or a kid catcher may be used. An adult may stand behind a kid catcher if one is being used. They are only there to speed up the game by returning balls that may get past the catcher.

TB 3. **Replacement Players**

Replacement players will be allowed during Regular Season but not Post Season Tournament play, when your team falls below nine (9) players.

1. Replacement player(s) can be from another same level rec team from your Association
2. If only one (1) team in your Association, replacement player(s) can be from another rec team of same level within your League (GABL)
3. Cannot add to more than nine (9) players to a team.
4. The added player(s) must bat last and play in the outfield.