



**FAITH BAPTIST
RECREATION MINISTRY**

T-Ball Rules

This is an instructional league. The intention of this league is to teach and prepare young players for the sport of baseball. Some rules may not be in direct observance of rules of the sport. It is with all intent to provide opportunity to develop each participant through experience, teaching, and encouragement. Because this is instructional, scores, winning/losing, and competitiveness are not emphasized.

1. Game time will be 1 hour or four innings, whichever comes first.
 - a. A new inning will not begin with 5 minutes or less left in the game.
2. First team listed on the schedule is the home team and is responsible for the pre-game prayer. Visiting team is responsible for the score board.
3. Base distance will be 50 feet.
4. The coach may tell the runner when to run **but may NOT touch the runners in any way. You will get a warning and then be asked to leave the field.**
5. Two defensive coaches will be allowed on the field and **must remain behind the fielders.**
6. Three offensive coaches are allowed: two in coach's boxes and one helping the batter.
7. All players on defense must begin behind diagonal line in normal baseball positions until ball is hit. The only exception is the catcher. The six infield positions are filled, and then all others are placed in the outfield. Players MAY NOT line up on the line of demarcation.
8. Defensive players must not play in the baseline.
9. All players present shall bat each inning. Number of runs and number of outs will not be kept. It is the coach's responsibility to keep up with the order and inform the other team when last batter is up. Batters are limited to 7 swings when it is their turn to bat. If they do not have a hit within those 7 attempts they are to return to the dugout.
10. The "T" will be placed directly behind home plate.
11. There will be no strikeouts. The batter must hit a fair ball, which is any ball hit inside the foul lines and beyond the 8' diagonal line. If the bat hits the tee and the ball rolls behind the line of demarcation it is still a fair ball.
12. Any player who slings his bat will be warned the first time; the next time he will be called out.
13. Runner on base cannot leave until the ball is hit. THERE IS NO STEALING OR LEAD OFFS.
14. To stop play the defense must throw or carry the ball across the diagonal line from first to third. The runners must stop at that time. If a runner has passed more than halfway to a base he will be awarded that base. Otherwise he will return to the last base safely reached. "Time" will also be called when the ball goes out of bounds, a line parallel to the foul lines even with sides of the backstop, or when the ball is held, and runners are not advancing.
15. If a player is deemed out at any juncture of the play, he/she must leave the base and return to the dugout.
16. The batter, and baserunner, on-deck batter and the catcher must wear a protective helmet.
17. Game balls will be delivered to the umpire at the start of each game by the field supervisor.
18. **Defensive players may not be more than 5 feet in front of the base before the ball is hit.**
19. **The pitcher must start on the mound before the ball is hit.**
20. Coaches can choose to play with up to 10 on the field if they have an equal number of players, no team should be at a disadvantage due to small roster numbers. If they are missing kids, then the 6 maximum applies.