



House Rules

U7 T-ball (5-6 years old)

Visiting Team:

- Set up field Bases 50 feet apart
- Pitching rubber 36 feet from home plate

Home Team:

- Put away all field equipment, rake the field, and lock all gates, sea can ect..

Equipment Requirements:

Players:

- Rubber cleats (optional)
- Athletic supporter and helmets with chin straps are mandatory for all games and practices (Jock or Jill/ Helmet straps)
- Baseball glove
- Shorts are not to be worn on the field
- Uniform is mandatory - including ball cap ****Shirts are to be tucked in at all times****
- Parents responsible for supplying baseball pants and socks for their child

Game and Field Rules:

- Games are to ***begin on time as assigned*** and will last 3 innings or 1 hour total from the scheduled start time (e.g. 5:00 pm start – 6:00 pm end).
- Be prompt to leave the field for a new team arriving.
- Each team shall supply **one new ball** and **one good ball**.
- Even if a player is “out” on a play, the player still gets to run the bases to homeplate.
- Keeping score is optional.

Base Stealing/Running Rules:

- NO STEALING
- Runners advance only one base on every hit
- The last batter in the inning runs all the way around the bases
- No base advancement allowed on over throws

Players:

- All players bat, each inning from ball placed on tee. After 3 tries, the coach helps the player swing.
- All players play in the field each inning.
- All players must have the opportunity to play at all positions, if capable.
- Have fun, be safe.
- Bat: Max 30 inches, 2 5/8 inch barrel diameter. Bats must be stamped with "USABB" or BPF 1.15 if over 2 ¼ inches.

Coaches:

- Coaches are responsible to control own team players, parents, and fans

Dugouts must be *swept and cleaned* following games or practice use.

All complaints are to be directed to the Executive. All complaints must be made in *written form*.

Rule 30: T-Ball Specific Rules

30.01 Preamble

The following rules are suggested for use for leagues that operate a T-Ball League (5 and 6 year olds).

The B.C.M.B.A. is pleased to provide to its member affiliates the following rule variations covering minor divisional play in the T-Ball Division. This format is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players; with mandatory and total free substitutions each inning and emphasis placed on teaching the fundamentals of baseball. To emphasize the noncompetitive nature of this division, no official scorebook shall be maintained during a game and no standings shall be kept during a season.

IMPORTANT:

The T Ball rules contained in this handbook are intended to be guidelines and member associations may alter rules to better suit their own requirements.

30.02 Batting Tees

Batting Tees shall be a stand that will be placed on home plate for the purpose of holding the ball for the batters to swing at. It should be portable and adjustable to the height of the batter's choice.

30.03 Playing Line

Playing Line is the arched line from the first and third base lines which is a guideline for the plate umpire to determine a fair hit ball. The playing line is the distance down the first and third base lines and from the tip of home plate and shall be fifteen feet (15').

A chalk line or other white material is then arched across the playing field.

A Fair Hit Ball is a legally batted ball that in the plate umpire's opinion will or could have firmly crossed the playing line, in fair territory, even if it is fielded before crossing the line.

A Dead Hit Ball is a legally batted ball that in the plate umpire's opinion will not or could not have firmly crossed the playing line, even if it is fielded. But, if the ball is in flight and is caught the batter is out and the ball is alive.

30.04 General

(A) In "T-Ball" there shall be no pitching to the batter therefore no bases may be awarded on balls, there is no bunting and the infield-fly rule does not apply.

(B) Each team shall have a total roster and starting lineup of twelve (12) players but, if due to unavoidable circumstances, either team has less than twelve (12) players, but not less than eight (8) players, the game shall be played.

(C) Before the game begins the manager or coach must give a copy of his batting lineup to the opposing manager.

(D) It is recommended that all players be listed on the batting lineup in the order that they will bat for the entire game and the order remains constant for the entire game.

(F) It is highly recommended that a minimum of one coach, and a maximum of two coaches, while his or their team is playing on the defensive, be on the playing field providing guidance and training to his or their team in the fundamentals of baseball.

(G) Players may be changed to any defensive position at any time during the game. However, it is recommended that defensive changes only be made at the beginning of an inning.

(H) Each defensive team shall have:

A maximum of seven (7) infielders including the catcher who shall play in the usual position and five outfielders who shall play in the areas as designated.

(I) No defensive player may cross the "playing line" until such time as the ball is legally batted.

(J) There is no leadoff in "T-Ball" and runners may not advance until such time as the ball is legally batted.

(K) No pitching is allowed in this division.

(L) To begin the game, the plate umpire shall instruct the home team to take their positions in the field, place the "T" on home plate and call PLAY for the first batter of the offensive team.

(M) It is the manager's or coach's responsibility to adjust the "T" for the players on their team. In this manner instructions may be provided at all times. The manager or coaches must also REMOVE the "T" after each fair hit ball.

(N) Three "outs" or six runs scored by the offensive team will constitute one inning.

(O) No player on the offensive team, while a base runner, will be allowed to leadoff from any base they are on until the batter has hit the ball fairly from the "T".

If a base runner(s) "leads-off" and a dead, foul, strike out or illegal batted ball situation occurs, base runner(s) must return to their original positions.

If a base runner(s) "leads-off" and a fair hit ball situation occurs, base runner(s) and batters will return to their original positions, count on batter to remain the same and no runs may score.

(P) Overthrows. Runners may not advance extra bases on overthrows. A runner can only advance as a result of a fair hit ball.

(Q) Any batter throwing his bat in any way shall be warned on the first occurrence in a game by that batter. On the second occurrence during the game by the same batter, the batter shall be called 'out'.

(R) When a ball is fielded by an outfielder and is returned to the infield, the ball is considered 'dead' and the umpire shall call 'time' when the ball enters the infield or is touched by an infielder in their proper position. The play is then stopped. If a runner is between bases at this time, they may advance to the next base, if it is unoccupied.