

Land-O-Hills Baseball League
T-Ball Rules
2014 Season

05/15/14

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.*

*Because 5-6 T-Ball is instructional, the opportunity to play 1 or 2 games per week is offered. If the coaches and parents do not want to play all the games scheduled, the coach may cancel as many games as desired by informing the opposing coach within 1 week of the scheduled game. Other rules may be changed prior to the start of the game in order to keep the game fun and interesting for the kids as long as it is done by mutual consent of the coaches. Because participation is stressed over competitiveness, scores are **not** kept and cancelled games do **not** have to be called into the League Commissioner.*

General Rules

1. Players may be in 4K or 5K when registration takes place in order to play. Players must not turn 7 before September 1 of the current season.
2. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed.
3. All players present at the game must play at least two innings in the field, with the following exceptions:
 - Coaches must be notified if a team member will not participate due to disciplinary actions.
 - Ejections for unsportsmanlike conduct - failure to comply can end the game.
4. A typical team will consist of a minimum of 6 players. A team will also be allowed to play with any number of players upon agreement between the two coaches.
5. The home team coach will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue to be played when there is lightning in the area. The game should be delayed for 30 minutes if there is lightning.

Field Preparation

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down. Exception: Rubber throw down bases are allowed in T-ball.
3. Size of the diamond is 55 feet between all bases.
4. Place a ten (10) foot foul ball arc in front of home plate.

Game Rules

1. The Home Team will supply two new RIFF or other soft type baseballs for each game.
2. The Home team will provide the home plate umpire. The visiting team will provide one base umpire.
3. The **home team coach** will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates do not have to be rescheduled but the home team coach must take the initiative to communicate this to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice of any rescheduled game to ensure availability.
4. Games should start promptly at 6:00 pm. Players arriving late should be put into the game at the start of the next half inning.
5. The visiting team gets the field from 5:45 to 6:00 for warm-ups.
6. Games shall consist of a maximum of 4 innings.
7. An inning can consist of a complete batting rotation. No new innings should start after 7:05 pm.
8. The tee is to be adjusted by the coach of the batting team or the batter only but is adjusted at the height the batter or coach is comfortable with.
9. The play consists of the fielder attempting to make an out.
10. If a child is forced or tagged out, the player will return to his/her team's bench. (3 outs does not constitute the end of an inning.)
11. Each child advances one base per play.
12. At the last batter, the fielder throws the ball to the catcher as the last three players on base and the hitter advance to home plate.
13. Two time outs per team per game, except for injury.

Pitching

1. Players do not pitch.
2. In the event a batter elects to be pitched too (see Batting rules below), a coach will pitch. The pitch can be made overhand or underhand. The pitching coach may use his glove for self-defense only.

Base Running

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning.
2. No leading off. Runners can leave the base only after the ball is hit.
3. If first base is equipped with a safety base, the runner shall use the red (foul) side, the fielder will use the white side, to avoid collisions.

Batting

1. No designated hitter
2. All players present at the game must bat.
3. Batters must wear a batting helmet.
4. No bunting.
5. If the ball does not travel past the 10 feet arc from the tee, it is considered a foul ball.
6. **All batters will hit off of a tee in the first inning of each game. At the start of the second and third innings, batters can choose if they would like to be pitched to or hit off of the tee. The batter gets only 3 pitches.**
7. If a batter elects to be pitched too but the batter cannot hit a pitched ball within 3 pitches, a Tee must be used.

Equipment

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, face mask, throat protector, shin guards, and chest protector.
3. A RIFF or other soft type baseball is required.