

# **SAGINAW TOWNSHIP RECREATION**

## **T-BALL RULES** **(Girls 5 & 6 years)**

1. A player's full name, birth date, address and phone number must be on the teams' official roster before she is eligible to play. Games will be forfeited if an ineligible player competes or if false information is supplied.
2. **Players Age:** On or before June 1<sup>st</sup> of the current year is her age.
3. Coach or manager may coach the bases. Coach may position batter at the plate.
4. In the event of rain which makes play impossible, a complete game will be declared if three full innings have been played.
5. Forfeit time is 15 minutes after game time. Game must start on time if 7 players are present. No waiting for late players.
6. All players present must play at least 2 complete innings.
7. Length of game is 4 innings or played to a 1 hour and fifteen minute time limit. No inning shall begin after the time limit.
8. Only 10 players are on the field at one time, but ALL players bat in rotation. The coach is responsible for seeing to it that this rule is followed.
9. The team at bat will be limited to 10 batters at bat or 3 outs in one inning. Batting team will notify defensive team when their 10<sup>th</sup> batter is up.
10. No bunting or chopping the ball. Batter must take a full swing. There will be a 5 foot line going out from home plate to determine if the ball is fair or foul. **BALL MUST GO BEYOND THIS LINE TO BE CONSIDERED FAIR.**
11. **Batter must hit the ball cleanly**
  - a. If bat hits only the tee, it is considered a miss (strike). 3 misses is an out.
  - b. If batter throws the bat, batter is out (NO WARNING GIVEN) – Dead Ball – no further play – runners do not advance.
12. After a fair ball is hit, the ball remains live, once the ball is thrown to 1<sup>st</sup> base play ends.
13. Base runners must stay on the base until ball is hit.

**14. Overthrows:**

- a.** Ball is dead when it crosses line of teams' area.
- b.** An overthrow at 1<sup>st</sup> base will not advance runners. This applies to existing runners as well. Play will stop once the ball is thrown to 1<sup>st</sup> base.
- c.** Awarding Bases: When ball is ruled dead on an overthrow, all base runners are awarded 1 base from where they were when ball was thrown.

**15. Distance between bases is 50 feet.**

16. Pitcher stays outside the 20 foot arc from the tee and within the infield as outlined by the base lines until the ball is hit.

17. No sliding (Warning will be given, but runner is not out)

18. There is no base stealing.

19. The infield fly rule is not in effect in this league.

20. Rubber spikes or tennis shoes shall be worn – NO STEEL SPIKES.

21. All batters and base runners must wear full size helmets. Any runner removing the helmet intentionally will be returned to the last base she held before removing the helmet. If the coach does not comply with this rule the game may be forfeited.

22. Teams must have a catcher, if they have 10 players, and catcher must wear a catcher's helmet.

23. Coaches are responsible for removing the tee if there is to be a play at Home Plate. Coaches must pick up the bats.

24. Each team is responsible for providing one (1) umpire per game.