

# SAINTS T-BALL PLAYING RULES

(Revised 18 August 2015)

(Revised 18/8/2015)

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## GENERAL

*Please remember that T-Ball is an introduction to Baseball, so the children must be encouraged to show good sportsmanship, take orthodox fielding positions and not exploit gaps in the rules. It gives the chance for the young to learn about the game, teamwork and sportsmanship.*

*The emphasis is on **FUN**. All rulings are to be made in the best interest of the game and all participants.*

- a) A minimum of 5 players per side are required to constitute a game. In the event of teams unable to fill a side, coaches are encouraged to make other alternatives, such as a “scratch match” or allow players to play in another team etc.
- b) A maximum of 12 players are allowed per side. All players are to be listed on the batting sheet.
- c) No listed player should sit out for two consecutive fielding innings.
- d) Though only nine (9) players may field at any one time, up to twelve (12) players may be listed in the batting line-up, with only nine (9) to bat in any one innings. The next innings starts with the next listed batter.
- e) After the 9th batter the teams will switch sides, regardless of outs (all runs across the plate plus safe runners on base count towards runs)
- f) Recommended Diamond Sizes:  
  
60' Base Paths (20' Dead Ball Line)  
  
All – Outfield distances to be a same distance from bases as the length of base path: 60' respectively, from 1<sup>st</sup> and 3<sup>rd</sup>.
- j) All players must be rotated every inning to give **all** players an opportunity to, especially, play key positions i.e. pitcher, catcher & first base.

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## BATTING

Batting line up:

Once a batting line up has been given to the scorers, it must remain unchanged for the game. Late arrivals are to be added to the end of batting line up.

Injuries or child leaving game early etc. - Notify scorers and place line through name and continue batting through the line up.

- a) Batters must wear a double eared helmet at all times when batting and on the bases.
- b) When the umpire calls "**Batter Up**", the batter shall take their stance in the batting box.
- c) When the umpire calls "**Play Ball**", the batter is permitted take one practice swing before hitting the ball.
- d) If the batter hits before "Play Ball" has been called, the ball is dead, no count is recorded on the batter and runners must return to the base last occupied before the ball was hit.
- e) A batted ball in fair territory that clears the outfield cones is a "Home run". All runners advance to home plate without risk of being out.
- f) A batted ball in fair territory that bounces and runs past the outfield cones is called a "ground rule double" all runners are to advance two bases from the time the ball was hit without risk of being out.
- g) A **foul ball** (called only when the ball hits the ground) is when, in the opinion of the umpire:
  - a. the batter hits more of the tee than the ball
  - b. the ball does not land in the playing area
  - c. the ball does not travel more than 2 metres
  - d. the batter does not demonstrate a "full swing"

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## BATTING - Continued

- h) The batter will **continue his/her time at bat until the ball is hit into fair territory**. No “strikes” are to be called on the batter.

### Last Batter:

1. When the last batter (9<sup>th</sup> Batter per inning) is at the plate, scorer/s are to inform umpires and both coaches.
2. Play out all hits until the ball reaches the catcher on home plate, including those past the outfield cones, then score as follows;
  - I. Home run- all runners on base score (ball hit over the cones).
  - II. Ground rule double – (ball goes through the cones) only runners from second and third score.
  - III. All others to be scored as it is played.

- j.) Bats will not have a diameter greater than 2 ¼ inches.

## BASE RUNNING

- a) Batters must wear a double eared helmet at all times whilst base running.
- b) Base stealing is prohibited.
- c) Runners must be in contact with the base until the ball is hit, after which the runners are permitted to run.
- d) If a runner leaves the base early, both teams shall receive a warning from the Umpire. After this warning, any player (from either side) who leaves early shall be declared 'OUT'.

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- e) Under 8 - If a hit ball is caught by the fielding team, the batter is “out” and the play is finished, the base runners are to remain in their original positions.
- f) Runners must run within 1 metre of the running line (an imaginary line running directly between 2 bases). If a runner deviates off the line to avoid being tagged, the runner is deemed “out”.
- g) Runners are not to hinder the opposition from fielding a ball. If a runner, in the opinion of the umpire, intentionally interferes with a fielder or a struck ball, the runner is deemed “out”, the ball is dead and the batter is awarded 1<sup>st</sup> base.
- h) On overthrows (that travel outside the playing field) at any base, the ball is automatically declared dead. No runner(s) including the batter/runner may advance beyond the base that they are approaching.
- i) If two runners end up on the same base (no force), the trailing runner is “out.”
- j) A runner is automatically “out” if the runner behind overtakes the lead runner. The lead runner is “out.”
- k) Runners may slide into bases to avoid collision plays.

A deliberate act by a runner to slide into a fielder to dislodge a ball will be called ‘out’.

## FIELDING

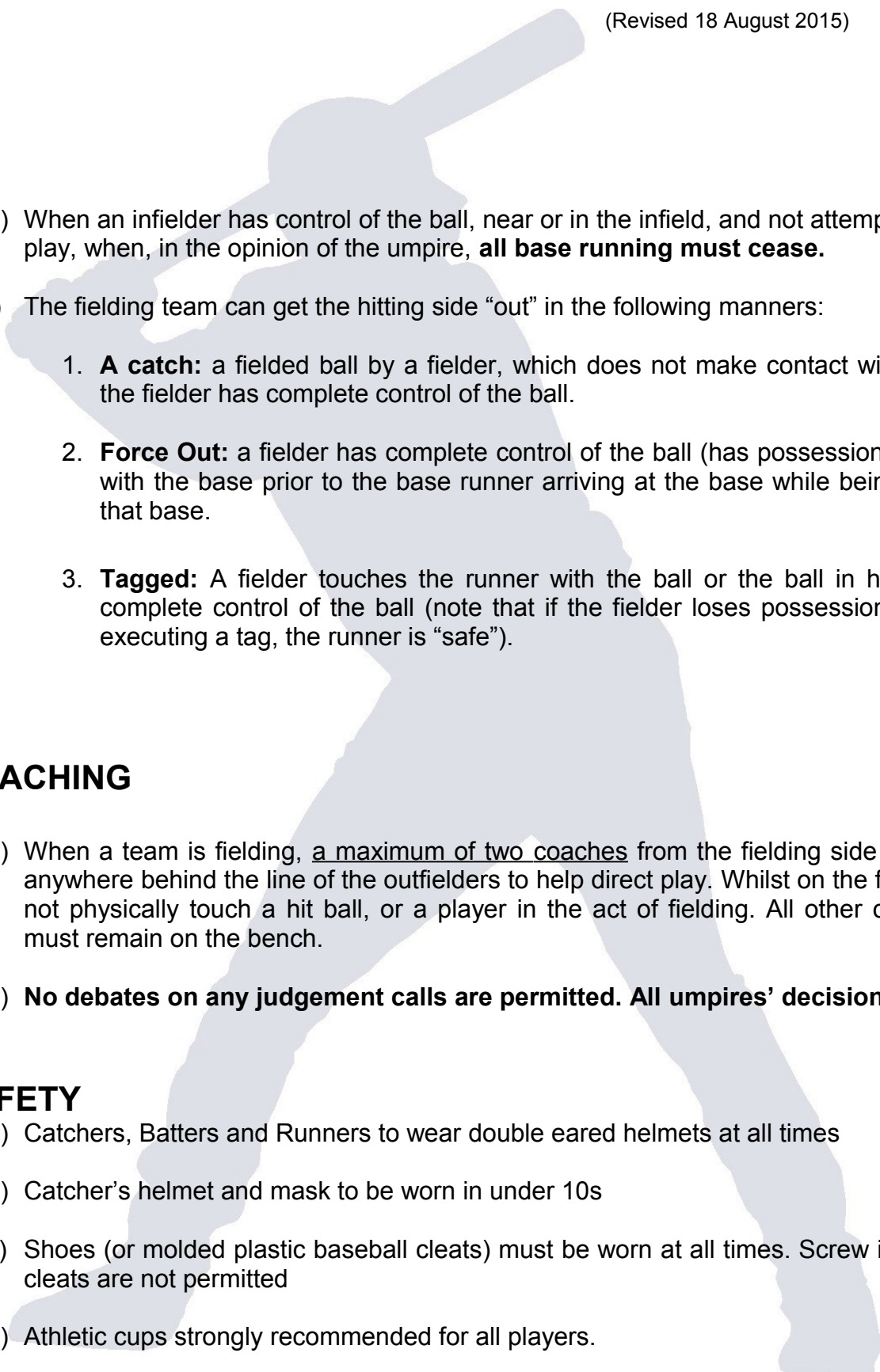
- a) Fielders must not intentionally remove any part of their uniform or equipment to stop a ball. If any player does intentionally remove their uniform or equipment to stop a ball, the batter shall be awarded a Home Run.
- b) If a fielder standing on a line between any base (without the ball) and causes the runner to be restricted or hits the fielder, the runner is to be given the base that he/she is attempting to reach.
- c) At the call of “Play ball,” all fielders must remain at their fielding position. The pitcher is the only fielder to be inside the diamond at this time. Fielders are allowed to move once the ball is hit.
- d) Where applicable, the Pitcher must release/throw the ball to a base to get an “out”. If this does not occur the batter/runner shall be awarded the base that they are running to.

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- e) When an infielder has control of the ball, near or in the infield, and not attempting to make a play, when, in the opinion of the umpire, **all base running must cease**.
  - f) The fielding team can get the hitting side “out” in the following manners:
    1. **A catch:** a fielded ball by a fielder, which does not make contact with the ground and the fielder has complete control of the ball.
    2. **Force Out:** a fielder has complete control of the ball (has possession) and is in contact with the base prior to the base runner arriving at the base while being forced to run to that base.
    3. **Tagged:** A fielder touches the runner with the ball or the ball in his glove and is in complete control of the ball (note that if the fielder loses possession of the ball whilst executing a tag, the runner is “safe”).

## COACHING

- a) When a team is fielding, a maximum of two coaches from the fielding side may take position anywhere behind the line of the outfielders to help direct play. Whilst on the field, coaches may not physically touch a hit ball, or a player in the act of fielding. All other coaches/managers must remain on the bench.
- b) **No debates on any judgement calls are permitted. All umpires’ decisions are final.**

## SAFETY

- a) Catchers, Batters and Runners to wear double eared helmets at all times
- b) Catcher’s helmet and mask to be worn in under 10s
- c) Shoes (or molded plastic baseball cleats) must be worn at all times. Screw in studs and metal cleats are not permitted
- d) Athletic cups strongly recommended for all players.

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- e) Throwing of the bat – one warning to be given per game, each following act, the batter from either team is out – the warning applies to both teams.
- f) Blood rule- any player bleeding is to leave to field of play and may return once bleeding has stopped. **A first aid kit and ice packs are available in the canteen at the club house.**

## ALL TEAMS –

- a) No 'automatic outs' are to be recorded against teams with less than 9 players
- b) Scorers from each team are preferred to **sit together** near and behind home plate, please.
- c) Everyone is to abide by the Rules of Conduct (found on our website) or face expulsion.

## PLAYING CONDITIONS DUE TO WEATHER -

### Hot Weather Rule

All T-Ball games/trainings will be cancelled if forecast temperature at 7am is **37 or above** as per the Australian Bureau of Meteorology Penrith forecast found at:

<http://www.bom.gov.au/nsw/forecasts/penrith.shtml>

Cancelled games will not be re-scheduled.

### Lightning

If there is lightning in the vicinity of the diamond, matches or trainings will not be played or re-scheduled.

### Excessive Rain

Matches and trainings may continue if rain is light.

Games will not be played if the rain is consistently heavy. A decision will be determined on the night of the match by the Umpire Coordinator. At training, the coach will determine.

If any parent wishes for their child not to play in the rain, then, it is **their** responsibility to contact either their coach or team manager.