



## T-Ball Specific Rules

### Participation

10 players are allowed to take the field in defensive positions. Only 6 players are allowed inside of the baseline (on the infield) prior to each attempted swing.

### Length of Games

#### T-Ball 55Mins or 4 innings

\*Games can end in a tie; no extra innings will be played.

\*\*Umpires will keep official game time.

\*A new inning begins as soon as the 3<sup>rd</sup> out is called on the bottom half of the previous inning.

\*\*There will be a 10-minute grace period given to a team that is waiting on players to arrive to complete their line-up. Each team must have a minimum of 8 players to start a game.

### Per Inning Run Limits

T-Ball – 7 Runs per offensive inning.

### Base Distances and Field Markings

65ft bases.

A batted ball must travel outside of the Homeplate dirt area to be a fair ball.

No defensive player may begin a swing within the 30ft safety arc.

### Official Baseball

Game balls will be provided by SASA. The following baseballs or equivalent will be provided:<sup>TM</sup>

~ K & TBall will use a 9” safety ball or equivalent. (Rawlings TVB)

### Uniforms

Color coordinated T-Shirt jerseys with numbers on back will be provided to T-Ball players. Baseball pants or shorts are allowed. Cleats are preferred but not mandatory.

### Home Team

The home team shall be designated by a coin flip before each game.

### Helmet Rule(s)

-Hitters - Helmets are to stay on at all times while an offensive player (hitter or runner) is outside of his/her respective dugout.

-Catchers –T-Ball catcher shall wear a catcher’s helmet with facemask or a batting helmet with an affixed facemask (softball helmet).

### Cancellations

A game is considered final if 2 or more innings have been completed before it is called due to weather. If less than 2 full innings have been completed before the postponement the game will be resumed at a later date.

### Practice

1. All practice times on fields/facility(s) owned by the City of Stillwater are to be coordinated through SASA officials.
2. **Helmets at Practices... If bats are being swung all kids in the area must have a helmet on. Ie if bats are taken out of bags put helmets on kids.**

## T-Ball

### Offensive Rules

1. A batting order is to be established prior to the start of each game. The offensive team is to bat in order until either 3 outs are recorded or 7 runs are scored per half inning.
2. ~~Each batter will be allowed only 3 strikes. Batters may not strikeout on a fouled ball or hit tee.~~
3. The coach is responsible for positioning the tee height according to each of his/her batters. The coach is also responsible for placing the ball on the T for his/her batters.
4. Once the ball is placed on the T and the defense is ready for play the umpire will call "Play Ball" and the batter can proceed to strike the ball.
5. The ball will be considered live if any part of the hitter's bat strikes the ball causing it to go further than the painted line marking the dead ball zone (5ft). In the absence of a painted line dead ball zone will be denoted by the grass line outside of the dirt Homeplate circle in fair ground. Striking the T causing the ball to fall off does not constitute a live ball but will be counted as a strike.
6. **Bunting is not allowed.**
7. The coach assisting his/her players in batting is responsible for removing the T from the home plate area when a play at home plate is possible. Failure to remove the T will result in a safety hazard for the players and will result in the runner scoring from 3<sup>rd</sup> being called out. All other results of the play will stand.
8. All runners including the batter may advance a max of 1 base (regardless of overthrows) on batted balls that do not go further than the back lip of the infield prior to being touched. Runners may advance a max of 2 bases (regardless of overthrows) on batted balls that travel past the back lip of the infield prior to being touched. This will be denoted by the umpire as soon as the ball leaves the dirt infield.
9. Base runners are not allowed to lead off or steal bases.
10. The coach assisting the hitters at the plate may not reposition the T around the plate to effect where the ball is hit. Ie the T must remain in the center of the plate.

### Defensive Rules

11. Only 10 players will be allowed to play defense at the same time. 2 defensive coaches are allowed in the field to assist players with defensive placement and attention. (1 coach on the right side of the infield and 1 on the left).
12. Only 6 players will be allowed on the infield (in front of base lines) all other players must play behind the baselines as outfielders.
13. Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. In the absence of a painted line defensive players must stay the same distance away as the dirt area in front of the pitcher's rubber before the ball is hit.
14. Pitchers must have 1 foot in contact with the dirt area around the pitcher's mound before each attempt to strike the ball by the batter.
15. Outfielders must begin each attempted swing behind the baselines.
16. Defensive players may not interfere with baserunners attempting to advance to the next base. When interference is called the runner will be awarded the base they are attempting to advance to.