

# HIGH PARK T-BALL REGULATIONS



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# Ancaster T-Ball League Rules

## Regulations

### 1-2. The Game –

T-ball is a game of baseball between two teams of eleven players, with a sufficient number of alternates under the direction of a manager and coaches played in agreement with the playing rules under the authority of an umpire or umpires on a recommended T-ball field.

It is designed to get young children interested in the game of baseball by stressing and maintaining active participation of all the players: with mandatory alternation of players at a game with the offensive team utilizing the eleven players as batters to score as many runs as possible and the defensive team using two extra outfielders to make as many outs as possible in accordance with the rules.

### 1-8. Field Decorum.

- a) The actions of players, managers, coaches, umpires and league officials must be above reproach.
- b) The use of tobacco, alcohol and non prescription drugs in any form are prohibited from the playing field, benches and dugouts.
- c) Players and coaches while participating in a scheduled game are not permitted to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team.
- d) Managers, coaches, or players engaging or persisting in conduct inimical to the spirit, principles and objectives of good sportsmanship in T-ball, shall receive a single warning from the umpire. If the offense or offenses continue, offender and offenders will be removed from the game.

e) Anyone removed from the game must leave the playing field and the spectator area. Failure to do so could result in forfeiture of the game.

f) Manager and coaches must remain in the dugout or coaching boxes at all times.

### Definition of Terms

3-1. **Playing line** - is an imaginary line running directly from first base to third base which is a guideline for the home plate umpire to determine a fair hit ball.

3-2. **Forfeited game** - a game declared ended by the umpire for violation of the rules.

3-3. **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.

3-4. **A dead hit ball** - is a legally batted ball that; a) in the umpire's opinion will not or could not have firmly crossed the playing line, even if fielded in front of the playing line. b) in the umpire's opinion the batter has made an illegal swing. But if the ball is caught in flight by the defensive team the batter is out and the ball is in play until time is called.

3-5. **A strike is when** - a) The ball is struck at by the batter and completely missed. b) The ball is dead hit, or fouled by the batter when he has less than two strikes.

3-6. **An illegally batted ball** - is when the batter hits the ball, either dead, fair or foul with one or both feet on the ground entirely outside the lines of the batter's box.

3-7. **A fielder's choice** - When any defensive player has control of the ball in the infield area and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners, TIME WILL BE CALLED, and the base runners, in the judgment of the umpires, will be held on the last base they occupied or the unoccupied base they were approaching when time was called. A

player raising his hand with the ball therein, above his head will not automatically attain a call of time by the umpire.

3-8. **Infield area** - is the area in the judgment of the home plate umpire in which the defensive infielders would normally play in performance of their duties. It also includes the adjacent foul territories which are encompassed by the playing line being extended to the playing field boundaries.

3-9. **An appeal** - must be made by a player or manager before "Play" is called for the next batter or in the case of the last batter, it must be made before the last defensive player is off the playing field.

3-10. **Lead-off** - when a runner is off his base when the batter hits the ball off the tee.

3-11. **Batter's box** - is an area on each side of home plate within which the batter shall have both his feet during his time at bat.

3-12. **Illegal swing** - when the batter does not take a full swing or chop swings downward on the ball. (This is considered bunting and is contrary to Rule 4-11)

### **General Rules**

4-1. 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.

4-2. Each team shall have a starting lineup of eleven players but if due to unavoidable circumstances either team has less than eleven but not less than nine, the game shall be played with an equal number of players on each team. If at the time a game is scheduled to begin, a team does not have a minimum of nine players, a maximum extension of 15 min. will be allowed before the plate umpire declares the game forfeited to the non-offending team.

4-3. All players listed in the game lineup must play as equal as possible innings adhering to the rule no player sits twice until all have sat once. It is compulsory that all players play a complete

inning when alternated and must be put in at the beginning of an inning.

4-4. A player must be listed to bat in the same batting position for each inning until substituted, he may be returned to the same or any other batting position in the line-up following the inning in which he was substituted. After the game begins, changes or additions to this line-up must be made before the umpire calls "Play" for the first batter at the beginning of an inning, except in the case of injury or sickness. All line-up changes must be reported to the plate umpire, the scorekeeper and the opposing manager.

4-5. **Batting Orders** - must be followed for each inning. A batter who fails to bat in his proper batting position shall be declared out, on an appeal from the defensive team, if another player completes a time at bat in his place. However the proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out and any strikes shall be assumed by the proper batter.

If the improper batter becomes a base runner or is put out and the proper appeal is made the plate umpire shall a) declare the proper batter out, b) nullify any advances or scores made by the base runners because of a ball batted by the improper batter, and c) the next batter will be the player in the batting position following the player who was called out because of missing his turn at bat.

If the appeal is made too late then the improper batter becomes legal and the player in that batting position is considered to have completed his turn at bat. The next batter will be the player in the next batting position in the line-up.

4-6. In the event that neither team can field nine players, the game will be rescheduled.

4-7. Each defensive team shall have:

a) A Catcher: who shall play a position normally taken by the catcher behind home plate, far enough back so he does not interfere with the batter while batting.

b) A Pitcher: who shall play in the infield, and must assume a set position directly behind the pitcher's plate with both feet touching but not in front of the pitcher's plate, or with one foot touching and one foot directly behind the pitcher's plate, until the ball is hit.

c) A 1st baseman, a 2nd baseman, a 3rd baseman and a shortstop: who will play in position regularly played by those infielders and they shall not cross the playing line until the ball is hit.

Penalty - In the event a defensive player does cross the playing line before the ball is hit, the umpires will call time immediately and the ball is dead. The offending player(s) are warned, and if the offense continues the player(s) shall be removed from the game. As a guideline the players should remain on the infield dirt until the ball is hit.

d) 2 extra outfielders who shall play in the area regularly played by outfielders

e) a maximum of four adults in the dugout.

f) Once a player assumes a defensive position at the start of an inning, he may not be assigned another position in the field during that inning except due to injury or sickness.

4-8. The offensive team - shall have two adults (a manager and coach) in the dugout and will be allowed only two coaches in the coaching boxes, one near first base and one near third base.

Coaches shall - a) be adults, b) remain within the coaches box at all times, c) not physically assist any runner while the ball is in play. (In the event that he does, the base umpire will call the runner out at the time of the infraction.), d) talk to members of his team only.

Note: A bat boy must be appointed from the members of the current game line-up. No other is permitted.

#### **4-9. A regulation game**

a) Will consist of five complete innings, provided the one has scored more runs than the other. If the score is tied after five

innings, play is continued until one team has scored more runs than the other in an equal number of innings or when the home team has scored the winning run in the last inning.

b) In the event the umpire terminates the game before the end of the fifth inning and there has been at least three completed innings played, the score will revert back to the last completed inning in the following situation:

The visiting team scores one or more runs to tie the score or take the lead in the uncompleted inning and the home team does not score enough runs to tie the score or retake the lead.

c) A regulation game that is tied after three or more completed innings and halted by the umpire, shall be resumed from the exact point play was halted. The game shall continue until one team has scored more runs than the other team in an equal number of innings at a later date.

d) Any game which does not meet the three inning status shall not be considered a regulation game and will be replayed from the beginning.

4-10. Protesting a game. There are no official protests in T-ball. A call may be questioned but the umpire's judgment will stand. Any conflicts in the interpretation of rules will be addressed after the game by the division convener in a constructive fashion but will not affect the outcome of a game itself. It is an instructional level of baseball for all involved.

#### **Playing Rules**

5-1. To begin the game, the plate umpire shall instruct the home team to take their positions in the field, place the tee, of batting teams choice, on home plate and call play for the first batter of the offensive team.

5-2. The batter becomes a base runner when -

a) He hits the ball hard enough to cross the playing line in fair territory.

b) The catcher interferes with him while he is attempting to hit the ball. The batter is awarded first base, the ball is dead and no runners may advance, except those forced by the batter becoming a base runner. In the event that the batter, in spite of the interference, hits the ball fairly and reaches any base safely and all other runners have advanced at least one base safely, then the interference is disregarded.

c) In the case of catcher interference on the last batter, while he is attempting to hit the ball, the ball is dead, no runners may advance and the last batter is allowed to continue his turn at bat, with the same count.

d) In the event, the last batter in spite of the catcher interference, hits the ball fairly and reaches home plate safely, the ball is alive and the catcher interference is disregarded.

e) However, in all cases of catcher interference, the offensive manager, has the option of accepting or refusing the catcher interference.

5-3. A Batter is Out when -

a) His fair, dead hit or foul ball is caught by a member of the defensive team. The ball is alive and in play until time is called.

b) He hits the ball illegally, ball is dead and runners may not advance.

c) He has three strikes called on him, ball is dead and runners may not advance.

5-4. A base runner is out -

a) on a force play

b) when he is tagged while not touching a base.

c) when running off his baseline, avoiding a tag

d) when he is hit by a fair batted ball, either on or off his base, before it has touched or gone through an infielder trying to make a play on the ball, not including the pitcher. The ball is also dead and no runner may advance unless forced to do so.

5-5. Lead-offs - No player on the offensive team, while a base runner, shall take a lead-off from the base he is on until the batter has hit the ball from the tee. When any runner has taken a lead-off, the umpire shall indicate this with play continuing and all runners in jeopardy. At the end of the play when time is called, any outs will stand and all other base runners will return to their original bases and the batter (if not put out) returns to bat with the same count. In the event that the lead-off occurs on the last batter, play will continue as before and all legal runs are allowed to score except the player(s) who led off.

5-6. If a fielder intentionally drops a fly ball or a line drive, provided first base is occupied, the force is removed. The base runners will have to be tagged.

5-7. Overthrows - In the event a throw to any base or home plate results in an overthrow, the base runner shall be permitted to advance as many bases as possible until such time a defensive player has control of the ball in the infield area. In the event the ball leaves the playing field, the offensive players shall be permitted to advance to the base they were approaching at the time that the ball was thrown plus one more base. Those batters with last batter status are exceptions, they are allowed to continue to score.

5-8. The offensive teams turn at bat ends when - a) the last batter has three strikes called, b) the last batter has hit the ball illegally, c) the last batter's fair hit ball is returned to the catcher at home plate. The ball must be thrown over the playing line at least once on its way to the catcher, in the event that a player fields a live ball in front of the playing line he may return the ball to the catcher without having to throw it over the playing line. Home plate must be touched by ONLY the catcher with the ball in his possession and only the pitcher is allowed to assist the catcher in the home plate area.

Penalty - In the event a defensive player other than the pitcher, in the judgment of the umpire crosses into the home plate area, the umpire will call the inning over and allow only legal runs to score.

d) A base runner with last batter status, is hit by a fair batted ball either on or off his base, before the ball is touched by the pitcher or before it has touched or gone through an infielder not including the pitcher, the ball is dead and no runs may score.

e) The last batter's fly ball is legally caught and there are no runners on the bases.

5-9. Last batter status - Any players on the offensive team who are base runners when the last batter is at bat are regarded in the same way as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.

5-10. In the event that the last batter's fair hit leaves the playing field by going over the outfield fence in flight, it will be considered a home run and all the runners having last batter status will be allowed to score. But if the ball bounds over, goes under, or gets caught in the outfield fence and in so doing interferes with the fielder's chances to field the ball, all base runners will be allowed to score but not the batter.

5-11. In the event that the last batter of the offensive team is out on a fly ball, the members of the offensive team who are base runners shall be permitted to score, provided they are on base when the ball is caught or they retouch it after the ball is caught or if they try to retouch it after the ball is caught before touching the next base. These runners have to score prior to the ball being returned to home plate.

5-12. In the event that the last batter of the offensive team or any other base runner with last batter status is obstructed in any manner by any member of the defensive team while running the bases, it

shall be the discretion of the umpires as to how far he would have advanced had there been no obstruction.

5-13. A run does not count when a runner with last batter status:

a) reaches home plate after the plate has been legally touched by the catcher.

b) has led off and reaches home plate safely.

c) has not tagged up and reaches home plate safely.

### **Umpires**

6-1. Once the batting line-ups have been exchanged the plate umpire takes charge of the game and takes his place behind home plate.

6-2. The decisions of the umpires shall be final; however the managers of each team shall be entitled to ask for permission to approach the umpires for an interpretation of the rules. No umpire shall overrule any other unless invited into consultation.

6-3. The umpires are the only ones that can call "Time."

6-4. To resume play after time has been called the plate umpire will call for the next batter, and after the batter has stepped into the batter's box, the umpire will place the ball on the tee and call "Play". the batter is then allowed to hit.

6-5. The plate umpire must remove the tee from home plate to prevent any interference with a play at home plate. Failure to do so will be no cause for the umpire to change the results of the play.

6-6. The plate umpire must call out strikes, dead hit and foul balls. He must do so as soon as possible, especially on a dead hit ball.

6-7. The plate umpire shall notify opposing managers of any changes or additions to the original line-up as reported to him.

6-8 Base umpire shall:

a) Judge the position of the runners when the ball is thrown out of the playing area.

b) Watch for and indicate lead-offs, also inform the plate umpire which runner(s) lead off if the runner(s) have last batter status.

c) Watch for and inform the plate umpire of runner(s) that do not retouch when the last batter's fly ball is caught.

d) Hold up runners when time is called.

6-9. All umpires must make sure the fielders are all behind the playing line and the pitcher is in his proper position before play is called on the next batter.

6-10. It is the duty of the plate umpire, after he has been notified, to call out, "Last Batter" (for both teams to hear). Failure to do so does not nullify the play.

6-11. The plate umpire may terminate a game before its completion for reasons of darkness, bad weather or dangerous field conditions, etc.

6-12. The umpires shall have the authority to rule on any situation not covered specifically in the Official Playing Rules.

## Additional High-Park T-Ball Rules

1. All games are to start at the designated time.

2. All score sheets are to be completed and handed in 10 minutes before game time. Late arrivals will miss the entire inning which is presently being played.

3. **No Smoking** on the playing field or in the dugout area. This also applies to the umpires.

4. **Foul language and angry outbursts** will not be tolerated. Everyone on the field and in the viewing area is expected to conduct themselves in the spirit of sportsmanship and fair play.

5. Any appeals to the umpire will be made by the Designated Coach only.

6. **Only managers and scorekeepers** are to make the "last batter" call to the plate umpire.

7. **The Home Team** will be responsible for lining the field, setting out the bases, and returning them to the club house at the end of the game.

8. **The Visiting Team** will be responsible for the bulletin board.

9. Umpires and Managers will set ground rules prior to the start of the games with all coaches.

10. Overthrows at First Base and Third Base will result in one base being given. The runner will get the base he was going to **at the time the ball was thrown**, plus the next base. (Note: a definite move toward a base must be made in order to qualify as "the base he was going to".

11. It will be up to the discretion of the plate umpire to remove any coach from the game after a first warning is given. He or she will not tolerate verbal abuse or foul language from coaches, managers, parents or players.

12. Any coach or manager ejected from a game will automatically be suspended for the following game.

13. Any coach or manager ejected from **two** games will be asked to leave the league.

14. No shorts or cut-off jeans are to be worn by coaches, managers, players, or umpires. Shirts will be provided to coaches and managers, and must be worn at all games.

15. A game can be played with a team having only 9 players. (The team that has more than 9 players will not be penalized by fielding only 9 players: they will field their full roster of 11 players.) If 9 players cannot be fielded 15 minutes after starting time, the game will be forfeited.

16. In case of a forfeit, two teams will be made up, and an Exhibition game played. Teams may recruit six- or seven-year-old players from another team in the league to complete their roster so that a game may be played.

17. No manager can cancel or postpone a game by calling another manager. If a game must be rescheduled, the Managers must contact the President or the Convener so that the field can be booked and the umpires notified. Only the Convener or the Umpire can call off a game due to weather conditions.

18. The Umpire can cancel or postpone a game due to weather conditions or darkness.

19. No full inning can start after 1 hour and 45 minutes from the start of a game.

20. A game ended by weather conditions or darkness shall be considered to be a full game if 3 innings have been completed.

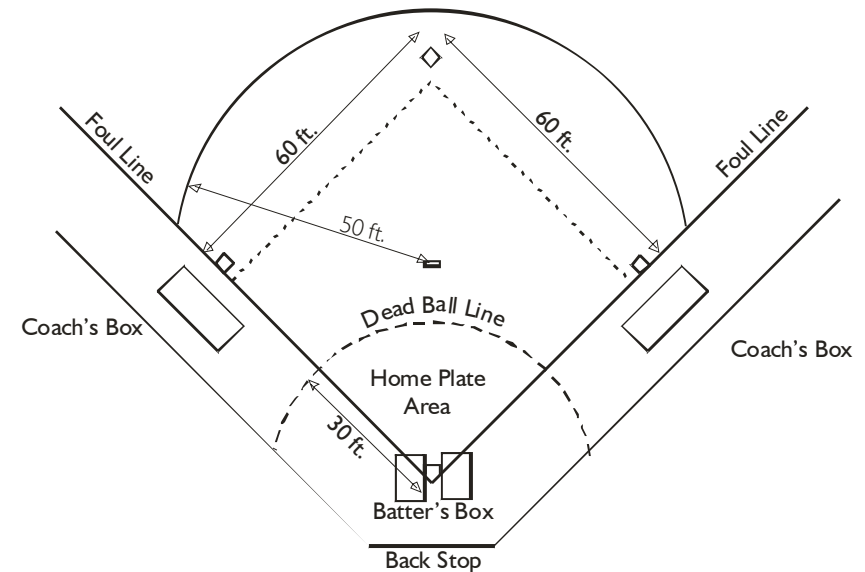
21. The Executive Committee has the right to change or adjust the rules in the best interests of the game.

22. It is the responsibility of the Manger to ensure that as many players as possible turn out for each game. If this means phoning to remind players, then this should be done before each game.

23. All players will play a minimum of three innings. No player may sit for two consecutive innings.

24. The pitcher is not allowed to assist the catcher at home plate on the last batter play. If any player other than the catcher touches the ball inside the home plate area after the last batter has hit the ball, the ball is dead and all runners score.

## High Park T-Ball Field



- For house-league play, the dead-ball line will be 30 feet from home plate.
- No Infielder may take more than one step inside the baseline prior to the ball being hit.
- Coaches must remain in the coaching box or in the dugout at all times, unless the umpire has called time and given permission for the coach to enter the field of play or assist a batter in the batter's box.