

T-BALL INVITATIONAL TOURNAMENT – 6U

PLAYER ELIGIBILITY

“T-Ball” players shall be from T-ball league teams, and shall be open to any approved youth, regardless of sex, color, religion or race, whose 6th birthday falls before May 1st of the current year.

1:00 PLAYING FIELD

1:04 The pitching rubber is forty (40) feet from the back point of home plate to the front of the pitching rubber.

1:05 There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line drawn from the back point of home plate. The ball must be on or past this line to be fair. If not, it will be a foul ball. The ball is fair if it is hit inside the arc and travels beyond the arc line. If the ball is missed completely, but still comes past the arc, because of the striking of the tee, it will be a strike.

1:06 Forty (40) foot lines will be drawn on the foul lines between home and first (1st) and between home and third (3rd). Infielders must stay behind these lines until the ball is hit. PENALTY: Offensive team gets choice of the play or re-bat.

1:08 The base paths will be fifty (50) feet.

2:00 EQUIPMENT

2:13 Tennis shoes or baseball shoes with RUBBERIZED cleats may be worn. **No Metal Cleats.**

2:14 All batters and runners must wear batting helmets.. Any player running the bases and deliberately removing his headgear (in the umpire’s judgment) should be given a warning and on any subsequent offense will be called out. Wrap around types may be used but must have a crown protective insert and chin strap.

2:15 Catcher must wear a helmet.

2:16 Approved batting tees (unaltered) will be provided by each team.

2:17 Approved helmets meeting safety requirements will be furnished by each team.

3:00 RE-ENTRY SUBSTITUTION

3:05 If a player is injured, becomes too sick to continue, or is ejected, the game will not be forfeited. In this case, the missing player shall simply be scratched from the lineup and the team will not be penalized. No team shall play with less than eight (8) players. An injured player who has been removed from the game cannot return to the game.

3:06 Unlimited defensive substitutions will be allowed.

4:00 MANAGERS AND COACHES

4:06 Each team will be allowed four (4) adults in the dugout, one (1) manager and three (3) coaches.

5:00 REGULATION GAMES

5:03 A game will be four (4) innings in duration.

7:00 FORFEITURES, APPEALS AND PROTESTS

7:17 The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

7:18 Appeals will be made by the manager after time has been called and before the ball is returned to the tee by the home plate umpire. The coach will notify the umpire involved of his appeal of what runner and what base. NOTE: For the purpose of the appeal play, returning the ball to the tee by the home plate umpire will be the same result as the next pitch being thrown.

9:00 SPECIAL RULES

9:12 If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately and all players will be awarded one (1) base if injury is to an infielder, two (2) bases if injury is to an outfielder. The awards are from the time of the pitch. Any other injury, deemed serious enough in the judgment of the umpire, will be handled in the same manner. Note: This is a judgment call and cannot be appealed or protested.

20:00 OFFENSE

20:01 After one (1) warning per game per player for slinging his bat, the batter will be called out for each additional time that he slings his bat.

20:02 The batting order shall consist of all players on the team's roster. The offense will have three outs or ten(10) batters per inning.

20:03 Base coaches shall remain in their coaching boxes at all times unless playing dictates otherwise. There may be a batting coach behind home plate in the designated area. Batting coaches may position the batter and adjust the tee.

20:04 The tee will be removed by the coach after each batter.

20:05 Four (4) innings is a complete game.

20:08 The batter shall have an unlimited number of swings to hit the ball fair beyond the chalked arc.

20:09 Any ball struck and carried on or past the twenty (20) foot arc shall be a fair ball if the ball is touched in fair territory or passes first (1st) or third (3rd) before going foul even though part of the tee may have been struck.

20:11 There will be no penalty in T-Ball play for batter stepping on home plate while hitting the ball.

20:12 If the runner leaves the base before the ball is hit, he will be called out.

20:13 Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

20:16 There will automatically be two (2) outs when the tenth (10th) batter comes to the plate. Any out made will be considered the third (3rd) out of the inning. NOTE: The offensive team or scorekeeper must notify the umpire when the tenth (10th) batter comes to bat and the umpire shall notify the defensive team.

PENALTY: The defensive team gets the choice of the play or re-bat

21:00 DEFENSE

21:01 NO ROLLING of the ball intentionally will be allowed. No outs will be allowed by rolling the ball.

Runners will automatically be safe if defensive team rolls the ball. (Umpires decision)

21:02 The infield fly rule will not be in effect.

21:03 There will be ten (10) players on defense. There will be four(4) infielders that must remain in the infield until the ball is hit. Outfielders must remain twenty (10) feet behind the base lines until the ball is hit.

PENALTY: The offensive team gets a choice of the play or re-bat.

21:04 The pitcher must have one (1) foot in contact with the rubber when the ball is hit. PENALTY: The offensive team gets the choice of the play or re-bat.

21:05 When a fair batted ball is hit in the infield(does not reach the grass), the batter and all runners may advance no more than one base from the time of the hit, with liability to be put out.

21:06 When a fair batted ball is hit to the outfield(reaches the grass), runners may advance until the ball is returned to the infield and is either touched by an infielder or makes contact with the ground(in the clay). At that time, runners may continue ONLY to the base they are already in progress to, with liability to be put out.

21:07 The catcher must wear a protective helmet but not the full catcher's outfit.

21:08 A caught fly ball will be played the same as regular baseball and play is not dead unless the ball is hit by the tenth (10th) batter of the inning.

21:09 One defensive coach may be out of the dugout at the open end to instruct his defensive players.

OPTION: The defensive team may have a defensive coach on the first (1st) base foul line and third (3rd) base foul line thirty (30) feet from the base path and six (6) feet of the foul line.