

T-BALL RULES

FIELD DIMENSIONS

- Bases are set at 55 feet apart.
- Pitcher's plate is 30 feet from the front edge of home plate.

EQUIPMENT

- Any official youth baseball bat may be used other than a "big barrel" bat.
- A 9" leather softie-ball will be the official ball.
- A standard batting tee with a home plate base will be used.
- A catcher's mask is required.
- Helmets must be worn on the bases.

UNIFORMS

- All players are **required** to wear the HPC uniform issued to them at the beginning of the season; this includes the jersey and hat. Players must also wear the same color shorts as determined by the coach at the beginning of the season. No substitute of any part of the uniform is allowed.
- Cleats (not metal) are recommended, but not required. No watches or jewelry may be worn.

DEFENSIVE PLAYER POSITIONS

- Each team will play with 10 defensive players: pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base, and 4 outfielders.
- A game is considered a forfeit, if a team does not have at least 6 players ready to play within ten minutes after the scheduled starting time; however, a game can be played using other t-ball players. It will be considered an official game, and will **not** be rescheduled.
- Outfielders may not play closer than **10 feet** from the 1st & 2nd and 2nd & 3rd base paths (marked by white line). Infielders must stay behind the 30 ft. arc, unless they are making a play on the ball. Each infielder must be in position. **No more than 5 in the infield.**
- A player can only play the position of **pitcher for 1 inning per game.**
- *****All players must play defense for at least one inning and no player can sit out more than 1 inning.**
- Three coaches are allowed in the field of play while their team is on defense: one behind the 2nd baseman's position, and one behind the shortstop's position, and one around the pitcher. Both outfield coaches must remain behind the white line painted in the outfield.

GAME PRELIMINARIES

- There will be no infield/outfield practice prior to the game.
- All warm-ups must take place outside the field.
- 10 minutes prior to game time, devotions will take place. Please have your team ready.
- Any questions should be asked at this time.
- Any game that is canceled will result in a forfeit and will **not** be rescheduled. This does not include games rescheduled by HP Athletics, i.e. rainouts.

GAME RULES

- Coaches from each team will work together to umpire their game.
- A regulation game is **60 minutes**; unlimited innings.
- No score will be kept.
- All players present will be listed on the official lineup card prior to the start of the game. **Each team will bat a maximum of 6 players each inning (If you have less than 12 players, you can bat less players at a time, if you'd like).** Teams will rotate players through their batting line up. There will be no penalty for only having 8 or 9 players. All players will bat in the order that appears on the official lineup card. Any player arriving late for the game will be added to the end of the official lineup card.
- In order for a batted ball to be fair, it must exit the dirt area in front of home plate in fair territory. If the child hits the tee and the ball lands beyond the dirt, **this is not a fair ball.** The bat must hit the ball.
- A batter will have 4 attempts to bat a ball fair. After the fourth attempt, the next batter will bat.
- Outs will be recorded; all 6 batters will bat each inning.
- In order for the defensive team to stop play, an infielder must be in possession of the ball in the infield before he/she calls time out. The umpire (coach) will use the halfway marks to determine where to place the runners once time is called. The objective is for the infielder to stop the progression of the runners. *COACHES, PLEASE WORK WITH YOUR OUTFIELDERS ON THROWING THE BALL INTO THE INFIELD. IT IS NOT SUFFICIENT FOR AN OUTFIELDER TO RUN THE BALL INTO THE INFIELD. REMEMBER THE SPIRIT OF INSTRUCTION.*
- If a thrown ball enters an out of play area, designated by the painted red line, each base runner shall remain on base and NOT advance one base.
- When a team is on offense, there shall be a 1st and 3rd base coach. An extra coach may be used to assist the batters in the batter's box.
- A batter shall not swing at the ball until the umpire (coach) says, "Play ball."
- PLEASE WORK WITH YOUR PLAYERS ON "NOT SLINGING THE BAT."