



SOUTHWEST REGION T-BALL PLAYING RULES

1. **TIME LIMIT:** One hour and fifteen minutes or five (5) innings, whichever comes first. In the event of a tie, the game will continue until there is a winner.
2. **BATTING ORDER:** All teams will bat round robin. If a batter becomes disabled during a game and cannot bat, it is not an out. All subsequent players will move up in the lineup. If a child is sick before a game, leave the player off of your line up and inform both the opposing coach and press box. This player cannot enter the game. If a team falls below 9 in the batting order, the game will be declared a forfeit.
3. **DEFENSE:** Ten (10) defensive players (one additional outfielder). All four (4) outfielders must be in the outfield grass until the ball is pitched. Teams may freely insert defensive players into their line-up. **Players on the infield should be in their “standard” positions; no shifts, extra players on or around the mound, etc.** The pitcher must be on or behind the pitching rubber with both feet in the circle. Penalty: The batter will be awarded first base. This shall apply only if the batter is put out at first base, or by a fly ball, or if a runner is forced out by the hit. If the batter reaches first base and continues to second, he is in jeopardy and may be put out at any time. A player may use any mitt/glove for any position.
4. **RUNS PER INNING:** Six (6) runs per inning.
5. **CONTACT RULE:** Babe Ruth rule 6.05 shall apply.
6. **DEAD BALL:** The Field Umpire will call Time when the defense has stopped the lead base runner or has contained the lead base runner. This is a judgment call.
7. The baseball that is to be used is the Rawlings RCAL baseball, or approved equivalent.
8. **BATS:** For T-Ball Division, bats must be marked with the USABat T-Ball Stamp.
9. A tee is used in the 4, 5 & 6-Year-Old Tournament. The tee must be set in the middle of the plate and the only adjustment allowed will be up or down.
10. **GROUND RULES:** The pitching rubber will be a distance of 46 feet from home plate. The pitchers circle will be a ten (10) foot circle measured from the center of the pitching rubber. There will be sixty (60) feet between bases. An arc will be drawn twenty-five (25) feet from the back of home plate, from foul line to foul line in fair territory. This area will be foul territory for the purpose of batted balls.
11. **THE BATTER:** All batters will wear a batting helmet when on the field of play, whether as an on-deck hitter, a batter, or a base runner.
12. **BUNTING:** Will not be allowed.

13. **THE CATCHER:** Must wear a catcher's helmet with facemask. The umpire will place the catcher in an area, behind home plate, that he deems safe before the batter swings. After the ball has been put in play the catcher will not be restricted on the field of play.
14. **INFIELD FLY:** Will not be in effect.
15. **THE FIELDERS:** All defensive players must be positioned farther from home plate than the back of the pitcher's circle (exceptions: pitcher and catcher). All outfielders must remain in the grass until the ball is put into play. Penalty: The batter shall be awarded first base if he is out at first, on a fly ball, or if a proceeding runner is forced out.
16. **BATTER IS OUT:** After three (3) swinging strikes. On foul balls with two (2) strikes, the at bat continues until the batter is retired or is put out. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.
17. **THE RUNNER:** Base awards will be determined by the lead runner's position. If a baserunner leaves the base early, a team warning will be given and the runner(s) will be sent back to the preceding base. The runner(s) will be declared out on the next offense.
18. **COACHES:** A manager and three coaches will be allowed in this age group due to the extra help needed in the dugout during the game. On offense a first base and third base coach will be allowed at their prospective coach's box on the field. On defense, coaches must remain in their dugout. One coach may stand directly in front of the dugout for the purpose of defensive instruction.
19. **BASE AWARDS:** All overthrown balls are live unless the ball leaves the field of play, in which case, a one (1) base limit will be given to the runners. Any batted ball that bounces over, rolls through, or under a fence in fair territory will be a ground rule double.
20. **RUN RULE:** If a team is ahead by (13) runs after 3 complete innings (2 ½ for the home team) or a team is ahead by 7 runs after 4 complete innings (3 ½ for the home team) the game will be called.
21. **GAME TIME:** Be at the field at least thirty (30) minutes prior to game time.
22. **UMPIRES:** (2) – The field umpire will call time, players on the bases, and base awards. The home plate umpire shall be Umpire-in-chief for the game, and will call fair or foul, plays at home base, and assist with calls on the bases and base awards.
23. **LINE-UPS:** One (1) to the score box and one (1) to the opposing coach, ten (10) minutes before game time. First name, last name, and number are required.
24. **WATER COOLERS:** Please check with host site regarding water coolers and ice chests.
25. **TOBACCO:** Use is prohibited.
26. **OTHER:** Refer to the Cal Ripken Tournament Rules & the Official Baseball Rules for situations not covered here.