

East Davidson Community Baseball
T-Ball Rules

1. Only 5 adults allowed in the dugout area. (One is the scorekeeper)
2. Local ground rules as to out-of-play, home run fence and dead ball shall be in effect.
3. All players must play one full inning per game unless injured, sick or absent. Substitutions must be entered at the top of the second inning. Failing to do so is an automatic FORFEIT! Starters may be re-entered in the top of the third inning.
4. The length of each game will be 5 innings or 1 hour, whichever ever comes first. A new inner will not begin with less than 5 minutes remaining in the one hour time limit. If the game is tied at the end of regulation play, it will end in a tie. In case of rain, the home team must have at least 3 innings at bat before the game is counted. Otherwise the game will resume play at another time from the exact place where the game was stopped if possible.
5. There will be a maximum of 3 times on the playing field per week, once the season begins.
6. Each team will field ten positions at one time. A team must have at least 8 players to start and finish a game, the ninth position in the batting order is counted as an out.
7. There will not be a player in the catcher position, there will be 5 players in the outfield positions.
8. Batting order: Each team will bat 10 batters maximum per inning, once the tenth batter has batted, then you switch. All present players on your roster will be in the batting line-up. Example: Team with 13 players, inning #1 you bat 10 batters (1-10), then inning #2 you start with batter 11 and continue thru until you have batted 10 batters or three outs, whichever comes first.
9. There will be a maximum of 2 defensive coaches allowed in the outfield (not in the infield) during play. The defensive coach cannot touch any player during "live" play.
10. Any defensive player may call time provided the player is in the infield when time is called. The player must be in the field of play to call time. If a base runner is at least halfway between any given base, they advance to the next base. If the runner is not halfway, they will return to the original base.
11. The umpire will signal to the batter when to hit the ball by saying "Play Ball".
12. There will be 3 outs per inning. However, if 10 players have batted and there are less than 3 out's, then play will stop and the teams will switch.
13. The defensive player in the pitcher position must stand with both feet in the circle before the batter hits the ball. After the ball is hit, the defensive player can advance to the ball out of the circle. No infielder can be closer than 55 feet from the batter before the ball is hit (except the pitcher at 30 feet). The circle is 10 feet in diameter, it is aligned between home plate and 2nd base, and the center of the circle is 35 feet from home plate.
14. If a team is ahead by more than ten runs in four complete innings, the game is ended.

15. All team players must wear at least a matching cap and shirt.
16. All offensive players must wear a batting helmet when outside the dugout.
17. Each batter will have 5 attempts to hit a ball in fair territory during each time at bat.
The batter will receive 3 "coach pitched balls" & then 2 attempts from the "Tee".
The fifth swing can not end as a foul ball. The player will continue until he/she has a strike or a hit in fair territory.
18. The coaches may setup a batter 5 times at the plate. Once you have setup the batter you must move back to the fence out of the playing field. If the coach does not move, the runners coming home will be called out.
19. There is to be no base stealing. Base runner must remain on the base until the ball is hit. If a runner is not on the base when the ball is hit, he/she will be called out.
20. When the batter hits the ball from the Tee, it must travel a distance of at least 6 feet from the home plate. There will be a line showing the 6 foot arch around home plate from the third base foul line to the first base foul line. The 6 foot arch does not come into play when hitting a coach pitched ball.
21. If a defensive coach does not make an attempt to avoid getting hit by the ball that is hit by the batter, the ball is dead and the batter gets one base and all runners advance one base.
22. THERE ARE NO COACH APPEALS TO THE UMPIRES.
23. No jewelry is allowed to be worn on the playing field except medical jewelry.
24. No bat slinging: After the first offense, the team with the offense will be warned. The next offense, the batter is out. When the other team slings the bat, they go through the same process.
25. Defensive players can not bowl the ball to any base to get an out, the ball must be thrown over handed. (Remember, we are teaching fundamentals).
26. All coaches and parents should conduct themselves in a manner in which sets a positive example for our children. Coaches are responsible for their assistants and scorekeepers. It is prohibited for coaches or fans to argue with the umpires. If this behavior occurs, the umpire or field supervisor will ask the coach or fan to leave the field. If that person refuses to leave the field, a field official will contact the police and that person will not be allowed back for the remainder of the season which includes tournaments.
27. Any coach ejected for unsportsmanlike behavior, will be suspended for the next two games.
28. All bats must have T-Ball stamped on them.
29. The basecoach must stay inside the coaches box while the ball is in play.
30. It is interference by a batter or runner when a fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by an infielder and then touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by the ball.