



Dundas Little League

Established 1954

House League T-ball Rules 2020

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.

1. Main Rules

1-1. This division will follow the Little League Playing Rules with exceptions listed in these rules.

2. Definition of Terms

2-1. 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.

2-2. 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.

2-3. 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.

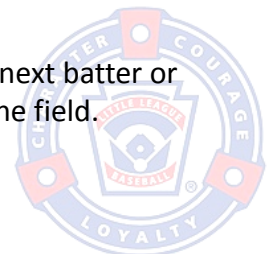
2-4. A strike is when - a) The ball is struck at by the batter and completely missed either above or below the ball . b) The ball is dead hit, or fouled when there are less than two strikes.

2-5. 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.

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

2-6. 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.

2-7. 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 field.



2-8. Lead-off - when a runner is off his base when the batter hits the ball off the tee.

2-9. Illegal swing - when the batter does not take a full swing or chop swings downward on the ball.

3. General Rules

3-1. 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.

3-2. Each team should try and field at least 11 players in all games. They should use call-overs or call-ups where possible to have at least 11 players. If due to unavoidable circumstances, either team has less than eleven but not less than 8, the game shall be played and considered an official game. When one team has less players than the other, the team with less players can have their players bat multiple times per inning to make up the difference in numbers. This is done by rotating the extra at bats through your team. No child can bat more than 1 time more in a game than any other player on their team.

3-3. During Playoffs, if at the time a game is scheduled to begin, a team does not have a minimum of 8 players, a maximum extension of 15 min. will be allowed before the plate umpire declares the game forfeited to the non-offending team. Win/Losses do not count during the regular season. The game should be played if there is a reasonable number of players present.

3-4. 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 and no player is to play more than one inning more on the infield than any other member of their team. It is compulsory that all players play a complete inning when alternated and must be put in at the beginning of an inning.

3-5. When one team has less players than the other. The team with less players can have their players bat multiple times per inning to make up the difference in numbers. This is done by rotating the extra at bats through your team. No child can bat more than 1 time more in a game than any other player on their team.

3-6. Batting Orders - must be followed for each inning. Each team will bat a maximum of 11 players. Teams with more than 11 players present shall sit players both offensively and defensively for an inning.

3-7. DELETED

3-8. 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.

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 multiple times in the same inning the player(s) shall be moved to another position at the coaches discretion. As a guideline the players should remain on the infield dirt until the ball is hit.

d) 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, they may not be assigned another position in the field during that inning except due to injury or sickness.

3-09. A regulation game

a) Will consist of two complete innings, provided the one has scored more runs than the other. If the score is tied after two 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 2nd inning and there has been at least two 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 two 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 two inning status shall not be considered a regulation game and will be replayed from the beginning.

3-11. 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.

4. Playing Rules

4-1. 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.

4-2. The batter becomes a base runner when -

a) They hit the ball hard enough to cross the playing line in fair territory.

b) The catcher interferes with them 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 they are attempting to hit the ball, the ball is dead, no runners may advance and the last batter is allowed to continue their 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.

4-3. A Batter is Out when -

a) their 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) They hits the ball illegally, ball is dead and runners may not advance.

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

4-5. Lead-offs - No player on the offensive team, while a base runner, shall take a lead-off from the base they are 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.

4-6. 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.

4-7. 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 they 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.

4-9. 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.

4-10. 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.

4-11. 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. These runners have to score prior to the ball being returned to home plate.

4-12. 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 they would have advanced had there been no obstruction.

4-13. 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.

4-14. In the event that Last Batter is not declared, all runners go back to their original bases, and the batter bats over.