
TRI-COUNTY LEAGUE (Revised 3-2006)

T-Ball

Ages 5-6 This is instructional baseball, to teach how to swing a bat, how to catch a ball, throw a ball and how to run bases. The focus of the program shall be on instruction.

RULES AND REGULATIONS FOR AGES 5-6

I. INSURANCE

A. All affiliated leagues are required to purchase liability insurance.

II. LEGAL PLAYERS

A. A 2006 season: Legal age of players shall be as follows: Players of league 5 and 6, born on or between

B. 8-1-00 and 7-31-01.

III. PLAYING FIELDS

A. Distance between bases: (5-6) 50 ft

B. Home plate to center of 2nd base (5-6) 70 ft, 8½ in

C. The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area, referred to here as "Recommended Home Run Distances."

D. Recommended Home Run Distances

	Foul line	Center field
5-6	125 feet	200 feet

E. Home plate, the pitcher's plate and the bases shall be of official size as used in regulation baseball.

F. There shall be a restraining line, located along the first base line and extending 3 feet beyond first base. This line, paralleling the first base foul line and 3 feet into foul territory, shall be marked with chalk or other white material 2 inches wide. Point of origination for the restraining line from home base shall be one half the distance between home plate and first base.

IV. EQUIPMENT

- A. Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length, are acceptable. Bats manufactured specifically for use in T-Ball play, shall not be used when the ball is pitched by a player, coach, or pitching machine. Softball bats are not allowed.
- B. It is recommended that rubber soled shoes such as, “tennis shoes” or “sneakers,” be used to avoid expense to the participants.
- C. The batter, players in the on-deck batting area, and base runners are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. Headgear shall be NOCSAE approved. Use of face masks on protective headgear is recommended.
- D. Catchers are required to wear a cup type athletic supporter (if male), and protective headgear which gives protection to the top of the head when catching behind the plate, plus a fielders glove.
- E. It is recommended that managers make every effort to see that athletic supporters are worn by every male player.
- F. Effort should be made to dress players in Baseball caps and t-shirts.
- G. No jewelry shall be worn by any player, except for medical identification.

V. PLAYING RULES

- A. The official playing rules, with the exceptions and variations contained in this book, shall be “Official Baseball Rules.”
- B. Age 5-6, the entire roster of players present for the game shall bat.
- C. Age 5-6, ten players shall be used defensively.
- D. There shall be four outfielders, stationed not less than 15 feet behind the baseline.
- E. The batter must keep his/her helmet on until they reach the dugout.
- F. A player shall not remain on the bench more than one defensive half inning.
- G. If a player is taken out of a game, other than for injury, the team will count this as an

out each time that player is supposed to bat.

- H. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead and no runners may advance. From the first to the third base foul line and any batted ball which does not travel beyond that line be considered a foul-strike for purposes of this rule.
- I. Base runners are not permitted to steal or lead-off base and shall remain in contact with the base until the ball is hit. PENALTY: Runner is called out.
- J. There is no infield fly rule.
- K. No more than three players shall “huddle” on the playing field at any time during the game. Umpires should discourage more than one huddle per inning.
- L. Taunting or chanting is not allowed.
- M. Rotating of players is encouraged.

VI. LENGTH OF GAMES

- A. An official game consists of a maximum of five innings. A new inning will not start after 1 hour from start of play. Teams should be ready to take infield practice at least 15 minutes prior to the scheduled start time. Teams arriving late will not be allowed to have infield practice. Games will start no later than 10 minutes after scheduled game time, or forfeit will result. Each team must have 8 players to play an official game. However, enough players may be obtained from the two teams to play a practice game. Such a game shall not exceed the original time limit. A game will be considered an official game after 30 minutes of play.
- B. Under no condition will a T-ball team play more than one game a day.

VII. SCHEDULE

- A. Rescheduling of rain out games will be the responsibility of the Head Umpire and the home team Coach. The Coach of the visiting team will be notified when the game will be rescheduled.

VIII. UMPIRES

- A. Assignment of umpires shall be the responsibility of the league officers. At any time the umpires assigned by the league fail to report, or are otherwise unavailable, any

other umpires used in that game shall be agreed upon by the opposing managers, preferably in writing.

B. The use of tobacco in any form by umpires on the field is prohibited.

IX. SCOREKEEPER

A. A scorekeeper is not needed in age 5-6. A coach or assistant coach should keep the proper rotation of the batters, and the actual starting time of the game.

X. MANAGERS AND COACHES

A. Adult coaches, in uniform dress specified by a league, may be used in either or both the first and third base coaching boxes. Two adult coaches may be stationed on the playing field.

B. Players, managers and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.

C. Umpires shall not permit more than one offensive timeout in each half inning to allow a manager or coach to talk with a player.

D. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

XI. PENALTIES

If sufficient players from one team are not available, players from the opposing team may be assigned to that team for that game to bring the roster of each team up to the minimum of players.

A. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official score book or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.

1. An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these rules and regulations, or as the result of a previous rules violation or disciplinary action.
2. For purposes of interpreting this rule, a player shall not be considered in violation

of the rules until at least one pitch has been thrown after the point of violation.

3. In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
4. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.

B. Illegal equipment shall be removed from the game.

1. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
2. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
3. Players who do not wear protective headgear and catching equipment as required by these rules shall be removed from the lineup.
4. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

Objective: It is the main objective of the tee-ball division to teach young boys and girls the game of baseball and to give them a chance to play and learn. The goal of this program is not to produce winning teams, but to promote participative sports and ensure that each child had a positive experience.

Adminis.: The following program in all aspects is subject to the supervision and approval of the Lawson Baseball Association.

Managers:

1. Shall above all, have the welfare of each child as his/her main objective.
2. Must have a reasonable knowledge of the fundamentals of the game as well as the rules.
3. Shall act as an example of good conduct and sportsmanship to his/her team in all league matters.

Teams: Each manager (coach) can have one assistant coach which must be selected before

the teams are picked. Teams will be picked by a “draw” system. No more than 3 hours of practice time should be used per week.

Players: Players must submit a player contract and medical approval and release form, properly signed by a parent or guardian, prior to participation in the first game of the season. Players who do not have a contract will not be permitted to participate in league play. A parent or guardian should be at all games and practices. This is very important in case the child becomes injured.

Uniform: The uniform shall be a cap and a numbered T-shirt provided by the league. Each team will have their own name. Tennis shoes or rubber cleats are to be worn. No steel cleats will be allowed. Shorts are not permitted. Pants must cover the knees.

Conduct: Any manager, coach, player, or parent that is involved in fighting, using profanity, throwing bats, helmets, or any action which might endanger the safety of the players, coaches, and umpires will automatically be ejected from the game and from the playing area. If the person refuses to leave, the game will be forfeited. Any manager, coach or player who has been ejected 2 times during the season will automatically be suspended for the season. Anyone who argues or tends to harass will be warned once, then any offense will be cause for expulsion. This includes parental harassment of any coach, player, or umpire. If harassment continues it will be at the discretion of the umpire to stop the game and declare a forfeit of the team whose manager, coaches, players, or parents are the cause of the harassment. All team managers are responsible to see that rules are explained to parents before the season begins.

Rules: Home team will be listed first on the schedule and shall occupy the first base dugout.

All teams must play on assigned dates. Failure to do so is an automatic forfeit.

Substitution is only allowed between innings except in the case of an emergency. No player can sit out more than one inning on defense.

All team members present will bat in the designated batting order. There will be a maximum of 9 batters per inning. When the 9th batter in an inning is up, the coach must notify the umpire, and the umpire will announce 9th batter. If the 9th batter is not announced before entering the batters box, the inning is over. When the 9th batter comes to bat, there are automatically 2 outs. If the 9th batter hits the ball, the play is continued until the ball is returned to home plate and touched or an out is recorded.

The ball will not be pitched, but batted off a tee located at home plate. Runners will touch home plate. The batter must keep both feet in the batters box when batting. The batter must have a full swing. Hitting the tee is not considered a full swing. No bunting is allowed.

Batters and runner must wear helmets. Coaches can not touch players when running bases until the play is dead.

The umpire is in play. If the ball strikes him/her, it remains alive and play continues.

The distance between the bases will be 50 feet. A white chalk line will be measured from home plate 30 feet down the 1st & 3rd base lines and in front of the pitchers plate. (Marked with 3 foot lines) The catcher will have a 3 foot circle to stand inside until the ball is batted. The catcher cannot interfere with the batter running to base, and must also wear a helmet.

Defensive players must stay behind the 30 foot lines until the ball is hit. The pitcher must wear a helmet, and keep both feet on the pitching plate until the ball is hit.

After a batted ball has been fielded, and thrown in past the 30 foot line, play is dead. Runners, if half way to the next base, may advance to the base they are running to at the exact time the ball passes over the white chalk line. However, a catcher may still try to tag out a runner going to home plate.

There will be a circle around home plate. If any part of a batted ball laves the circle, it is a live ball. If the batter hits the tee and the ball goes outside the circle the ball is dead. Every hit should be treated as a live hit until the umpire rules it a dead ball. After hitting the ball, if the batter throws the bat and any part of the bat goes outside the circle, the batter will be out after one team warning. Carrying the bat outside the circle is the same as throwing the bat.

If you have an extremely hard hitter up to bat, warn the other coach so they can position their players to ensure no one gets hurt.

THERE ARE NO TOURNAMENTS FOR T-BALL.