



# 5-6 year old

## Boys & Girls T-Ball Rules

“T” Ball is not a replacement, it’s an addition to the baseball/softball program and it is designed to teach boys/girls the basic fundamentals of baseball/softball.

### UNIFORMS & EQUIPMENT

1. All players will wear PARDS issued socks, caps and shirts. Shirt tails will be tucked in and caps worn properly.
2. Boys will be required to play in baseball pants. Girls will wear shorts and all players must wear the same color.
3. Players will be required to wear athletic shoes or cleats. If cleats are worn, **they must be rubber cleats, NO METAL CLEATS ALLOWED.**
4. All bats will be aluminum and must be legal T-ball bats.
5. Boys will use a Flexible Core style baseball. Girls will use a 11” Flexible Core style softball.

### FIELD DIMENSIONS

1. The bases will be 60 feet apart.
2. The pitcher mound will be 40 feet from home plate. (Back corner of home plate to the front of the pitching rubber)
3. There will be a 5-foot semi-circle in front of home plate.
4. The batter’s box will extend beyond the batting “T” with the back side open.

### OFFICIAL GAME

1. A game will consist of three (3) innings or the expiration of the 1-hour time limit. Once the time limit has expired, the inning in progress will be completed and at the conclusion of the inning the game will be over.
2. An inning consists of either 9 batters or 3 outs. If you get to the ninth batter in an inning, the inning ends when the lead runner is put out or any subsequent runner is put out before the lead runner crosses home plate.
3. Defense must make “baseball plays” in the field. For example, a fielder may not field a ball and run to second base to force an out. He/she must make a throw to the base.

## League Rules

1. No score will be kept.
2. Each coach will submit a copy of their lineup to the umpire prior to the start of the game. All players who are at the game will be on the line-up card. The players will bat in the order they are placed on the line-up card. The coach will place a check mark by the players who are starting the game on defense.
3. The players will bat in the order they are placed on the line-up card. If a player arrives late, he/she will be added to the bottom of the lineup card.
4. At the end of the second inning, all players who have not played must enter the game and play two innings. A player can re-enter the game at any time. The player cannot enter the game for a player who has not played their two innings. The players re-entering can re-enter at any position.
5. One umpire will be used and will be positioned behind the pitcher's mound. One coach will assist by placing the ball on the tee, making sure the catcher is in a safe position and moving the bat and the tee once the ball is in play.
6. All ground rules will be discussed prior to the start of the game.
7. Umpire's decision is final; no protests are allowed.
8. The game will be played with ten players. A game can be started with nine players.
9. Game time is forfeit time. The first game begins at 6:00. Teams are required to be at the field 30 minutes prior to the start of the game. The second game will start 10 minutes after the conclusion of the first game.
10. You must have a pitcher and a catcher. No more than 4 outfielders. No defensive player may be positioned closer than 40 ft from home plate. The pitcher must remain within one foot of the pitching rubber until the ball is hit.
11. The ball is not pitched, but hit off a tee. The tee will be placed over home plate.
12. The catcher will hand the ball to the coach who will put the ball on the tee.
13. Batters are not permitted to bunt or swing easy at the ball. The ball must cross the 5 ft line in front of home plate in order for it to be a legal hit.
14. On overthrown balls to first base, players can only advance one base if no additional play is made. Players advance at their own risk.
15. The batter is allowed three strikes at the ball. If the third strike is foul, the batter is out.
16. No infield fly rule
17. Players are not allowed to lead or steal bases. They must remain on the base until the ball is hit.
18. Each team can only have three official coaches.
19. When an infielder has held the lead runner at a base, the play is dead. The runner will get the base he is entitled to. Umpires will stop play. Coaches should not try to highlight a "star player" and let them control the entire field. There is no running with the ball, except for the following:
  1. the pitcher can run the ball home to retire a runner when he fields a batted ball.

2. the pitcher can retire a runner going to first base or from third base to home if the pitcher fields the ball.
  3. the pitcher cannot receive the ball from a teammate and run it to a base, including home.
  4. The outfielders cannot run the ball to the infielders.
  5. Once an inning starts, all players must remain in the same defensive position that they begin the inning in. A player may not play shortstop for one hitter, then move to second base for another hitter.
20. Any player who intentionally runs over another player shall be ejected from the game.
  21. When a team is on defense, the coaches must remain in the dugout.
  22. The umpire has the authority to remove any coach or player for misconduct or foul play. The head coach is responsible for the actions of his/her assistant coaches.
  23. A team warning will be given the first time a player slings a bat. All future violations by any team member will result in an out.
  24. PARDS rules take precedence over all other rules.