



Game Rules

PLAYING FIELD

1. The distance from the back of home plate to the back of 1st and 3rd base = 50 feet
2. The distance from the center of 2nd base to the furthest part of 1st and 3rd base = 50 feet
3. Pitcher's circle is a circle (real or imaginary) with a radius of eight feet in the middle of the infield
4. The head coaches from each team are the final arbiters of the distances.

THE GAME

1. Games will begin at approximately 1:45 p.m. and last for approximately 30 minutes.
2. Games are expected to last two innings. The home team bats last in each inning.
3. Outs are recognized but there is no limit on the number of outs per inning.
4. The score is not officially kept.
5. The home team takes the first base-side bench and is responsible for supplying the game bases.
6. The coach setting up the batters at home plate will be the umpire for that half-inning.

PLAYERS AND SUBSTITUTION

1. The game will be played regardless of how many players attend the game.
2. All players present shall play in the field each inning.
3. Players should be positioned in a conventional infield/outfield arrangement with the following exceptions:
 - a. Two players can be positioned on either side of the pitcher's circle in the middle of the infield.
 - b. An additional infielder may stand by second base.
 - c. Other players should play in the outfield and stand at least ten feet behind the base path until the ball is fielded.

BALANCED PLAYING TIME

1. Players should play a different position each inning.
2. Coaches should try to alternate players between the infield and outfield each inning.
3. All players bat once, each inning.
 - a. Coaches should reverse the batting order in the second inning so everyone has the opportunity to be a base runner.

BATTING

1. Players cannot strike out. They are encouraged to swing until they put the ball in play.
2. The batted ball must travel at least 10 feet (at coach-umpire's discretion) or it is a foul ball.
3. Throwing the bat, intentionally or unintentionally, after swinging is not acceptable. The first and second offense in a game will result in a warning; thereafter, the offending batter will be ruled out and no runners may advance. Warnings should be discreetly handled by that player's coach either at first base or upon their return to the bench if she made an out.
4. There is no such thing as an "on-deck" batter in Kindergarten T-Ball games -- only batters in or near the batter's box may swing a bat.



BASE RUNNING

1. Stealing is not allowed.
2. Base runners may not take a lead until the ball is hit.
3. Base runners may advance only one base when the ball is overthrown into foul territory.
4. Base runners may advance as many bases as they can when the ball is overthrown in fair territory.
5. The coach "umpire" will declare a play over when the ball has been thrown to one of the defensive players positioned near the vicinity of the pitcher's circle.
 - a. Base runners that are halfway or less to the next base must return to the preceding base.
6. A batted or thrown ball hitting any adult in fair territory is in play.

SAFETY ISSUES

1. Teams are encouraged to play in light rain. Games will be suspended at the first sight of lightning.
2. Once the game begins, coaches are in complete control of the game.
3. Coaches are expected to remain on the bench or in the general vicinity of the bench during the game. All players not in the field or at bat are expected to remain on the bench during the game. Only players and the designated safety adult(s) are allowed on or near the players' bench.
4. Coaches are responsible for keeping the equipment, players, parents and other spectators behind an imaginary line drawn from the end of the backstop to the fence in front of the players' bench. This imaginary line extends beyond the distance of the left and right fielder.
5. Batters and base runners must wear helmets at all times. Players are not allowed to be base coaches.
6. Sneakers or rubber cleats may be worn, with rubber cleats recommended for safety in damp weather. Metal cleats are not allowed.
7. No jewelry can be worn during games, which includes watches, rings, earrings and necklaces.
8. Players should wear their Kindergarten T-Ball shirt and visor to the game.
9. No dogs are allowed near the players' bench, even if on a leash. Dogs at the field must be leashed at all times.
10. No smoking or alcoholic beverages are allowed at the field.
11. Please pick up debris on the field and by the players' bench following the game.