



## LLL T-Ball Rules (5 & 6-year-old Co-ed Competitive T-Ball)

The objective of this division is to introduce the basics of the game by providing an organized 10-Week T-Ball educational program and giving the players the opportunity to have fun and learn in a competitive atmosphere. Although not every specific rule is covered in this document, good adult judgement shall cover the rest.

**Maximum of (3)** three team events per week. I.E. (1) one practice (2) two games or (2) practices (1) one game.

Game time shall be **4 innings** or **80 minutes**. If time is reached in the middle of an inning, you shall complete that inning if daylight allows. Games will NOT stop in the middle of an inning unless daylight does not allow the inning to finish.

**Teams** will consist of 10-12 players. 10 players being the target. Teams will consist of a mix of girls and boys. **ALL** girl teams will be permitted if numbers allow.

**Official score will be kept.** T-Ball is designed to teach the players the fundamentals of the game in a fun but competitive atmosphere.

**Field** – Will be a regulation Little League field consisting of 60-foot bases and a 46-foot pitching mound. Pitching Mounds will be flat with NO slope.

**T-Ball will follow the 10-week educational program** provided by Little League. Managers are not required to follow the program in its entirety although LLL highly recommends it. Managers can manage their team as they choose but the core lessons from the 10-week program must be met.

**A minimum of (1) one Volunteer Coach Umpire** will be provided for this division. If a volunteer is not available both managers shall serve to officiate the game.

**Home Team** – Is responsible for keeping the official scorebook and prepping and chalking the field before the game. The official scorebook, game tee, and T-Balls will be available in the concession stand. If the Tee is not returned and is lost or stolen the home team manager will be responsible for replacing.

**Visiting Team** – Is responsible for raking the field after the game and making sure all trash is disposed of in the proper receptacle. Both managers should remind their side to dispose of all trash properly.

**Cancellations** - In the event of bad weather in which a game is cancelled or rescheduled the LLL Board of Directors will make that decision. Managers **CAN NOT** cancel a game without Board approval. Game cancellations or reschedules due to weather will be posted on the LLL website and sent to the Manager.

<http://www.lumbertonlittleleague.com>

**Defense** – Only one player per defensive position in the infield. Managers are not required to rotate players each inning defensively although it is recommended by LLL. However, Managers are required to rotate their players throughout the season so that each player has an opportunity to play each position if the player can safely do so.

**Defense** - Will field **ALL** players consisting of a Catcher, a Pitcher, (4) four infielders, and the remainder as outfielders. Outfield is defined as the grassy area past the infield dirt.

**The Player Pitcher** – Must have both feet inside the pitching circle even with or behind the pitching mound and must remain there until the ball is put into play.

**NO** “Outs” shall be recorded by running the ball to a base unless a legitimate baseball play is in effect. Players must throw the ball when required. The Volunteer Umpires judgment shall decide the fair play.

A 10-foot foul arch shall be placed in front of home plate from foul line to foul line. Any ball that is not hit past the 10-foot arch is considered a foul ball.

A 20-foot arch shall also be placed in front of home plate from foul to foul line. This is to prevent pitchers from “running the ball home” to get easy outs. Any ball hit past the 20-foot arch must be thrown to home. The batter shall be considered safe if a ball has been run home past the 20-foot arch.

**Batting Format** – Teams will roster bat All players. (5) five run limits per inning will be in effect. The half inning will be over once the defense has recorded (3) three “Outs” or the offense has scored (5) five runs. Managers are highly recommended to shuffle the batting order each game so that all players have an opportunity to bat at the top, middle, and bottom of the lineup.

**The Batter** will be allowed (5) swings from the Tee. If a “fair” ball is not hit on the fifth swing the batter is “Out”. A fair ball will consist of being in the field of play and passing the 10’ “foul line” in front of home plate.

**Bunting is not allowed.** The batter must take a full swing and follow through. No runners may advance.

**NO base stealing.** The base runner may not lead off or leave the base until the ball is put into play. If he/she does, the runner will be “Out”.

**Catcher** is a required position. The Catcher must wear a batting helmet to play the position. An adult must monitor the positioning of the catcher to keep them from harm’s way of the batter.

**Base runners** may advance multiple bases as in “real” baseball. Once a play as been declared “dead” the base runner may proceed to the next base if they have passed the half-way line. A runner must return to the last reached base if the play is deemed dead and they have not passed the half-way line.

**Stopping a play** – Play will be declared dead once the pitcher has possession of the baseball with both feet inside the pitching circle or a defender with possession of the ball has stopped offensive advancement of the play. Stopping offensive advancement or “Facing Off” is defined by the defender having possession of the ball and placing their self between the lead base runner and the next available base preventing the runner from advancing. The Volunteer Umpire will declare “Time” and the play will be declared dead at that point.

**Overthrows** - To encourage learning to make plays at first base and stopping a play from the infielders, baserunners may only advance one base on an overthrown ball to 1st base or back to the Pitcher. Runners can still be thrown out if the defender retrieves the ball and throws it to the base being contested. After such completion of the play, the volunteer umpire shall deem the play dead.

**Play will continue** if no attempt to stop the play has been made or the defense elects to make another play. A “reasonable” defensive play must always be attempted initially.

Teams should not “excessively run the bases” in order to “win the game”. Score is kept but that is not the objective of this division.

**T-Ball** is competitive but encouraging fundamental development. Managers and Coaches are encouraged to enlist other parents to help instruct play on the field. Maximum of (2) two coaches per team may be in the outfield to help with defensive instruction. All other coaches must be within arm’s reach of the fencing nearest their dugout.

For **Safety** reasons All players must wear appropriate baseball attire to play. **NO** shorts or opened toed shoes allowed. **NO** jewelry allowed including earrings. **NO** hard casts, ankle braces, or uncovered wounds.

All bats must meet the **USAbat T-Ball standard**. **NO** other bats are allowed.

**Reminder** – Any adult aiding or interacting with players must have completed a Volunteer Form and submit to a background check. **NO Exceptions!!!**

**The Manager** is responsible for collecting volunteer forms from all volunteers and creating a list of coaches to be turned into the LLL Coaching Coordinator. Please designate (1) one person in charge if the manager is not reachable.

**Contact Numbers:**

**League President – Jacob Williford – (409)-350-1303**

**Director of Baseball – Scott Leach – (409)-658-1754**

**Safety Officer – Ryan Coon – (409)-466-4397**

**Coaching Coordinator – Drew Wallace – (832)-795-6980**

**Immediately report ALL incidents and injuries to the League President.**