

T-BALL RULES

ARMOUR HEIGHTS BASEBALL LEAGUE (Wednesday Nights)

- 1) Grade 1 and Senior Kindergarten children play a game that involves each player hitting a "T-ball" off of a rubber "T" without any physical assistance from their coach or parent.
- 2) Every player has an unlimited number of swings. No player strikes out.
- 3) Foul balls are called and the batter continues to swing until the ball is hit fair.
- 4) When hit, the ball must travel at least 6 feet from the "T" to be considered in-play.
- 5) Every player on each team should bat at least once during each inning played. In each inning, an equal number of players on both teams must bat. In the event that one team has fewer players than the other, this team commences a second rotation through its batting order until the required number of players equals the other team. In the next inning, this team will continue with a sequential batting order, beginning where they left off.
- 6) To avoid "stacking the infield", the number of players in the infield is limited to three basemen, one regular short-stop, one first to second short-stop, and up to two players sharing the fielding role of the pitcher, with one designated as the "rover".
- 7) The rover plays next to the pitcher position, ie. the "mound". If present, the additional rover is not to play closer to the mound. The rover cannot leave the infield.
- 8) Play ends once the rover has returned to the mound with the ball. Runners must stay on their base - a lead-off is not permitted. If the base runner is past halfway to the next base prior to the rover getting the ball, they may continue to that base.
- 9) On an overthrow, players do not advance a base, with the overthrow the play ends.
- 10) On a caught fly ball, the batter is out. Runners do not advance, even if they tag-up. If the runner(s) have left the base, they are to walk back to their original base.
- 11) The T-Ball stand is considered to be home plate and a runner must touch the stand when running home to count on a run.
- 12) Base runners are not to pass the prior runner. If they do they are to be sent back to the last base. Runs do not count when the base runners are out of order. Runners do not return to their base if they are at home plate.
- 13) The team at bat must notify the other team when it is their last batter. The inning is over when a defensive player (this may or may not be the rover) touches the ball on the T-Ball stand. All runs prior to the touch count and no runs count thereafter.
- 14) When a base runner is forced (or tagged) out at any base, the out is acknowledged but the base runner stays at the base and continues in the game as a base runner.