

Heavener League T-Ball Rules

- 1) An official 8 ½ inch ball must be used in all games. No rubber balls.
- 2) The home team will provide the game ball. The home team will be determined by coin toss.
- 3) The coach must stand 10 feet from the batter while he or she is batting.
- 4) The batter cannot swing the bat until the umpire designates, thereby preventing injury to the catcher and other players.
- 5) The catcher must stay behind the plate and outside the batting circle, while the batter is batting and the catcher must wear a facemask with helmet.
- 6) No strike outs.
- 7) All players must wear batting helmets while batting and running bases.
- 8) Batter will be out if the bat is thrown. Use of a ten (10) foot circle will be used to determine if the batter is out. Carrying the bat out of the circle is allowed. If a thrown bat lands inside the batting circle and rolls out, the batter is not out. Each team will be allowed one (1) warning per game. Except in a tournament, a warning will not be given.
- 9) If the batter throws the bat and is called out, a dead ball shall be called and no runners may advance.
- 10) All players must play at least one (1) inning in each game. All players on the roster must bat in order. Batting out of order is an automatic out if caught before the next batter bats. All team players are on the batting roster and bat in the same order the entire game. Unless the batter is injured during the game or become sick and is unable to bat at their turn. The team will not be forced to take an out for that batter.
- 11) The batter is not out if he or she touches the ball while in the batting circle or foul area.
- 12) A hit ball must travel fifteen (15) feet, (which must be marked) from the home plate or a foul will be called. No bunting.
- 13) Runners must be on base when the ball is hit by the batter or shall be called out for the violation. The runner may not advance until the ball is hit. One (1) warning per team will be given.

14) On an overthrow to first (1st), second (2nd), or third (3rd) runners may advance only one base at their own risk, if they can get past the half-way mark before the ball is declared dead.

15) A coach cannot assist a base runner, while the ball is in play, or the runner will be called out. Example: A coach cannot push or pull a runner off or onto a base, Do not touch your runners.

16) The ball is declared dead when an infielder throws the ball towards home plate. A ball hit into the outfield is declared dead when it is thrown to an infielder inside the baseline or is ran from the outfield back inside the baseline or is thrown back inside the baseline. The ball must be inside the baseline to be declared dead. The baseline shall be marked from first (1st) to second (2nd) and from second (2nd) to third (3rd).

17) If a runner is over the half-way mark, a play may be made on him or her. If the runner is not over the half-way mark when the ball is declared dead, he or she must return to their original base.

18) All fly balls caught will be considered an out, even if the ball is caught in foul area. All base runners must return to their previous base and tag up.

19) No interference on defense or one (1) base will be awarded. Keep your defensive players out of the base line. One warning will be given per team.

20) If a hit ball hits a base runner when the runner is off the base, the runner is out, the batter must bat again. No runners will advance any bases.

21) One-half (1/2) inning will consist of seven (7) runs or three (3) outs. No more than seven (7) runs per inning per team. One (1) hour time limit per game or four (4) innings. If the top of the inning has started when time runs out, the entire inning must be finished.
Run rule will apply.

22) The bases shall be sixty (60) feet apart. The pitching rubber must be forty-two (42) feet from home plate, and the pitcher must have at least one (1) foot on the rubber until the ball is hit.

23) All late players must be added to the bottom of the roster.

24) In case of a tie game, the team that has the least amount of outs is the winner. The home team is the official scorebook.

25) All players on the field must be behind a forty-five (45) foot mark, which is marked on the field when the ball is hit. All outfielders must be at least ten (10) feet behind the baseline.

26) The defensive coach must stay in the area directly in front of their dugout. No coaches or parents are allowed on the field during play. When batting you may have a coach at home, first base and third base.

27) One (1) time-out per inning per team.

28) All players not playing on the field or in the batters circle must stay inside the dugout. For safety reasons all equipment must also be kept up. Remove your trash from your dugout immediately after your game.

29) Coaches are asked to keep time spent placing players on the field to a minimum, a three (3) minute time limit will be put into effect between innings.

30) Tee Ball is played with ten (10) players on the field; however, the game can be played with only nine (9) players by using three (3) outfielders instead of four (4). A team with less than nine (9) players must forfeit.

31) All team players must wear matching shirts with different numbers.

32) All players must be under seven (7) as of January 1st, and must be four (4) before May 1st.

33) There shall be no vulgarity by the coaches or the fans. There will be no alcoholic beverages or smoking on the ball field. If anyone is in violation they will be warned once and then the second time they will be ejected from the Ball Park. Each coach is responsible for their own fans.

34) A time out called between coaches and officials, that takes longer than one (1) minute, will be added back to the playing time.

35) The batting order in the scorebook must go by the batter's number not the batter's name.

36) Bases must be ran in order or an out will be called. No running the bases backwards.

37) Have your team at the park at least fifteen (15) minutes before your game starts. If you have a game at 5:30 PM or at 10:00 AM be there early enough to prepare your field.

38) No players may play in two (2) leagues. Example: If a player is playing T-ball they cannot play up in a Coach Pitch League.

Revised 2/25/2008