

1. Runners that run past a teammate on the base in front of him/her will be called out.
2. The following is **NOT ALLOWED**: lead offs, stealing, sliding, pinch hitting, infield fly rules or protesting.

### DEFENSIVE RULES

1. Two coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.
2. The defensive team will field up to 14 players.
3. Each inning players must be rotated from inner circle to middle circle to outfield circle.
4. All players **MUST** remain on their spot dot until the ball is hit.
5. Outfielders **MUST** throw the ball to the infield. They are not allowed to tag a base or a runner.
6. The pitcher **MUST** remain in the circle that is drawn around the pitcher's mound until the ball is hit.
7. The defensive team may get a batter out by catching a fly ball, tagging 1<sup>st</sup> base before the batter gets there **OR** throwing the ball to the pitcher **INSIDE** the circle before the batter reaches first base. (The ball **MUST** be thrown, **NOT** handed to the pitcher)
8. The play is over when the ball is held by the pitcher **INSIDE** the circle.
9. Fielders may run the ball near the pitcher's circle, but cannot go in the circle to throw the ball to the pitcher.
10. A ground ball hit to the pitcher **MUST** be thrown to the base for the out.
11. Runners on base may be forced out or tagged out per regulation baseball rules.
12. If bases are loaded, there will be no play at home plate. An out cannot be made at home plate.
13. The following is **NOT ALLOWED**: baseline interference, running on any overthrows, double plays or protests.

### SCORING

1. Only runs scored before the 3<sup>rd</sup> out in each inning will be counted.
2. Score will be kept by each team. Scorekeepers compare scores between innings.



## T-BALL (5-6) RULES AND REGULATIONS

*2014 Season*

## GOALS

1. Teach basic catching, throwing and batting skills.
2. Teach base running basics, and getting runners out.
3. Teach teamwork.

## EQUIPMENT

1. Jerseys and hats will be given to the players to wear at the games. No shorts or jewelry are allowed for safety purposes.
2. All batters, base runners and players on deck, **MUST** wear protective headgear.
3. Players supply their own gloves, baseball pants and soft spikes. Tennis shoes are allowed at this age.
4. If player uses his or her own bat, it **MUST** be Tball approved and remain the responsibility of the player, not Northgate Optimist Club.

## COACHES/MANAGERS

1. You **MUST** always set a good example of **GOOD SPORTSMANSHIP** for all players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions.
3. Injured player **MUST** be attended to immediately. Accident report forms and should be filled out immediately following the injury. You are supplied a first aid kit and ice packs—use them.
4. Coaches are responsible for forwarding all practices, games and events to the players and parents in a timely manner.
5. Remember to keep it simple. Every coach should be more concerned with the players learning how to play the game rather than who wins or loses. Always use **ENCOURAGEMENT AND ENTHUSIASM!**

## FIELD

1. The base paths will be 50 feet in length and pitcher's mound will be 38 feet from the home plate.
2. A semi-circle (foul line) of 5 feet in radius will be laid out in front of home plate.
3. Spot dots will be placed in the fielders positions and a circle (same as softball) will be drawn around the pitcher's mound. The must stand at the back of the circle for safety reasons and the catcher must stay back and away from the batter until the ball is hit.

## LENGTH OF GAME

1. Regulation games will be 2 innings giving each player an opportunity to bat twice (all innings started **MUST** be completed in full). If the teams have a different number of players, the team with fewer player will continue at the top of their batting order until they bat as many as the opposing team. If at any time the coach does not follow the batting order given before the game it will count as an out.
2. Games cancelled because of weather will be rescheduled by the league and can be viewed on the website. Players **MUST** show up to their scheduled game/field time (unless called beforehand) and any cancellations may be done up to 15 minutes after the start time of the game.

## OFFENSIVE RULES

1. Three coaches may be used on offense. One to assist the batter, and two coaches for coaching the bases.
2. Each team is given 3 outs. After the offensive team has received the 3<sup>rd</sup> out the team will still continue to bat but runs will not count towards the score.
3. Each player is placed in number sequence for the batting line-up. Every player bats each inning. If a player cannot bat his/her turn, the batting order continues.
4. Outs still count, but they are unlimited until the whole line-up has batted for that inning (see rule 2). If a player makes an out, they are counted as an out and must go back to their bench. This continues until the team goes through their line-up one time.
5. After the coach adjusts and places the ball on the tee, the player cannot hit the ball until that coach yells "play ball."
6. The ball must travel past the semi-circle for it to be a fair ball. No balls or strikes will be called and the game can be stopped at any time for instructional purposes.
7. When the ball is hit into the outfield, the batter may run the bases until the ball is returned to the infield dirt. The runner must stop at the base he/she is at. If he/she is advancing to the next base already, he/she may continue to the next base.
8. If the batter throws the bat, he/she will be given two warnings. After that, he/she will be called out.
9. Runners may **ONLY** take one base on balls which stays on the infield.