

2011 Washington County Boys' T-Ball Rules

1. When issues arise in the league that require a vote, each team is allowed only one vote.
2. Players must be of age to enter kindergarten or first grade in the upcoming school year. This requires that players turn five years old on or before August 31 of the current year.
3. Players who turn 7 before August 1 must move up to coach pitch.
4. Ball of choice is the #2 Safe Tee Ball.
5. Field will be marked the same as the coach pitch field with the exception of adding a 15 foot radius circle around home plate.
6. All games will begin at 7 p.m. unless otherwise notified by the host coach.
7. Score will be kept. The home team shall have the official scorebook.
8. No coach pitch players are allowed as substitutes.
9. Co-ed teams are acceptable if there are not enough boys to make a team.
10. All players must wear shoes.
11. Numbers on players' shirts is optional.
12. Helmets are required for all offensive players while batting or running the bases.
13. A maximum of nine players may be on the field at a time, placed in any desired position, but no closer than 35 ft from the plate.
14. All players must be in the lineup for 2 full innings. Otherwise, the team must forfeit the game. Substitutes must be entered by the top of the 3rd inning. A player that starts the game can play and reenter the game once. When a player reenters, he must go back into the same batting order that he had previously occupied. In case of injury or illness, this rule does not apply and substitutes may be made. A team must have 7 players to play a game.
15. No pitches will be thrown; all batters will bat from a Tee, and each team must use its own Tee. The Tee is to have no more than 6 inches of rubber over pipe. Rubber is to be no more than 2 inches wide. The Tee is placed on home plate. Inside lines of the batter's box are to be extended back beyond the end of the batter's box. Each batter may set the height of the Tee. The umpire places the ball on the Tee. The ball is in play when it is hit. The batter may stay behind the lines of the batter's box when hitting. The umpire should remove the Tee after the ball is hit, if necessary, and replace it after the play is over.

16. The batter is out if he strikes at the ball and misses 3 times. If the Tee goes over when the ball is hit, it is a strike regardless of where the ball goes. If the ball does not go out of the circle, it is a strike. The batter may take practice swings, but if they cross the top of the ball or touch the ball or Tee, it is counted as a strike. If the ball stays in the circle, it is a dead ball whether it is played or not.
17. If the bat is thrown or carried out of the batter's circle, the batter is out. If the bat is thrown and stays in the circle, the call is at the umpire's discretion. This rule is to be enforced if ANY PART of the bat is outside the circle.
18. Distance between bases will be 60 ft. A mark will be chalked at 35' between first base and home plate and between home plate and third base. A mark will also be chalked at 30' between first and second and second and third bases.
19. Pitching rubber is 46 feet from home plate with an eight-foot radius circle around pitchers' mound, with a line extending across the rubber to the circle. The player in the pitcher's position must have one foot on the line or rubber until the ball is hit. If the pitcher leaves early, the batter will be awarded 1st base.
20. Any player with control of the ball inside the circle stops play unless the pitcher is fielding a hit ball.
21. Games will start at 7 p.m. and will consist of 5 innings. An inning will consist of 3 outs or 9 batters, whichever comes first. If the game is tied, an additional inning will be played. If the game is still tied after the 6th inning, outs will be counted to determine the winner.
22. Runners can only run on a hit ball. Base runners are entitled to advance one base with liability to be put out when the ball is thrown into foul territory. The ball is dead when the extra base is reached.
23. Two coaches for the defensive team can stand on the field. If they interfere with a play, the runner will get 1 base.
24. For the protection of the defensive players, the 3rd baseman, shortstop, and 1st baseman must play behind the 15 ft mark between 3rd base and home and 1st base and home. If they are in front of the mark, they will be told to step back. Once the ball is hit, they may move up to make the play. The catcher also must be outside the batter's circle.
25. Runners must make a definite attempt towards 2nd base in order to be tagged out at 1st base.
26. No infield fly rule is in effect.
27. There will be no infield practice taken before games. If rule is broken team forfeits the game.
28. Two umpires, high school age or older, are required and will be furnished by the home team. May use only one if necessary.