

## T-Ball Girls Softball Rules – 2011

1. Players wanting to play T-Ball must be going into Preschool, Kindergarten, 1<sup>st</sup> grade or 2<sup>nd</sup> grade. Younger girls may be used if needed to make a team.
2. Every coach needs an ASA rule book. ASA rules will apply with the following exceptions.
3. All players must be in the line-up for 2 full innings. Otherwise, the team must forfeit the game. Substitutes must be entered by the top of the 3<sup>rd</sup> inning. A player that starts the game can play and re-enter the game once. When a player re-enters, she must go back into the same batting order that she 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.
4. All players must wear shoes.
5. If the bat is thrown or carried out of the 15 foot 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.
6. Distance between bases will be 60 feet. Pitcher's mound will be 40 feet from the back of the home plate. There is to be a 15 foot radius circle around home plate, an 8 foot circle around pitchers mound with a line across or over the rubber, halfway marks between all bases and between 3<sup>rd</sup> base and home plate, and a mark 15 feet in front of 1<sup>st</sup> and 3<sup>rd</sup> base extending at a right angle from baseline. Players must stay behind this mark.
7. An 11 inch fluorescent ball will be used.
8. Games will start at 6:30 pm and will be 6 innings. An inning will consist of 3 outs or 6 runs whichever comes first. During the season, games will be 6 innings or 1 hour. Do not stop in the middle of an inning or start an inning if you have less than 5 minutes left at the time of the last out. If any team is so far ahead that the other team cannot win the game, the game is over. This would occur if one team has 13 runs over the other team after 4 innings. If the game is tied after regulation play, 2 extra innings can be played if needed. If still tied after 2 innings, the number of outs during the game will be counted to determine the winner. Two innings do not have to be played. If one team is ahead after 1 inning then that team is considered the winner. If still tied after 1 then another is played, if still tied the total number of outs are counted.
9. The pitcher must have 1 foot on the rubber until the ball is hit. If the pitcher leaves early, the batter will be awarded 1<sup>st</sup> base. During league play, 1 warning will be given, in tournament there will be none.
10. The ball is dead when it is in the pitcher's possession and the pitcher has at least 1 foot inside the 8 foot circle. The ball is to be thrown into the pitcher, not the catcher. Runners are awarded the next base if they are over halfway to that base when the ball becomes dead. There will be 1 base on an overthrow in foul territory. The ball is considered dead unless a play is being made on a runner.
11. Each team must use its own "T". A rubber "T" can be used. The "T" is to have no more than 6 inches of rubber over pipe. Rubber is to be no more than 2 inches wide. The "T" 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 "T". The catcher places the ball on the "T". The ball is in play when it is hit. The batter may stay behind the lines of the batters box when hitting. The umpire should remove the "T" after the ball is hit, if necessary, and replace it after the play is over.
12. The batter is out if she strikes at the ball and misses 3 times. If the "T" 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 “T”, it is counted as a strike. If the ball stays in the circle, it is a dead ball whether it is played or not.

13. 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.
14. One coach for the defensive team can stand in the outfield. If they interfere with a play, the runner will get 1 base. The coach must stay behind the baseline.
15. For the protection of the defensive players, the 3<sup>rd</sup> baseman, shortstop and 1<sup>st</sup> baseman must play behind the 15 foot mark between 3<sup>rd</sup> base and home and 1<sup>st</sup> 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.
16. Runner must make a definite attempt towards 2<sup>nd</sup> base in order to be tagged out at 1<sup>st</sup> base.
17. No infield fly rule is in effect.
18. There will no infield practice taken before games. If rule is broken, team forfeits the game.
19. 2 umpires, high school age or older, are required and will be furnished by the home team.
20. A safety base will be used at every league game and will be used when there is a close play at 1<sup>st</sup> base.
21. Each team will submit a roster at least 2 weeks prior to their first scheduled game.
22. To appeal a call the coach calls a timeout once the pitcher has the ball. The coach informs the umpire the base he/she wants to appeal.
23. Following ASA rules, anytime there is a force out on any base for the 3<sup>rd</sup> out, the run does not count, even if the player crosses the plate before the out occurs.

Tournament rotation if you choose not to have tournament you may pass and the next team will have the option. You must wait until your year comes around again to have the option.

Palmer 2011  
Washington 2012  
Hanover 2013  
Clifton/Clyde 2014  
Valley Heights 2015  
North Central 2016  
Linn 2017

(Revised 2010)