

Section I**The Game**

- A game will consist of 5 innings or a 1 hour 15 minutes time limit which ever occurs first.
 - No inning is to begin after the time limit.
 - Starting time needs to be established on both score sheets.
- Ten players, with the positions designated as in regular slow pitch softball, will constitute a team.
 - No game is to start with less than 8 players per team.
 - If a game is played with less than 8 players per team, it will be for practice only.
 - All Pre-Kindergarten and Kindergarten teams may be coed, playing against boys and/or coed teams.
- Prior to a ball being hit by a batter, no infielder will be positioned in front of the imaginary line extended diagonally across the infield between 1st base and 3rd base.
- Only 5 infielders (including the pitcher) may line up in the infield.
- The outfielders must be 5' or more behind the baseline.
- Each player on a team will play at least 2 defensive innings of each game unless benched for disciplinary reasons, sickness, injury, or just simply does not want to play.
 - Please communicate with the parents about these situations.
- In case of inclement weather or other similar circumstances which would cause the umpire to terminate play, 3 complete innings will be an official game.

Section II**The Field**

- Field dimensions are:
 - 45' base paths, 30' from home plate to pitcher's plate, 56'6" home to 2nd base, and home plate to be at least 15' from the backstop.

- A line or arc is to be placed 15' in front of the home plate from the 1st and 3rd base foul lines to designate a dead ball area. A batted ball must go beyond this area to be a fair ball.
- The home team provides the bases.
 - Throw down softball bases will be provided for each team.
- The baseline is 3' on either side of a direct line drawn between bases.
 - Infielders can only be in the baseline while attempting to field the ball.
- OBSTRUCTING a base runner will result in the umpire awarding the base runner the number of bases the base runner would have obtained had he/she not been obstructed.
 - This is a judgment call by the umpire.
 - A base runner is not called out for running out of the baseline UNLESS he/she is trying to avoid being tagged by a defensive player and you are outside the 3' area of the baseline (see Field Diagram).

Section III

Batting

- All players present will be in the batting order and 10 players will bat each inning in T-ball.
 - Example: If there are 14 players present on a team, 1-10 will bat the first inning, 11-14 and 1-6 will bat the second inning, and 7-14 and 1-2 will bat the third inning and so forth.
- When only 10 players are present, the batting order will rotate each inning as follows to prevent the same batters from batting first and last in each inning:
 - 1st inning batting order - 1-10
 - 2nd inning batting order - 2-10 + 1
 - 3rd inning batting order - 3-10 + 1-2
 - 4th inning batting order - 4-10 + 1-3
 - 5th inning batting order - 5-10 + 1-4
- The ball is placed on the batting tee by the umpire or catcher (whichever the umpire designates to keep the game moving).

- The batter is not out if he picks up the ball when it comes off the tee and does not go beyond the 15' arc.
- The batter must contact the ball with the bat until a fair ball is achieved.
- There are no strike outs.
- The umpire **MUST REMOVE THE TEE WHEN THE BALL IS HIT.**
 - If the umpire fails to remove the tee from home plate, a runner coming home **MAY** touch the tee with their hand and be considered **SAFE.**
- After the ball is placed on the tee, base runners are to stay on their base until the ball is hit.
- There will be **NO BASE STEALING.**
- Explanation of 10th batter rule — each team will bat 10 batters each inning.
 - The 10th batter is the last batter in an inning.
 - When the 10th batter hits, the action should take place as if there are two outs.
 - This means that all third out softball rules would apply in any situation.
 - The 10th batter does not have to be put out.
 - Any runner may be called out or the 10th batter must be tagged or just go touch home plate.
 - The 10th batter may not be walked.
 - An overthrow will not stop the action.
 - Only an out or a home run ends the inning.
- When a ground ball that is fielded in the infield area results in a force out at any base, no runs shall score.
 - This seems to create a problem for some in understanding which runs count and which do not.
 - Runner is on 3rd. 10th batter is out in a routine play at 1st, no runs scored;
 - Runner is on 3rd. 10th batter hits safely but gets tagged out at 2nd or 3rd or home plate, run scores;
 - Bases are loaded. Defensive player fields the ball, runs home but runner on 3rd scores ahead of defensive player arriving at home plate, run scores.

- However, the force out is the next runner coming in and this ends the action immediately.
 - You may also tag the runner.
 - The defensive player who fields the ball may also touch any base or tag the runner and this will be an out because it is a force out.
 - When a defensive player touches any base ahead of the batter or any runner (only after 10th batter has hit the ball), the final out occurs immediately and NO RUNS may score AFTER that moment;
 - A base, home plate, or the runner must be touched in order for the final out to be made.
 - An overthrown ball must be retrieved and played accordingly.
 - A “one base on an overthrow” is not applicable as an “out” or a way to end the inning.
 - At the conclusion of the 10th batter’s turn at bat, sides will change, regardless of the number of outs.
- A slung bat, intentional or otherwise, which in the judgment of the umpire is in any way an act of poor sportsmanship, will cause the batter to be called out.
 - Umpire, please warn the child / coach.
- The batter must drop the bat before reaching first base.
- The infield fly rule, due to the difficulty of interpretation, does not apply to T-Ball.
- Try and work on the infield fly rule during your practice time.
- The infield fly rule is as follows:
 - You must have runners on 1st and 2nd or bases must be loaded with less than 2 outs when a fly ball is hit in the infield only.
 - The ball does not have to be caught, as long as it is in the infield.
 - The batter is out and the base runners may advance at their own risk.
- Overthrow - a runner or runners will advance 2 bases from the last base he/she touched at the time the ball was THROWN by the infielder or

outfielder, NOT 2 bases from when the ball actually leaves the playing field.

Section IV

Pitching

- The pitcher is to be in contact with the pitcher's plate as the ball is placed on the tee for the batter and is to be in contact with the pitcher's plate when the ball is hit.

Section V

Time Out

- Time out is when any one of the following occurs:
 - The umpire calls "time."
 - When an infielder has control of the ball in the infield and the action stops.
 - All base runners stop running and the umpire calls "time."
 - Action stops.
 - It is better to call a time-out a second too late than a second too early.
 - Time-out will be called by the HOME PLATE umpire.
 - Overthrow situation - when a ball is thrown into dead ball territory. (See Field Diagram)

Section VI

Umpires

- The home team will provide the plate umpire and the visiting team will provide the base umpire.
 - Coaches are urged to have or develop two to three knowledgeable and trained individuals who can umpire your game at either position.
- Adult umpires should be used.

- The umpire's judgment prevails and is not subject to further discussion by either team or other persons.
- **Coaches are responsible for their players, parents and supporters in regard to overall conduct and treatment of the umpire.**
 - Umpires are empowered to suspend play and/or call a forfeit if necessary to control a situation.
- The umpires shall not call a runner out for missing a base.
 - This is an appeal play by the defensive team.
 - Coaches please remind your base runners to touch every base.
 - Touch the inside corner of the base when running the bases.
 - Please work on this drill in practice.

Section VII

Miscellaneous

- Rules will be the same as regulation slow pitch softball.
- Protests are not in harmony with the spirit or philosophy of Kids, Inc. The umpire is in charge of the game.
- A game which is tied at the expiration of the time limit will remain a tie.
 - NO EXCEPTIONS.
- Definition: Appeal Play - play upon which an umpire cannot make a decision until requested by a player.
- The appeal must be made before the next batter swings at the ball.
- **Appeals:**
 - 1. Missing a base**
 - 2. Leaving the base too soon.**
 - 3. Batting out of order**
- A base coach should not physically touch a base runner while the BALL IS IN PLAY.
 - If the base coach touches the runner, the base runner should be called OUT.
 - This does not apply during time outs.
- Only the 2 umpires and the 2 base coaches should be on the playing field.
 - All other coaches and spectators shall not be on the playing field.
- Kids, Inc. issues the following equipment to coaches to use for the season:

- Two (2) aluminum T-ball bats, three (3) 11” safety balls and one (1) batting tee, and one (1) set of throw down bases.
- **All equipment issued by Kids, Incorporated, with the exception of the 3 softballs, shall be returned by Friday, June 24, 2011.**
- Shoes - No steel cleats!
 - Tennis shoes and rubber cleats are acceptable.
- Home team is the team on whose field the game will be played.
 - Home team is listed first on the schedule.
- BOOKKEEPERS OF EACH TEAM MUST SIT TOGETHER.
 - THE UMPIRE SHOULD CHECK AT EACH INNING’S CONCLUSION TO CONFIRM THAT THE BOOKKEEPERS AGREE ON WHAT INNING THE GAME IS IN AND THE BATTING ORDER FOR THE UPCOMING INNING.
 - IN CASE OF DISPUTE, THE UMPIRE WILL MAKE THE FINAL DECISION.
- T-Ball team members must wear the official Kids, Incorporated T-Shirt.
- Participants must be 4 years of age by May 9, 2011, to be eligible for play.
- Participants are eligible for T-Ball in Pre Kindergarten and Kindergarten.
- No alcoholic beverages or tobacco products are allowed on any field or in spectator area during practices or games.
- NO HARD OR PLASTER CASTS ARE ALLOWED TO BE WORN BY ANY PLAYER.

All T-ball games will be played on Mondays and Thursdays and will begin at 6:00pm with a 1 hour 15 minute time limit. Our Coach Pitch leagues play on Tuesday and Friday evenings, so these days are not good days for make-up games due to field availability. If you need to make-up a game, Saturday mornings and Sunday afternoons usually work well.

**Thank you for your participation and commitment to the youth in our community. Please help us keep the parks clean.
Be sure to pick up trash after each game.
Thank you and have a GREAT SEASON!**