

Rules for Boys T-Ball:

Philippians 1:27 Whatever happens, conduct yourselves in a manner worthy of the gospel of Christ

1. Games are 5 innings or a time limit of 1 hour, and 5 minutes in length. If the time limit is invoked, the game is official regardless of complete innings played, as long as both teams have had an equal number of at-bats. If the game is tied, it shall be recorded as such. Time limit begins upon the conclusion of the opening prayer. There will be a 10-minute grace period for the first game of the day only.
2. Run Limit: 5 runs per inning through the 4th inning
 10 runs in the 5th inning
3. Each team may have a total of 4 coaches in the field/dugout. You may have 2 defensive coaches in the outfield, and they must stay in the outfield until time is called. If they enter the infield, touch a player, or are hit by a live ball, the runners will advance to the next base.
4. The batting tee will be optional for all players for a specified amount of games. Batters will receive any combination of 5 pitches (3 pitches & 2 tee swings or 4 pitches & 1 tee swing or 5 pitches). **Each player must receive a minimum of 2 pitches.** Both teams will use the same tee. After the specified date, all players will be removed from the tee with the exception of up to 4 players per team. If you have 11 or more players in the lineup, 4 tee hitters. 9 or 10 players in the lineup, 3 tee hitters. 8 players in the lineup, 2 tee hitters. These players will be shown as tee hitters on the line-up card before each game. The coach can change these players from game to game, but not once a game has started. The date to come off the tee will be announced at least two weeks in advance.
5. Adult pitchers must pitch over-handed. If a batted ball hits the adult pitcher, a dead ball single will be awarded.
6. A semi-circle will be drawn in front of home plate measuring 3 feet from the back corner of home plate, and a batted ball must either stop on or go beyond this line to be a fair ball.
7. The player-pitcher is the only one allowed in the circle during the pitch, and he must have at least 1 foot inside the circle. No defensive player may be closer to the batter than the player-pitcher. Adult pitchers may not interfere with any defensive player. **PLAYERS ARE LIMITED TO TWO (2) INNINGS PER GAME IN THE CIRCLE AND FIRST BASE COMBINED (Ex: A player cannot play two innings at first base and then go play in the circle).**
8. **The play becomes dead when the player-pitcher is STOPPED and has full control of the ball inside of the pitchers circle OR if the defense has stopped the lead runner.** There will be a halfway mark between the bases. If a runner is over the mark with both feet when the pitcher steps into the circle with both feet and has control of the ball the runner will be allowed the base. If the runner is not over the halfway mark, he will be directed to return to the last base he last occupied. It is the judgment call of the umpire as to when to call time-out. Time out will also be granted when a player has possession of the ball and is in front of the lead runner.
9. No more than a total of 3 games/practices per week.
10. Mercy Rule: If a team is ahead by 11 runs after 4 complete innings, the game will be called.
11. Rolling or intentionally grounding the ball towards a base or another player is not allowed and the runner will be called safe. In the case of an over-throw at first base ONLY, the batter is awarded second base and all runners are awarded a base if forced.
12. Outfielders may not be positioned on the infield dirt, however, once a ball is hit, they may make a play at a base and also counts as a fielder having possession of the ball in #8 above.
13. Defensive coaches should instruct their defensive players to move out of the base runners way when the ball is in live play, unless they are making a play on the ball.
14. All players will bat and play in the field.
15. **PLAYER DOMINATION RULE-** There will be a line/hash from Home Plate to Second Base. A player may not run across that line/hash to make a play, they must throw the ball to make the play. Example- If a player fields a ball on the Third Base side of the line/hash, his options are: **Throw** the ball to First Base, **Run/Throw** to Second Base, **Run/Throw** to Third Base, or **Run** to Home Plate.

