

T-Ball Division Rules

The intent of the T-ball Division is to have fun and teach the players.

No score is kept in the T-ball Division and therefore no standings.

Note: The base-paths shall be 45 feet and the coach shall pitch from 35 feet when coach pitch is utilized. Rubber bases are used. A 9" Soft Baseball Lite Flite will be used.

1. All teams will abide by the USA rules per the game of softball, unless otherwise specified.
2. Games will start at 6:15 PM (unless otherwise scheduled) and have a time limit per the duration
Home team will have usage of the field for a 15 minute warm-up period, starting 30 minutes before game time and ending 15 minutes before game time. (5:45-6:00) Away team will have usage of the field for a 15 minute warm-up period, starting 15 minutes before game time and ending just before game time (6:00-6:15) You may start any game earlier than the scheduled start time, if the umpire, and coaches of both teams agree. Both teams will agree to be off the fields at 6:10 to allow time for the Little League Pledge and umpire conference.
3. Game length is dependent upon level of play, & duration of game time which excludes rain delay
 - T Ball - 4 innings or drop dead at 60 minutes whichever occurs 1st
 - Rookies - 6 innings or drop dead at 90 minutes whichever occurs 1st, but no new inning after 75 minutes
 - Minors - 6 innings or drop dead at 120 minutes whichever occurs 1st, but no new inning after 105 minutes
 - Majors - 7 innings or drop dead at 120 minutes whichever occurs 1st, but no new inning after 105 minutes
 - VIG's - 7 innings or 120 minutes whichever occurs 1st (14U, 18U, 24U), but no new inning after 75 minutes
 - Note – the start of a new inning occurs upon the 3rd out of the prior inning

NOTE: Darkness may lessen game length due to safety reasons & as noted above, rain delay does not count against game time.

4. Games postponed due to rain or darkness should be rescheduled. Coaches may wait 15 minutes after the start of the game to discuss if the game can be played. The coaches have the option to wait an additional 15 minutes (total 30 minutes) to discuss if the game can be played. If the game cannot be played it is to be rescheduled.
5. No inning will be started after the time limit per team-level (above), based on the official start of game
6. Both coaches must be in agreement to wait-out a rain-delay - either before or during a game.
7. A game will not be rescheduled due to lack of players.
8. **HOME TEAM** is responsible for the following:
 - A. Sitting on the first base side of the field
 - B. Pre-game and post-game clean-up of their bench / dugout
 - C. Collection of items for the Lost & Found
 - D. Providing new ball(s) for the game
 - E. Field preparation, prior to the game
 - F. placement of bases (satellite fields)
 - G. raking of the mound area
 - H. raking of the batter's box, catcher's box and pitchers circle area
 - I. raking around the bases
 - J. lining the field – including, pitcher's circle, batter's box, and foul lines
 - K. other field requirements to enable the game to be played in a safe environment
 - L. Postponing, and rescheduling the game due to weather or darkness only - as well as notification to the away team of the time & field location of the rescheduled game, as well as contacting the board at rasa.sball@gmail.com of the rescheduled game.
 - M. Putting away bases (replacing base-plugs) and field-equipment. Veteran Park bases do not move.
 - N. Post-game clean-up of the entire field-area (although visiting team should clean their bench area)

9. **AWAY TEAM** is responsible for the following:

- A. Sitting on the third base side of the field
- B. Pre-game and post-game clean-up of their bench / dugout
- C. Collection of items for the Lost & Found

10. **PLAYERS**

- A. Minimum number of required players for a game is 5, as coaches pitch, and can play catcher
- B. All players must be in proper uniform (team shirt, pants, socks). All parts of a uniform are to be properly worn. Shirts are required to be tucked into a player's shorts
- C. No Jewelry of any kind may be worn on the playing field (Earrings, necklaces, watches, rings, bracelets – of any kind). ***Medical alerts are an exception.***
- D. No player may chew gum at any time during practice or games. **No food is allowed on the field during game play.**
- E. Each player will be responsible for their conduct, as per "Players Code of Conduct." Any player who throws equipment will be taken out of the game by their coach. Any player who acts in an un-sportsman like manner will be taken out of the game by their coach. Any player who acts in a manner inconsistent with league rules will be taken out of the game by their coach

11. **OFFENSE**

- A. Continuous batting order will be utilized and all players will bat, whether they were in the field or not.
- B. All batters and base runners will be required to wear helmets while on the field of play (batting or base-runner). Helmets must meet league requirements and are required at all times - practice & games. (Chinstrap / Cage)
- C. Any player arriving late will be added to the end of the batting order.
- D. Only USA approved bats are permitted
- E. Throwing of the bat by the batter will not be permitted. On the first occurrence, the coach will warn the batter. On the 2nd occurrence, the batter will be called out. (This is a per-batter rule).
- F. No one strikes-out playing tee-ball. The tee will be used for the 1st half of the season. Coach pitch will then be introduced the 2nd half. Each batter must put a ball in play. If a player accumulates 3 strikes on pitched balls, the tee is then used for a hitting attempt.
- G. Each batter will have a pitch-limit. Either 3 missed swings or 8 reasonable pitches.
- H. If a player has already had 3 swings (misses), they must hit using a tee. As a coach is ready to pitch the 8th pitch, they announce, "this is the 8th pitch." If it was a reasonable pitch, with or without a swing, the tee will be utilized, unless the player has fouled-off that pitch.
- I. When a tee is used, the ball should be hit. Often a bat will strike the tee, then partially contact the ball, producing a dribbler. "Dead hit" should be called out by the coach, as this does not count. Batter re-hits.
- J. Tee use, without pitching is a decision of the hitting coach & may be done due to time constraints.
- K. Stealing and bunting are not permitted.
- L. Sliding is not permitted.
- M. Base runners must remain on the base until the batter makes contact with the ball. A full swing dribbler into fair territory can count as a hit.
- N. The hitting team's coach (adult) will pitch
- O. Batting line-up. It is suggested a coach establish a batting line-up to be used for the entire season. It can be done in any order. Alphabetical last or first name, etc., but should remain constant. When your team comes off the playing field they should line-up in batting order and take a seat on the bench/dugout, in the order in which they are to bat. This corrals them, and readies them. If they are not in their spot, they do not bat. Only 1 player is batting, next player due up is on-deck. Everyone else is sitting down. One player at bat, one on-deck, will limit the number of bats to only 2 players. On-deck area should be away from players on the bench.

12. **DEFENSE**

- A. Excluding the pitcher & catcher, there should be no more than 4 fielders in the infield
- B. If a team is fielding 10 fielders, one of the fielders must serve as the catcher and wear full equipment

- C. Infielders should be kept out of the base-paths
- D. Outfielders must be positioned beyond the infield area / bases
- E. There is no infield-fly rule at this level. If the ball is caught, a runner can get doubled-up on the pop-out.
- F. Defensive team coaches (2) can be in the field to direct and coach their team. It is suggested that you may stand behind a player and ask them what they should do if a ball comes to them.
- G. Each player deserves the chance to play in the infield and outfield. It is required that all players play at least 1 inning in the infield and 1 inning in the outfield, per game.
- H. The pitcher will most-likely be the coach of the batting team, who should not field any hit.
- I. A play stops when any infielder gets the ball to the pitcher. Use common sense - having players learn the game and have fun will not occur if the ball is being thrown all over the place due to aggressive base running which should not occur at the lower levels.
- J. If a ball becomes unplayable but on the field of play (not out-of-play), as it may get wedged under a fence or another object (etc.), the ball is declared a dead ball.
- K. No equipment should be on the field of play.
- L. The mound, and the bases, is part of the playing field.
- M. All players on a team will play defense. Each of the four infield positions, catcher (in full gear), and the outfielders, remaining players will be positioned throughout the outfield. You may play a short-fielder. Additionally, if capable and skilled enough (in your opinion) a player can take a defensive pitcher's position, but will not pitch.

13. PITCHING

Coaches or assistant coaches will pitch to their own team. It is important to throw strikes. The pitcher-coach must pitch the ball under-handed to their team from a point within the pitching circle.

14. COACHES

A coach has full responsibility for their team at a practice or game, per RASA Bylaws. Coaches will be allowed on the field of play in T-ball, such that they can aid in the instruction and development of defensive players. Coaches will pitch to their own team and help with batting issues. But a game is no-time for extended individualized instruction.

15. UMPIRES

The coaches of both teams will work together to proctor the game.

16. LIGHTENING

Lightening will cause the immediate suspension of a game and relocation of all players to a safe place.

17. Rule Changes

These RASA Rules and Guidelines contained herein may be changed during the season by the Athletic Director to allow for changes in League Policy, introduction of piloted training programs, or any other factor that seeks to improve the quality of instruction and recreation for the player.

Any situation that arises that is not covered in these rules should be resolved through the agreement of both coaches (and umpire), and then after the game, brought to the attention of the Spring Coordinator, as all documents of RASA will be constantly maintained and improved.